Z3R Multiworld Tournament

2024

Tournament Format

1. All teams will be organized into "Groups" or Divisions. The number of teams per group depends on the number of teams registered. Your opponents and schedule will be done via random draw
2. Each team must consist of 3 players.
3. Each team must submit a team name. Logos are optional.
4. Teams are allowed to replace one member per season. Any additional replacements must be cleared by the admin team and approval/denial is at the discretion of the admins
   a. Essentially don't keep asking to replace people every week/abuse the privilege
5. Teams are responsible for scheduling their matches with their opponents each stage/week
   a. Discord channels/threads will be provided for ease of communication. It's suggested, but not required, to use these.
6. Each mode's race will be 2v2, with the exception of a single 3v3 race. Further details in the Group Staging section.
7. There are no minimum 2v2 races a team member is required to run for the "group stage/regular season".
   a. IE: If someone only competes one week, or even none, that's perfectly fine. Play what you're able.
8. Each stage will begin on a Monday and end the following Sunday
9. Group stages will consist of 5 different 2v2 "mode matchups", with each matchup being completed within one week. In addition, there will be one 3v3 matchup that you will have 2 weeks to schedule.
   a. If an extension is needed for a week's matchup due to scheduling issues, you may apply for one with the admin team with a valid reasoning
   b. Approval/denial of these extensions for the mode is at the discretion of the admin team

10. Once group staging is completed, teams will then be organized into a "single elimination", Best-Of-3 Matchup bracket based on seeding that's determined on group Win-Loss record. This will proceed until a winner is determined.

Registration

1. Registration opens **November 25th, 2023 at 00:00 EST** and closes **December 30, 2023 at 23:59 EST**.

2. Your full team must be assembled at time of registration (All three players. Remember, there's no minimum amount of matches people must play. If your third only plays in the 3v3 that's perfectly fine).

3. You may submit your teams optional logo up until the day the group staging begins

4. There will be a #free-agents channel on the discord for anyone without a team who'd like to participate as well as a running "Free Agents" spreadsheet you can sign up for (that team managers can peruse for members as well)

5. Registration form can be found **HERE**

Schedule

2024 Group Staging

January 8, 2024 thru February 25, 2024

1. Group staging consists of 5 different "mode matchups" with one race per mode per team per week.
2. In addition, there will be one 3v3 matchup that you will have 2 weeks to schedule. Async is highly recommended here so you only have to schedule on *your team's time* and not worry about your opponent's schedule.
   a. However, if you're able to agree on a time to run it live against one another, feel free!
3. Race weeks will begin on Monday

2024 Bracket Staging

February 26, 2024 thru April 7, 2024

1. Bracket staging will consist of single-elimination "Best-of-3" matchups based on seeding determined by the Win:Loss record during the Group Staging
2. Race weeks will begin on Monday at 00:00 EST and last fourteen (14) days end the Sunday at 23:59 EST (on the 14th day)
   a. IE: Each Playoff round will last two weeks
3. Each round has a hard time limit of two weeks and two weeks only, no exceptions or extensions will be granted at this time.

Race Format

In-Game hint tiles will be **DISABLED** for 2024
In-Game vendor hints will be **ENABLED** for 2024
Progression Balancing will be on and set to 50.
Item placement will be Advanced and 100% Item Accessibility for all weeks
7 Crystals to open GT, 7 Crystals for Ganon Vulnerability, and Randomized Swords unless otherwise stated

Group/Seeding Stage

Week 1 - Hermes & Hercules

Racer A: Open / **Crossworld** / **Fast Ganon** / **7 Crystals Ganon Vuln** / Starting Flute and Boots / Ganon Hole Always Open
Racer B: Standard / **7 Crystals Defeat Ganon** / Starting Mitts
LINKED ITEMS: Moon Pearl

Week 2 - Champion's Mode

Racer A: Open / **Swordless** / **Map Shuffle** / **Ped Goal**
Racer B: Open / **1/1 TFH, TFH Piece in Post-Moldorm2** / **GT Entry @ 4** / Starting Boots, Bow, Hookshot

Week 3 - Half and Half

Racer A: Open / Defeat Ganon / **Big Key Shuffle** / **Small Key Shuffle** / Starting 2 Aga Tower Keys
Racer B: Open / Defeat Ganon / **Map Shuffle** / **Small Key Shuffle** / Starting 2 Aga Tower Keys
LINKED ITEMS: ALL Small Keys

Week 4 - Mysterious Mystery - https://bit.ly/Mystery_2024

Racer A: Mystery (Combat)
Racer B: Mystery (Exploration)

Week 5 - Gemini

Racer A: Open / **Triforce Hunt (35/50)** / **GT 0 Crystals** / <u>Starting Sword and Boots</u>
Racer B: Open / **Triforce Hunt (35/50) + Ganon** / **GT 7 Crystals** / <u>Starting Sword and Boots</u>
<mark>**LINKED ITEMS:**</mark> ALL PROGRESSION Items and TFH Pieces

Week 6 - Three's a Crowd (Async, Two Weeks to Run)

Racer A: Inverted / Defeat Ganon / <u>Starting Bow, Flippers, Somaria, and 50 Rupees</u>
Racer B: Open / Defeat Ganon / <u>Starting Glove, Hookshot, and Mirror</u>
Racer C: Standard / Defeat Ganon / <u>Starting Sword, Boots, and Flute</u>

Note: *All Starting Flutes will be inactive

Week 6 Seeding
The seeding for Week 6 will be dependent upon your team's placement at the end of Week 5.

Teams seeded 9 and below will play their cross-conference counterpart.

Teams seeded 8 and above will play within their conference. #1 vs #8, #2 vs #7, #3 vs #6, #4 vs #5

Multiworld-Specific Features

GT Progression

In an effort to reduce nap time while racing, we've filled GT with junk for most of the modes. The seeds below could have progression in GT.

Week 1 - Entrance Seed
Week 2 - TFH Seed
Week 3 - Neither Seed
Week 4 - Sometimes*
Week 5 - TFH (non-Ganon) Seed
Week 6 - No Seeds

*There can be progression in GT basement if **entrance shuffle is on**, **OR** if GT requires **4 crystals or fewer** to open.

Please note that, with the exception of the triforce piece in the post-Moldorm chest of Week 2, the GT climb will always contain junk. This means you **will not** find a GT Small Key in the top four chests.

Linked Items

Any linked items will only have one placed in the collective seed. The other slot will be replaced by a filler item (usually a blue rupee). Once the item is found by either player, both will

have it. For instance, there will only be one Moon Pearl placed among the two seeds in week 1. Once the Moon Pearl is found, both players will receive it.

Starting Items

Any starting items will be in your inventory upon game start. There may still be copies of these items out in the world (we (Spy and Hammer) have found that this is a humorous and thought-provoking addition), so beware.

Branch Differences

AP's baserom version is by now significantly outdated compared to VT (and any forks thereof), so there are a few things to keep in mind.

- There are no indicators inside dungeons for the prizes. You will need to map check outside if you want to know the prize before committing to killing the boss.
- Similarly, having the compass does not reveal the dungeon boss when checking the inside map. You will be blindly facechecking bosses in any mode in which they are not vanilla.
- For another note regarding bosses, if a boss shuffle setting is active and TT rolls a vanilla Blind, you still must **bomb the attic and rescue the maiden** from the cell. You'll know this is the case if you walk into the boss room and there isn't a boss there.
- The Jingle Glitch still exists in AP. You **can despawn all of the enemies** by walking up the stairwell on the same frame a jingle happens. This is most notable in the GT torches 1 tile, but does also apply to other tiles, such as IP lobby. If you think you might jingle, it's probably worth hesitating to wait for it to happen before walking up the stairs.
- Death hole, taking fatal damage while falling into a damage pit, **which can crash and corrupt the save file**, still exists. Be careful on laser bridge.
- Bottles don't stack, so your quickswap muscle memory might result in unnecessary potion uses.
- This is not fastrom, so all your old muscle memory will still come in handy. If anything, AP can be slightly more laggy in certain situations and tiles.
- These are the main notable differences, but there are many more little things. If you want to review in further detail for yourself, anything above v31.0.7 on the main website update page is probably not in AP.
- **NEW:** Invisible Witch's Hut Item! You can see it in action here: https://clips.twitch.tv/AthleticRockyGalagoUncleNox-dOjJj8dSpHTxc8pB You can still collect the item, and it physically exists, but it is invisible.

Playoffs

1. The top 4 teams from each conference will advance to the playoffs/bracket stage.

2. Games will be seeded by Highest Remaining Seed v Lowest Remaining Seed
   a. #1 vs #4 and #2 vs #3
   b. For seeding rules/tiebreakers/etc, please see Bracket Stage Seeding

3. Playoff bracket will be hosted and viewable on Challonge. Link will be provided once the bracket is determined

4. Each playoff round will last a total of two weeks, starting on Monday at 00:00 EST and ending on Sunday at 23:59 EST, two Sundays later

5. Playoff modes will follow the following structure: https://bit.ly/Z3MWTBracketModes
   a. Game 1
      i. Seed A: Open / Defeat Ganon / Randomized Swords
      ii. Seed B: Open / Defeat Ganon / Randomized Swords
         1. Teams may optionally decide to apply modifications to the first round. In this case, start with instructions for game 2, also as shown below for the championship round.
   b. Game 2
      i. Seed A: Winner of Game 1 Changes one setting in accordance with the following chart
      ii. Seed B: Loser of Game 1 changes one setting in accordance with the following chart
   c. Game 3
      i. Seed A: Winner of Game 2 changes yet another setting in accordance with the following chart
      ii. Seed B: Loser of Game 2 changes yet another setting in accordance with the following chart
   d. Example
      i. Game 1: Both seeds start as "Regular", or Open 7/7.
         1. Team A Wins, choses a mode from the Green Line (which, in essence, changes one mode of the game) for Seed A
         2. Team B then choses a mode from the Green Line for Seed B
      ii. Now our game 2 matchup is the following:
         1. Seed A: Keysanity
         2. Seed B: Boss Shuffle
      iii. Same thing then happens for Game 3; Winner of Game 2 adjusts one aspect of Seed A while the loser adjusts an aspect of Seed B.
         1. Team B won Game 2, Changes aspect of Keysanity to add "All Dungeons". Now we have "ADKeys" for Seed A
         2. Team A lost, changes one aspect of Seed B to add "BKM" (or Big Key/Map) Shuffle, leaving us with a mode of "Big Key/Map and Boss Shuffle"

3. Alternatively, either team could have opted to also change the mode back to "Open 7/7" since that'd simply be changing one aspect of the seed as well (removing the previous adjustment)

6. Championship round will not begin with an "Open 7/7" for both seeds. Instead, the following will occur:
    a. Highest seed will pick one mode from the Game 2 line in the below chart to start off with in "Seed A"
    b. Lowest seed will pick another (or the same) mode to start "Seed B" with
    c. Progression of the following seeds will follow the same chart. This can allow for some *crazy* modes if the match goes to a third game. **Remember:** You'll only have yourself to blame for what happens at this point.

Playoff Chart

The chart below displays an example list of possible game modes for all playoff rounds. For the full, up-to-date chart, visit here: https://bit.ly/Z3MWTBracketModes

Game 1 will by default be Open 7/7 but can be modified if desired.
Game 2 will feature one alteration to the mode state
Game 3 will have two modifications or be reverted to Game 1's mode
NOTE: The Finals Round starts in the Game 2 row, and continues from there.

Game 1	Open 7/7								
Game 2	Open 7/7	Keysanity	All Dungeons	Chaos Boss Shuffle	Enemizer*	Inverted**	Full Entrance***	BKey/Map Shuffle	SKey/Comp Shuffle
Game 3	Undo Change	Keysanity	All Dungeons	Chaos Boss	Enemizer	Inverted	Full Entrance	BKey/Map	SKey/Comp
Open 7/7	Open 7/7	Keysanity	All Dungeons	Chaos Boss	Enemizer	Inverted	Full Entrance	BKey/Map	SKey/Comp
Keysanity	Open 7/7		AD Keys	Boss + Keys	Enemizer Keys	Inverted Keys	Entrance Keys		
All Dungeons	Open 7/7	AD Keys		AD Boss Shuffle	AD + Enemizer	Inverted AD	AD Entrance	AD BKey/Map	AD SKey/Comp
Chaos Boss Shuffle	Open 7/7	Boss + Keys	AD Boss Shuffle		Enemizer + Boss	Inverted Boss Shuffle	Entrance + Boss	Boss + BKey/Map	Boss + SKey/Comp
Enemizer (Non-Boss)	Open 7/7	Enemizer Keys	AD + Enemizer	Enemizer + Boss		Inverted Enemizer	Entrance Enemizer	Emenizer BKey/Map	Enemizer SKey/Comp
Inverted	Open 7/7	Inverted Keys	Inverted AD	Inverted Boss Shuffle	Inverted Enemizer		Inverted Entrance	Inverted BKey/Map	Inverted SKey/Comp
Full Entrance	Open 7/7	Entrance Keys	AD Entrance	Entrance + Boss	Entrance Enemizer	Inverted Entrance		Entrance BKey/Map	Entrance SKey/Comp
BKey/Map Shuffle	Open 7/7	Keysanity	AD BKey/Map	Boss + BKey/Map	Emenizer BKey/Map	Inverted BKey/Map	Entrance BKey/Map		Keys
SKey/Comp Shuffle	Open 7/7	Keysanity	AD SKey/Comp	Boss + SKey/Comp	Enemizer SKey/Comp	Inverted SKey/Comp	Entrance SKey/Comp	Keys	

Game 1 will be Open 7/7 for both players
Game 2 will be anything from the list in row 4. Note that you can elect to make no change at all
Game 3 will be anything below your respective Game 2 mode.

*Enemizer = All Non-Boss enemies (includes starting lamp)
**Inverted includes starting Bow/Soma/Flippers
***Full Entrance includes starting Flute

Any mode-pick alterations will be done blind of one-another, and (unless the matches are scheduled as back-to-back/etc) are due within 24 hours of the previous match being completed. Championship Game 1 mode picks are due within 24 hours of the matchup being announced/the "official" start date of the round that's listed in #tournament-resources.

Once both modes are picked, they will be announced and .yaml files will be provided so one or both teams can practice the mode combinations.
IE: Game 2 mode picks are due within 24 hours of the finish of Game 1
Mode changes must be submitted using this form: https://forms.gle/HhziKrKD6XSLcWXd7

Scoring/Determining Winner/Etc

1. For the 2v2 matches,
   a. 2 points will be given for an overall team win.
   b. 1 point will be given per individual win (ie. the faster seed time. Runner A vs Runner A; Runner B vs Runner B)
   c. 4 points total are up for grabs

2. For the 3v3 match,
   a. 3 points will be given for an overall team win.
   b. 1 point will be given per individual win (ie. the faster seed time)
   c. 6 points total are up for grabs

3. A team's "Finishing Time" will be the average time for the two runners upon finishing their seed.
   a. Note: The first runner may complete their seed before the second runner is in go mode, **HOWEVER** once you enter the triforce room you **MAY NOT RE-ENTER** the seed for any reason. This is, in essence, a gamble to allow for a faster overall time, so long as nothing else required is in the first seed.
   b. If both teams find themselves unable to complete the seed as a result of actions listed above, the match will be classed as a double forfeit and teams may schedule a rematch.
   c. If one team finds themselves in an "unfinishable situation" due to an early Triforce Room entry, all the remaining team needs to do is have both members collect the Triforce to be declared the winner *regardless of their time of completion*.

4. A "Tie" is determined when the finishing (average) time on both teams is within three (0:03) seconds of each other
   a. All ties of this type will be re-timed, margin of error will then be two (0:02) seconds
   b. If there's still a tie, this will count as a "tie" for the Group Staging. In the Bracket Staging, this will constitute a "replay" of the match.

5. **Each winning team is responsible to report the results of their match in the #match-results channel. Please include the following information:**
   a. **Team A (HH:MM:SS) def. Team B (HH:MM:SS) (Link to RT.gg Room)**
   b. You have until the end of the week (Sunday at 23:59) to report the results of your matches.
   c. If results go unreported, and there's no deadline extension granted by the admin team, both teams run the risk of being marked for a loss for said unreported match.

d. In the case of Async matches, a Setup Helper will post the result, pinging both involved teams when they post.

Season Champion Spoils

As an added perk for our Tournament Champions -- the following will occur.

● Tournament Champions will get to pick **two new mode combinations** of whatever their minds can think of to have played next Tournament

○ This can be anything from both seeds being the same mode, to one being 0/7 Fast Ganon and another All-Dungeons, etc.
○ Disclaimer: This is where you can go crazy, but you'll also have to play it. Bear that in mind. We'd also like to keep match times sub-3 hours
○ Disclaimer 2: The Admin team reserves the right to veto a certain mode if it's deemed *too* crazy (IE: Inverted, Enemizer, Boss Shuffle, All-Dungeons, Swordless -- Or something like that). Be crazy, but remember to keep it fun! We will be running test seeds of the proposed modes to see their viability.

● Once the Champion team picks their two modes (and they are approved by the admin team), if time allows, there will be a 2-week-long voting period where all participants (and anyone else who wishes to) will vote on which of the champion's mode combinations to adopt for the next season.

● ALSO! -- The winners of this tournament will have their names immortalized in the same place as Tournament Champions of other modes... in the world-famous Houlihan Room for all to see in any future Multiworld seeds generated!

Bracket Stage Seeding

1. Seeds will primarily be determined by Winning Percentage

2. In the event of a tie, seeding will then follow the below to break said ties
    a. Head-to-head record
        i. If the tie is between three or more teams, it will be broken by best aggregate record against all involved teams
        ii. This would only occur when the tie is dealing with teams within the same group
    b. Best strength-of-opposition
    c. If a tie still exists, it will be broken by random draw
        i. ***HOWEVER***: If the tie exists for the final bracket position/seed at this point, it'll be broken with a one-game, Week 1 Seed settings, Playoff game during the "down week".

Race Procedures and Rules

General

1. In reference to **race-allowed glitches**, we'll utilize the approved glitches found in the below document:
   a. [ALTTPR Racing Ruleset](#)
2. The iteration of the ruleset in relation to allowed glitches will be as it stands, according to the ALTTPR Racing Community, the day prior to the Group Stages beginning.
   a. The only exception to this will be any new-found glitches and temporary rulings -- these will default to being not allowed during the tournament
   b. Any ruling announced during the Tournament **will not** be enacted into the tournament ruleset until announced by the admin team
   c. When any rulings are made in reference to allowable glitches that may impact the tournament, the admins will make an announcement on how we are going to handle said rulings/new glitches/etc for the remainder of the tournament.
   d. **IN SHORT:** It's safe to assume any new glitches found *after the start of the tournament* are **not allowed** in play unless otherwise explicitly stated by the admin team.
3. Auto-Tracking for Items, Keys, and Cleared Locations will be permitted
   a. This also includes trackers "automatically" lighting up their "Go Mode" icon as this can be entirely arbitrary depending on keys/runner/known glitches/etc
   b. This also includes tracking for dungeon item locations as per the tracker found on the patch download page on Archipelago does this. Any functions found within this tracker will be allowed for other trackers as well.
   c. If the tracker you're using has a "RACE MODE" (eg: Codemann's tracker) this mode **MUST** be used.
   d. The types of tracking **NOT** allowed are those that mark off items/locations without actually physically picking up the item/location in the game. This is awfully close to parsing out the ROM/Patch data.
4. All races will use [Racetime.gg](#) for documentation/timing. You must be registered on, and familiar with the use of, the site prior to the start of the group staging
   a. We will be utilizing the "Archipelago" category for all races
   b. In the event that RT.gg is down, SRL will be used as a backup
5. All races must be streamed to Twitch and VOD saving must be enabled
   a. If you are unable to stream for any reason (or your stream cuts out) you **MUST** provide a local recording of your play for the match to be validated **within 24 hours of the match completing.**
   b. If no local recording or VOD can be provided, your run will be invalidated and it will count as a loss or be made up -- Which option is chosen is at the discretion of the admin team
   c. A link of this can be provided to the admin team via-the ticketing feature found in #resources
6. **We will not be using a delay for any of the matches.**

7. You are permitted to watch your teammate's stream during the match (can also be done thru Discord Screen Sharing)
8. Any viewing/obtaining information of/spoilers/etc of the opposing teams streams during the match or before running your asynchronous portion of the match is **STRICTLY FORBIDDEN** and will result in your team forfeiting the match for the week
   a. This includes being found to be in a voice call with someone other than your actively participating teammate during your race
   b. This also includes chat. If in doubt, use emote only mode.
   c. Also applies to Async racing. Under **NO** circumstance are you to make an attempt to view your opponent's Racetime room, VoD's, Stream while racing, etc. **ZERO-TOLERANCE**.
   d. In short -- If it could be questionable, just don't do it. Don't leave the decision in the hands of the admin team
9. You are ***NOT*** allowed to enter your race seed before the racetime.gg timer reaches 0 and denotes you can "start" the seed (timer starts counting up).
   a. This is Zero Tolerance and will result in you being disqualified from the race.
10. Seed re-entry upon completion is **NOT** allowed. This is the gamble you run by finishing before your teammate is in go-mode.
11. A member of the Setup Helper team will create your Multiworld rooms at least 10 (ten) minutes prior to the scheduled start time of the match
    a. This is the rolling of the seed -- No seed rolling will be done thru Racetime.gg
12. If a member of the Setup Helper team has not opened a Racetime.gg room 30 minutes prior to your match beginning, you can create it yourself, room description must be as follows:
    a. **Z3MWT - TeamA v TeamB - Week X**
13. All races for the week must be completed by Sunday Night 23:59 Eastern Time. If a race is not completed by this time, and no extension was granted by the admin team, it will count as a loss for both teams involved.
    a. Any exceptions to this will be at the admin team's discretion
    b. You are able to apply for an extension by contacting the admin team via-the ticketing feature found in #resources
    c. Async races will also be permitted if both teams agree to it.
14. You as the runner are expected to be on time for your race. If you (or another of your teammates as a late-sub) fails to show up 15 minutes past the scheduled start time, the following options are present:
    a. The on-time team can continue to wait for a complete team to be fielded
    b. The match can be rescheduled
    c. The match can be considered forfeit
       i. If your opponent opts for a reschedule or forfeit, the admin team must be notified and the appropriate actions will be taken
15. You are **REQUIRED** to use the tournament-provided voice channels in Discord during your matches for any and all relevant voice communications.
    a. This is zero tolerance and is logged. It'll be easy enough for us to determine if you were in the voice channel or not. There's no reason to even debate/question

this. This simply serves as another way of us being able to validate the results of a team.

16. Any playoff games that result in a tie will be re-raced by the same runners running the same seed version (A or B) with the same modes/settings on said seeds.
17. Quick Swap usage is permitted for all matches.
18. Any team/player dropped from the tournament will be either replaced with another team (if one exists/time permits) or have all subsequent matches marked as forfeit. Previously played match results will not be changed.
19. Public accusations of cheating **WILL NOT** be tolerated. Questions and concerns can be brought up directly with the admin team via the ticketing tool found in the #Resources channel
20. All players are required to abide by all rules set forth. Any attempt to game/find loopholes/etc may result in disqualification for the game/remainder of the Tournament as well as all future Tournaments if deemed egregious enough.

Multiworld-Specific Rules

1. Use of the **!hint** command is strictly forbidden. Violation of this will result in disqualification from the current match
    a. This will also be disabled when the seed's rolled and room is created
2. Use of the **!release** command in Archipelago is strictly forbidden. Violation of this will result in disqualification from the current match
    a. This will also be disabled when the seed's rolled and the room is created
    b. NOTE: This isn't the same as forfeiting via-RT.gg. That's still permitted
3. Runners **MUST** be connected to and active in the Multiworld client *before* the start of their game and until the conclusion of the match. Any form of delaying connecting to the client or disconnecting there-of (or any other gaming of the client, console, etc) is forbidden.
    a. Of course, things happen and if you drop connection mid-match or some other related circumstance, that's different and also understandable
    b. Since this also doesn't make it clear enough – Any sort of console abuse (bugs, glitching, etc) is strictly forbidden and goes against the spirit of the game and if discovered will result in your team being disqualified for AT LEAST the match this occurred in, if not the remainder of the tournament.
4. Superbunny via-Item Receipt is allowed
5. Link State via-statue/tree pull is allowed
6. Fake Flipper via-item Receipt is allowed
7. Save-Scum/Hard Reset at your own risk (IE: Turning in Mushroom, not liking item, save scumming to return Mushroom)
    a. Do note this isn't saying save-scumming is not allowed. Just be sure you know what you need to do to properly carry this out before you do with all the LUA's and connections involved.
    b. We had some issues with this early in testing where there were numerous steps needed to re-connect properly to the Multiworld session. You may essentially

need to close out of everything (Archipelago client, SNI client, DOS window that opens, and LUA Client/emulator/etc and re-open everything), thus causing more of a loss of time or harm than good. You've been warned.

8. **Progression Balancing:** This is a function built into the coding of Multiworld that attempts to place items in such a way that a player has something towards any player's goal in earlier spheres. The idea is to "front-load" progression items into earlier spheres to ensure each player continually has something they can be doing in their respective games.

9. **GT Climb**: The 4 chests up the GT climb will **NOT** have progression in non-All Dungeons modes.

10. Use of the "ALTTPR Adjuster" provided in the Archipelago download is allowed
    a. ***NOTE:*** This adjuster has the option to turn on "Deathlink" – An option where you will die if and when your teammate dies. This option is **NOT** used in any of our game modes for this year, so please be mindful to not turn this on. However, if it so happens you do accidentally turn it on, you must play out your match with said setting.
        i. If this occurs, the *only* time a re-play of the match will be allowed will be at the discretion of your opponents and is not, by any means, required for them to allow. Please do not contact your opponents directly for this. Open a ticket with the admin team in Discord providing ample proof Deathlink was enabled and we will contact your opponents on your behest.

Async Procedures

1. Asyncing races will follow the exact same ruleset outlined as if you're running your race live
    a. Streaming is required. If you choose to not stream, you must upload and submit a VOD of your race to the Admin/Mod team within 24 hours of your half of the match completing

2. Racetime rooms will be **unlisted** for these races and documented on the back-end to avoid any potential gaming

3. You are free to restrict viewing of your VOD (if you stream it live to Twitch before your opponents run their portion) until your opponent has completed their portion of the Async. Once your opponents have run their half, you must make your VoD of your run public for all to see within 24 hours of the completion of your opponent's match.

4. Submitting matches as "Async" follow the same normal procedure, with a few changes:
    a. Submit your team and runners as "Team 1"
    b. Still enter your opponent's team for "Team 2", however, list their runners as "Async"
    c. Select "Yes" on the Async drop-down option

5. Once your match is completed, an Admin/Mod/Setup Helper will average out each teams times and post them (with pings) in the Match Results channel with links to both Racetime rooms

6. **ANY ATTEMPT TO GAME THE SYSTEM OR ABUSE THE ASYNC PRIVILEGE** will result in penalization up to and possibly including all the following (all depending on the severity/frequency):
    a. Forfeiture of the race in question
    b. Loss of the ability to Async your matches for the remainder of the tournament
        i. If this results in the inability to complete any future matchups live, you/your team will be the ones to forfeit that match as well with **NO** deadline extensions being given under *ANY* circumstance
    c. Removal from the tournament and retroactive forfeiture of all previous races
        i. Either simply for the year or permanent banning for all offending parties/your entire team from competing in future tournaments

We're all here to have fun and just enjoy playing the game. Don't be the one person to ruin the fun for everyone else.

Hardware

1. Allowed emulators include SNES9x 1.51+, SNESGX (Wii), BSNES/HIGAN and BizHawk
    a. ZSNES and older versions of SNES9x are not permitted
    b. If your preferred emulator is not listed, please contact a member of the admin team for approval prior to your match
        i. You may be asked to show your settings prior to and/or after a match
2. Archipelago Client 0.4.3 or newer
3. Allowed flash cartridges include the SD2SNES, FXPak Pro, and Super EverDrive
4. The following console brands are permissible for play with flash cartridges or SD Cards
    a. Nintendo
    b. RetroBit
    c. Analogue
    d. MiSTer (Official SNES Core **ONLY**)
5. The following console brands are **NOT** allowed for play with flash cartridges or SD Cards
    a. Hyperkin
    b. MiSTer (Unofficial/Custom Cores including the MSU-1 Core)
6. Turbo controllers and their associated functionality are both not permitted
7. Emulator-Specific functionality is banned
    a. IE: Save States, Fast-Forward, Run-Ahead, etc
8. Pressing Up+Down or Left+Right simultaneously is banned
9. Only one action can be mapped to any given button
10. Only one button can be mapped to any given action

Rebroadcast Disclosure

At any point during the duration of the tournament, the Z3Multiworld staff may choose to broadcast a match you are/have participated in. This broadcast can be live or in the form of a "VOD-cast" format at any time after the match has concluded and will be done capturing a

broadcast, either live or recorded, directly from your personal channel. As such, participating in this tournament is considered, by default, as "opt-in" and you agree to allow the Z3Multiworld staff to rebroadcast any and all gameplay related to any tournament matches for the duration of that tournament. Any content broadcasted within the Z3Multiworld family of channels, both on Twitch and YouTube as well as any future restream or hosting locations not mentioned herein, is sole property of the Z3Multiworld tournament. Any monetary income or content generated as such belongs to the Z3Multiworld Tournament as the sole entity and shall be used in any costs incurred in administering the tournament.

If you wish to opt-out of having your gameplay broadcast on any Z3Multiworld-owned and run channel on any forms of media, please reach out to the Admin team via the ticketing tool in the Discord server. Your reasons are your own and will not need to be justified. Once the opt-out request is received, your request will be documented and any future matches you participate in (after the date of the received request) will no longer be broadcast until you choose to manually opt-in to re-broadcasting via the same procedure or a new tournament begins (at which point your status will default back to opt-in). Any broadcast prior to receipt of the request will still be property of the Z3Multiworld Tournament.

Any questions or concerns, please reach out to the Admin team either via-the Discord ticketing tool or the Anon Admin Contact form linked in Discord.

Afterwords

Any violation of any rules herein will result in disciplinary action up to removal and ban from the current and any future Multiworld Tournaments/League

You as the competitor are expected to know and abide by all rules laid out herein. Ignorance is not an excuse

Any rules changes during the Tournament will be announced by the Administrative staff and take effect IMMEDIATELY upon being announced

Ruleset as presented can be accepted as "not all-encompassing". If there's something viewed as a violation of the "Spirit of the Game" that's not covered, and is egregious enough, the admin team can take action up to and including removal and ban from the Tournament. Remember: It's better to ask for permission than it is forgiveness

Final decisions are always at the discretion of the admin team on a case-by-case basis. We do understand we are all human, and we can and will make concessions as such if no malicious intent is to be found in the incident in question

Any accusations of rule breaking must be fully substantiated before any investigation takes place. We're not going to spend our time investigating if you just have a "hunch". Excessive

abuse of the reporting function may result in loss of reporting privileges or even suspension of the reporting party

If there are any questions or requested clarifications of the rules, feel free to either reach out to a member of the admin team directly or submit a ticket via the tool in #resources

Changelog

- 2023.12.9
  - Updated Mystery section with a link to the weights.
- 2023.11.30
  - Updated GT Progression to hopefully be not confusing
- 2023.11.25
  - Expanded upon branch differences (previously headed just Jingle Glitch)
- 2023.11.24
  - Added Multiworld-Specific Features
- 2023.11.21
  - Cleaned up modes & Added GT Progression section
- 2023.11.19
  - Added information specific to 2024