

Setup and Info

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Preparing for an Async (Install/Setup Guides)

To join us in our Archipelago games, you'll need a supported (or unsupported) game and the Archipelago client. This quick guide should help you get up and running. If you need help, feel free to ask!

Installing Archipelago

- Grab the Archipelago software from [GitHub](#). This may be required, depending on the game and how it connects to the randomiser.
 - Scroll to the bottom of the changelog of the GitHub page, and under 'Assets' grab the appropriate file for your system:
 - `Setup.Archipelago.version.exe` for Windows
 - `Archipelago_version_linux-x86_64.tar.gz` for Linux
 - Run the installer, or extract the files to a directory you will remember, depending on what you chose.

Configuring your Game

Selecting your Game

Select your game from one of the following lists:

- <https://archipelago.gg/games> (core)
- <https://docs.google.com/spreadsheets/d/1iuzDToAvdoNe8Ne8i461qGNucg5OuEoF-lkqs8aUQZw> (community-maintained spreadsheet)
- <https://mk-404.github.io/Archipelago-Games-Library/> (visual community listing)
- [Archipelago Wiki](#)

Once you've found the game you want to play, **you will need to 'install' it into your copy of Archipelago** if it is not part of the 'core' package:

- Find the game's `.apworld` download, usually in the GitHub repo's Releases page or linked directly.
- To install it into Archipelago, you can do either of:
 - Drag the `.apworld` file into the Archipelago Launcher.
 - In the Archipelago Launcher, click 'Install APWorld', then navigate to the downloaded file.
 - Double-click the `.apworld` file to open the Archipelago Launcher and install it.

At this point you should also read the game's **Setup Guide**, to understand how to prepare the game itself to play the randomiser.

Configuring your Options

To configure any settings for your randomised game, you need to create a type of file called a `YAML`. A YAML file is a data file that is formatted in such a way that it is human-readable. When it comes to Archipelago, there are a few ways to do this:

- If the game is part of the 'core' package, you can find it in the [Supported Games](#) page. Click the game you're playing, then click on the '*Options Page*' link. **Remember to Export Options when you're done!**
- If you have Archipelago 0.6.5 or newer, you can use the new *Options Creator* tool in the Launcher to configure your game's options. **Remember to Export Options when you're done!**
- If you prefer, there's an alternate community-maintained [options creator](#) interface that supports many custom games. **Remember to click the Save YAML button at the bottom when you're done!**

Submitting your YAML

It's recommended that you test your YAML before submission, to make sure that your settings work.

You don't strictly *have* to do this, but if your YAML causes seed generation to fail, it is up to the seed host (Splatsune) to fix it, which may mean your intended options may be modified in a way you did not intend in order to get the seed to generate.

To do so, copy your YAML file into the `Players` folder of your Archipelago installation, then click `Generate` in the Launcher.

Don't know/remember where your Archipelago install is? You can use the *Browse Files* action in the Launcher (under Misc) to open a file browser to its location!

If it generated successfully, you can now submit your game to the Async!

- If you have not already, [join the NDCAP Discord Server](#).
- Upload your YAML file into the `#game-submission` channel **before Saturday, 9PM Australian Eastern Time** (11AM UTC, 7AM EDT, 4AM PDT).
 - Here's [a handy tool](#) to help you visualise the deadline time.

Playing Your Game

When an Archipelago game starts (shortly after the deadline time), all the files in `#game-submission` at the time will be used, and a link to the room will be posted in `#seed-history` and in the main `#war-room` thread.

The room link message will contain all the information you need to join the game:

- The room address and port number
- the names of the slots in the game,
- links to the room page, which has up-to-date connection details, and downloads to any applicable files players need to play their game.

If your game requires the use of a patch file (console games, usually), you can use the patch by opening the Archipelago Launcher, clicking the 'Open Patch' button, and selecting the patch file you download from the room.

Further information on Archipelago can be found by reading the [Archipelago Setup Guides](#).

Standard Settings

Common Seed Settings

- **10% Hint Cost**

- Hints allow you to see where an item is in the multiworld. Some games give certain hints for free.
- Hints cost 10% of total locations checked.
- Command: `!hint Swamp Laser`
- Eg. For a game with 600 checks, one hint request will require 60 locations to be checked.

- **Automatic Release on Goal (Manual Enabled)**

- “Releasing” a game causes all its remaining checks to be sent out immediately.
- Command: `!release`
- Eg. With these settings, games will be automatically released once they have hit their win condition, but can be released manually if the game’s player can no longer play. This is because they shouldn't feel obligated to play if they no longer feel able, and don't have to worry about getting *everything* in a game to be ‘complete’.

- **Collection Enabled on Goal**

- “Collecting” in a game causes any remaining items from other worlds that are destined for the game’s player to be sent immediately.
- Command: `!collect`
- Eg. With these settings, players can get their remaining items from other players once they have finished if they wish. They are not required to.

- **“Remaining Items” Querying Enabled on Goal**

- Checking what items remain in a Player’s world can be helpful to determine whether a game is worth continuing to play.
- Command: `!remaining`
- Eg. With these settings, the player can ask the server what items are left in their game once they have finished their win condition. As remaining items are automatically released in most seeds however, this setting is superfluous.

- **Item Cheating Enabled**

- Players can use the Archipelago Client to send themselves a free item if they feel particularly stuck. This is rarely used, but has been used to reduce time spent on grinding, or to potentially fix glitches with items not being received.
- Command: `!getitem Orange Rupee`