

FINAL FANTASY IV

- FREE ENTERPRISE -

★ 2V2 Twinvitational ★

A Final Fantasy 4 Free Enterprise Randomizer Special Event

Rules subject to change

Invitations -- Four teams of two were invited to participate in the Twinvitational. Invitations were sent to players who had expressed prior, specific interest in the 2v2 format. The limited timeframe and experimental nature of the format precluded open signups.

Timeframe -- Three weeks of round-robin format with every team playing each other once, with two total matches played per week, as schedules permit. Semifinals (seeded 1-4 and 2-3 by team record, tiebreakers below) will take place on the next available Saturday, and Finals the Sunday immediately following (all subject to team availability). Semifinals and finals are best of 1, single elimination.

Gameplay -- The flags for the entire event will be VJK4PC2T4S2BF2NE3\$X2Y2GZ. We seek to give priority to communication, efficiency, and execution, while allowing for a variety of strategies to complete a given seed.

Racers may only run one instance of the game. A racer may share any and all useful information about the seed through voice chat with their teammate, but may not watch their teammate's (or anyone else's) stream. In the event of technical issues with Discord Voice Chat, a team may use their designated text channel to share information. These are the **only** two permitted forms of sharing information. Use of shared documents, workspaces, or linked programs will be considered a form of cheating and dealt with appropriately.

A team's finish time in a given race will be determined by adding together both teammate's finish times.

Commentary -- A key feature that draws people to the idea of 2v2 is seeing how a team divides and conquers the seed. What do they prioritize, and who handles which part? As such, the commentary team will pull each team into the booth one time each during the seed. Mechanically, this will work as follows:

Each team will start the race in their own Discord voice channel. At a race-appropriate™ time, the commentary team will send a bot alert to their voice channel, providing them adequate warning. The team will then be pulled into the Commentary channel to share their current plans: which member is tackling which part of the seed, what they are specifically looking out for, what they are keeping in mind, any specific motivations for this plan, etc. After a short time, they will be thanked for their time, given their transfer warning, and returned to the correct voice channel.

In test races, this has worked smoothly and without issue. If this proves to be too chaotic or troublesome to implement during the round robin races, it might be removed for the semifinals and finals. Strategic recaps can still be delivered during the post-match interview.

Rules

All [Speed Runs Live \(SRL\)](#) racing [rules](#) apply, although we will be using Supremacy's bot to manage and time the races. This is to avoid complications should an SRL inadvertently .record a team-based race in violation of their protocols. In the event the bot cannot be used for a race, we will fall back on SRL. 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](#).

This is meant to be a small league to explore and showcase a side of Free Enterprise that has not been seriously delved into. As such, please give your opponents the benefit of the doubt and assume their best intentions, should any problems arise. In the event that teams reach an impasse, disputes will be handled by the Twinvitational admins (Invulnerable, SchalaKitty, Supremacy). Excessive unsporting or disruptive behavior may be referred to the Free Enterprise admin team at large.

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

Please stream with a timer that begins when the 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

As a smaller tournament, we will handle scheduling in our provided channels on the Twinvitational event discord. With so few total matches, the admin team should be able to handle all restreams for this event without seeking additional restream volunteers.

However, we will still welcome volunteers for commentary and tracking. Commentary is expected to be PG, and commentators who have demonstrated chops in other games or during other FE races on RandoMania, SpeedGaming, or RPGLimitBreak will be given preferential treatment.

Restreamed players must broadcast game audio only and disable stream alerts while they are playing. A Tech Support channel is available to help racers ensure they can capture game audio without also capturing Discord VC audio.

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.

Race channels and seeds will be generated by a tourney admin, using Supremacy's racebot.

In the event the racebot cannot be utilized, SRL will act as the backup timer and seed generation tool. 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 Twinvitational league.

.setgoal FE Twinvitational DO NOT RECORD

Finally, to generate a seed, use the following command

.ff4flags VJK4PC2T4S2BF2NE3\$X2Y2GZ

Please do this only after at least one player from each team is in the race room so that someone can confirm it was randomly assigned. Once that has been completed, all

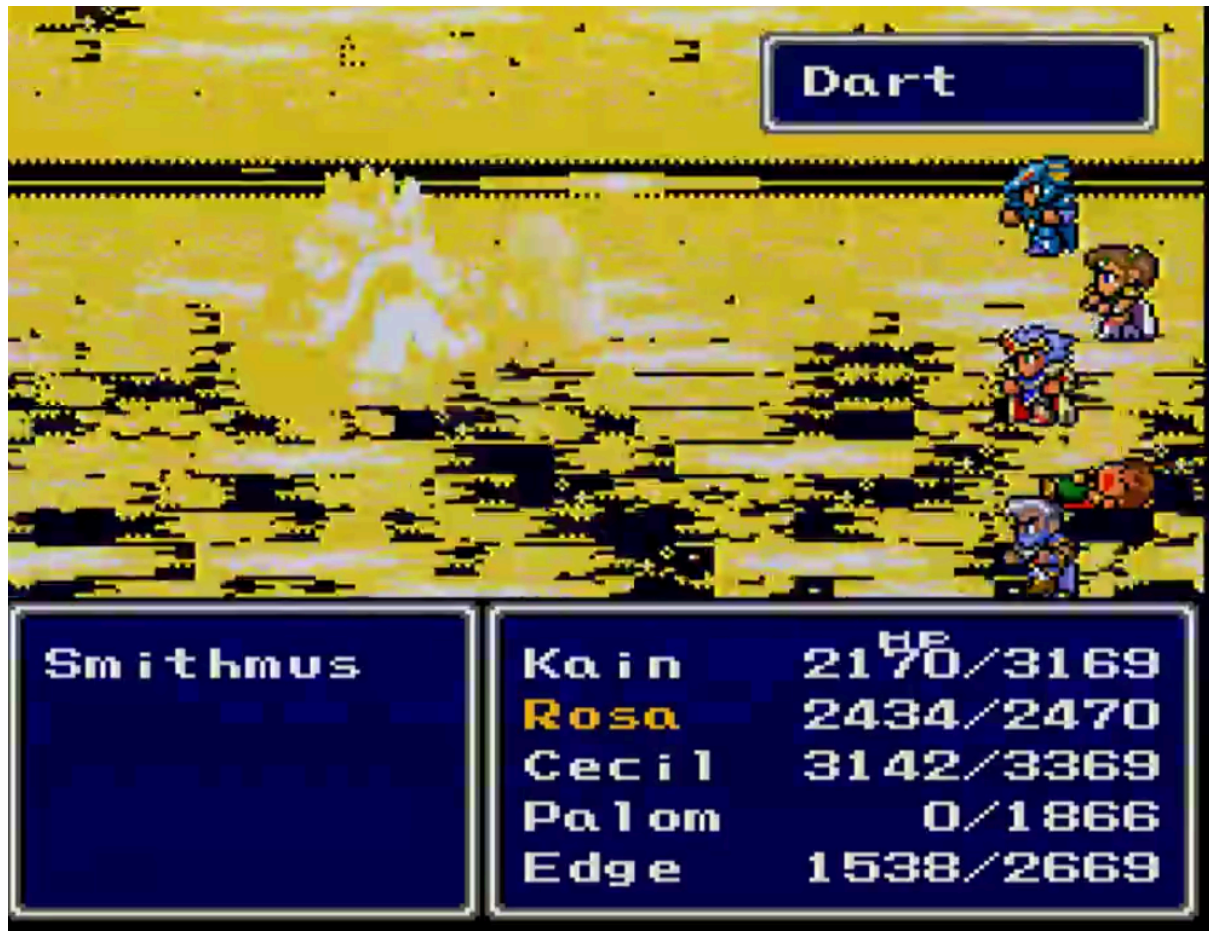
participants should verify that they have the same seed (ask for starting character/hash), then enter the race. This can be performed with the following command:

.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

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 Twinvitational 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?**

- If a single player or full team forfeits a race, the other team will win the match upon **both** players' completion of the seed.
- If exactly one player from each team forfeits, the 1st place racer's team takes the win.

We will not retroactively change past results for players that drop. If a player drops from the league without completing all their matches, the admins will try to replace that racer for the league duration, since it is a team-based event.

- **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 **want** the FE community to give 2v2 a try! However, 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. Moreover, if using SRL to time your race, please include **DO NOT RECORD** in your .setgoal, to make things easier on the SRL admins.

- **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.

- **What happens if my team loses communication due to technical issues with Discord, but my opponents do not?**

In the event that Discord servers go offline and/or voice chat becomes unavailable, the runners should use their designated team text channels. In the interest of fairness, if a team cannot reconnect to Voice Chat after 10 minutes of gameplay, the other team will be asked to also shift their communication to text chat, until voice can be restored.

- **How are tiebreakers handled for determining semifinals seeding?**

For two teams with the same record (2-1 vs 2-1, 1-2 vs 1-2, 2-0-1 vs 2-0-1, etc.), the following tiebreaker rules are applied in order:

- Team which won the head-to-head matchup
- Team with the first .done in the head-to-head matchup
- Sum of a team’s 6 z-scores across all 3 matches, with forfeits given an assigned time of the last finish + 30 minutes.
 - Z-score here refers to the statistical term for number of standard deviations away from the mean.

In the event of a 3-way tie (all 1-2 or 1-1-1 record),

- Sum of a team’s 6 z-scores across all 3 matches, with forfeits given an assigned time of the last finish + 30 minutes.

- **After beating Zeromus, can I reload a save to hunt for better gear for my teammate?**

You may not. However, as there is no efficient way to police it, you may relay Key Item locations to your partner from the game’s spoiler log as it naturally scrolls. This provides a further incentive to finish quickly, since you may be able to guide your teammate to a quick Pass or 10th Key Item.