

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`