Nuzcord Challenge Roles

Introduction

Hello everyone and welcome to Nuzcord! One of the coolest parts about our little online community for Nuzlocking, is our inclusion of Challenge Roles that you can receive for completing various Nuzlocke challenges. In this document, you can find an overview of the available challenge roles, as well as the rules and stipulations you will need to follow to earn each role. Our motto here at Nuzcord is "Your run, your rules", and this *mostly* rings true for these challenges, minus a few restrictions, to maintain the integrity of the challenges.

If you are attempting to complete one of these challenges, and/or simply have questions about one of them, please do not hesitate to reach out to us by pinging the **Challenge Helper** role. Please do not ping individual Challenge Helpers because it makes it difficult for those of us that may be offline when you ask a question to find it so that we can get an answer for you. Hopefully, this document will answer your questions anyways!

- Love, the Challenge Helpers

Available Challenge Roles

At this time, there are **9 available Challenge Roles for the 5 different Challenge types**. This is subject to change as new challenges arise, or the need for old challenges dwindles. We will update this document as needed depending on what the community calls for. The challenge roles are as follows:

1. Gens Champion, Gens Champion Lite, and Gens Champion+
2. HackGens Champion and HackGens Champion Lite
3. Hatelocke Masochist and Hatelocke Masochist+
4. Monomaster
5. Poke Speedrunner

These challenges will be expanded upon in more detail in the Challenge Overview section of this document.

If you have an idea for a Challenge Role that you would like to see added to Nuzcord, we are excited to hear it! There are some criteria that your suggestion must meet before we approve it as a role, which are as follows:

○ You need to have completed the run/variant/challenge yourself and documented it on this server. If your role suggestion requires the completion of more than one run, you need to have completed all those runs too.
○ It needs to have garnered some popularity among other members of the server, and thus, present a strong case for the role being created (e.g., when the Hatelocke was first brought here, the role wasn't created until someone beat it AND it was hugely popular).

Challenge Verification

One question we get fairly often from new players is "how are these challenges verified?" Although these challenges are intended to provide a difficult, and sometimes very time consuming, show of skill and endurance, their primary focuses are fun and community interaction. With that:

- **For "Proof" of completing runs, we ask that, at a minimum, you post upon the completion of a run in the #hall-of-fame channel with any pertinent info regarding your run. This should explain certain details of the run such as the game, what the run was for (MonoMaster, Hatelocke, etc), the team, and any details beyond this that you would like to share.**
- We do ask that you periodically update your challenge run in either #nuzlocke-run-updates channels. This is where you can post screenshots, short clips or battle summaries of interesting/important moments in your run that you want people to know about. This is to informally show us you are completing the challenge over time, while also interacting with the community.
- If you would like to record your challenges, in video/stream form or otherwise, feel free to share it with the community in #self-promotion!

Challenge Role Overview

This section is meant to serve two functions: describe the challenge for each role, as well as touch on some commonly asked questions and clarifications that Staff have received in the past. Again, if you are still unsure of something, or would like additional clarification, please ping a **Challenge Helper**! The challenge overviews are listed below.

An important note, if a rule is not mentioned here, or specifically and intentionally clarified, it means it *likely* does not matter to the completion of the challenge and is up to the individual player's discretion. However, we do not encourage people searching for challenge loopholes to circumvent the point of the challenge (that is annoying). If you're still unsure of something, feel free to ask a Challenge Helper.

Lastly, rules and restrictions are subject to change at Staff discretion. Sometimes we realize some stuff afterwards (cough cough, Suicune Sleeplocke) and decide it shouldn't be allowed lol.

Rules for all challenges

These rules apply to **ALL** available challenge roles. The reason we are adding these stipulations is because we need to outline which forms of "time saving" are actually just to save time, or to inherently make the challenges easier. **The following must be adhered to for all Challenge Roles unless otherwise specified:**

- If it faints, it dies. This is not negotiable, and runs that have a revival clause of any kind will not be counted towards completion of any of the Challenge Roles.

- Strict level caps ARE enforced for all challenge roles, except for **Poke Speedrunner**. Please consult the [Level Caps Document](#) to ensure compliance with each game's unique level caps.
    - The level cap for entering the Elite Four is set to that of the **Champion's Ace** (I.e. In XY, the level cap for entering the Elite Four is 68 for Diantha's Ace)
- **Legendary Pokemon** with a BST of **greater than 600** are not permitted to be used in any challenge run, except Poke Speedrunner. Legendaries **at 600 BST or lower are allowed.** This rule applies to Mega Legendaries as well (i.e., Mega Latios/Latias in ORAS are 700 BST and can not be used, but base form are 600 BST and can be).
    - This rule does not apply to non-legendary Pokemon who surpass the BST limit (i.e., Slaking, or non-legendary mega Pokemon).
- Glitched Legendaries are not allowed to be used. This includes Mew in RBY, Shaymin in DPPt, etc. If you cannot obtain a Pokemon through regular gameplay, you cannot use it.
- Ignoring or SRing over deaths is not permitted. Pretty self-explanatory.
- No playing spinoffs, Legends: Arceus, or non-Pokemon games for your run. These are **not viable** for any server roles. For example, you may not play Pokemon Ranger or Nintendogs in order to get a challenge role.
    - Pokemon Colosseum and XD: Gale of Darkness are not covered by this rule; that is, you **may use** either of those games for your run.
- You may use romhacks for most challenge runs. However, you may only use romhacks that are publicly available and that don't trivialize the game. In general, eligible romhacks make the game harder in some way. If you're not sure, ask before starting a run.
- Challenges that require vanilla games must be played on vanilla versions of the games, without any sort of rom modification whatsoever.
- No use of Ranger Manaphy, Ranch Mew, or any Pokemon from Dream Radar, Pokewalker, and other external games/apps as encounters. This also includes Pokemon given through the use of External save data, such as Jirachi and Mew in BDSP.
    - Evolutions that **require being traded to a specific game** (i.e. Stantler to PLA for Wyrdeer) are not allowed.
- Island Scan is permitted to be used in Challenge Roles.
- **DLC is allowed to be used for games that they are available, but strict level caps must still be adhered to.**
- **If your game crashes and progress is lost, you may revert back to the last saved point. However, if any Pokemon died in the time that was lost, they must be considered dead, and boxed/released at the point that they died initially. If any new deaths occur during replaying the lost segment, they are also still considered dead.**
- **Mystery Gift Pokemon are not allowed. You can not obtain them through live events or by simulating/using cheats to obtain these for past events.**

Finally, save editing (for example, adding in rare candies with PKHex) has its own section at the bottom of this document that applies to all runs. Please consult it before modifying save data. Outside of that section, no save editing, including any sort of cheat codes, is permitted.

Gens Champion, Gens Champion Lite, & Gens Champion +

Gens Champion (and the other versions of the role) refer to the completion of a GenerationLocke, often referred to as GenLocke or Gens. Gens is where you play through each main series Pokemon region once. Upon beating each game, your surviving champions are then bred and sent up to the next game. Contrary to popular belief, the "Gen" in GenLocke does not refer to generations of Pokemon games, but instead the family lineage of champions transferred between the games you complete as part of this challenge.

- **Players can no longer complete both Kanto AND Johto in the same game. They must be completed by doing separate games for this challenge.**
- This challenge is very customizable, because players are allowed to go in whatever order they feel like, as long as it is loosely in release order of the games you have selected. This is to ensure that you are able to breed and transfer champs between games and have them be legally obtainable in those games without compatibility issues.
    - For example, you can choose to go Red > Gold > Emerald > Diamond > Black > X > Ultra Sun, or
    - LG > HG > Platinum > Black 2 > OR > Y > M
    - Players do not need to play through both Unova games.
- Reverse Gens (starting on SwSh and working backwards) is not permitted for this role, because it defeats the purpose of transferring your "Champs" if they are not in an older game.
- Those who complete the challenge up to Alola may earn the Generations Champion role.
- Randomized games are permissible for this role. Legendaries are allowed to be used, but may NOT be bred down to the next game (see Legendary BST restriction above)
- There are also two related roles: Generations Champion+, where the user completes each region up to whatever the most current mainline game/generation is (**Current: Paldea**), and Generations Champion Lite, where the user completes each region up through Unova. This is intended for those who are unable to reasonably emulate 3DS games.

HackGens Champion & HackGens Champion Lite

HackGens Champion and HackGens Champion Lite are awarded to players who play through each main series Pokemon region once and follow GenLocke rules, but by using different romhacks for each leg instead of vanilla Pokemon games. Upon beating each game, your surviving champions are then bred and sent up to the next game.

- Similarly to Gens Champion, this run does not require a specific order of games, as long as it is loosely in release order. The most commons games used are:
    - Fire Red Omega > Sacred Gold/Storm Silver > Renegade Platinum > Black Black/Volt White (1 or 2) > Eternal X/Wilting Y > Rising Ruby/Sinking Sapphire > Photonic Sun/Prismatic Moon

- ○ You can choose to use other hacks, should you choose, **however**, they must be hacks that focus on raising the difficulty of the game, as that is the nature of this challenge.
- Those who complete the challenge up to Alola may earn the HackGens Champion role. Randomization is considered viable for the role, however many rom hacks have trouble randomizing.
- Legendaries are allowed to be used, but may NOT be bred down to the next game. Strict level caps are enforced (see Rules for All Challenges).
- There is also a related role: HackGens Champion Lite, where the user only needs to play up to Unova. This is intended for those who are unable to reasonably emulate 3DS rom hacks.

Hatelocke and Hatelocke+

A Hatelocke is when you nuzlocke through each and every mainline Pokemon game from Gen 1 to Gen 7, in release order. This means you complete a Nuzlocke of Red, Blue, Yellow, Gold, Silver, Crystal, Ruby, Sapphire, Fire Red, Leaf Green, Emerald, Diamond, Pearl, Platinum, Heart Gold, Soul Silver, Black, White, Black 2, White 2, X, Y, Omega Ruby, Alpha Sapphire, Sun, Moon, Ultra Sun, and Ultra Moon, *In that order*. That is a total of **28 games**.

While doing so, you can not use any victor species from past runs (example: if you brought a Machoke to the E4 in Red, you can't use the Machop line in future legs, even if it died against the E4/Champion). **If you fail a run at any point, you have to start all the way back at the very first game, Pokemon Red.**

- **Duping/Champing Pokemon:** Whatever Pokemon enter the Champion battle must be duped regardless of being alive or dead.
  - ○ *You must bring a full team of 6 unique species (no more than one from each evolutionary line, other than split evolutions) into the E4 if possible. For example, you may bring multiple Eeveelutions to the Elite 4, but not Sandslash AND Sandshrew.* If you don't have enough mons alive and you cannot catch any more legal encounters, bring as full a party as you can.
  - ○ Special case in BW - if you choose to swap Pokemon after the E4 and before battling N/Ghetsis, those new 6 Pokemon are your champions, not the initial 6.
  - ○ Playing the Kanto postgame of GSC and HGSS is optional. If you choose to complete the Kanto portion of GSC and HGSS, you must use a new team of 6 after completing the Elite 4. If you choose to complete the game to Pokemon Trainer Red, you will dupe 12 Pokemon total per game (6 for Elite 4, 6 for Red).
- Legendaries within the BST restriction outlined above are permitted to be used.
- The player can decide how they choose to handle split evolutions.
  - ○ For example, players are permitted to use both Poliwrath and Politoed in their Hatelocke run, or choose to nly use one.
  - ○ Eeveelutions, in particular, are completely up to the player (i.e., use just one, or use them all).
- The player can decide how to handle Regional Variants of Pokemon.

- ○ For example, if a player "dupes" Raichu in Pokemon Red, they can choose to still use Alolan Raichu in Pokemon Sun, should they choose to do so.
- Randomized runs are not permitted for this role, as it defeats the purpose of limiting Pokemon usage and strategizing which Pokemon to use when.
- **NEW ADDITION** - Hatelocke Masochist+
  - ○ All foundational Hatelocke Masochist rules above apply.
  - ○ This role includes the strict enforcement of the **Hardcore Nuzlocke Ruleset**. This means players are not permitted to use items in battle (held items and pokeballs are allowed), they must adhere to strict level caps, and set mode must be used.
  - ○ Hatelocke+ includes all currently released mainline Pokemon Games and will evolve to add additional games as they are released. **As of now, there are 34 games required to complete this challenge.** These games are: Red, Blue, Yellow, Gold, Silver, Crystal, Ruby, Sapphire, Fire Red, Leaf Green, Emerald, Diamond, Pearl, Platinum, Heart Gold, Soul Silver, Black, White, Black 2, White 2, X, Y, Omega Ruby, Alpha Sapphire, Sun, Moon, Ultra Sun, Ultra Moon, Sword, Shield, Brilliant Diamond, Shining Pearl, Scarlet, and Violet, *In that order*.
  - ○ **Scarlet and Violet are complete upon defeating Al Sada, and your team used for the fight, while meeting the previous requirements, is considered your Champion Team, and must be duped.**
  - ○ **If you previously completed the Hatelocke Masochist, or are in the process of completing, those runs can not go towards Hatelocke Masochist+, unless they were completed under the Hardcore Nuzlocke Ruleset that is required for this new role. You will have to start from the beginning to obtain this.**

Monomaster

Monotype Masters is where you complete a different Monotype Nuzlocke (in which you only use Pokemon of a single type) for every existing type. You're free to decide on which game you play for each leg, including romhacks. This means, you will need to complete 18 separate Monotype Nuzlockes for this challenge role. A single run cannot count towards multiple types.

- Players are not required to play the same game for each type, but are allowed to repeat games if they want to.
- Randomized runs are not permitted for this role.
- A pokemon that lacks a certain type, but evolves into a pokemon that has that type, is considered to be that type. For example, you may use Piplup in your Mono-Steel run. However, that pokemon **must be evolved** as soon as possible.
  - ○ A pokemon that **loses** a type on evolution has that type only until it evolves. For example, you may use Skorupi in a Mono-Bug run and Scyther in a Mono-Flying run, but not their evolutions.
- **Temporary types:** Pokemon that obtain or lose a temporary type, such as through a move or mega evolution, count as their base types regardless of the change. This rule

may be a little confusing, but as a rule of thumb- if the Pokemon is sitting in your party, AS THE TYPE of your run, it is legal.
- For example, you may use Mega Gyarados in a Mono-Water or Mono-Flying run, but you **may not use it in a Mono-Dark run** because Gyarados is not a Dark type as it sits in your party.
- For example, Porygon is always eligible for Mono-Normal and only Mono-Normal, regardless of any type changes due to using Conversion. Kecleon is always Normal and never any other type, despite Color Change/Protean changing its type.

- For games where none of the **three basic starter** Pokemon fit the type the player is using (e.g. Ice), the player may use a different starter Pokemon (usually edited in with UPR or PKHex). However, this new starter Pokemon must fit the following criteria:
  - Must be a **base form** that can evolve **AND**,
  - Has 415 Base Stat Total (BST) or less.
  - **Egg Moves and Hidden Abilities may NOT be used for these replacement starters, whether you are generating the pokemon, or breeding an egg on console.**

- There are many different ways that players can choose to handle their encounters for this particular Challenge. The following are common practices/examples:
  - Token System: Players who cannot catch a Pokemon of their given type in an area can choose to award themselves an **Encounter Token**, to be redeemed on a future route where more than one Pokemon of their type is available. For example, if there are no Bug pokemon on Route 1, an encounter token can be used to catch 2 Bug pokemon in the forest.
  - Dupes/Species Clause: Players can either choose to use one Pokemon of any given species for the run, or multiple Pokemon of each species, depending on how they choose to complete the challenge.
  - Ultimately, as long as the player is adhering to basic Nuzlocke rules, it is permitted.

- The following link is to a helpful chart, outlining the viability of each type in each particular game. It is not 100% accurate, but is a good starting point for players https://i.imgur.com/YriNjN9.png

- You may also enjoy this team builder that can help you identify your available encounters and path them out in the games: https://richi3f.github.io/pokemon-team-planner/

Pokemon Speedrunner

Speedrunning is the act of playing a video game, or a section of a video game, with the goal of completing it as fast as possible. The point of this challenge is to complete a Pokemon Game, **in one session**, in the fastest time possible.

This role was previously called the Sleeplocke Insomniac. That challenge name was misleading and this challenge has nothing to do with sleeping or sacrificing one's health for a video game. It is simply about finding cool new ways to beat Pokemon Games in a fast manner.

We do not condone any unhealthy behaviors that contribute to completing challenge roles. Let's be honest though, we are on a Pokemon Discord playing for imaginary internet points, we all have something wrong with us.

- Unlike for other Challenge Roles, speeding up via emulator and hacking in exp codes/Rare Candies is not permitted. The games should be played as close to the vanilla experience as possible.
- For players choosing to complete this in SwSh, using Crown Tundra Pokémon from Dynamax Adventures (Legends or otherwise) is not permitted.
- No cheats or exploits of any kind are permitted, as this should be a 100% legitimate run.
- Legendary Pokemon are permitted to be used in this challenge, should the player choose to do so. For this run in particular, the BST restriction does not apply. Use any mon you want, that is the point of a speedrun!

Save Editing

In order to alleviate frustration with many aspects of grinding in Pokemon Games, we have decided to include this section of the rules document to clearly outline the parameters around Save Editing. This can include the use of PkHex, or other similar save editing softwares. Please note, it is at a player's own risk to use these forms of save editing, as incorrect use can sometimes result in lost save data or corruption. We try to permit save editing to remove tedium without removing difficulty. If you have a question, think it through, and then please ask us.

The following forms (and **only these forms**) of Save Editing are **permitted**:

- Using PkHex, or other methods to give yourself Rare Candies. You may also wish to hack in Lucky Eggs, use EXP multiplier codes, or trade Pokemon to other games to level faster. Any method of expediting grinding of Pokemon levels is permitted as long as you are adhering to strict level caps for each game (see above).
- Using PkHex to simulate trade evolutions on emulator, or using a randomizer like UPR to make trade evolutions in that ROM level-up evolutions.
  - If the trade evolution in the vanilla game requires an item, the player must have that item in their bag before evolving the Pokemon. Once the Pokemon has evolved, the item must be tossed from the bag.
  - If the player is using UPR or a similar randomizer, please be careful to not change any other settings on the ROM besides the evolution methods.
  - Players using UPR should also be careful, because in some cases, UPR makes Pokemon available through methods that are not consistent with the vanilla game. For example, in HGSS, UPR allows players to evolve Slowpoke into Slowking by using a Water Stone instead of by trading with a King's Rock. Players should ensure that the vanilla conditions of the evolution (in this case having a King's Rock in their bag) are met before evolving their Pokemon.

- You may use save editing to hack in items as long as they are legally obtainable for the player at that point in the game.
  - For example, you may choose to hack in elemental stones in HGSS **only once Pokeathlon becomes available**, instead of having to play that ~~god awful~~ *fun but time-consuming* mini-game. You may not, however, hack in a fire stone prior to reaching the Dome.
  - You may use this to hack in "thief-able" items, etc.
- Time manipulation of all kinds is allowed.
- Any **"riskless"** time-saving save editing **is allowed** to help with quality of life. This means if there is no risk to the player or their Pokemon in obtaining said item, currency, or thing in game, it is fair game.
  - This includes but is not limited to Game Corner Coins, Berries, Friendship evolution, EVs, etc.
  - Notably, **you may not use cheat codes** or PkHeX to add in BP in Pokemon BW1 and Pokemon Sun and Moon. BP in these games can only be obtained if the player participates in battles where the risk of losing a Pokemon can be high. Thus, hacking in BP in these games eliminates that risk and makes the challenge easier.
- Save editing can be used to modify the starter as previously described for MonoMaster, as well as for bringing Champions to the next leg of your GenerationalLocke game.
- Except as outlined above, **save editing and cheat codes are banned**, prohibited, forbidden, and outlawed. Ask **before** doing it to be on the safe side.