#Tutorial #7 – Challenges Part 1

## Overview

This tutorial will show a few examples of how to create deathless, damageless, and weapon limited challenge achievements. A second tutorial is planned after to cover speedrun and other time related challenges. The topic of challenge achievements is very broad and what appropriate for a game are completely dependent on the game mechanics. The game [Mega Man](<https://retroachievements.org/game/1448>) was chosen for this tutorial because it is tough yet fair game that has very little Random Number Generator (RNG) events which could mess up a damageless/deathless run. With enough practice, skill, game mechanic knowledge, and patience damageless runs of the entire game are achievable (see [Mr. Perfect](https://retroachievements.org/achievement/53290) from the [Mega Man Bonus](https://retroachievements.org/game/6729) set). <br>

![Mega Man Title Screen](Mega\_Man\_Title.png)<br>



## Challenge Indicators

# Example 7A: Blue Bomber

## Start Conditions

## Cancel Conditions

## Submit Conditions

# Example 7B: MM1 Survivalist I (Bombman)

## Start Conditions

## Cancel Conditions

## Submit Conditions

# Example 7C: Master of the Robot Busters (B)

## Mega Weapons

| Address | Weapon Type |

|:-------:|---------------------|

| $006B | Rolling Cutter Ammo |

| $006C | Ice Slasher Ammo |

| $006D | Hyper Bomb Ammo |

| $006E | Fire Storm Ammo |

| $006F | Thunder Beam Ammo |

| $0070 | Power Arm Ammo |

| $0071 | Magnet Beam Ammo |

## Homework #7

# Tutorial #7 Solution