

OOTR Battle Royale - One Hit KO Battle Royale tournament

A weekly knockout tournament where the aim is to amass points based on objectives whilst staying alive, as opposed to beating the seed quickly, or even beating it at all!

Once you die, your run is over. This works differently than traditional races in that the aim is to amass as many points as possible before you either die or run out of time, as every race is capped at 2 hours and 30 minutes.

Defeating Ganon is possible, and is worth a lot of points, but you cannot reset and your run ends if you choose to beat Ganon and "bank" the points that you have.

If you die, your score is the amount of points you obtained at the point of death, however you are allowed 1 single fairy revive. Note that you can release a fairy from a bottle if you need different bottle contents, and this doesn't count as a revive. Using a shield is legal.

The tournament structure is a weekly knockout where players accumulate points every week. Starting from race week 3, the player with the lowest total points will be eliminated alongside the player with the single lowest point score that week, for a total of 2 eliminations. In the instance where that player is the same, the player with the second lowest total points will be eliminated also. Points are not revealed until all players in the race finish their run.

Once 4 players are left, those players will enter 1 final race, and the best points of that race (not accumulated) will win the tournament.

A live race will take place every Saturday at 8pm UTC. Players that cannot join the live race must async the race in advance, however asyncs will only be accepted for legitimate reasons as the preference is for the live race. The tournament organiser will inject the async finish times into the chat of the raceroom of the live race as if they were racing alongside them to ensure fairness and simulate them being live as much as possible.

If there is a tie for lowest score in the current race, the person that got the points the fastest in that race will proceed. If there is a tie for lowest total score, the player with the highest individual round score up to that point will proceed

This will be done on the Standard ruleset. Season 8 base will be the template settings, with the following notable callouts or differences:

- Random age and Random spawns
- Open Forest
- Dungeon Shortcuts are on except Dodongo's Cavern and Fire Temple
- Ruto is already on Floor 1 in Jabu
- Shopsanity is on
- Dungeon Entrance Randomiser is on
- Scrubs are on - **Goron City Scrubs are disabled**
- Chickens set to 1
- Free Scarecrow
- Hints are custom:
 - 5 path to boss (can be medallion or stone)
 - 4 foolish
 - 2 dual sometimes
 - 3 regular sometimes
 - always: 20/30 skulls in skull house, dampe hook hint, skull mask, dmc scrub, final frogs, claim check, ocarina of time song, burning kak song

- ZL cant be hinted path (thought its worth mentioning since it was a potential with last season)
- Dampé's hut as adult will hint the first hookshot
- Bridge will be set at 3 dungeon rewards
- Ganon BK set to keysy
- Dungeon BK's set to vanilla
- Open Fountain
- Biggoron and Nayru's Love are not in the seed - **Buying the Giant's Knife is banned**
- Players start with 1 bottle
- Players do not start with a Deku Shield
- Players start with Max Rupees (Wallet upgrades fill wallet)
- 40 and 50 skulls are junked, 20 and 30 skulls are hinted in the skull house

The points you can gain are as follows:

Defeating any of the following enemies in unique instances (i.e. you cannot farm repeated spawns of these enemies where they respawn)

- Wolfos - 1 point each (maximum 12 points)
- Lizalfos - 1 point each (maximum 8 points)
- Single Skull Kid - 2 points
- Dual Skull Kids near target in the woods - 5 points (must kill both of them in the same attempt)
- Peahats - 1 points each (maximum 7 points)
- Dinalfos - 2 points each (maximum 8 points)
- Stalfos - 3 points each (maximum 39 points)
- Iron Knuckles - 3 points each (includes Nabooru) (Maximum 15 points)
- Gibdo - 2 points each (Maximum 8 points)
- Volvagia and Barinade - 8 points each
- All other bosses - 5 points each
 - Killing King Dodongo (2), or Phantom Ganon (3) as child is worth extra points
- Defeating Ganondorf - 10 points
- Defeating Ganon - 20 points

Gold Skulltula Collection objectives:

- Collecting all the skulls in dungeons will reward points
 - Deku, DC, Jabu, Forest, Ice and Bottom of the Well - 3 points
 - Spirit and Water - 4 points
 - Fire and Shadow - 5 points

Bonus Overworld objectives:

- Reaching the end of Dampé race - 2 points
- Crossing the Wasteland (either direction, can only be claimed once) - 3 points
- Collecting all 3 rewards from the Desert Colossus Fairy and the 2 Deku Scrubs - 6 points
- Using a deku nut to "hit" 4 Guay at the same time and have them fly away - 4
- Playing Epona's song to the 4 cows not found in Lon Lon Ranch or Kokiri Forest - 5 points

- Killing 5 unique big poes - 3 points
- Plant 5 magic beans in unique spots (they do not have to be 5 unique beans) - 3 points
- Jump or hover onto every iceberg in Zora's Fountain without killing an Octorock or leaving the area - 5 points
- Collect the 50 Gold Skulltula reward - 20 points
- Collecting the Gold Skulltula in the crate in Death Mountain Crater - 6 points
- Collect the Sun Song reward without sidehopping or backwalking - 2 points
- Get through Sacred Forest Meadow Maze as child without climbing with only a shield (cannot use Deku Nuts) - 3 points
- Get through Sacred Forest Meadow Maze as adult without climbing with only a sword and shield - 5 points
- Collect every song - 20 points

Bonus Dungeon objectives

- Defeat all 3 tentacles in Jabu - 5 points
- Throw a pot and damage Barinade - 3 points
- Open all the Coffins in Bottom of the Well and leave without killing any Keese or wearing a mask - 3 points
- Collect the Silver Rupees in Bottom of the Well - 3 points
- Defeated both Dead Hands - 6 points
- Lit all poe torches in Forest Temple - 5 points
- Walk through the Fire Wall Maze into the Song of Time Goron room the intended way - 2 points
- Use the hammer to drop the Large Pillar into the Fire Boss room - 7 points
- Use the hammer to drop the Small Pillar into the Upper Fire Temple Maze room - 5 points
- Defeat all Spike enemies (11 total) in Water temple - 4points
- Defeated Dark Link - 5 points
- Walk through the Wind Tunnel rooms in Shadow Temple without Iron or Hovers equipped - 3 points
- Kill all the Floormaster in the Shadow Temple invisible maze area - 4 points
- Collect Silver Rupees in Shadow Scythe Room - 3 points
- Collect Silver Rupees in Child Spirit room with Keese/Wallmaster - 3 points
- Kill all the Anubis in Spirit Temple - 3 points
- Collect Ice Cavern Map Chest and Song Reward - 8 points
- Collect the chest surrounded by fire in GTG without killing anything in the room - 4 points
- Collect "Toilet" Chest reward - 3 points
- Collect Silver Rupees in Forest Trial - 3 points
- Collect Silver Rupees in Fire Trial - 3 points
- Collect Silver Rupees in Light Trial - 3 points
- Collect Silver Rupees in Spirit Trial - 3 points
- Beating Ganon or surviving the time limit without using your fairy - 10 points
 - Please note that waiting out the time limit while doing nothing is against the spirit of the tournament and may end up in a disqualification

Changes from last season:

Rule Changes

There is no longer a timer threshold for when you can or cannot reset the game/save quit

There is no longer a rule stating you cannot save quit if you are about to receive imminent damage - if you are fast enough to react then that's a skill in itself
Increased points if certain enemies or bosses are killed as child

Settings Changes:

Open Forest

Random Spawn + Random Age on

Boss Shuffle on

Shop Sanity on

Dodongo's Cavern Shortcut - Off

Start with Deku Shield - Off

Hookshot hint on Dampe - On

Adjusted values:

Peahats reduced to 1 point each from 2 points each

Duo Skullkids reduced to 5 points from 8

Water Temple Spikes reduced to 4 points from 7

Lit all poe torches in Forest Temple increased to 5 points from 3 points

Retrieved Ice Cavern Map Chest and Song Reward reduced from 12 points to 8

Removed goals:

Collect GTG Like Like room chests - removed

Collect Fire Temple Hammer Chest reward - removed

Collect Gold Skull in Deku Tree behind Mud Wall