



Open Challenge Event – Program Details

This document provides a high-level overview of what to expect with the new player-corporation created **Open Challenge Event Program** that has been introduced to the Barons of the Galaxy. The intent of this program is to help encourage new player development, community growth, lower hostile intentions between corporations, and most importantly, to have fun!

Every few weeks, a new event will be created and announced for anyone to participate. Events will vary in type and objectives to focus on different aspects of the game. Participants will get a chance to take home a grand prize for winning. Units used in any event are at the expense of the event participants.

All events will have an assigned judge moderating event, registrations, rewards, and conflicts.

The game's public forum will be used for this program:

- Event documents and event details will be posted for reference.
- Event results will be posted for reference.

The game's in-game public comms will be used for this program:

- Event Announcements > Event Start and Event Resolution notices.

*Event *Reward Donations* are now being accepted, please contact the Event Organizers to donate.



Event Type Icon Legend



PvP (Player versus Player)
Competition Battle Event



PvE (Player versus Environment)
Competition Hunting Event



Building
Competition Building Event



Important Note:

All participating corporations are responsible for their own assets. Event Organizers and Judges are not accountable for structure or unit losses during the course of an event.

Judging Code of Conduct

- Judges will announce event details before the start of the event.
- Judges cannot participate in the event they are judging.
- Judges will track the participants:
 - Corporation Names
 - Event Location
 - Registration
 - Unit Validation
 - Participant Status
 - Event Result Placement
- Judges will make unbiased selections when choosing the event winner. Victory is based on facts and reports.
- Judges are responsible for managing registrations, prize reward distribution and announcing results.

Potential Prize Pay-Outs (but not limited to)

Advanced Ground Units



Advanced Space Units



Construction Items



Program Organizers

AstroAscendingAsses
Interplan Bank

Judge's Checklist

- Event Prize Prepared
- Event Turn, Location & Type Defined
- Event Notice Prepared
- Event Posted & Announced
- Participant Details Tracked and Recorded
- Event Winner Announced
- Event Prize Distributed

Open Challenge Event – Event Types

Below is an overview of the four (4) event types that you can expect to see in this program.

Grand Melee

Objectives

1. Battle all other corporations in the designated Battle Location.
2. Be the last corporation with units remaining.

Rules

- Only [Permitted] units can be used.
- Each participating corporation will supply their own initial units for event.
- The power total of a corporation's participating units cannot exceed the Maximum Size.
- Participating units must be at the event's designated location before the start of the event.



**Core Units Only.
No equipped artifacts.**



Dog Wars

Objectives

1. Battle all other corporations in the designated Battle Location.
2. Be the last corporation with units remaining.

Rules

- Only [Permitted] units can be used.
- Each participating corporation will supply their own initial units for event.
- The power total of a corporation's participating units cannot exceed the Maximum Size.
- Participating units must be at the event's designated location before the start of the event.



**Core Units Only.
No equipped artifacts.**



Raider Hunter

Objectives

1. Kill the most raiders before the Event End Turn within the designated Hunting Location.

Rules

- Each participating corporation will supply their own initial units for event.
- The power total of a corporation's participating units cannot exceed the Maximum Size.
- This is **not** a PvP event, any attacks on player corporations will result in immediate disqualification for the attacking corporation.

All Unit Types Are Permitted



City Builder

Objectives

1. Have the most population in designated city.

Rules

- No building/selling to assigned locations before the event begins.
- Participants may **not** use military units to defend their cities.
- Only [Permitted] units can be used.
- Each participating corporation will supply their own initial units for event.
- Participating units must be at the event's designated location before the start of the event.
- This is **not** a PvP event, any attacks on player corporations will result in immediate disqualification for the attacking corporation.



**Core Units Only.
No equipped artifacts.**



L1 Warp Gate Provided

