The Dynamic Impossible Levels List Rules Document

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The DILL Discord Server: https://discord.gg/X7uWND5Mdm
Official Website: https://dynamic-list.com/

Placement Guidelines

Placement guidelines are, as the name suggests, just guidelines. Any of these rules can be broken but it may worsen your chances of passing Quality Control.

1. TPS cap

Levels that require a TPS of over 1000 or under 1 to be completed will be placed on the Unrestricted List instead of the Main List.

2. CPS cap

No more than 20 clicks in a second are allowed, per player. If a level requires you to click more than 20 times in one second, the level will be placed on the Unrestricted List instead of the Main List.

3. What counts as an Impossible Level?

An impossible level is a level that is impossible for a human to complete from 0%. However, this is not a useful definition for the purposes of this list, so instead we define an impossible level as any level that is harder than the current hardest verified level (Tidal Wave).

Any level that is deemed easier than the *current* hardest verified level after the level gets 3 estimates, it will be excluded from all lists. However, if a level is deemed harder after the first 3 estimates and further estimates push it below, it will be moved to the Unrestricted List instead of being completely removed.

The Lists

The DILL is separated into 3 different lists.

1. The Main List

The Main List is the list of levels which passed Quality Control and is verified to not break any of the level rules, as well as having at least 3 difficulty estimations.

2. The Unrestricted List

The Unrestricted List is the list of levels that has at least 3 difficulty estimates and at least one of the following applies;

- Breaking TPS, Physical Possibility, or CPS rules
- A level was on the Main List that is now considered easier than the latest verified Top 1.
- Has a PPLL mechanism that is required to complete.
    3. The Unranked Levels

The Unranked Levels are a list of levels which passed Quality Control, but don't yet have the required 3 difficulty estimations to be added to the Main/Unrestricted List.

Quality Control Vote

Every level that is submitted to the DILL will be put into a voting forum in the DILL Discord Server where every server member that has the Quality Control role can vote for any level to be added. Levels added to the forum page will never be removed.

If a level has a skip, a version of the level with the skips patched will be automatically accepted and added as a new level.

If a level is added to the Main List and then fails to win the QC vote afterwards, it will be moved to the Unrestricted List, and vice versa.

You can submit any level in the level submissions channel following the template in the pinned message. Every level submitted correctly will enter the QC vote as soon as possible.

List thresholds:
- Nothing happens to any level in Quality Control until 24 hours have passed since it has been added.
- >50% of the Quality Control vote being Pickle_Yes will allow a level into the Unranked Levels.
- If a level wins the votes but later gets >66% Pickle_No votes, the level will move from the Main List to Unrestricted List (after it gets 3 estimates).
- If a level breaks rules and then gets >66% Pickle_No votes, it gets removed from the Unrestricted List.
- >50% of votes being Pickle_Yes votes will move a level back to the Main List from the Unrestricted List.

DP✵

In order to estimate the difficulty of each level, there is a Difficulty Estimation channel in the DILL Discord Server where anybody can assign a DP✵ score to any level on any list.

Each level will be ranked based on the average of all DP✵ scores given to that level (for the Main and Unrestricted Lists).

A level will start out with an initial difficulty estimate, usually from the person submitting the level. When 1 additional person submits their own estimate (which can include the submitter themselves), the initial difficulty estimate will be removed.

When a level gets 3 total estimates, it will be moved from the Unranked Levels to the Main/Unrestricted List.

A level with 100 DP is the difficulty of Tidal Wave, the top 1 as of July 8th, 2024. A level with 1000 DP is the difficulty of Sailent Clubstar. These are the only two levels that will not allow additional difficulty estimates. This is to set a standard for the system to follow.

However, since each level in the Main/Unrestricted Lists require 3 estimates, any level on those lists will be decently accurate. The more estimates a level has, the more confident you can be in the accuracy of the DP score.

Skips

A skip is a section of gameplay in a level that deviates from the creator's intended path.

Skips that are allowed in this list are skips that:
1. Lead to the end of the level,
2. Skips any amount of gameplay,
3. Are not intended by the creator.

Skips that are NOT allowed in this list are skips that:
1. Were created with the intention of using it to verify the level (e.g. a Dev Route of blocks to the end of the level), though if you can get onto the path from a point of the level that was not intended by the creator, you may use it.

This is the case for both World Records and Difficulty Estimation. For world records, using skips is optional, but for difficulty estimation you must use every skip and include it in your estimate.

Difficulty Estimation Rules

Anyone can estimate any level, on any list. Since difficulty is subjective, your estimate is correct unless you aren't confident about it. To be confident, follow the guidelines below;
1. Be sure to bot more than just the level you are giving an estimate to.

a. The more you estimate, the more references you have of difficulty ranges, it is recommended to spread out the difficulty of levels you estimate so you have a better idea of the scaling of DP.

2. Having a macro or a recording of a macro in your submission is proof of a deeper understanding of the difficulty of a level.

3. Botting difficulty shouldn't be accounted for in your estimate, if a level is hard to bot, that might not mean it is hard to complete.

4. Try not to exclusively use frame stepper and show trajectory, as using those exclusively can leave out important factors in determining your estimate.

5. Follow these rules for different types of gameplay;

    a. For each input type, assume it is controlled by another human (e.g. ***2 player levels*** are completed by two people)

    b. Any ***skip*** you can find that makes the level easier should contribute to your estimate.

        i. If anyone finds another skip, you will be told about it and be asked to change your estimate based on the new findings.

        ii. If you find a skip in a level, you must explain in detail how hard it is to perform the skip and how much of the level is skipped in the explanation of your submission.

    c. It is generally good practice to explain every part of the level's difficulty in detail in your submission.

        i. This allows for an even deeper understanding of the difficulty as you are thinking about it throughout botting,

        ii. Allows you to be able to explain it in words how hard each section is to you,

        iii. Allows you to be able to look back at your submission to have a reminder of what goes on in each part,

        iv. Allows your memory of the level and its difficulty to become better as you are actively describing it in detail.

    d. If you estimate a level differently than someone else and you heavily disagree, it doesn't mean either of you are correct.

        i. At the end of the day, your opinion is a factor in the DP score of a level.

        ii. Artificially altering your score because of other estimates is not allowed.

    e. For levels that use randomizers that are impossible to manipulate, perfect luck is assumed. For levels that simulate randomness, but can be manipulated, the act of manipulation should be taken into account.

    f. If a level is ***physically impossible***, follow these guidelines;

i. You must follow the path that is in the creator's showcase or macro, unless you find a skip that lets you either complete the level or return to the intended path without dying.
ii. You must use the creator's TPS when estimating difficulty.
iii. Any click that is performed which is physically impossible, it should be considered a frame perfect.
iv. Anytime the path doesn't click but it is still physically impossible, it should be considered auto.

g. You do not have to bot levels to submit estimates.
i. At the end of the day, if you are confident you know the difficulty of a level and can explain it well, you do not have to submit a macro.
ii. This means you can use noclip for aligns, noclip insane spam sections, noclip anywhere you'd like, as long as you are confident you know how hard each section you noclipped is.
iii. It is advised you bot levels without noclip to have a deeper understanding of the difficulty of a level, but if you must, it is allowed.

h. If a level has a PPLL mechanism in it, the mechanism itself should be ignored when considering the difficulty. Everything that isn't a mechanism should be estimated as normal.

Multiplayer Levels

Some levels are designed for multiple people to be playing them. This will be taken into account during difficulty estimation, following these rules:

1. When two player mode is enabled on a level, two people are assumed to be playing the level with one player on each icon.
2. When a level uses event triggers to utilize inputs that are normally inaccessible in Classic Mode levels, every button added will be assumed to be an additional player unless it is easier for one person to be pressing that button (e.g. mini game levels that use those buttons for movement), and those additional players will only be allowed control of that one button.
3. CPS rules will apply to every player individually.

World Records Rules

On the DILL, each level will have 3 world records listed. One for the farthest % reached from 0, one for the farthest % reached from a start position from anywhere up to 99%, and one for the longest run from a start position to 100%. World records can be submitted in the #world-record-submissions channel in The DILL Discord Server. Any run not submitted to the DILL will not be in the spreadsheet, so if you know of a run that isn't yet there, submit it.

In order for a world record run to be listed on the DILL, it must follow all of these rules:

1. No altering gameplay in any way except for TPS bypass and CBF (e.g. no noclip, hitbox multiplier, speedhack) which means you can't do something you can't do in vanilla gd.
2. If you are playing in 2.2, you cannot use TPS bypass, unless bypassing to a higher TPS. Similarly, you cannot get world records in 2.2 bypassing to under 240 TPS, unless the level was made in 2.2 and requires under 240 TPS (for which you may only bypass to the required TPS, no less).
3. Skips are allowed in world records except for skips that were made by the creator with the intention of using it to verify the level without verify hack.
4. You must be playing on an unedited copy of the level listed on the DILL (except for start positions).
5. You must provide raw footage in your submission.
6. You must have a youtube video to showcase your run.
7. You must show all mods enabled before or after your submitted run (or use cheat indicator).
8. Clicks must be audible in the raw footage and during the submitted run.
9. Your recording must show your gameplay clearly enough to be verifiable.

Showcasing Rules

Showcases and banners can be changed at the creators will if they deem it to not be representative of their level, with the exception of what path is used to complete it (must be the easiest path possible, including skips, to best represent why the DP score is the way it is).

You are not entitled to a showcase on the spreadsheet. If you feel like your showcase is a better representation of a particular level than the showcase already there, you must ask permission from the level creator. If that is not possible, or they agreed, you must bring it up to a list mod explaining your situation.

If you are a creator with a level on any list, you may bring up your concerns with a list mod. If you have any problems with a banner or video, you are entitled for a change however you want. The only exception is if the showcase is shown with the skips being taken and if the level doesn't follow the Level Rules as seen below.

Level Rules

These are hard rules, and cannot be broken. Any level that breaks any of these rules cannot be added to the list under any circumstances. Any level that gets on the list and is later found out to break any of these rules will be removed from the Main List, Unranked Levels, and/or the Unrestricted List.

1. Levels cannot include hateful symbols/language (e.g. Swastikas, slurs, any expression of bigotry).
2. No NSFW content (e.g. Nudity, gore)
3. This is only a list of classic mode levels. Platformer levels are not currently allowed.
4. There must be a publicly available copy of the level. If there isn't one, the list must be allowed to share a .GMD file of the level publicly.
5. If a level has different versions (e.g. buffed, unnerfed, extension, etc.) every level submitted must say what version you are submitting next to the title. This allows every version of the level to be added separately to the list.
6. Levels using other people's assets and claiming as your own is disallowed. Using other people's assets and giving credit is allowed, unless the original creator doesn't want it added.

Any questions about any rules should be asked about in the DILL Discord Server.

If a level you made/part of a level you made is on our list and you don't like it, you can tag us in the discord server (linked at the top of this page) or send us an Email. dynamicallyimpossible@gmail.com

If you have any suggestions for how we could improve our list, let us know in the Suggestions forum.