

KOTS OFFICIAL RULES

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Description

Kings of the Sky (KOTS) is a squadron based weekly event. The object will be for a squad of players (of 4 or more) to "hold" the arena against all challengers. When KOTS registration starts¹, the squads will sign up with the Moderator for a chance to challenge the defending squad. The squads will face each other in a 15-minute competition where the squad that has the highest number of "Fighters Destroyed" at the end of the 15 minutes wins. If the defending squad wins, they retain the arena and compete against the next squad on the list. If the challenging squad wins then they become the new Kings of the Sky for that arena and win the right to face the next squad on the list. The squad that holds the arena at the end of the night also has the option to come back as the defender of their arena for the next week.

Note 1: Please wait in the Arenas screen for the signal to access the KOTS Registration arena. The order that the CO's enter the KOTS Registration arena after the signal will determine the order for registration.

Caution: Do not enter the arena until the red "X" disappears from next to the arena name or you will be skipped. **Only after this time will your player nick appear in the lineup order!**

Cancellation: KOTS will be canceled if arenas are not available at the scheduled time.

Rules

A. Registration

1. Each arena is clearly labeled as to what level (physics) that arena will be using.
2. A Squadron is any group of at least 4 pilots who agree to compete in one of the KOTS arenas.

Note: Squads may substitute pilots between sorties while participating in the same arena.

3. To register a Squadron, the Squadron CO must go to the KOTS Registration arena after the 'X' next to the arena name is removed; normally at 7:30pm Eastern. Registrations will end at approximately 7:50pm Eastern.
4. Player nicks (Pilot Names) will be selected in the order which they were automatically logged on the Moderator's Events log as players enter the KOTS Registration arena after the 'X' is removed.
5. When called, the CO must join the Moderator on the airfield in order to register and receive the arena sortie number and password.

Note 1: Do NOT exit until you receive the password. Please be patient, it may take the

Moderator a moment or two to type your information.

Note 2: Completely exit the KOTS Registration arena in order to clear your player nick from the Moderator's chat list.

6. Squadron COs are not allowed to sign up for more than one KOTS arena. Pilots from larger squadrons (e.g., TSC) must be registered under unique Squad names (i.e., TSC1, Alpha, etc.) having separate COs who must provide pilot rosters upon registration. Pilots may not fly for more than one of these Squads in any arena.
7. If the last defending squad from the previous week declines to defend at the time it registers, or fails to register, then the first squad to register for that arena will become the defending squad. Arenas not defended will become vacant for the following week.

B. How To Play

1. Passwords to arenas will be given to the Squadron COs only by the Moderator. It is the CO's responsibility to disseminate the password to rest of the Squadron in private. Remember passwords are CaSe sensitive.
2. Squads will compete in the order they are listed in the lineup. The squad size will be set by the smaller of the two squads competing, but not less than 4. Squads in the first sorties must field their players within 5 minutes prior to 8pm Eastern time or within 5 minutes after the arena (or server) completes its reset process. Otherwise, the squad must withdraw or move to a later sortie and the next squad on the list will be called.
3. Players will not enter their Headquarters until directed by the Host. Non-participating players, if they choose to stay, must remain quiet at the Strategic screen or Chat until the sortie is over.
4. Country Selection. The Challenger of the sortie will use the GE airfield. The Defending Squadron will use the US airfield. Realistic participants must confirm the plane selection matches the rest of the planes on the airfield. (If it does not, then exit and reenter the arena to refresh your system.)
5. ALL PILOTS WILL REMAIN STATIONARY ON THE RUNWAY UNTIL THE FIGHT IS CALLED ON. At the end of the 3-minute taxi speed limit delay period the Host will call "FIGHT'S ON, FIGHT'S ON!" At this point the clock begins and both squads must engage in combat during the entire 15-minute sortie. Pilots must remain in the arena and within range of a JP (Host) airfield at all times (as displayed in the Map view).

6. If a pilot crashes or is shot down or if a disconnect occurs the pilot may rejoin the fight until "FIGHT'S OFF, FIGHT'S OFF!" is called by the Host. Therefore, players cannot be substituted during a sortie. Rejoining players must use the same plane and plane settings used previously.
7. At the end of the 15 minutes (Event time will show 18:00) the Host will call "FIGHT'S OFF, FIGHT'S OFF!" ALL pilots are to disengage and cease fire, acknowledge the call with an "off" reply, land and exit as soon as possible. Players using the Escape key when their plane has damage will register as a "kill" for the opponent, so land if the plane has any damage.
8. At the end of the fight the 2 CO's or representatives will remain in game for 3 minutes to await the final results. All other players will exit their country and return to the Strategic screen Chat to monitor the outcome of the sortie.
9. The Squad at the end of the 15-minute period having the highest number of Fighters Destroyed will win the sortie. Official scores will come from the "Control-L" screen directly from the server under the "Fighters Destroyed" category. In case of a tie, the Squad with the highest "Fighters Assists" wins. If a tie remains, then the Squad the lowest combined number of "Planes Lost" plus "Fighters Lost to AI" wins.
10. After the Host determines the winner and there are no disputes, the Host will reset the arena for the next sortie. If a dispute occurs, please first inform the Host. The Host in the arena will have final say in all disputes. However, if you feel the dispute was not settled fairly, please submit log or film to Musketeer@FAVG.org

C. CoC and Pilot responsibilities

Players are to comply with the Host's instructions and abide by the decisions made by that Host. Abuse towards any Host or player is grounds for immediate removal from KOTS, including that player's squad.

Players who attempt to change nicks (Pilot Names) in order to compete in a different sortie or arena will be removed from KOTS.

The Ketsujin's Fighter Ace ® [Code of Conduct](#) will be followed at ALL times.

By participating in KOTS you agree to abide by Ketsujin's Fighter Ace ® Code of Conduct and to follow KOTS rules.

Any pilot found not following the Code of Conduct will be ejected from the event. There will be no debating this. **There will be ZERO tolerance.**

D. Arena Requirements

Arcade: KOTS Map. Any available fighter for selection from US and GE airfields. No rockets or bombs. Unlimited Ammo and Unlimited Fuel. Eased physics. AA is set to maximum and invincible. (Planes destroyed by AA will be counted as lost.) All tags are ON. All views are available. No winds.

Intermediate: KOTS Map. Any available fighter for selection from US and GE airfields. No rockets or bombs. Limited Ammo and Limited Fuel. Intermediate Physics. AA is set to

maximum and invincible. (Planes destroyed by AA will be counted as lost.) All tags are ON. All views are available. No winds.

Realistic: KOTS Map. Only one plane will be available each time the arena is reset. No rockets or bombs. Limited Ammo and Limited Fuel. Full Realistic Physics. AA is set to maximum and invincible. (Planes destroyed by AA will be counted as lost.) All tags are OFF. Cockpit view only. Clouds at low altitudes in light wind. Damage from air frame stress is ON. **Vote on next month's plane selection: [KOTS Planeset Selection](#)**

☐ Host airfields are limited to the "Komet". Hosts can switch airfields.

☐ Download [Arena Templates](#). Extract to your NewArenas subfolder inside your Fighter Ace folder.

E. Host responsibilities

Hosts will begin the sorties from in-game JP scene atop the center plateau (Arcade and Intermediate only) and can tab around the map as necessary to observe activity. Hosts will monitor the end of the sortie from in-game and obtain the results from the Country Scores screen (Ctrl+L). (Realistic Hosts must use the JP scenes adjacent the US and GE airfields to begin and end the sorties.)

Hosts performing in-game hosting duties must use the following messages at the appropriate times to run KOTS sorties (additional messages may be added):

1. FIGHT'S ON, FIGHT'S ON!
2. GO! GO! GO!
3. 10 MINUTES! 10 MINUTES! 10 MINUTES!
4. 5 MINUTES! 5 MINUTES! 5 MINUTES!
5. 2 MINUTES! 2 MINUTES! 2 MINUTES!
6. 1 MINUTE! 1 MINUTE! 1 MINUTE!
7. FIGHT'S OFF, FIGHT'S OFF!
8. STOP SHOOTING! Reply with "OFF"
9. Land if damaged. Please exit to the lobby.
10. Everyone, except CO's, please exit to the lobby.
11. Squad CO's please remain for score verification.
12. Please WAIT on the runway until "Fight's on, fight's on!" is called.
13. COs report when ready
14. Is GE ready?
15. Is US ready?
16. There will be NO switching of planes or pilots during a sortie.
17. Pilots man your planes... please remain on the runway... ty

When any of the first 7 messages are used in messages.txt, they are to be sent 3 times in rapid succession. Refer to the KOTS Hosting Guide for details on other options.

GENERAL CONDITIONS:

Entrants agree to abide by the terms of these Official Rules and by the decisions of the Hosts, which are final on all matters pertaining to this event. Entrants further agree not to hold Ketsujin Studios, its staff or contractors nor Fighter Ace Volunteer Group members liable for any affect on person or persons, equipment or any other private or public property as a result of participation in this event beyond the previous agreements made with Ketsujin Studios as a result of membership. This event is provided purely for the enjoyment of the members of the Fighter Ace ® Community without the expectations of rewards of any monetary value.

INTERNET:

Ketsujin Studios and the Fighter Ace Volunteer Group are not responsible for any problems or technical malfunction of any telephone network or lines, computer online systems, servers or

providers, computer equipment, or software, or failure of any e-mail or entry to be received by Ketsujin Studios or the Fighter Ace Volunteer Group on account of technical problems or traffic congestion on the Internet or at any Web site, or any combination thereof, including any injury or damage to participant's or any other person's computer related to or resulting from participation or downloading any materials in this Event. CAUTION: ANY ATTEMPT BY AN ENTRANT TO DELIBERATELY DAMAGE ANY WEB SITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE EVENT IS A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK DAMAGES FROM ANY SUCH ENTRANT TO THE FULLEST EXTENT PERMITTED BY LAW. In the event of a dispute, entries made by Internet will be declared made by the authorized account holder of the e-mail address submitted at time of entry. "Authorized account holder" is defined as the natural person who is assigned to an e-mail address by an Internet Access provider, online service provider, or other organization (e.g., business, educational institution, etc.) that is responsible for assigning e-mail addresses for the domain associated with the submitted e-mail address.