

## parkour - minions-in-16k - sekai26

Due to the challenges nature, this was more of a 3 in 1. We had to reverse engineer the game, the matchmaker (by guessing and looking 🙄), and we still don't know anything), and the tools other players had (by looking 🙄).

While the challenge still had its calibration period we quickly appointed one of the team members to calibrate the ELO, another was spending tokens on idalib-mcp scouring at the executable. First, we patched the render scaling, and only then, we've managed to make working ESP and aimbot with visibility checks by extracting the walls and added "Prediction" because our team member had 90ms of ping and noticed how delayed their actions seemed. They were the one to play most of the 200 games. We've also dabbled in implementing a proper walkbot but decided against it in the end. To be fair: the tooling was horrid, and became worse with more hallucinations poured on it every hour.

At some point, it became evident that purposefully finding matches against highest ranked players was the easiest move to get points. So we'd wait for our opponents points to change, queue up an instance and pray. That worked (for a brief period) and allowed us to climb to 2nd place in the challenge we shamefully stay at.

But we got that place by looking at Infobahn's replays: their tools had a problem with vischecks, especially looking up. (see this replay from their POV: <https://minions.mixy.one/watch?id=m-bcc145e4b797>); and as you can see, we used that as much as we could.

Thank you for the challenge.