

Master and Apprentice Z1R Battle Royale

This document outlines the structure and flagsets for a six-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 3 tournament.

Tournament Structure

The structure for this BR will be unique compared to most other BRs in that it would 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.

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 3 flags. 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 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.

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:

Six weeks of different flagsets progressing in difficulty. The final two weeks will be the Rookie Rumble 1 and Rookie Rumble 2 flags. For these last two weeks only, runners will perform two seeds of these tournament flagsets. The first seed will be under the guidance of the mentor, but the apprentice will also run one seed each from these flagsets on their own. Therefore, we will have a total of 8 scored runs.

Weekly Tournament 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 - ltdK4VxwSMg5gdKNHz8m5AeVRYsY050

Race one seed with mentor

Week 2 - ltrtYLS2xTnVrpcdlM0WDiUrqeQICSo

Race one seed with mentor

Week 3 - ltrtYLS2xTnVrpcdlMH6UevW6PFpdL1

Race one seed with mentor

Week 4 - ltrtYLS2xTnVrpcdlMH6UevW4sBHNmO

Race one seed with mentor

Week 5 - 15YXWz4pcs5wgMFNiHo9Ynoh

Rookie Rumble 1 flagset (race one seed with mentor, race one seed without mentor)

Week 6 - 15YWr8z!xaIPKR4IXwxdk2!M

Rookie Rumble 2 flagset (Race one seed with mentor, race one seed without mentor)

See expanded Flag Details on next pages

Expanded Flag Details:**Wk 1 - ltdK4VxwSMg5gdKNHz8m5AeVRYsY050**

1st Quest Overworld

1st Quest Dungeons

Community Hints

Start shuffle: Wood Sword Screen

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: Random,

No RR/SA forced in 9

Yes Shuffle Shop Items

Book: Yes Atlas

Yes Randomize Boss Groups

Red Bubble Curse: Swordless

Yes Permanent Sword Beam

Starting Items: Yes White Sword, Yes Blue Ring

Max Starting Items: 2

Starting Hearts: 5

Starting Triforces: 0

Wk 2 - ltrtYLS2xTnVrpcdlM0WDiUrqeQICSo

1st Quest Overworld

Shapes Dungeons

Helpful Hints

Start shuffle: Wood Sword Screen

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: Random,

No RR/SA forced in 9

Yes Shuffle Shop Items

Book: Yes Atlas

Yes Randomize Boss Groups

Red Bubble Curse: Swordless

Starting Hearts: 4

Starting Triforces: 0

Wk 3 - ItRtYLS2xTnVrpcdIMH6UevW6PFpdL1

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: Random,

No RR/SA forced in 9

Yes Dungeon Heart shuffle

Yes Shuffle Shop Items

Book: Yes Atlas

Yes Randomize Boss Groups

Red Bubble Curse: Swordless

Starting Hearts: 4

Starting Triforces: 0

Wk 4 - ItRtYLS2xTnVrpcdIMH6UevW4sBHNmO

Mixed Quest - 1st Overworld

Shapes Dungeons

Mixed 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: Random,

No RR/SA forced in 9

Yes Dungeon Heart shuffle

Yes Shuffle Shop Items

Book: Yes Atlas

Yes Randomize Boss Groups

Red Bubble Curse: Swordless

Starting Hearts: 3

Starting Triforces: 0

Wk 5 - 15YXWz4pcs5wgMFNiHo9Ynoh (Rookie Rumble 1)

1st Quest Overworld

Shapes Dungeons

Mixed Hints

Start shuffle: Easy start shuffle

Level 9 Entry: 8 triforces

Yes Forced Gannon

Yes Start Room Swap

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: Random,

No RR/SA forced in 9

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: Random

Starting Hearts: 3

Starting Triforces: 0

Wk 6 - 15YWr8z!xaIPKR4IXwxdk2!M (Rookie Rumble 2)

1st Quest Overworld

Shapes Dungeons

Mixed 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: White

Sword, No RR/SA forced in 9

Yes Dungeon Heart shuffle

Yes Shuffle Shop Items

Book: Yes Atlas

2nd Quest: Yes Rooms

Yes Randomize Boss Groups

Red Bubble Curse: Swordless

Starting Hearts: 3

Starting Triforces: 0