

## Master and Apprentice Z1R Battle Royale

This document outlines the structure and flagsets for an eight-week, non-elimination, asynchronous Zelda 1 Randomizer (Z1R) battle royale (BR) centered around the concept of a veteran (master) player mentoring a novice (apprentice) player. The rationale for running this battle royale now is three-fold:

- To learn the basics components of Z1R from an experienced runner
- To encourage tournament, future BRs and casual race participation.
- Help educate inexperienced runners who may be considering participation in the Rookie Rumble 4 tournament.

## Tournament Structure

The structure for this BR will be unique compared to most other BRs in that it will pair players at different skill levels while focusing on solo play. It will provide a progressive flagset which introduces novice players to new flags each week, providing early advantages to novice players and slowly progressing toward more challenging levels of play.

Veteran players will provide mentoring to their paired novice in their preferred manner, including but not limited to pre-seed instruction, in-seed voice or text coaching, and/or post-seed review and analysis. Those veteran players opting into live coaching during a novice player's weekly seed run are highly encouraged to self-meter their guidance and ensure they are not simply dictating the novice's every move. Please no tracker sharing. The apprentice should do all tracking, this is part of the learning process!

Apprentices will receive Mario Kart-style points for their finishes, with a finishing BR score calculated by dropping their lowest score and summing the rest. High-placing BR participants may receive ultima points as determined by usual BR rules. While these points will be awarded, the goal here is to learn, reduce entry to participation barriers and encourage future participation

Please note - the goal here is not to directly prepare for the Rookie Rumble IV flags. I don't even know what those flags will be at this time! This isn't an SAT-prep type course where you study for the exam. We are trying to teach runners how to play and if they choose to participate in the next Rookie Rumble, they will have a decent foundation as they begin their tourney prep.

## Master/Apprentice Designations

Delineating veteran and novice players is, of course, somewhat subjective. There are plenty of skillful newer players as well as years-long community members who play more casually. For the purposes of this BR, we will largely be allowing players to self-identify as Apprentice or Master level, subject to admin approval. Please keep in mind that this BR is oriented toward introducing **new/newer players** to progressively more challenging Z1R flags when self-selecting.

Note: If you feel you are somewhere between Master and Apprentice level, you should consider offering to coach as you likely have more experience than newer Z1R racers.

No Apprentice can have a lifetime ELO ranking on Racetime at/above 1,500 *and/or* more than 100 Lifetime races. If anyone interested in participating fails this criteria, please let us know and we will evaluate, as needed.

### **Master/Apprentice Pairing Methodology**

This BR will employ bring-your-own-partner pairing, where a qualified Master and Apprentice player would sign up for the BR as a pair at the same time. Unpaired players may use the BR signup to express interest and availability, but tournament admins will not provide any official matchmaking.

### **Duration:**

Eight weeks of different flagsets progressing in difficulty. The last two weeks will be run without any active Master coaching.

### **Flagsets**

Weekly flagsets will be built around a progressive introduction of interesting and challenging flags for the novice players. Seeds will be revealed at the start of each week.

### **Week 1 - lu0R6F45shyrPEycTw1059nYzqgkBwv**

1st Quest Overworld  
Shapes Dungeons  
Community Hints  
Start shuffle: Easy start shuffle  
Level 9 Entry: 8 triforces  
Yes Forced Gannon  
Enemy HP: +/- 2, Boss HP: +/- 2  
All Caves Cave Shuffle  
Yes Extra Candles  
Full Shuffle Shuffle Dungeon Locations  
Yes Shuffle Dungeon Items, Armos: Random, Coast: Random, White Sword Cave: Random, No RR/SA forced in 9  
No Dungeon Heart shuffle  
Yes Shuffle Shop Items  
Book: Yes Atlas  
2nd Quest: Yes Rooms  
Yes Enemy Group shuffle, Yes overworld enemies as well  
Yes Randomize Boss Groups  
Red Bubble Curse: Swordless  
Starting Items: Yes 8 Bombs, Yes White Sword, Yes Blue Candle, Yes Red Ring  
Max Starting Items: 4  
Starting Hearts: 3  
Starting Triforces: 0

White Sword Range: 4-6  
Magical Sword Range: 10-14

## **Week 2 - Itea26NKUNqI15kIRIThcg8YbpQOKwv**

1st Quest Overworld  
Shapes Dungeons  
Community Hints  
Start shuffle: Easy start shuffle  
Level 9 Entry: 8 triforces  
Yes Forced Gannon  
Enemy HP: +/- 2, Boss HP: +/- 2  
All Caves Cave Shuffle  
Yes Extra Candles  
Full Shuffle Shuffle Dungeon Locations  
Yes Shuffle Dungeon Items, Armos: Random, Coast: Random, White Sword Cave: Random, No RR/SA forced in 9  
Yes Dungeon Heart shuffle  
Yes Shuffle Shop Items  
Book: Yes Atlas  
2nd Quest: Yes Rooms  
Yes Enemy Group shuffle, Yes overworld enemies as well  
Yes Randomize Boss Groups  
Red Bubble Curse: Swordless  
Starting Items: Yes 8 Bombs, Yes Blue Candle, Yes Blue Ring  
Max Starting Items: 4  
Starting Hearts: 3  
Starting Triforces: 0  
White Sword Range: 4-6  
Magical Sword Range: 10-14

## **Week 3 - ItRtYLwEGMahId2geHbJwd484ZI0ZiO**

Mixed Quest - 1st Overworld  
Shapes Dungeons  
Helpful Hints  
Start shuffle: Easy start shuffle  
Level 9 Entry: 8 triforces  
Yes Forced Gannon  
Enemy HP: +/- 2, Boss HP: +/- 2  
All Caves Cave Shuffle  
Yes Extra Candles  
Full Shuffle Shuffle Dungeon Locations  
Yes Shuffle Dungeon Items, Armos: Random, Coast: Random, White Sword Cave: Random, No RR/SA forced in 9  
Yes Dungeon Heart shuffle  
Yes Shuffle Shop Items  
Book: Yes Atlas  
2nd Quest: Yes Rooms  
Yes Enemy Group shuffle, Yes overworld enemies as well  
Yes Randomize Boss Groups  
Red Bubble Curse: Swordless  
Starting Items: Yes 8 Bombs  
Max Starting Items: 1  
Starting Hearts: 3  
Starting Triforces: 0

White Sword Range: 4-6  
Magical Sword Range: 10-14

#### **Week 4 - ItRtfG8UtAnQNzyVmsiPUnlh3djNijp**

Mixed Quest - 1st Overworld  
1st Quest Dungeons  
Mixed Hints  
Start shuffle: Easy start shuffle  
Level 9 Entry: 8 triformes  
Yes Forced Gannon  
Enemy HP: +/- 2, Boss HP: +/- 2  
All Caves Cave Shuffle  
Yes Extra Candles  
Full Shuffle Shuffle Dungeon Locations  
Yes Shuffle Dungeon Items, Armos: Random, Coast: Random, White Sword Cave: Random, No RR/SA forced in 9  
Yes Dungeon Heart shuffle  
Yes Shuffle Shop Items  
Book: Yes Atlas  
Yes Enemy Group shuffle, Yes overworld enemies as well  
Yes Randomize Boss Groups  
Red Bubble Curse: Swordless  
Starting Items: Yes Book  
Max Starting Items: 1  
Starting Hearts: 3  
Starting Triformes: 0  
White Sword Range: 4-6  
Magical Sword Range: 10-14

#### **Week 5 - ItRtYlS2xToBiCHesHINGdjk8wtCMfN**

2nd Quest Overworld  
Shapes Dungeons  
Mixed Hints  
Start shuffle: Easy start shuffle  
Level 9 Entry: 8 triformes  
Yes Forced Gannon  
Enemy HP: +/- 2, Boss HP: +/- 2  
All Caves Cave Shuffle  
Yes Extra Candles  
Full Shuffle Shuffle Dungeon Locations  
Yes Shuffle Dungeon Items, Armos: Random, Coast: Random, White Sword Cave: Random, No RR/SA forced in 9  
Yes Dungeon Heart shuffle  
Yes Shuffle Shop Items  
Book: Yes Atlas  
Yes Enemy Group shuffle, Yes overworld enemies as well  
Yes Randomize Boss Groups  
Red Bubble Curse: Swordless  
Starting Hearts: 3  
Starting Triformes: 0  
White Sword Range: 4-6  
Magical Sword Range: 10-14  
No Mugger Rooms

## **Week 6 - ItRtfG8UtAnQNzyVjpj9H8!pPS0sZjs <- updated to remove muggers**

1st Quest Overworld  
2nd Quest Dungeons  
Mixed Hints  
Start shuffle: Easy start shuffle  
Level 9 Entry: 8 triforces  
Yes Forced Gannon  
Enemy HP: +/- 2, Boss HP: +/- 2  
All Caves Cave Shuffle  
Full Shuffle Shuffle Dungeon Locations  
Yes Shuffle Dungeon Items, Armos: Random, Coast: Random, White Sword Cave: Random, No RR/SA forced in 9  
Yes Dungeon Heart shuffle  
Yes Shuffle Shop Items  
Book: Yes Atlas  
Yes Enemy Group shuffle, Yes overworld enemies as well  
Yes Randomize Boss Groups  
Red Bubble Curse: Swordless  
Starting Items: Yes Book  
Max Starting Items: 1  
Starting Hearts: 3  
Starting Triforces: 0  
White Sword Range: 4-6  
Magical Sword Range: 10-14

## **Week 7 - NuJS0dpRgVdyn25HEI8NnSW7WSfLf9v2M (Rookie Rumble 3 flags)**

1st Quest Overworld  
Shapes Dungeons  
Helpful Hints  
Start shuffle: Easy start shuffle  
Level 9 Entry: 8 triforces  
Yes Forced Gannon  
Enemy HP: Normal, Boss HP: Normal  
All Caves Cave Shuffle  
Yes Extra Candles  
Full Shuffle Shuffle Dungeon Locations  
Yes Shuffle Dungeon Items, Armos: Random, Coast: Random, White Sword Cave: Recorder, No RR/SA forced in 9  
No Dungeon Heart shuffle  
Yes Shuffle Shop Items  
Book: Yes Atlas  
2nd Quest: Yes Rooms  
Yes Enemy Group shuffle, Yes overworld enemies as well  
Yes Randomize Boss Groups  
Red Bubble Curse: Swordless  
Starting Items: Yes 8 Bombs, Yes Wood Sword  
Max Starting Items: 2  
Starting Hearts: 3  
Starting Triforces: 0  
White Sword Range: 4-4  
Magical Sword Range: 10-10

## **Week 8 - M16vklqs4RtcAYYE4Pqo8CAB1a5HWing3 (2025 Tourney Flags)**

Mixed Quest - 1st Overworld

Shapes Dungeons

Helpful Hints

Start shuffle: Easy start shuffle

Level 9 Entry: Triforce Range

Triforce Entry Range: 5-8

Yes Forced Gannon

Enemy HP: +/- 2, Boss HP: Normal

All Caves Cave Shuffle

Full Shuffle Shuffle Dungeon Locations

Yes Shuffle Dungeon Items, Armos: Random, Coast: Random, White Sword Cave: Random, No RR/SA forced in 9

No Dungeon Heart shuffle

Yes Shuffle Major Items Within Dungeon

Yes Shuffle Shop Items

Book: Yes Understand Old Men

2nd Quest: Yes Rooms

Yes Enemy Group shuffle, Yes overworld enemies as well

Yes Randomize Boss Groups

Red Bubble Curse: Swordless

Starting Hearts: 3

Starting Triforces: 0

White Sword Range: 4-6

Magical Sword Range: 10-14