Goal and blackout rules in Hollow Knight bingo

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Generic rules:

- In a blackout race, the final hit to the Radiance can be dealt when every goal on the board has been completed by a team.
- A team has finished a blackout race when both players have dealt the final hit to the Radiance in the cutscene with the void tendrils (so NOT the one right at the end of the climb). You can type *gg* in the race chat when you finished your Radiance this way, *gg*s from both players signify the team's finish.
- Goals must be marked as soon as they were completed.
- RandoMapMod, Helper log and Tracker log are allowed, Spoiler log is strictly NOT.

Goal sharing rules:

- Goals should be marked by the person who completed them. Only one person needs to complete a goal, but both need to kill Radiance to finish. Goals that have multiple components in them can be shared in certain cases:
    - If a goal's other component physically cannot be done by the other player (for example because the shiny has already been picked up by their teammate), then that goal can be shared (eg.: *Two pale ore checks*).
    - If all of a goal's components can be done by a single player in any scenario, that goal needs to be fully completed by a single player (eg.: *4 different hot springs, kill two Soul Warriors).*
- If grubs are shared between the two players (by having grubs randomized in their own pool, most likely will be the case), *Check/Free all grubs in [...]* goals can be shared.
    - If mimics are randomized, the mimic needs to be killed in order for its location to count for a *Check/Free all grubs in [...]* goal.
    - The *Kill 4 mimics* goal requires visiting the mimics' vanilla locations and breaking the jar / killing the mimic there, even if mimics are randomized.

Individual goal rules:

- This is specifically written for the generator on bingosync. Other bingo sites may use older naming / phrasing of some goals.
- *Defeat [boss]* goals can be marked when the boss reaches 0 HP.
    - False Knight / Failed Champion: when the maggot explodes orange after getting killed on the lower platform.
    - Collector: when he explodes at the end of the long final stagger.
    - Hornet Sentinel: no need to wait for the talk / Hornet leaving.
    - Dream bosses and warriors: no need to wait for leaving the dream / collecting their reward, the goal can be marked as soon as they reach 0 HP in the dream / fighting phase.

- - - Colosseum goals can be marked when the final enemy dies, no need to wait for geo throwing / shiny pickup.
- *Defeat two Dream Bosses:* Failed Champion, Lost Kin, Soul Tyrant, White Defender, Grey Prince Zote, Nightmare King Grimm.
- *Defeat two Dream Warriors*: Gorb, Marmu, Elder Hu, No Eyes, Markoth, Galien, Xero.
- *Goam and Garpede, Charged Lumafly, Void Tendrils journal entries*:
  - If static journal entries are randomized, the goal can be marked when their location is checked (no need for Hunter's Journal).
- Goals that begin with *Get the [...]:* the item there needs to be picked up / obtained, previewing it is not enough.
- Goals that begin with *Check [...]:* no need to necessarily buy / obtain if the option is there.
- *Break 3 floors using Dive*: this goal counts dive floors, not dive usages themselves. For example, diving towards the Waterways main bench completes this goal by itself.
- *Have 1500 geo in the bank:* you can't get the money back once you marked the goal, if you do, the goal gets unmarked.
- *Complete either ending of the Cloth questline:*
  - If finished in Queen's Gardens, the goal can be marked as soon as Cloth bonks Traitor Lord to death, no need to dream nail / talk to the ghost.
  - If finished in Dirtmouth, you need to talk to Cloth by Sly's store to complete the goal.
- *Kill 3 Oomas with a minion charm:* Glowing Womb, Grimmchild, Weaversong, nothing else.
- *Open the Dirtmouth/Crystal Peak elevator:* if levers are randomized, checking / hitting the location of the lever is what counts.
- *Visit [area] and Enter Godhome:* can be marked when the area's text appears on screen.
- *Check/Read two lore tablets in City of Tears proper (No sub areas):* the lore tablet above the Quirrel bench and the one in Watcher's Spire below Lurien.
- *Nail 2 / Nail 3:*
  - If nail upgrades are randomized, this can be marked upon buying the second (for 500 geo) or the third (for 750 geo) item sold by the Nailsmith. Finding the nail upgrades themselves does NOT matter.
  - If nail upgrades are not randomized, just get them normally.
- *Take a bath in 4 different hot springs:* the cloudy lake at the bottom of Godhome does not count, but the ones in Pantheons do, if you hate yourself.