

“CycleHack” team competition rules

Summary: Teams of players are assigned multiple characters and team members take turns completing 'missions' with each character (e.g., D:1 to Minetown, clear Sokoban.)

Teams: Teams should all have 3 players. Since teams will be sharing characters, they should be composed of players who are happy to all play on the same server (NAO, NFI, NEU, AUS, or NH4.)

Combo selection: When signing up, each player will **choose one class/race/gender/alignment combination**, and the resulting pool of combos will be **divided out randomly** between the teams. Each team gets three combos so that each person can start one character.

Team setup: Teams will be randomly chosen from the player list, based on server choices and rough skill equality. When the tournament begins, each team should **choose a team name and four account names** for their characters. Each team also needs to pick an **order of play** and decide which player will start which character (once combos are assigned). Traditionally, team character names are in UPPERCASE to distinguish them from regular players.

When your team is formed, tell me (nooodl) its account names and player order on #nethack (e.g. !tell nooodl Team Fruit: APPLE, MELON, ORANGE; player1 -> player2 -> player3.) I'll make you a spreadsheet on which you can keep track of your progress.

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 in the cycle. Some missions can be freely done before others, others are fixed. You can backtrack to earlier areas at any time, but **you may not enter new locations** until you are starting the corresponding mission. If you find yourself teleported or dropped past the current allowed levels in the dungeon, 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 **10 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 tenth try and in all later missions, deaths mean **the end of the character**. The other way a character can finish is by winning, which may be attempted by the player who clears the last mission.

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 (and winning if possible) or death. 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. For example, after clearing mission 1b (Sokoban), you can go back to clear the rest of the Mines before passing the game on to the next player.)

Missions with the same number can be done in any order, i.e., you are free to do mission 3b before mission 3a. Mission 1b, in blue, is optional (but highly recommended.)

(new places for this mission: D:1-10, Mines, Sokoban)

Mission 1a: Enter the Minetown temple.

Mission 1b: Get the reward from the Sokoban zoo.

(new places for this mission: D:11-Medusa, Ludios, Home:1)

Mission 2: Reach Medusa's level.

(new places for this mission: Anywhere!)

Mission 3a: Clear the Quest.

Mission 3b: Get the Candelabrum of Invocation.

(new places for these missions: /)

Mission 4: Find the Book of the Dead.

Mission 5: Retrieve the Amulet of Yendor.

Scoring:

- Each completed mission is worth one point.
 - The first mission is only worth a point if you complete it on your first try.
- Killing Croesus is worth 1 point.
- Killing Demogorgon is worth 2 points.
- Ascending with n conducts gives you $\text{floor}(\frac{100}{37-3n})$ bonus points (see table).

The total score for each team is calculated as $3a + 2b + 1c$, where a, b, c are the team's character scores from highest to lowest.

Scoring table for conducts

Conducts	Bonus points
0	2
1	2
2	3
3	3
4	4
5	4
6	5
7	6
8	7
9	10
10	14
11	25
12	100