

# THE UNSEEN'S

DOGFIGHTING

CHAMPIONSHIP

PLAYED IN  
STAR CITIZEN





## WHAT IS THE DOGFIGHTING CHAMPIONSHIP?

The Dogfighting Championship is a duel tournament hosted by The Unseen within Star Citizen. (once Star Atlas is live, we will move to that). This will be a quarterly seasonal event with matches played every two weeks. (more info on timeline). All Star Atlas community members are encouraged to come join the fun and work on your dogfighting skills while also earning an opportunity to win some great prizes!

Any Questions can not answered here can be directed to Whitemane on  
Discord at :

**[-U-]Whitemane#3272**



# RULES AND GUIDELINES

\*subject to change\*

- All duels will be completed in a stock Avenger Titan, Host will provide ship if you do not have one already. If not using a host ship, you will be expected to show video evidence before each duel of your stock Avenger Titan. Host can gather this information by boarding and piloting the ship prior to takeoff.
- **Duel location will be determined at time of session**
- Duel session is scheduled for 4 hours a piece, but you may only complete 5 duels over any given weekend. This allows for a maximum of 35-40 points a season. It also allows people to come anytime during a championship weekend and not be outmatched by players that are more available.
- **All duels will be recorded by a host and tracked via seasonal spreadsheet. Each win is worth 1 point.**
- You cannot duel the same player multiple times in a single session. This keeps “farming” to a minimum and ensures a fair fight for all.
- **If there is a tie for any of the top 3 spots at the end of each season, those players will engage in hand-to-hand combat either with knives only, or a weapon provided to each player by the host. This will be the “tiebreaker”.**
- Rewards will be determined for each season at the beginning of the season, any additional donations will go towards the next seasons reward pool.



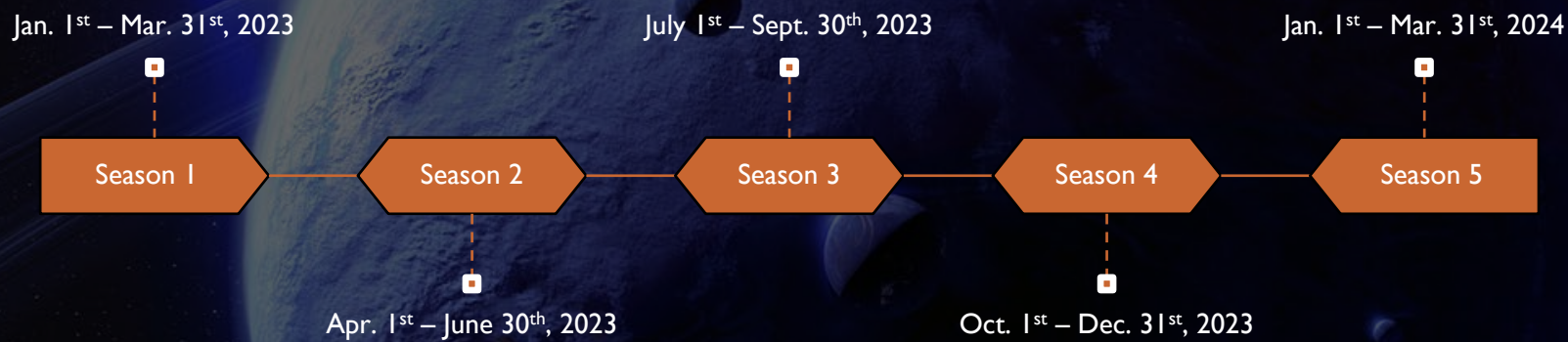
# RULES AND GUIDELINES CONT.

\*subject to change\*

- We understand that Star Citizen is still Alpha and has many bugs, no match will be won or lost because of a glitch or bug, and hosts will be watching for and communicating with participants to ensure fair play.
- **Duel boundaries will be set at the start of each session when location is picked.**
- Duels will be best 2 of 3, this allows for a mistake in a round and still a chance to win. Tiebreaker hand to hand combat will be best 3 of 5. These will be quicker.
- **Hosts will be available on discord for the full four-hour session both Saturday and Sunday, however, if no one is playing, we will not be on the game waiting. Reach out to the host for that weekend (will be announced beforehand) and let them know you are ready to play, once a contender comes, we will get the match setup.**

This list of rules and guidelines is subject to change at anytime to ensure that fair play and competition rule. If at any point a participant sees something that they deem to be unfair, or out of line, please reach out to your session host and communicate right away. We can always adjust on the fly if we see fit and update the rules and guidelines list after the session. Fun, competitive dogfighting is what we want to see.

# SEASONAL TIMELINE



Season's will continue with 3-month increments. Season 6 will start Apr. 1<sup>st</sup>, 2024, and so on.

Game Sessions will be held Bi-Weekly:  
Saturday from 1pm – 5pm Central Standard Time  
Sunday from 4pm – 8pm Central Standard Time

\*Times subject to change dependent on participation and feedback\*



# DONATIONS AND REWARDS

- Each season will have a unique reward pool as all rewards will be based off donations from the previous season.
- All players that earn at least 10 points during any given season will be rewarded with a seasonal reward.
- Seasonal awards will be determined at the beginning of each season based off the previous season's donations.
- Each season will potentially have a different seasonal reward based on the number of participants.
- The overall reward pool will be split between the top 3 players at the end of the season.
- Rewards will be determined by the Host and tiered to benefit first, then second, then third.
  
- Donations can be made at anytime during the season and will go towards the next season's reward pool
- Donations will be made to a single "donation wallet"
- No donation will be used for anything other than rewarding players of the championship.
- Donations can be anything from the Star Atlas marketplace, SOL, ATLAS, POLIS, or USDC.
- Donation wallet is Phantom Wallet: **DqJzrM5Mzc4tCLheiuwamMAcTYEsahGypRWm2vUnz6xh**
- Please consider your donation before making it, no "refunds" will be given, and all transactions are final. Once you have donated, the "item" will be part of the prize pool for the following season.

\*No donations are mandatory to take part in the championship, but each donation increases the reward pool for the following season\*

# LEADERBOARD AND WALL OF FAME

- The seasonal leaderboard will be updated after each weekends 2 sessions and posted at <https://unseenguild.com/dfc>.
- The Wall of Fame will highlight the first-place winner from each season in eternity on our website.
- Each season's first place winner will be highlighted on our website header for the entirety of the following season.
- Seasonal rewards will be posted in the same location so that everyone involved knows what is up for grabs for that season.

## OBJECTIVES

The objective of the dogfighting championship is simple. It is a way to bring together the Star Atlas Community with a skill that will be useful in Star Atlas, Combat.

Maneuvering, piloting, and combat will all play a huge role in space, and this gives our community the opportunity to practice some of those skills while we wait for the real deal.

This is also a very fun and engaging way to get some great people together and give people an opportunity to earn prizes for Star Atlas, through game-play that is relative to what we all hope Star Atlas will be. An amazing AAA Space Game.

Most of all, The Unseen is creating and managing this project for people to have fun, hone skills and get to know each other through a competitive and engaging method.





## LONG TERM PLANS

The long-term plan of The Unseen's Dogfighting Championship is to create a competitive environment that allows players from all over the world to compete all year long and earn great prizes towards Star Atlas.

Once Star Atlas has released, we will transition from Star Citizen to Star Atlas full time in the same capacity, dueling for rewards and glory.

The hope, is that this project catches the attention of all sorts of players from the Star Atlas community and becomes a mainstay in the community as a go-to competition.

The hosts are very open minded and willing to listen to criticism and feedback that will help improve the overall acceptance and validity of the championship. This is built for the people of the Star Atlas community, And we hope that it will bring a new flavor and a lot of fun to everyone involved.

Overtime, rules, guidelines and objectives may change in a manner that will improve the experience for all players involved. Please keep an open mind and understand that we will do our best to make this the best experience possible for the majority.