

What is Multiworld Madness?

Multiworld Madness is a challenge created by iateyourpie. The idea is to create a sort of Iron Man challenge out of a solo Multiworld/Archipelago seed. All the games are played by myself, and if I die in any of the games at any point of time, that run is over. I then create a brand new world and try again.

Highly recommend checking out pie's video, run highlights, and his winning run. It was a ton of fun to watch and is what inspired me to want to try it myself!

<https://www.youtube.com/watch?v=XxV5PO94ra4>

Each of the games' worlds are connected, and any item could be in any location. A gym badge for Pokemon Emerald may be sold by Gerson in Undertale. Eggman's Hover upgrade might be found deep in Ganon's Castle. Beating Radical Highway might give me Lakilester.

The games I'll be playing are:

Ocarina of Time

Sonic Adventure 2 Battle

Paper Mario

Undertale

Pokemon Emerald

While dying may end a run, it's not in vain. As I make progress (specifically, every 5%) I will get to spin a wheel which will grant me something akin to a boon or a prize, or as pie dubbed them, "Unlocks". These are unique to each seed, so each seed comes with a new set of unlocks.

Essentially, this turns Multiworld Madness into a Roguelite.

The amount of spins depends on my overall PB for all of the items collected in the Multiworld, which is converted into a percentage. So, if my current PB was 13%, I reached two milestones (10%) and therefore get 2 spins every time I start a new seed. If my current PB is 77%, 75% was my last milestone and so I get 15 spins at the start of each run. These will be randomized across the games, so I could get something like 6 in one game, 4 in another, and the other games get nothing. These can be a variety of things depending on the game, for example an extra life in Sonic Adventure 2 Battle, starting with Double Defense already acquired in Ocarina of Time, or allowing a revive to be used on my main Pokemon in Emerald.

Going into this, I will have some self-restrictions. I used to do a lot of Ocarina of Time randomizers, and I've beaten Pokemon Emerald Kaizo Ironmon, but the other three games I'll have very little

experience with the randomized versions of these games. Here are some additional rules/clarifications for the games:

Ocarina of Time – 4x Damage modifier + Hero Mode (small hearts don't drop).

Pokemon Emerald – If main Pokemon dies, run is over. I can “pivot” my main Pokemon twice during a run when in a safe spot (i.e. can't cheese a death). Can swap to secondary Pokemon/HM friends to play around Perish Song, but otherwise they cannot attack just like in Ironmon. No XP from wilds. Cannot buy potions/heals. Revive only with Unlock. Gyms must be vanquished in one visit.

Paper Mario – May only have 1 Lifeshroom in my inventory at a time. Can only buy an item from a shop once. Badges are unique (cannot stack multiple ones). No hard rule on getting Star Points but intentionally grinding beyond what I feel is reasonable for my current progress I won't do (aiming to be no higher than lvl 20 for Bowser)

Undertale – Neutral route. Can only get exp from unique encounters (such as Toriel and Doggo). During the Flowey fight, the Game Over screen appearing and/or him closing the game is what counts as a death.

Wheel spin boons and current run information can be found here -

https://docs.google.com/spreadsheets/d/1CqFEFEjP36Guv_9Jpruz5IMdmuQ595CRL0471E_kzuM/edit?usp=sharing