



# **Season 3 Playbook**

Version 1.1

Glance  
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## 1 Overview

0 Hit League is a Souls community tournament showcasing no-hit strategies in an enemy and fog randomizer setting. Two players compete head-to-head to traverse six random in-game areas, while killing five unique enemies or a boss in each area. The winning player for a match is determined by who

completes the most gates with zero hits taken.

Season 3 format consists of 10 players competing across nine matches in a round-robin format. The game this season is Elden Ring, which must be played on current patch. Enemy and fog randomization is facilitated by a custom, closed-access version of the enemy and fog randomizer developed by thefifthmatt. Use of additional game-altering software such as Cheat Engine is not allowed.

Standard no-hit rules and conventions apply to matches. Major glitches are strictly forbidden (including AI breaks), as well as Stake skips. Quitting out in combat is strictly prohibited and will incur a one-hit penalty. Usage of the map to warp whenever available is allowed. Summoning Spirit Ashes and NPCs via summon signs is not allowed.

A few adjustments to some skips have been made:

- It is not possible to perform Sol Skip on relevant gates, there is a fog wall preventing you from backtracking up the mountain.
- Sewer Skip has been blocked off to facilitate more interesting gates.

## **2 Match Setup**

Opponents are provided with identical enemy and fog randomization settings before the match, known as a seed. They are also provided with identical gear including weapons, armor, and consumables, known as a build. Seeds and builds are not identical across separate matches, even those on the same day. Players load the seed and build approximately 10 minutes before the match starts. Players are allowed to inspect the build as soon as it is provided, but may not explore the seed until the match has started. Players may not alter their build by adding, removing, or upgrading/altering equipment, including weapons, armor, or talismans, unless required by certain Omits. However, players may make use of consumable item pickups they find during the match. Purchasing any item at any shop is not allowed unless specified otherwise by the referees. Leveling up is also not allowed.

- A major exception to equipment rules is when fighting either phase of Rykard. In these instances, Serpent-Hunter will always be provided at the outset of the fight and is permitted to use.

## 3 Match Structure

Players play across a series of six areas (known as gates) which are linked together by warps such as fog walls or waygates. A gate consists of an

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entrance warp, an exit warp, and a series of enemies, boss(es), or both in between. Occasionally, gates may have extra warps that are not intended to be used for that specific match; these warps will be inactive and cannot be used to avoid confusion. The chain of gates always begins at the Chapel of Anticipation (before Grafted Scion) and ends at the Chapel of Anticipation (after Grafted Scion). All six gates must be completed within a 45-minute time period.

Gates have a status that is determined based on the number of enemies killed and if the player has been hit. If the player has not been hit and has not obtained all their required kills, the gate is referred to as "locked". If the player has not been hit and has obtained their required kills, the gate is referred to as "open". If the player has been hit, irrespective of their kills, the gate is referred to as "closed".

### 3.1 Enemies

Players must not exit a gate without killing five unique enemies or a boss (which equates to five kills). Enemies respawned by player death or reloading the gate are not counted twice. Enemies/bosses may be counted if killed by a trap or lethal fall if the boss/enemy was actively attacking or pursuing the player or a diversion created by the player, such as noise caused by a Kukri. This ruling is ultimately subject to the referees' discretion.

Passive wildlife does not count as a kill, this includes the

following: • Horses

- Small Crabs (including the Albinauric Crab)
- Eagles
- Deer

- Owls
- Boars
- Rams/Sheep
- Penguins
- Dragonflies
- Stone Worms (including the stationary Sentry Stones)
- Turtles
- Springhares
- Scarabs (all forms)

### 3

The following enemies/bosses are banned from ever appearing in seeds, as decided by majority player votes:

- Necromancer Garris
- Sir Gideon Ofnir
- Esgar, Priest of Blood
- Fia's Champions
- Roundtable Knight Vyke
- Valiant Gargoyles
- Invisible Black Knife Assassins (boss and non-boss variants)
- Electric Wlsp
- Godskin Duo
- Commander O'Neil
- Adan, Thief of Fire
- Bols, Carian Knight
- Stonedigger Troll
- Rennala, Queen of the Full Moon (phase one only)

- Draconic Tree Sentinel (non-boss variant only)
- Withered Astel (except in their vanilla locations)

As stated, boss kills count as five regular enemy kills. A boss is not determined by its model, but by whether it has a boss HP bar. Multi-boss fights must have all bosses defeated to count as a boss kill. Note on some gates, boss kills are mandatory and the exit warp will not be active otherwise. The following enemies also have some minor behavioral changes to make them more palatable for no-hit:

- Regal Ancestor Spirit: The third heal of the boss is reduced to almost nothing, making lower damage more viable on this fight.
- Fire Giant (Phase 2): Removed the ricochet effect of the moving fire breath attack.

## 3.2 Hits

Players will often take multiple rapid hits from certain enemy attacks. If subsequent hits were unavoidable, this is ruled as a single hit. In many cases, confirming whether these subsequent hits are truly unavoidable is impossible and ultimately falls to the referees' discretion. Occasionally, players will die and be forced to traverse an already completed gate to return to the current gate. Hits incurred during these previous gates are not counted, but bear in mind there is relevant time loss in navigating through these prior gates.

As an added preventative for erroneous counts, single attacks from single enemies/bosses can only incur a maximum of three hits per use.

## 3.3 Walk of Shame

When one player completes a gate before their opponent by activating the exit warp, this places a Walk of Shame timer on the lagging opponent. The Walk of Shame timer informs the lagging player they have three minutes to

acquire their kills and complete the gate. Failure to do so incurs an immediate two-hit penalty and removes the player's Omit draw at the end of the match, and the player has been "Walk of Shamed". A Walk of Shamed player will be directed by a referee to use the Bell of Passage to advance to the next gate to avoid wasting match time. The Bell of Passage is strictly for this purpose and should never be used without a referee's direction. The

leading player must wait at the start of the next gate for the lagging player to catch up, unless the next gate is an immediately active boss fight. Provided players do not move or make noise, staying at the entrance warp of the next gate should be safe from enemy aggro. In the event players are attacked by a non-boss enemy while waiting, they may kill the enemy free of any incurred hits, and will be instructed by a referee to restart the gate using the Bell of Passage when their opponent catches up.

### 3.4 Omits

Omits are penalties assigned on a per-gate basis by players to their opponents. Only one Omit can be assigned per gate, meaning a maximum of six Omits can be placed on a player per match. Omits are awarded at the end of every match to both players, unless a player was Walk of Shamed over the course of the match. Omits are awarded randomly with equal weighting. There are five Omits:

- **Massacre:** Increases the number of required enemies killed on a gate by 5. This also corresponds to an additional boss kill. Cannot be used on gates with less than 10 available enemies/equivalent bosses. Violated if player leaves the gate before killing all needed enemies.
- **Dull Blade:** Cuts the level of all weapons in half, rounded down to the nearest whole number. Violated if a player attacks an enemy with a full-strength weapon.
- **All Right:** Prevents the player from doing any combat animations using their left hand. This includes two-handing weapons, holding weapons in their left hand, shooting bows, or using some Weapon Skills. Violated by performing one of the above actions. If your build comes with a weapon in the left hand, you are allowed to remove it for this Omit.

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- **Tortoise:** Requires the player to heavy roll, using weapons of their choice. The weapon(s) must remain in an inactive hand slot at all times. Contrary to past seasons, armor is not allowed to facilitate heavy rolling (this is primarily to avoid buffs/extra defense from said armor). Violated by engaging an enemy without heavy roll.
- **Dry Spell:** Prohibits the use of all consumable and multi-use items, including the Spectral Steed Whistle, the Memory of Grace, the Wondrous Physick, and both Flasks of Tears. Contrary to prior

seasons, healing is allowed from non-consumable sources, such as resting at Sites of Grace or Incantations.

### **3.5 Nerf**

The nerf is a special ability awarded to the player in 5th place after each round of every players' matches. This player may pick anyone on the leaderboard (besides themselves) to be nerfed the following week. In many cases, the nerf will constitute having base HP, base Endurance to light roll, and minimum stats to use any provided equipment; there may be exceptions based on the match day.

### **3.6 Game Crashes**

Unfortunately, game crashes are an inevitable consequence of modifying Elden Ring. In 0 Hit League, two types of crashes are usually observed: traversal crashes and loading crashes. Traversal crashes occur while players

are actively in control of their character moving about the world. These are minor crashes that often allow the player to simply reload the game and pick up where they left off. In the event of these crashes, timers will not be paused or the other player asked to stop playing, the crashed player just loads the game again and continues playing. Loading crashes occur on

loading screens and result in the save file softlocking. These are especially debilitating in that they require starting a new character and progressing to the last point. Fortunately, they are significantly rarer than traversal crashes.

Due to their volatile nature, loading crashes are handled on a case-by-case basis by the referees at the time of their occurrence, with the primary intent being to bring the crashed player back to the point where they left off so they can finish the match. Crashes are never accommodated by switching seeds, or restarting matches unless the match has just begun. As always, it is best practice to have save file restore configured correctly through the fog randomizer, as this will frequently remove the need to start a new character.

## **4 Scoring**

0 Hit League keeps two main point systems, Gate Points (GP) and League

Points (LP). During a match, every gate completed with no hits taken awards the player one GP. Violating an Omit incurs an instant -1 GP to the offending player. This does not remove the Omit and the player must immediately rectify the issue. The -1 point is not particular to the current gate; it exists as an add-on to the total Gate Points for that match. This is done to prevent players from violating an Omit and instantly just rushing through a gate to punish the other player with a Walk of Shame timer. If necessary, Gate Points for a match can be negative as a result. The player with the most GP at the

end of the match is awarded two LP. No LP are awarded for losses, and in the event of a draw, both players receive one LP. In addition, the player with the least hits of the match receives a one LP bonus. Ties for lowest hits do not receive any bonus LP, only if there is a clear lowest value. The player with

the most LP at the end of the season is declared the season winner; usually, second and third place also garner some kind of prize. In the event of a tie based on LP, GP will be used to break the tie (this is the case for leaderboard positions in general).

## **5 Relegation**

The bottom three spots on the leaderboard are referred to as the relegation zone; these players are in danger of being removed from the League at the end of the season. After the final match day, 9th and 10th place will be asked to leave the League. 8th place and the player with the most hits of the season will play an exhibition match known as the relegation match with all the standard rules of a normal match, but the player with the least GP from this match is also asked to leave the League.

## **6 Sportsmanship and Player Conduct**

At its core, 0 Hit League is meant to be an entertaining venue for players and viewers alike. Players are expected to maintain good sportsmanship and remain engaged in the intended gameplay of the League, to the best of their ability. Refusing to participate in gameplay for the purposes of running out a timer or to otherwise leverage a perceived advantage is not allowed. This ruling is intended to be used sparingly, but players found to conduct themselves in this manner will be penalized at the referees' discretion.

These events are at their best when players are engaged with their chat, but chat is not relaying excessive information about the seed and spoiling what is to come. Sharing information about game score such as timers, hits, and gate points is fine, but not sharing of details like specific enemy/boss placements.