

Changelog:

- Trunk is mandatory
- Tiles and console players can unite as one on CSZO and CAO
- Teams can be chosen by players, solo players are randomly assigned teams.
- Team size is 3.
- Bonus missions. There are 3 tiers of missions, with 3 missions a piece.
- Scoring formulae changes
- Combos will be rated according to difficulty and distributed accordingly.
- 2 more days of playtime!!

“Dieselrobin” team competition rules:

Time Frame:

* The competition will start on a Friday at 19:00 UTC and will end 16 days later on Sunday at 19:00 UTC. Any games still in progress will be scored as if they died of old age at that point. The start and end times will be posted in ??dieselrobin[3]

One sentence summary: Teams of players are assigned race/class combinations (multiple combos per team) and team members take turns completing 'missions' with each character (e.g., D to Lair, Lair:1-8).

Teams: Teams should all be 3 players. Since teams will be sharing characters, they should be composed of players who are happy to all play on the same server.

Servers:

CAO/CSZO - tiles, console or a mix of both

CDO - console only

Combo selection: Each player will choose one race/class combination. Players are encouraged to choose combos which allow for a reasonable amount of flexibility. Combos which force a certain playstyle or set of circumstances are interesting to play solo, but can be frustrating (or boring, in the case of overpowered combos) in an ad-hoc team environment. Combos of the latter nature may be replaced at the discretion of the organizers. In addition, some number of randomly chosen combos will be replaced. All replacements will come from the oldwon pool.

Team setup: Each team should choose a team name and three account names. Account names ***must*** be in ALLCAPS. Each team also needs to pick an order of play and decide which player will start which character (once combos are assigned).

Making a learndb entry with this information might be a good idea. An example:

team wu-tang[1/4]: Account names: METHODMAN, RAEKWON, GHOSTFACE.
Turn order is pivotal -> elliptic -> ophanim -> pivotal

You should also duplicate the "Template" sheet in <https://docs.google.com/spreadsheet/ccc?key=0AsDUI9FTpJmLdEh2ZnYtUlp3a3BESWJIUERqYkICdUE> and use that spreadsheet to keep track of your team's progress.

Version: Trunk.

Play: When it is your turn to play a character, you must complete exactly one "mission" and then pass the character to the next player. Bonus missions can be completed in tandem with a standard mission. The first few missions are fixed, but later on you will usually have a choice of a few missions that can be done in any order. You can backtrack to areas of earlier missions at any time, but **you may not enter new locations until you are starting the corresponding mission**. If you find yourself shafted past the current allowed levels in D or V, you must ascend back to permitted levels as quickly as possible. See the "Missions" section for a list of all the missions.

Substitutes: If a player disappears for 48 hours when it is their turn to play a character or otherwise gives notice of being unable to take their turn, the rest of their team may ask anyone not already on a team to take that turn for them.

Death or Victory: You get twenty tries to complete the first mission successfully, though you only get a point for the first mission if you are successful on the first try. After the twentieth try and in all later missions, deaths are permanent and mean the end of the character. The other way a character can finish is by winning, which you may attempt to do at any time after obtaining 3 runes. If a character has completed every mission, the next player must attempt to win.

Missions: Each mission consists of a task or tasks that must be completed before the character can be passed to the next player along with a list of locations that become available for exploration once the mission is started. You may not begin one mission and then decide that it is too hard and do another mission instead; once begun, the only options are completion, death, or going to Zot and winning instead. You do not have to stop immediately when you have completed the tasks in the mission; they are just the minimum you have to do.

These missions will be in the ??mission entry in the learndb for easy reference.

Mission 1: Find the entrances to Lair and Orc. If you die, you may try again up to twenty times, though at the cost of the point for this mission. New locations: D:1-13, Temple.

Mission 2: Find the three branch entrances in Lair. New locations: Lair.

Mission 3: Enter the shops in the Orc:4 shop vault and find the entrance to Vault. New

locations: Orc, Elf, D:14-19.

Mission 4: Get a Lair rune. New locations: one Lair subbranch.

Mission 5: Find the entrance to Tomb and enter the end of Crypt. New locations: Vault:1-4, Crypt. (Missions 5, 6, and 7 can be done in any order.)

Mission 6: Get a second Lair rune. New locations: a second Lair subbranch. (Missions 5, 6, and 7 can be done in any order.)

Mission 7: Find at least one entrance to Pan, Hell, and Zot. New locations: D:20-27, Vestibule. (Missions 5, 6, and 7 can be done in any order.)

Mission 8: Get the silver or golden rune. New locations: either Vault:5-8 + Blade or Tomb, along with Zot (since you have 3 runes now).

Mission 9: Get a third Lair rune. New locations: the third Lair subbranch. (Missions 9-14 can be done in any order.)

Mission 10: Get the silver or golden rune. New locations: either Vault:5-8 + Blade or Tomb. (Missions 9-14 can be done in any order.)

Mission 11: Get three Pan runes. New locations: Pan. (Missions 9-14 can be done in any order.)

Mission 12: Get the remaining two Pan runes and return to D. (Missions 9-14 can be done in any order.)

Mission 13: Get two Hell runes. New locations: all four hell branches. (Missions 9-14 can be done in any order.)

Mission 14: Get the remaining two Hell runes. (Missions 9-14 can be done in any order.)

Bonus Missions:

There are 3 tiers of bonus missions: Tier 1 (2 points each), Tier 2 (4 points each), and Tier 3 (6 points each)

The missions themselves will be kept secret until characters have been assigned to teams. Your team will assign one mission from each tier to each character before the tournament starts. Once the tournament starts, you cannot change bonus mission assignments. The bonus mission assignments will be placed on the scoring sheet for your team.

If you are unable to assign all your missions due to character/class/race makeup, we will swap a conflicting mission with an alternate mission for that tier that can be completed.

Scoring:

Regular Missions

Each completed mission is worth one point. The first mission is only worth a point if you complete it on your first try. Winning is worth 4 points. Thus the maximum possible score for each character is 18 points.

Bonus Missions

Each bonus mission completed

Total Score

First, second, and third are the number of bonus missions completed from each tier

$3 \times \text{highest score} + 2 \times \min(\text{second highest score}, 9) + (\text{first} \times 2 + \text{second} \times 4 + \text{third} \times 6)$

Max score: $3 \times 18 + 2 \times 9 + 3 \times 6 + 3 \times 4 + 3 \times 2 = 54 + 18 + 6 + 12 + 18 = 108$