

OFFICIAL RULES:

Introduction

This Event is sponsored solely by the Fighter Ace Volunteer Group (FAVG) and is not a Ketsujin Studios sponsored event. The continued success of this event solely depends on player's attendance and feed back from all that participate. We have tried to create an event here for those of you who enjoy flying fighters, with a little bit of a challenge. Object of the game is to seek and destroy the opposing Target@FA. No quarter given, No quarter asked!

Objective

The objective in this game is to shoot down the Target@FA (Target1@FA or Target2@FA), with the winner of the game having bragging rights for the week. Also there will be a 1 week subscription extension given in a random drawing to an already existing paid account.

Game Location

Battle Of The Hosts Arena

Game Starts

Mondays , 5 PM PST and will run for approximately one hour
6pm PST/ 7PM MST/8PM CST/9PM EST

Lobby Requirements

Arcade Physics

Players can fly either US or SU.

Try and keep the teams even.

Pilots flying @FA will fly where required to even sides up.

AI and Gunners activated at Ace level

Name tags and Distance tags are activated

Unlimited Ammo and Fuel

A 60 minute time limit is set for the game, divided into 2 sorties.

Rules

Players must fly one of the following, US or SU.

A Target@FA will fly for each country (Target1@FA & Target2@FA).

Each Team will switch Countries at the end of a sortie. The Target@FA will remain with original team.

Your Mission, should you choose to accept it, is to shoot the Target@FA and all other opposing flyers out of the sky.

The Target@FA, sole intention in this game is to land on the enemies base. Target@FA when landing must do so INSIDE the highlighted lines of the enemy's runway and come to a complete stop.

The Points, are decided by two ways. By Target@FA landings and by how many times the Target@FA is shot down, a complete point accumulation.

The Target@FA is worth 500 points. The Target@FA landing on BASE is worth 1000 Points. All opposing team members are FAIR GAME. When the Game Hosts announce GAME OVER you must leave the room. The winner will be announced in the lobby, this may take several minutes.

Hot To Play The Game

Upon entering select the country you wish to fly for, then select your aircraft. Once you have entered the game you will wait on the runway until given the GO GO GO command. Again objective is to shoot down the Target@FA. Remember this is a timed event, winner is the team with the greatest number of Target@FA kills and Target@FA landings total accumulation of points. When the Host announces GAME OVER you must leave the game and wait in the lobby for the results. If a dispute occurs, please first inform the Host. The Host in the room will have final say in all disputes.

COC and pilot responsibilities

Ketsujin's Fighter Ace ® Code of Conduct will be followed at all times. By participating in this event you agree to abide by Ketsujin's Fighter Ace ® Code of Conduct and will follow the rules of this event. Any pilot found not following the Codes of Conduct, disrespecting other players, disrespecting any host, or showing poor sportsmanship WILL BE EJECTED from the event. There will be no debating this. There will be ZERO tolerance!
Review Ketsujin's Fighter Ace ® Code of Conduct [here](#)