

Highway To The Zemus-Zone

A Final Fantasy 4 Free Enterprise Randomizer League

[122](#) Participants!

Rules subject to change

Signup form can be found [here](#). Signups will conclude on July 6th, 2018, at 11:59 PM ET. Players must join the Discord and have submitted a signup form at that point, or they will be dropped. Players must also have an SRL account set up for this league.

A newbie guide can be found [here](#), a newbie guide to glitches can be found [here](#), and a video showcasing 100% of the possible key item locations and bosses can be found [here](#).

Qualifying Stage (July 7-29) -- Participants will be able to play in as many of four large qualifying races as they can make. Participants do not need to race in all four matches; only the best Z-score will be used so being able to attend more races is only to try to achieve a better Z-score. Efforts will be made to schedule these races so that at least one of the races will be available at a convenient time for all racers. Your sign-up forms having regular available times for you are meant to help us decide dates, so please fill them in!

Flags for the Qualifying Stage: J2KC2T4S3BF2NE3\$X2Y2GWZ

Dates for the Qualifying Stage:

Sunday, July 8th @ 1 PM ET

Thursday, July 12 @ 10 PM ET

Saturday, July 21st @ 10 AM ET

Tuesday, July 24 @ 7 PM ET

Rather than taking the best times, we'll use a system based around z-scores. For each race, your z-score will be calculated. The z-score* is a standardized measure of how you performed in the race, relative to others in the same race. The more 'negative' this score is, the better you performed. Each player's final z-score will be the best of all z-scores they received in the qualifiers that they participated in. (i.e. If you play in just two qualifiers, your best z-score is the only one that counts, and if you play in four qualifiers, your best z-score is STILL the only one that counts.)

The top 32 z-scores at the end of qualifying will be eligible to play in the league. In the event of a z-score tie, the first tiebreak will be highest place in a race, and the second tiebreak will be best average race time.

League Matches (July 30 - September 2) -- Remaining participants will be grouped into four-player races for four weeks. Every effort will be taken to match up as many different players as possible against each other, but outside of that the draws will be unseeded and random. A list of the four-player races will be released before this round begins, so that

participants can start talking about available times for them well in advance of the cutoff date.

Flags for this round will be JK2PCT3S2BF2NE3X2Y2GZ

The first-place finisher of each match will receive four points, the second-place finisher will receive three points, the third-place finisher two points, and last place will receive one point. Should there be an SRL tie in a race, both players will receive the high amount of points (e.g. tie for second will result in two players getting three points.) At the end of the four weeks, the top 12 players by points will automatically advance to the playoffs. In the event that the league is run again, players that finish in the top 12 will auto-qualify for the next run of the league.

For the remaining four playoff spots, we will run a pair of knockout races between players who finished the first four weeks with less points. The players in 13-16th place will do a knockout four-player race where every player advances to the playoffs except for the last-place finisher. The players in 17-20th place will do a knockout four-player race where only the first-place finisher advances to the playoffs. In the event of a tie in a position that matters in these races, we will have a re-race of the players that tied to determine the spot.

In the event it is necessary to break a tie on points, we will compare the players by best z-score achieved in the league qualifier format and rank them in that order. Second tiebreak will be most first-place finishes, and third tiebreak will be best average time.

Playoffs (September 3 - October 14)

The top four point totals will hold a short draft of the remaining players to create four four-player pools of players.

Flags for this round will be JK2PC3T3S2BF2NE3X2Y2GZ

Those groups will race twice, and each time the last-place finisher of the race will be eliminated. Survivors will enter into a single group of eight.

We will reconvene on one day to finish the playoffs with three consecutive matches. During the first race two players will be eliminated, and during the second race another two players will be eliminated.

Finally, we'll have one winner-take-all match to decide the championship.

In the event of an SRL tie before the final day, we will have a race-off only between the two racers who tied (assuming the spot matters). In the event of an SRL tie that matters on the final day, we will simply allow the tied players to not be eliminated and eliminate N+1 players in the next cut, except in the event of an SRL tie for first place in the final match. A tied first place final match will be a rerace between the players who tied.

Rules

All [Speed Runs Live \(SRL\)](#) racing [rules](#) apply. All participants must use approved emulators/consoles and stream their races. We recommend that you locally save your race-stream file in the event that your stream is disconnected and you are “proofcalled” on your time. If you are not registered with SRL, [please do so now](#). If you do not know how to set up or use an SRL account, please contact a moderator for assistance. Once the race is completed, please get in contact with a member of the admin team to update the standings and times.

Discord will be the main communication platform for this league and will therefore be required. Please be sure to include your full Discord username when you register, and also to join the [server](#).

We realize that a league of this magnitude has a lot of people with a lot of schedules to work around, and we will do our best to avoid scheduling issues before the league starts. That being said, if you schedule a match with a group and then bail on the scheduled time without prior notice, you may be removed from the league at Admin’s discretion. Any disputes will be handled by the Admin team (catastrophic4, Netara, penguin8r, neerrm, puwexil, elmagus, fcoughlin, riversmccown).

During any league race, including qualifiers, make your chat emote-only (/emoteonly and /emoteonlyoff on Twitch) and do not talk with anybody else. Do not use the comment function or otherwise put spoilers in the SRL channel as long as somebody is still playing. **Anybody who, in the opinion of the administrators, comments with spoilers in the SRL channel before the race is over will forfeit their time and be removed from the league at admin’s discretion. Please use spoilers channels on the discord instead!**

Please stream with a timer that begins when the SRL race begins. This will make it easier for restreamers to sync race restreams. Individual splits are not necessary as long as there is at minimum an overall timer for the run.

Restreams

When you have scheduled and submitted your match, it will appear on the schedule.

Restream volunteers will then have the option to restream the match. We will do our best to accommodate restreams, but do keep in mind that this is a volunteer endeavor and we are not able to guarantee that your matches will be restreamed.

Approved restream volunteers will be given access to the site and will be able to claim restreams as well as select commentators. Commentary on RPGLB is expected to be PG-13, and commentators who have demonstrated chops in other games or during other FE races on RandoMania or SpeedGaming will be given preferential treatment.

Restreamed players must broadcast game audio only and disable stream alerts while they are playing.

On Cheating

Starting a seed early or otherwise getting knowledge of the seed beforehand is illegal, as is stream sniping. If you suspect an opponent of cheating, please breach the subject privately with an admin team member along with whatever evidence you have. We will conduct an investigation into it on our own. Caught cheaters will be kicked out and banned from future leagues/our other community races.

Match Procedure

Discuss and schedule a time to play your match against your opponents **as early as possible**. This can be facilitated in many ways, but Discord is probably your best option in terms of communicating with your opponent. Using Discord's scheduling channel also shows administrators that you are putting effort into scheduling and earn you the benefit of the doubt in a dispute.

When all participants are ready, begin a race in the #speedrunslive IRC channel on irc.speedrunslive.com or at <http://www.speedrunslive.com/channel/> with the command:

.startrace ff4hacks

Once the race channel has been created, join that specific channel. Within the channel, change the goal to the HTTZZ League.

.setgoal HTTZZ League

Finally, to generate a seed, use the following command

.ff4flags (the flags)

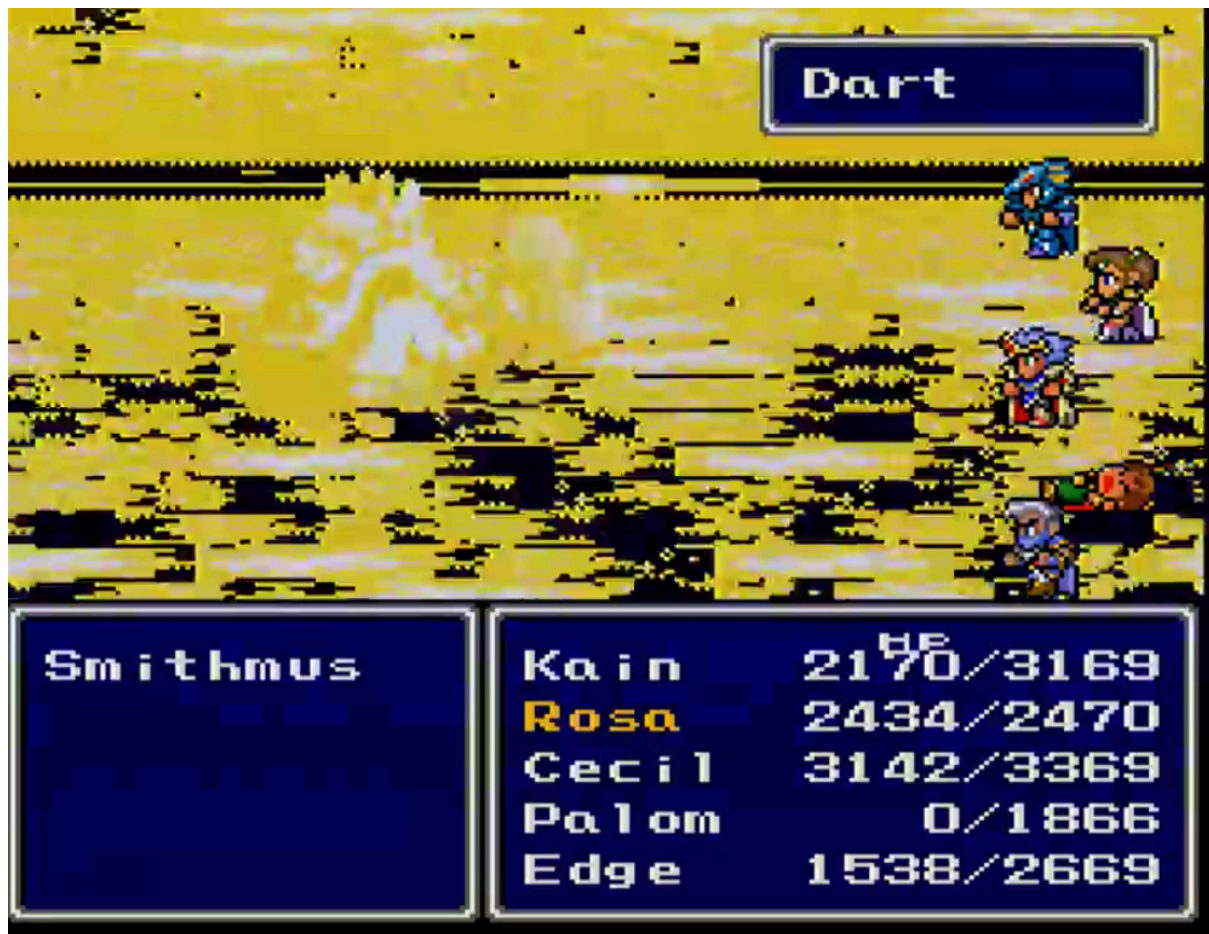
Please do this only after at least two players are in the race room so that someone can confirm it was randomly assigned. Once that has been completed, all participants should verify that they have the same seed (ask for starting character/hash), then enter the race. This can be performed with the following command:

.enter

When all participants are ready to begin the race, have their stream available, and are waiting on the New Game option within Final Fantasy IV, type the following command:

.ready

The Race bot will then begin to countdown in the race chat, and upon reaching 0 all players will begin the race. Your race finishes when the screen flashes following the last hit on Zeromus (or whatever sprite replaces him.)



Once you have reached this screen, in the race channel, type and enter:
.done

In the event that we run the Giant% variable, it is possible that the boss taking the spot of CPU will not flash. If it does flash, that is **.done**, and if it does not flash, the timing for **.done** is instead the instant the last on-screen monster sprite begins to disappear.

And that's it. Note that it is possible to reach this screen and not finish the game (for instance, if your surviving characters have 2 HP or less left and get poison ticked by Big Bang). If you don't get to the credits, it will not count as a completed run.

Some additional handy commands for the race:

- **.quit** - If something arises and you need to remove yourself from the race, then use the **.quit** command.
- **.undone** - Use if you prematurely type **.done** or **.quit** before the race has ended.

FAQs / Q&As

- **Will match-ups, runners, or groups be released before the league begins?**
 Yes.

- **What version of Final Fantasy 4 will the league be using?**

Because this is a randomizer, you will need a Final Fantasy 2 US 1.1 ROM to generate seeds.

- **How are dropouts and forfeits handled?**

Forfeits in races will be treated as a fourth-place finish. In the event that multiple people forfeit, they will all receive one point for that race. We will not retroactively change past results for players that drop. If a player drops from the league without completing all their matches, they will be given a fourth-place finish for any remaining unfinished races.

- **What emulators may I use?**

From the SRL FAQ -

"You may not use the following emulators for racing:

SNES - ZSNES, snes9x 1.4x"

Other emulators are fine for the time being unless things change in the future. You may also use flash carts to play on console. Other hardware setups will be considered on a case-by-case basis.

- **What encounter manipulation is allowed in the league?**

The randomizer will start you on a random encounter seed. If you want to figure out your seed from there, in the event encounters are turned on, by all means feel free.

- **Can I save during a run?**

Absolutely, and it's encouraged to do so. If you die, you can only reload a save that was made during your current playthrough.

- **Can I race other people during this league?**

Of course! You are free to race each other and practice your runs as much as you would like. We also ask that if four people are competing in a race for the league that you do not join in that race - league matches should consist of only the players that were pre-grouped together.

- **What should I do if an opponent doesn't show up or asks to restart?**

If you agree to a date/time for your race, all participants are expected to show up on time and prepared to begin. If your opponent(s) does not show up on time, you may opt to reschedule the race or you may begin without them. You will not be awarded a "free" win if your opponent(s) doesn't show - you must still complete a run. Additionally, if an opponent requests a "restart" during the race (e.g. a technical issue arises for them), the other players have the right to accept or deny that request at their own discretion. If all of them agree to grant it, a new seed must be rerolled. In either scenario, please inform an admin about what occurred.

- **Can I walk through 64 doors to get to Zeromus?**

~~We dare you.~~ :~)

No.

*-The z-score is the number of standard deviations away from the mean you performed in the race. It's calculated as $(\text{your_time} - \text{mean_time}) / (\text{standard deviation of the race})$. In the calculation of the mean/standard deviation, we remove the bottom 10% of racers.