

Skyward Sword Randomizer

SpeedGaming Live 2021 Tournament

Links and Info

Tournament Admins - 64bit_link#0581, cjs07#8222, Floha258#1968, Muzu#6430, Star1468#8631

SpeedGamingLive Discord - <https://discord.gg/YGzQsUp>

Skyward Sword Randomizer Discord - <https://discord.gg/evpNKkaaw6>

Tournament Page - <http://bombch.us/DROP>

How to setup Stream Delay in OBS - <http://bombch.us/DRSj>

Structure

This Skyward Sword Randomizer tournament will be hosted by SpeedGaming as part of SpeedGamingLive 2021 (SGL 2021). The tournament is open to runners of all skill levels, and runners may choose to run on Dolphin emulator or on console.

The tournament will consist of a seeding stage and a double elimination bracket stage.

You can sign up for this tournament immediately. Signups will close on the morning of the last qualifier.

Note that this is a one-week tournament (with qualifiers and preliminary rounds occurring before the SGL event itself), and **if you sign up you are committing to being available to schedule matches on short notice** especially if you advance to later rounds of the tournament. Also, despite the event being online due to the pandemic, SGL is intended to be an in-person event and thus certain features of the tournament are meant to reflect the atmosphere of a live in-person event.

Phase 1: Seeding Races

There will be 6 seeding races during the month of October. Tentatively, two of these races will be during the normal weekly race slot (Saturdays at 3pm EDT). Each player is required to race in at least one seeding race and may participate in up to 3. The player's seed will be determined by averaging the scores from each race they participate in.

The seeding races will occur at the following times (potentially subject to change based on runner availability):

- Tuesday, October 12 at 2pm EDT / 18:00 UTC
- Saturday, October 16 at 3pm EDT / 19:00 UTC

- Thursday, October 21 at 6pm EDT / 22:00 UTC
- Sunday, October 24 at 12pm EDT / 16:00 UTC
- Wednesday, October 27 at 8pm EDT / Thursday 00:00 UTC
- Saturday, October 30 at 3pm EDT / 19:00 UTC

Score will be determined via the formula $100 * (2 - (\text{your finish time} / \text{par time}))$. *Par time* will be the mean of the top X finish times, where X will start at 1 and increase by 1 for every additional 4 participants in that seeding race, up to a maximum of 5 (X = 1 for 2-4 participants, X = 2 for 5-8, X = 3 for 9-12, X = 4 for 13-16, X = 5 for 17+).

Score for each race will be capped at a maximum of 105 and a minimum of 0, and rounded to 2 decimal places. Note that as a consequence of this scoring method, a time greater than or equal to double that of par time will be assigned a score 0. Forfeits will also be assigned a score of 0.

Joining the race room and receiving the seed for the race will be considered to be entering the seeding race and leaving the race at that point will be considered to be a forfeit.

Racetime chat will be disabled during the race, and communicating with other runners through other means, including voice chat, during the race is not allowed. This is because with lots of runners, even innocuous or off-handed statements could accidentally give information to other runners. Comments will additionally be hidden until all racers have completed the race. Race monitors and category admins will be allowed to use the Racetime chat in order to communicate with racers should the need arise.

After each seeding race is completed, the seeds and finish times will be made available to others for practice and comparison purposes.

The average score from all seeding races that a player has participated in will be used to rank players to determine seeding for the bracket stage. The top 12 players who are registered for the tournament by the deadline will advance to the bracket stage.

Phase 2: Bracket Stage

Players will be seeded by their placement in the seeding stage.

The finals for the winner's bracket and loser's bracket will be Best of 3. The grand finals will be Best of 5 with the winner's bracket finalist being awarded a single win in the series to simulate a bracket reset. All other rounds will be Best of 1.

A match will be considered a tie if the official finish times on racetime.gg are within 5 seconds of each other. In this case, the VoDs will be retimed to get an accurate frame count which will determine the winner. In the exceptional event that the frame counts are identical, then there will be a rematch.

There will be a strict timeline for the completion of bracket matches, to facilitate completing the tournament within the week of SpeedGaming Live.

Deadline	Stage
Tuesday, November 2	Preliminary Matches
Friday, November 5	Winners' Quarterfinals
Saturday, November 6	Losers' Bracket Round 1
Sunday, November 7	Winners' Semifinals, Losers' Bracket Round 2
Monday, November 8	Losers' Quarterfinals
Tuesday, November 9	Winners' Finals and Losers' Semifinals
Wednesday, November 10	Losers' Finals
Friday, November 12	Grand Finals

Note that the preliminary bracket matches (for the 5-12 seeds) and the winners' quarterfinals will be completed during the week **prior** to SpeedGaming Live.

Note that from November 6-9 there are separate deadlines for the Winners' and Losers' bracket in order. Note that loser's bracket matches depend on results from the winner's bracket so scheduling will be tighter in the loser's bracket than the winner's bracket.

For scheduling purposes, note that Daylight Savings Time ends in Europe on October 31 at 2am (e.g. CET will be UTC+1 as opposed to CEST at UTC+2) and ends in most of the U.S. on November 7 at 2am (e.g. EST will be UTC-5 as opposed to EDT at UTC-4).

Settings

The tourney will be run entirely on the settings set colloquially known as “**2 Dungeons Reduced.**” The summary of the major settings to be used in the tournament:

- 2 Required Dungeons
- Empty Unrequired Dungeons
- 1 Starting Tablet
- Closed Thunderhead
- Skip Sky Keep
- Skip Imprisoned 2
- Start with Adventure Pouch
- No Spoiler Log
- Shop Mode will be Randomized
- Mini Dungeons, Minigames, Peatrice, Long Quests, Fetch Quests, Scrapper Quests, Medium and Expensive Purchases, and Batreaux rewards beyond 50 crystals will contain only non-progression items
- All Goddess Cubes will contain only non-progression items

- The Lanayru Caves Small Key will be shuffled anywhere in the world. All other dungeon items will only be shuffled within their own dungeons.
- Rupoor will be added to the item pool as per the “Added” Rupoor setting.
 - This adds 15 rupoor to the non-progression item pool
- Entrances to the 4 silent realms will be shuffled.
- Logic will be the standard BiTless mode with no tricks enabled.
- Hint Distribution
 - 8 WoTH, 2 Barren, 15 Location, and 5 Item Hints
 - No song hints
- **Generate Placement File must remain off**

All other settings will be default. Settings permalink is **IQ0IIDsD85rpUwAAAAAACHIFwA=**.
 Tournament randomizer version is **v1.1.0_8d5238d**, which can be obtained at <https://ssrando.com> (under the SGL Tournament Build heading).

Custom Assets

- **Randomized music is allowed** using the built-in support in the randomizer
 - **Custom music is banned** for all tournament races
- Custom models **are banned** due to lack of integrated support in the randomizer program
- **Custom textures are allowed** for cosmetic purposes (e.g., changing Link's tunic color). Custom textures made with the intent of lowering difficulty are banned (e.g., making the splash screen transparent to make it easier to navigate in Back in Time). Any such determination will be made by the admins and runners are encouraged to ask the admins if they are unsure if a specific custom texture would be allowed.

Rules

- All races will use racetime.gg as determined by SpeedGaming staff
- All matches must be streamed on Twitch with **15 minute delay**, and VoD saving must be enabled. You must start your stream about 20 minutes before the race starts to give the race monitors time to verify the stream delay.
- **Making a local recording is strongly recommended in case of stream issues.** If there are issues with your stream and there is no local recording, the admins may declare the match a forfeit.
- You must play out the first ending cutscene until the first Fi textbox, which contains the player name and seed hash. You may cut your stream at that point, but (1) wait a few seconds to ensure that the restream captures that text box, and (2) you must let OBS play out the delay (use the *Stop Streaming* button and not *Stop Streaming (Discard Delay)*, and **DO NOT CLOSE OBS** until the delay has caught up).
 - If you accidentally skip the first cutscene, you may also use the first Impa textbox in the second cutscene.
- Any suspicion of cheating should be brought to one of the admins via Discord DMs. runners must not make public accusations of cheating (or make jokes about runners)

cheating on commentary). If the admins believe that a runner/player has cheated, admins will determine the appropriate penalty (see below).

- Whether matches get restreamed is up to the SpeedGaming Live schedule. It is likely that most matches prior to the semifinals will not be restreamed.
- It is highly encouraged, but not required, to have a facecam on for your races even if your match is being restreamed (this is because SGL is intended to be a live in-person event and SpeedGaming wishes to keep that atmosphere). If you do have your webcam on it will be put on the restream. Note that your mic is still expected to be muted if you are on restream.
- Runners are not allowed to generate or view the spoiler log for any race seeds, read/interact with their stream chat, watch or listen to the restream (if applicable), watch their opponent's stream, or obtain spoilers through any other mechanism until they officially **.done** or **.forfeit** in racetime. Runners are **required** to change their chat to Emote Only mode for the duration of their race to reduce the likelihood of spoilers (note that changing chat to Emote Only does **not** exempt runners from closing their chat during the race).
 - Additionally, runners should refrain from interacting with the chat for the restream channel (where applicable) until the stream delay has caught up, in order to avoid spoiling finish times. This rule also applies to interviews when there is time for them. The second player to finish may be invited to join an interview early by the restreamer and/or tournament staff and/or SGL staff.
- Runners may play on console using a USB loader, or on Dolphin emulator. If using Dolphin, the FPS display must be shown. The use of Dolphin Memory Engine or any other RAM/ROM inspection or cheat engine, as well as the use of emulator-specific features such as save states or fast forward, is banned.
- Runners are expected to use a Wii remote with Wii Motion Plus (or Wii Motion Plus adapter) and nunchuck, or a third party equivalent with the same functionality (and no additional functionality). Use of the other controllers on Dolphin is allowed with the following restrictions:
 - Actions must be mapped to exactly one button
 - Motion inputs may be mapped to analog inputs
 - Analog inputs cannot be mapped to buttons
 - At the start of each race the runner must show the control mappings in Dolphin on stream/in the race VoD.
- The version listed in settings will be used for all races for the duration of the tournament. If bug fixes are required during the tournament, an updated tournament version with the applicable bug fix will be provided and an announcement will be made to use the updated version for future matches.
- Seeds will be distributed 15 minutes before the start of the race.
- Runners may use any manual item/map tracker that you wish, but may not use any form of autotracker and you must manually update the tracker yourself. You may not have anyone outside the match update your tracker for you.
- Runners may not receive outside help in any form. This includes having other people take notes for you. Runners may take and utilize their own notes via any mechanism

they feel comfortable with (commonly used mechanisms include local documents on your computer, or physically on a sheet of paper). If your preferred tracker offers hint support that is also allowed, provided the tracker is allowed by the other rules governing trackers.

- For each match, runners must start three blank New Adventure save files (in order for us to allow Back in Time), and the run VoD must show the file select screen with 3 empty files before creating the run file.
 - Files may be deleted from within the game menu, and do not need to be deleted via the Wii Data Management screen or equivalent save management functionality on the console or on Dolphin (this is different from previous tournaments)
- All glitches are allowed, including Back in Time (BiT) and Reverse BiT Magic (RBM), with the following exceptions:
 - Accessing the Sky in Back in Time.
 - Accessing any surface region in Back in Time.
 - Duplicating single gratitude crystals is allowed only as a side effect of an RBM intended to set a scene flag (e.g., RBM'ing the single crystal in Orielle and Parrow's house once to activate the Fire Sanctuary overworld bird statue is allowed, but RBM'ing it one or more times simply to increase crystal count is not). Note that it is expected that you do not use the duplicated crystals to obtain Batreaux rewards. You can satisfy this in one of two ways:
 - If you haven't collected the crystal from source yet, you may choose to not pick up that crystal from source (in which case it isn't duplicated in your inventory).
 - Otherwise, if the duplicated crystal causes you to receive a Batreaux reward you would not have gotten without the duplicated crystal, you must obtain another crystal from source before the end of the seed.
 - Duplicating any other item is not allowed.
 - Entering the Lanayru Gorge area through any means.
 - Note that admins may add additional glitches or uses of BiT to this list if any new discoveries are made.
- Runners who choose to use BiT and other glitches do so at their own risk, and will need to find their way out of any bug or softlock situation on their own within the rules of the tournament.
- In the event that a randomizer bug or softlock that prevents the seed from being completed (or causes significant timeloss as determined by admin discretion) occurs without the use of BiT or other glitches, the runner will not receive a score for the race (a 1v1 race will be re-run on a new seed, time depending on runner and restream availability).
- Runners are responsible for ensuring that any cheats are disabled before a race begins, and that they do not accidentally press any hotkeys for banned emulator functionality. It is strongly recommended that runners using emulator use a separate hotkey profile for tournament races which disables hotkeys for savestates, fast forward, and all other banned emulator functionality.

Rule Violations

All instances of rules being broken will be punished as follows:

1. First Offense: Warning
2. Second Offense: Match DQ
3. Third Offense: Tournament DQ

All punishments will be handed out by the admin at their discretion. Depending on severity of the infraction the admins may elect to issue a more severe punishment at any point.

In the event the runner shows that they knowingly committed the infraction, they will be immediately disqualified from the tourney

Tournament admins may require an individual to follow additional rules based on previous infractions, including in a previous tournament. Failing to comply with these requirements will be treated as any other rules infraction.

Violation of an SSR Discord Server rule, Twitch ToS, Discord ToS, or any additional, eventwide rule set in place by SpeedGaming may result in an immediate disqualification from the tournament, regardless of previous infractions, and may result in being barred from participating in future tournaments.

Prize Pool

The prize pool will be distributed as follows (subject to change prior to the start of qualifiers):

1. First Place: 50% of prize pool
2. Second Place: 35% of prize pool
3. Third Place: 15% of prize pool

Volunteering

Volunteers will be coordinated through the Skyward Sword Randomizer Discord Server. Anyone will be allowed to track. However, as the tourney progresses some stricter rules will be enacted for commentators in order to ensure that restreams get quality commentary for the final matches of the tournament. Admins will do everything in their power to ensure that inexperienced commentators are paired with experienced commentators when appropriate. Solo commentary will be discouraged for qualifiers and disallowed starting with the winner's bracket semifinals.

For the Grand Finals, strong preference will be given to eliminated tournament runners (otherwise commentary is limited to those with extensive SSR experience). Additionally, in the event the entire Grand Finals match is played in a single sitting, preference will be given to volunteers who have not volunteered for a previous Grand Final match in order to rotate volunteers.

Tournament admins reserve the right to overrule these guidelines at their discretion.

Appendix: Setting up Stream Delay in OBS

In order to remove stream sniping (looking at someone else's stream while you race) as a cheating concern we are instigating a mandatory stream delay policy. This will begin with the qualifying matches of this tournament and will remain in effect for all future tournament matches.

What does this mean for me as a tournament participant?

There are two actions for all participants:

1. Ensure you understand how to setup a stream delay with your broadcast software. Please see below for steps on how to do this for OBS Studio, OBS Classic and XSplit.
2. Ensure you understand the new scheduling format (details below).

How will scheduling work? (For Qualifier and Bracket stages)

- Enable stream delay and go live at least 30 minutes prior to the scheduled restream time to ensure gamefeed and timer are ready to be captured. This allows the restreamer to give live feedback should there be an issue initially. After given the all clear by the restreamer and the runners confirmed ready the race will begin.
- The restream will start 15 minutes after the scheduled race time. It is imperative you are ready on time. Starting a race late will hurt the restream schedule and your race may not be able to be restreamed.

Having issues on computer memory usage?

For restream purposes, we generally do not need absolute highest quality settings from your stream, as the screen size will be reduced and cannot take full advantage of the higher quality.

Three things to consider:

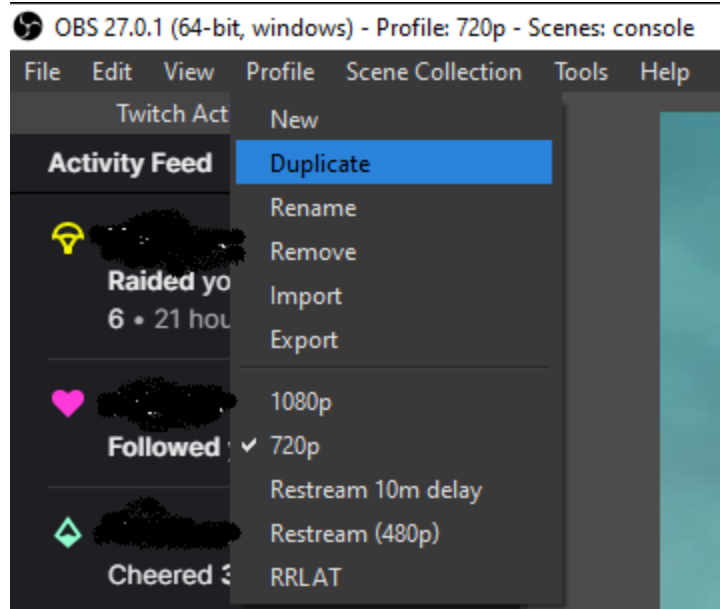
- Resolution: For Skyward Sword, 480p (854px x 480px) is generally good enough quality for the restream. **Do not stream at anything higher than 720p if your race will be restreamed.**
- Framerate: Streaming at 30fps as opposed to 60fps will significantly reduce the memory load for the delay
- Bitrate: At 480p30fps, the bitrate only needs to be ~1500 kbps

What if I have further questions?

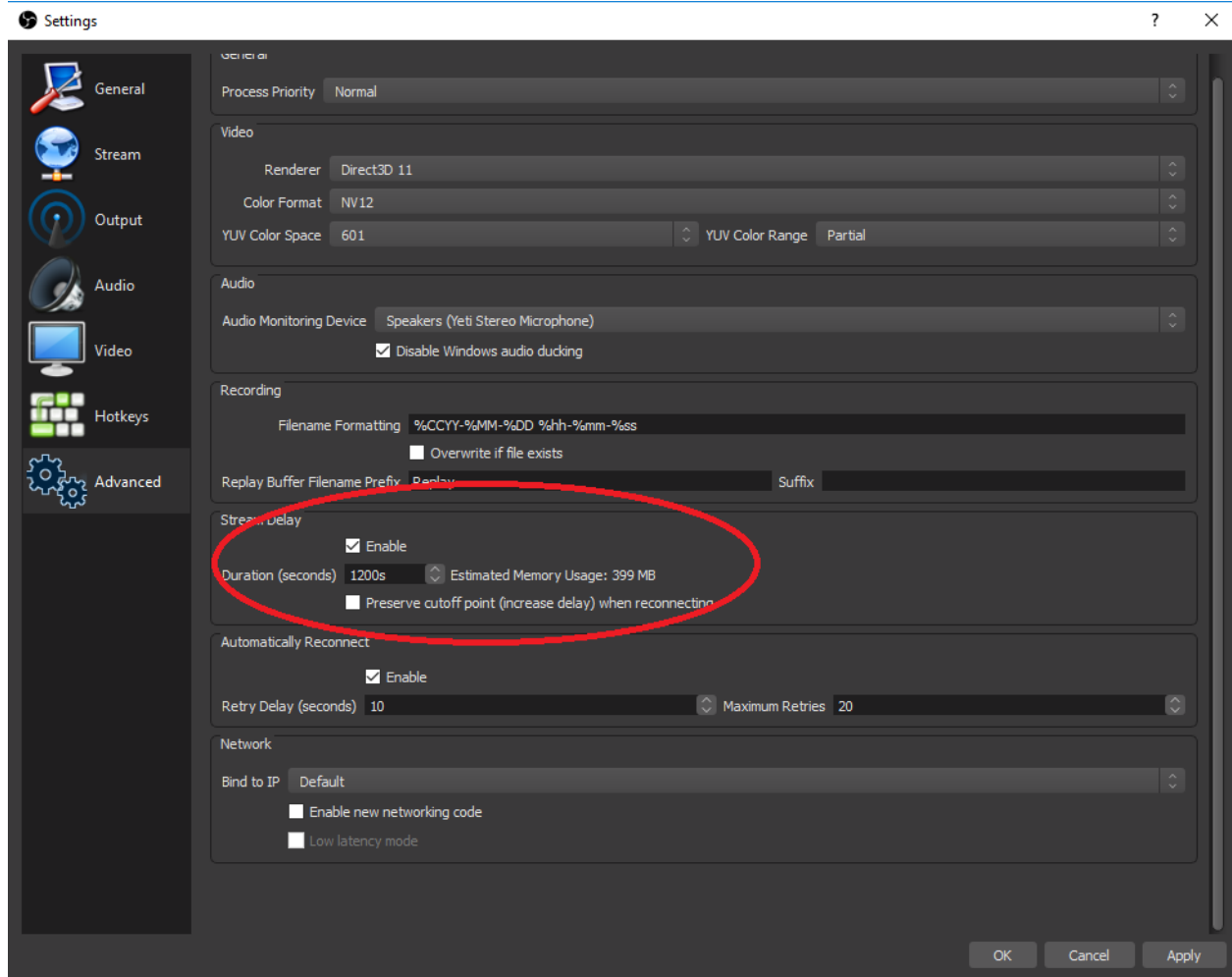
Please contact an admin directly with any issues that arise.

Setting up OBS Studio

You can duplicate your current OBS settings into a new profile so that you can keep the restream/delay settings separate from your normal stream settings:



In that profile, set the stream delay settings. Then, before you go live, make sure you are on that profile and you have your stream delay. When you want to stream normally, swap to your other stream profile. That setting is saved per profile.



Settings > Advanced > Stream Delay >

Check Enable

900s = 15 minutes (this is different from what is in the image)

Uncheck "Preserve cutoff point" if you are on restream

Preserve cutoff point will ensure that if you lose connection, you will reconnect where you left off instead of losing those frames. Please use this option if your race isn't being restreamed so there is a fluid vod. For restreamed races, ensure this option is turned off to help restreamers with sync.

What you can do about minimizing the setting changes, at least in OBS Studio, is duplicate your current profile calling the new one "Race Delay" or some such.