

The World Series of Free Enterprise

A Final Fantasy 4 Free Enterprise Series of Mini-Tournaments

Rules subject to change

Signup form can be found [here](#). Signups will continue to roll throughout the league, but players who do not sign up will not officially be part of WSOFE for scoring purposes. Players must join the [Discord](#). Players must also have an SRL account set up for this league.

A newbie guide can be found [here](#), a newbie guide to glitches can be found [here](#), and a video showcasing 100% of the possible key item locations and bosses can be found [here](#).

Events: There will be seven different events, each with qualifiers on Saturdays and Sundays, followed by a final table on Friday of the top 12 players in each event. Final tables will always be Fridays at 9:30 PM ET. Qualifier events will follow this schedule:

Saturday: 12 pm ET and 8 pm ET

Sunday: 12 pm ET and 8 pm ET

All events will be played on version 0.3 and the flags will look like this:

Appleseed Event (Quals: February 16-17, Final Table: February 22): Jia K Ps C -rescue
-startfusoya -hobs T4gr S4f B -whyburn Gmwl Etf Xsbk -aa -spoon -fab -huh -z

Giant% Event (Quals: February 23-24, Final Table: March 1): V2 K Ps C -rescue T4gr Sc B
-whichburn F Gdmwl Etf Xsbk -aa -fab -spoon -huh -z

League Forge% Event (Quals: March 2-3, Final Table: March 8): V1 Jia Kqm Pk Cx -rescue
-hobs T3gr S2 B F Nck Gl Etf Xsbk -spoon -fab -huh -z

Quals K1.5 Reject% Event (Quals: March 9-10, Final Table: March 15): Jisa Km Ps C
-rescue -nocecil -nokain -norosa -noyang -nopalom -noedge -nofusoya -hobs T4gr S2 B
-whyburn F Nck Gl Etf Xsbk -aa -spoon -fab -huh -z

Catalite Event (Quals: March 16-17, Final Table: March 22): Jisa Kqm Pk Cx5 -nodupes
-hobs T3r Sc B F Nck Exf Xsbk -fab -huh -z

Edward% Event (Quals: March 23-24, Final Table: March 29): Ji K Pk C -rescue -nocecil
-nokain -norydia -notellah -norosa -noyang -nopalom -noporom -nocid -noedge -nofusoya T4gr
S3 -nosirens B -whichburn Gl Etf Xsbk -spoon -fab -huh -z

2v2 Event (Quals: March 30-31, Final Table: April 5): V1 Ji Kqmt! Pk C -rescue -hobs T4gr
S2 B F Nck Gl Etf Xsbk -aa -spoon -fab -huh -z

Qualifiers: There will be four qualifiers for each event held on weekends, there is no barrier to entry on these qualifiers -- join the ones you can make. Your sign-up forms having regular available times for you are meant to help us decide dates, so please fill them in! We will announce specific times in early February.

Each race will take place on SRL and be bound by SRL rules, asides from the 2v2 qualifier.

The winner and second-place finisher of each non-2v2 qualifier is guaranteed a seat at the final table. Players who qualify via first- or second-place finish may not race in future qualifiers.

After that, we will also allow the top four times by z-score to reach the final table as wild cards. The z-score* is a standardized measure of how you performed in the race, relative to others in the same race. The more 'negative' this score is, the better you performed. Each player's final z-score will be the best of all z-scores they received in the qualifiers that they participated in. (i.e. If you play in just two qualifiers, your best z-score is the only one that counts, and if you play in four qualifiers, your best z-score is STILL the only one that counts.)

We make no guarantee that there will be restreams of qualifiers, but in the event that there are, we will contact you in advance if we want to showcase you. (Provided you said you are okay with being restreamed.)

In the event that multiple players have an SRL tie for second place in a qualifier, we will let them both/all through and there will be that many less z-score qualifier slots.

In the highly unlikely event of a z-score tie at the edge of qualification, the tie will be broken by best qualifier race time.

If for whatever reason there are more than 12 qualified entries after these tiebreaks, we will allow more at the final table and restream one less racer.

Final Tables: For restream purposes, we will split racers into three groups, each will get restreamed on a different channel. Our partners for this will be: [RPG Limit Break](#), [Randomania](#), and our own [FreeEnterprise](#) channel.

Each race will take place on SRL and be bound by SRL rules.

Simply put, you get one shot here to show the world what you've got. One race for it all.

Players will be given points based on their order of finish (1st = 12 points, 2nd = 11 points, 3rd = 10 points, last = 1 point, etc.). In the event of SRL ties, both players will receive the higher amount of points.

In the event that more than 12 players end up at a final table, every spot after 12th will be worth one point.

The Winner: After seven events, the winner of the World Series of Free Enterprise will be the player that has accumulated the most final table points.

If two or more players tie on final table points, they may either choose to be co-champions, or challenge each other to one solo race of any of the categories of their choosing for the title.

Special 2v2 rules: 2v2 is the most complicated event to fold into the World Series, so it gets its own special section of rules. Bear with us.

-- Racers will be on teams of two for this event. Teams must be submitted [through a separate sign-up form](#), and will be due on March 28th at 12 AM PT. You may choose to submit a form with no partner, and if you do so, one will be assigned to you on March 29. Players who do not meet this deadline will not be eligible to participate in the 2v2 format.

-- Racers will run the exact same seed. 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 alternate audio communication (Skype, etc.). Use of shared documents, workspaces, or linked programs will be considered a form of cheating and dealt with appropriately.

-- Racers must stream their audio chats with their partner so we can verify things if need be.

-- To keep things fair and even, we will break apart teams so that there are no teams with an unfair skill advantage. The following players will not be allowed to be on the same team, should they enter: khobahi, dipwood, riversmccown, neerm, fcoughlin, TheFiz, invenerable, SwimmyLionni, penguin8r, supremacy, scratchdragon, eLmaGus, nightdew, couch_23, eizantayama, dustygriff, hippos, simbu, SilverStar, chocosura. (In case you are wondering: anyone who made the league playoffs, as well as anybody who has won 2 or more community races as of the reveal of these rules.)

-- The total combined time of each team is their true "final time" -- it doesn't matter if one player on a team finishes 10 minutes ahead of everyone else if their teammate finishes 11 minutes behind both other players.

-- Because of the complexities of restreaming multiple players, we will take only six teams of players to the final table, and only the winning team of each qualifier will be guaranteed entry, with two z-score qualifier wild card slots. Each player in a 2v2 group will receive points if they make the final table. It will follow the exact same format as the other final tables -- points will be rewarded 12-1st, 11-2nd, 10-3rd, etc. -- except both players will take home the amount of points their team finishes in, and obviously we will stop at seven points awarded in sixth because only six teams will make it to the table.

- Restreams will use audio playlists rather than taking direct audio from a stream so that commentators aren't talking over other people
- 2v2 race channels will be run in the Free Enterprise Discord server.

Rules

All [Speed Runs Live \(SRL\)](#) racing [rules](#) apply. 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](#).

We realize that an event of this magnitude has a lot of people with a lot of schedules to work around, and we will do our best to avoid scheduling issues before the league starts. That being said, if you are not around for the scheduled time without prior notice, you may be removed from an event at Admin's discretion. Any disputes will be handled by the admin team (Netara, penguin8r, neerrm, fcoughlin, riversmccown, Invulnerable, Demerine2, SchalaKitty, eLmaGus, b0ardface, supremacy, khobahi, puwexil).

During any WSOFE race, including qualifiers, make your chat emote-only (/emoteonly and /emoteonlyoff on Twitch) and do not talk with anybody else (unless it's your partner in a 2v2 race). Do not use the comment function or otherwise put spoilers in the SRL channel as long as somebody is still playing. **Anybody who, in the opinion of the administrators, comments with spoilers in the SRL channel before the race is over will forfeit their time and be removed from future WSOFE events at admin's discretion. Please use spoilers channels on the discord instead!**

Please stream with a timer that begins when the SRL 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

Restream volunteers will then have the option to restream the match. We will do our best to accommodate restreams, but do keep in mind that this is a volunteer endeavor and we are not able to guarantee that your matches will be restreamed.

Approved restream volunteers will be given access to the site and will be able to claim restreams as well as select commentators. Commentary on RPGLB, Free Enterprise, and Randomania is expected to be PG-13, and commentators who have demonstrated chops in

other games or during other FE races on RandoMania or SpeedGaming will be given preferential treatment.

Restreamed players must broadcast game audio only and disable stream alerts while they are playing.

On Cheating

Starting a seed early or otherwise gaining knowledge of the generated seed beforehand is not allowed, 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. People deemed to have broken the rules will be disqualified from the race in question, kicked out from future WSOFE events, and banned from future leagues/our other community races.

Match Procedure

For the WSOFE event, a race will be created by an administrator in the #speedrunslive IRC channel on irc.speedrunslive.com (<http://www.speedrunslive.com/channel/>) which you can find with the following command

.races

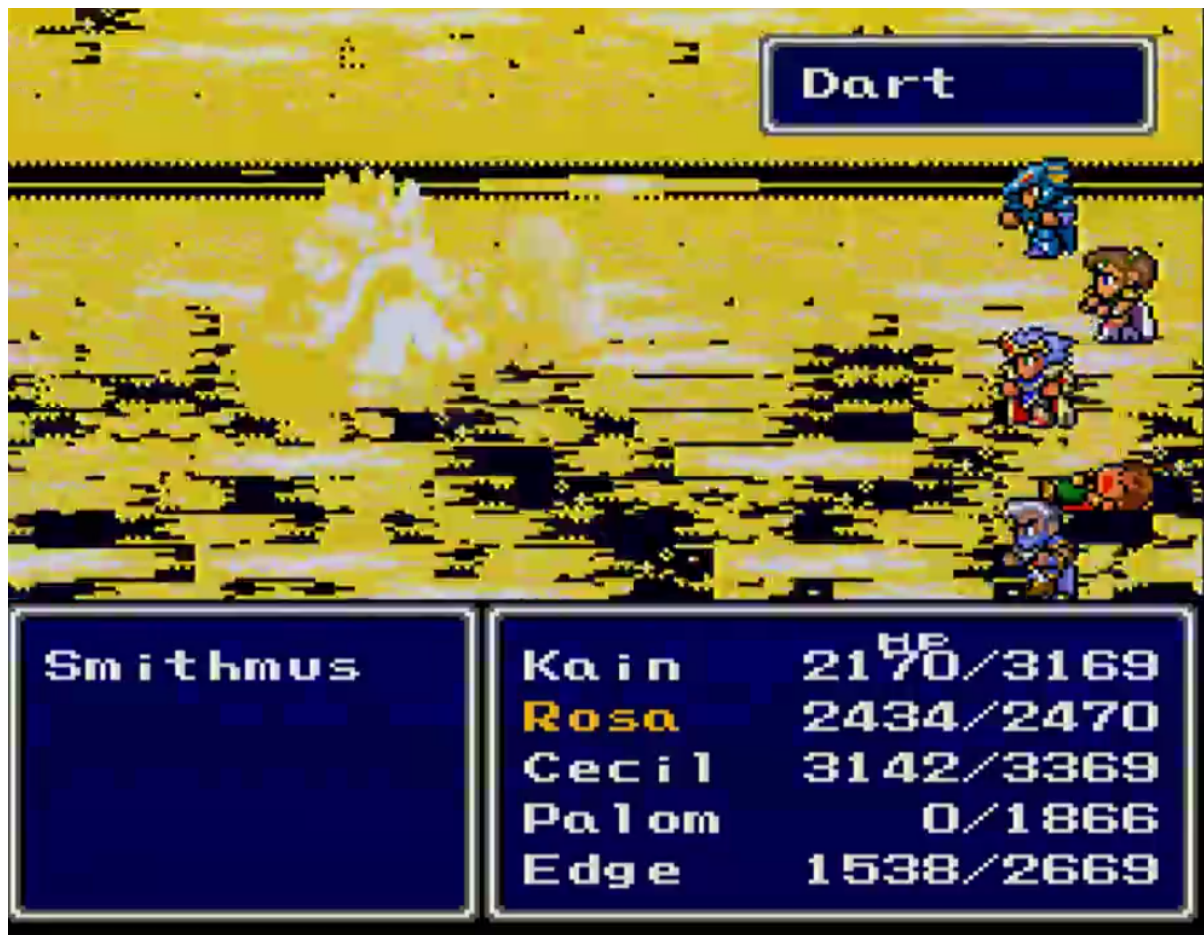
This will list all currently available races. Find the channel that corresponds to the WSOFE event race. This is also given to you upon joining the #speedrunslive channel. Once you have joined the channel, you'll need to enter the race with the following command:

.enter

An administrator will set the race title as well as provide a link to the generated rom for the race. Once you have successfully generated your rom, verify that the hash matches what was provided in the title. Once you have done this, and have your stream actively going **in emote-only mode**, and are waiting on the New Game option within Final Fantasy IV, type the following command:

.ready

Once all participants are 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

Note that in the Giant% event, it is possible that the boss taking the spot of CPU will not flash. If it does flash, that is **.done**, and if it does not flash, the timing for **.done** is instead the instant the last on-screen monster sprite begins to disappear.

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.

PLEASE SAVE ALL COMMENTS FOR AFTER ALL PARTICIPANTS HAVE COMPLETED THE RACE! Use the #race-spoilers channel on Discord to discuss the race with other people who have completed the seed. Remember, just about anything can be interpreted as a spoiler and change the way people approach the seed!

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

- **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?**

Forfeits in qualifiers don't matter. Anybody who forfeits from a Final Table will get 0 points.

- **What happens if a seed isn't able to be completed?**

If a qualifier seed happens to be unable to be finished, we will drop the qualifier results entirely and let two more z-score qualifiers in.

If a final table seed happens to be unable to be finished, there will be an immediate reroll of a new seed and play will resume ASAP.

- **What emulators may I use?**

You may only use the following emulators:
SNES9x if it isn't 1.4X, Bizhawk, BSNES, Higan

We've had a lot of interest in using other emulators to do things such as play on a SNES classic, and our testing has revealed that those do not emulate lag properly. Because we care about the time, we want a level playing field. SNES9x 1.4 and ZSNES are also explicitly banned for not emulating lag properly.

If you want to play on another emulator, you'll need to speak to an admin about getting a test going to check for lag. The burden of proof will be on you to prove that your setup properly emulates lag.

- **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. This does not include save states; any use of emulator functionality will result in your disqualification.

- **Can I race other people during WSOFE for practice?**

Of course! You are free to race each other and practice your runs as much as you would like.

- **What happens if someone doesn't show up on time?**

All participants are expected to show up on time and prepared to begin for Final Tables. If your opponent(s) does not show up on time, they will simply have to begin when they arrive. You will not be awarded a "free" win if your opponent(s) doesn't show - you must still complete the 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.

*-The z-score is the number of standard deviations away from the mean you performed in the race. It's calculated as $(\text{your_time} - \text{mean_time}) / (\text{standard deviation of the race})$. In the calculation of the mean/standard deviation, we remove the bottom 10% of racers.