

2022 All Keys Tournament

General information

The tournament will start after the first round of pairings are announced on Sunday, September 18, 2022.

The Zelda II Discord Server will be the main platform used for this tournament. It will not be on Challenge until the bracket stage. You can join the Discord server here:

<https://discord.gg/5Xc7muM>

To sign-up for the tournament, please use this form: <https://forms.gle/votearcC2vTN3HEX6>

100% All Keys Rules

The player has to get all keys, all spells, all life and magic containers, all sword techniques and all permanent items.

The player must have gotten a key for every door they use, or for every door they get past by other means. This means that walking on the ceiling over a door still requires the player to have a key for that door, and that using the Fairy spell to get through a door without a key is forbidden.

For the tournament, game-overs are allowed. However, after a game-over, the player must return to the place where the game-over happened. If it happened outside of a palace, the player must return to the exact room or tile where the game-over occurred. If it happened inside a palace, the player must re-enter the palace, but doesn't need to go back to the exact same room. This assures that game-over warps will not be used to save time.

It is still forbidden to use up+a on the second controller.

Participants playing on emulator will be required to have an input display visible on their stream, generally this is available through the emulator itself through the settings menus.

Racing Rules

Players are required to live stream all of their races.

As in recent years, racetime.gg will be required for all races. This makes the job of restreamers much easier and guarantees there will be no false starts. Note: if you use the racetime integration into LiveSplit, make sure your LiveSplit is updated to the latest version to ensure the integration works correctly.

Time starts on file select START button press and ends on loss of control.

In general, the results of a race will be given by Racebot.

If a race is decided by less than three seconds, the players can agree on a different result by checking their respective timers.

If the players cannot agree on the result, the runs will be frame-counted by the tournament organizers to declare a winner.

Tournament Format

As usual, the tournament will be separated into two stages: the qualification stage and the elimination stage for those who have qualified.

Qualification Stage - Swiss

Unlike in recent years where we did group races for qualification, this year the qualification stage will be Swiss. This means the races will be 1v1 and after the first round, racers will be matched up with other racers with the same record - e.g. racers who won their first race will be matched up against other racers who also won their first race. The only exception to this is if there is an odd number of racers with a record, then by necessity, there will be some number of races across record boundaries. One downfall of Swiss is that the next round cannot start until all races from the previous round have completed, as such we will be pretty strict about keeping to the timeline. Each round of the Swiss stage will last 1 week, ending on Sunday night at 11:59PM EDT, so please try to schedule your race as soon as you can once matches are announced.

Stage Start: Sunday, September 18, 2022 after the first pairings are announced

Stage End: Sunday, October 23, 2022 at 11:59PM EDT

Swiss Race Schedule Link: <https://forms.gle/DVXmgJqrCLmYkf4V7>

Elimination Stage - Single Elimination Bracket

The second stage will be a 16 players single-elimination bracket.

Players will be seeded by record and then average race time from the swiss stage.

Again, you will have one week to complete each round.

You will have no obligation to wait for a round to be over before doing your next race.

The finals will be best of three.

Stage Start: Monday, October 2022

Schedule and restreams

After you and your opponent have agreed on a time for your race, you will have to enter it on the schedule. The result of any race not entered on the schedule will be nulled.

As we are not partnered with any dedicated restreaming channel on Twitch, restreams are personally handled by members of the community.

If you would like a specific person to restream or commentate your match, you will be able to include them when you enter the race on the schedule. Otherwise, you can leave the "Restream" field blank and let a community member pick it up.

To increase the odds of getting a restream for your match, you should enter it on the schedule as soon as possible. Even then, since restreams are volunteer work based on availability, we can't guarantee that all matches will get a restream.

You are not allowed to aggressively seek a restreamer or commentators for your match by mentioning these roles repeatedly in Discord, especially at the last minute.