

TOUR DE 'VERSE

RULEBOOK

V 1.5

TOUR RULES

STAGES

- Tour de Verse has 3 Stages
- Each Stage is on a different day (April 25, May 2 and May 9 @1730 UTC)
 - o 17:30 UTC is race start, **we expect all team members to be online at 1630 UTC.**

CHECKPOINTS

- Each Stage has checkpoints
- Each checkpoint has a local referee and a medical station (Cutlass Red)
- The teams may make use of the medical station and set their ICU
- The teams must register at the local referee (in person) before continuing the race

To register, at least one of the drivers must disembark from the Race vehicle and walk up to the referee present at the checkpoint. After registration, the referee will tell your team that they can continue.

The referees have the following Handles:

"Checkpoint1"

"Checkpoint 2"

"StageFinish"

TOUR POINTS & WINNING TOUR DE VERSE

- A team that finishes a Stage will be awarded Tour Points
 - o *The first team to finish will be awarded 6 Tour Points*
 - o *The second team to finish will be awarded 5 Tour Points*
 - o *The third team to finish will be awarded 4 Tour Points*
 - o *Etc. etc.*
- The Org that acquired the most Tour Points at the end of Stage 3, wins the Tour de Verse
- When two teams acquired the same amount of Tour Points at the end of stage 3, the Tour de Verse admins will organize a quick math in which one team can earn an extra Tour Point.

TEAMS

WHO CAN JOIN

- Tour de Verse is open to Organizations (Orgs) in Star Citizen.
- An Org can submit a team of 4 to 8 team members
- All team members must have:
 - o A working microphone
 - o A Discord account
 - o A game package

TEAM COMPOSITION

- Each team has one captain
- Of the Team, the org must select 4 players *per stage* who will play that stage
- Of *those* 4 players, two will play as **driver** and two will play as **scout**
- The team captain must inform the admins about the 4 selected players at least 24 hours before the start of a Stage

GEAR

RACE VEHICLE

- A team has **one** active Race vehicle
- Teams **cannot have more than one** active Race vehicle at any given time
- The Race vehicle **marks the team's progression** in the race
- The active Race vehicle **may never be transported** by the scout vehicle
- Teams may use **any of the Tumbriel Cyclone variants** as Race vehicle, **except for the Cyclone MT** (which may not be used this year).
- The Race vehicle may **only be operated by the team's drivers**

SPARE VEHICLES

- Scouts can take **Spare** vehicles with them, these may be stored in the Scout ship
- There is **no limit** to the number of spare vehicles Scouts can take with them
- Spare vehicles may be **any of the Tumbriel cyclone variants**
- The teams **may spawn** new Spare vehicles at any time
- For the purposes driving Spare vehicles into or out of the Scout ship, both Drivers and Scouts are allowed to operate Spare vehicles.
- Spare vehicles may never be used to hinder the race. Their only purpose is to replace a Race vehicle.

SCOUT SHIP

- A team has **one** scout ship
- Teams **cannot operate more than one scout ship** at any given time
- Attached or on-board **s(n)ub-ships may not be operated.**
- Teams may use **any spaceship** as their Scout ship
- Scout vehicles **may carry spare race vehicles** and supplies
- The Scout vehicle may **only be operated by Scouts**

WEAPONS

- Drivers may carry and brandish any weapon they are allowed to use (see 'Rules of Engagement')
- Scouts should never brandish a weapon

SUPPLIES

- There is no limit or restriction to carrying or stocking of supplies.

REPLACEMENT OF VEHICLES

REPLACING THE RACE VEHICLE

- At any time during the race, teams may replace the Race vehicle with a Spare vehicle.
- The Spare vehicle **may never be placed farther along the race** than the current driver's position (if they are on different locations, the vehicle may be placed at any of the drivers).
- The **Spare vehicle becomes the new Race vehicle** as soon both drivers have embarked in the new vehicle.
- With replacing, teams are **free to switch between Cyclone variants**. A Cyclone RC may for example be replaced by a Cyclone TR. Teams can use this to their advantage.
- After replacement, **the abandoned vehicle may not be used anymore**.

Don't know where the replacement location is?

*In certain situations, the teams may not know the exact location of the race vehicle that they want to replace (for example due to total destruction or clipping through the surface of the planet). **In such cases, the referees of the upcoming checkpoint must be contacted.** The Referees constantly keep track of the distance of a team to the next checkpoint and will dictate at what distance and direction from a checkpoint the respawned driver may continue the race.*

REPLACING THE SCOUT VEHICLE

- At any time during the race, the scouts may take a new Scout ship.
- The new scout ship does not have to be brought to the location of the ship it replaces.
- Scouts must use **the same type of ship** for the entire duration of the Stage.
- After replacement, **the abandoned Scout ship and its cargo may not be used anymore**

	Race vehicle	Scout ship
Location of replacement	<i>Proximity of drivers' current position</i>	<i>Anywhere</i>
Changing variants allowed?	<i>yes</i>	<i>no</i>

RESPAWNING

- All team members are allowed to respawn and continue the race.
- There is no limit to the number of respawns.
- For respawning, the team members may set their preferred ICU at:
 - o Any Hospital in the Universe
 - o The Medical Stations (Cutlass Red) at Checkpoints
 - o Their Scout Ship
- When **drivers** respawn, they are OUT OF THE RACE until they are brought back to their location of death. They must be **completely passive** until they have re-entered the race **at their location of death** or **at the other driver's location**.
- Contrary to drivers, **scouts** may continue their role as soon as they have respawned. They do not have to be brought back to a specific location.

In certain situations, the teams may not know the exact location of death of a driver. In such cases, the referees of the upcoming checkpoint must be contacted. The Referees constantly keep track of the distance of a team to the next checkpoint and will dictate at what distance and direction from a checkpoint the respawned driver may continue the race.

Example:

*Driver A and B are aboard the Race vehicle. Driver B gets out to engage another team but gets killed in that fight. Driver A has continued its way along the race. Player B wakes up in the ICU of the Scout ship. Player B must now be brought to his/her/they **location of death** and **not to the race vehicle**.*

RULES OF ENGAGEMENT

SCOUTS

- May never engage or hinder or harm the other teams
- May not use weapons

DRIVERS

- May only use the following weapons:
 - o All personal weapons
 - o Tumbriel Cyclone turret weapons
- May not fire when aboard the Scout ship.

PROHIBITED TARGETS

- Teams may never engage hinder or harm:
 - o Scouts
 - o Scout ships
 - o Camera Crew
 - o Referees
 - o The Security Forces
 - o Other SAESE officials

ARMISTICE TIMES AND ZONES

- Engaging or harming other teams is prohibited:
 - o **Before the race start**
 - o During **the first 4 minutes** of each Stage.
 - o Within a **3 km radius of a Checkpoint or finish.**
 - o **After the team has finished** the Stage.

ENFORCEMENT

When a team violates the rules of engagement the referees will deal with the violation on a case-by-case basis. This may include: a warning, a team **timeout**, a team's **disqualification** for the Stage, a **ban** on further participating in the Tour de Verse.

LOGISTICS

24 HOURS BEFORE RACE DAY

- All team members must have joined the SAESE Discord server.
- Drivers that are streaming their screen with us must have installed and setup the broadcast software (OBS or VMIX).
- Team Captains must provide the names of the 4 team members that will race in the upcoming Stage. This list contains:
 - o Who will be the Drivers
 - o Who will be the Scouts
 - o What Scout ship will be used
 - o Which driver will share his/her/they screen with the Tour de Verse organization.
- Team members should:
 - o Have set their spawn point near Microtech
 - o Have claimed all required vehicles at their spawn point
 - o Be equipped with necessary clothing/medicine/food/weapons
 - o We strongly advise teams to prepare as much as possible. Please consider filling your Scout Ship with spare vehicles *before race day* (and park it somewhere in space near MT and do a bed logout).
 - o Be cleared from any crime stat

RACE DAY

Organizing an event like this requires the cooperation of a lot of people. We expect all team members to be on time and adhere to the following schedule:

- 16:15 All team members are connected to and present in the SAESE Discord server
- 16:30 Driver's screen sharing test.
- 16:30 All team members must be in SC's Main Menu to accept party invites
- 16:55 Last call for party accepting party invites
- 17:00 SERVER LAUNCH!!!
- 17:15 Start of live stream on Twitch
- 17:30 Expected Start of the Race
- 19:00 (or 90 minutes after actual start) expected finishing of teams
- 20:00 (or 150 minutes after actual start) closing of the Stage.

FINAL REMARKS

- Tour de Verse is a non-official community event. The sole goal of this event is for the participants to have fun. Please keep that in mind.
- Grieving, bullying, racism, sexism, and other ill behaviour will not be tolerated.
- Cheating will result in an unconditional team ban.
- Do not use global chat! Using global chat attracts grievors who can ruin the race.
- During setup, do not sprint in Stations and into elevators, this might kill other players, which delays the setup time..
- Like in many amateur sports, the referees, camera crew and other volunteers can be part of a participating org. If an org member acts in such role, we expect them to be impartial. Please respect the time and effort these people are putting into this event. If, for any reason, you believe that a referee or other crew member acts in an unacceptable or clearly biased way, please contact Luovicii (main organizer) on Discord (Luovcii#4057).
- We are working on a tight schedule. We cannot expect players living in the East Coast of the America's to wake up at 6 am to play a game. We cannot expect other players to stay up until the small hours on a Sunday. To keep it workable for all participants, we kindly ask to you prepare as much as possible before race day. You might try to fill your carrack with Cyclones the day before (and do a bed logout). Make sure your spawn points are correctly set, you have stocked up on armour, weapons, supplies, etc. This will make sure that preparation time after the server start is kept to a minimum!
- Tour de Verse can be violent. Your Cyclone might be blown up, your co-driver might catch some bullets or you could end up in the hospital, again.. We see this as part of the fun and we kindly ask you to refrain from pressing in-game charges against your opponents. We deem it unfair to receive a crimestat for an act in an event that we've all signed up for.
- Lastly, enjoy!

If you have any questions or remarks regarding this rulebook, feel free to contact an admin in our Discord channel!