

## Artemis Tournament General Rules:

- All crews must consist of a minimum of 3 players, up to a maximum of 6 players
- One player must be designated as Captain, and all communication between the crew and the event moderators must be by the Captain.
- Before the start of an engagement, each station is assigned to a specific console (or consoles, in the case of fewer than 6 players), and crew members cannot at any time during an engagement exit to the console choice screen in order to switch to a console that has been assigned to another station. However, crew members are allowed to physically move to another station in order to assume control of a different console, if they desire.
- Crews face off against other crews through a series of engagements
- Each engagement is to last no more than 15 minutes.
- If a crew wishes to call a time out, it must be done by the Captain using the officially recognized hand signal (making a “T” with the fingers of one hand placed perpendicular to the palm of the other hand) and by audibly calling out “Time”.
- A Captain can call a time out for one of the following reasons:
  1. Equipment malfunction (freezing, locking up, loss of connection)
  2. A crew member experiences a sudden, health related concern
  3. In the case of an equipment malfunction, the time out can last as long as is necessary to resolve the problem.
  4. In the case of a crew member needing a personal time out for the above mentioned reason, 1 minute will be allowed to resolve the issue. If it cannot be resolved in that time, the crew must continue without the crew member in question, or else the team forfeits the engagement.
- No communication pertaining to the engagement is allowed between crew members during a time out
- If a crew is wearing an intercom system, they will be required to remove it during a time out
- Crew members cannot interact with their consoles during a time out
- Timeouts will be limited to a reasonable number during an engagement
- Crews must be present at the time of their next scheduled engagement. If a crew is not present, their crew name will be called twice more, with a period of 1 minute between calls.
- If they are not there at the end of the 2nd 1 minute period, they will forfeit the engagement
- Crew members must follow the directions of Tournament Moderators at all times, or risk being disqualified from the tournament.
- Any actions taken by a crew with the intention of interfering with the performance of other crews will mean immediate disqualification from the tournament
- All crew members are expected to conduct themselves in a courteous manner for the duration of the tournament. Failure to do so will mean disqualification from the tournament.
- Crew members are not allowed to plug in, unplug, or modify equipment or settings, either physical or via software, used in connection with the tournament. All such functions will be performed by Tournament Staff.
- Decisions made by the Tournament Staff and Moderators are final.

## Artemis Tournament Scoring Rules:

- Crews will receive a score based on their performance during an engagement.
- Factors that contribute to your score:
  1. **Clearing of the Engagement:** 20 points if your crew manages to clear the engagement of all enemies before the 15 minute limit expires.
  2. **Time:** 5 points for every minute remaining out of the 15 minutes allowed for each engagement.
  3. **Enemies Destroyed:** 5 points for every enemy destroyed
  4. **Enemies Surrendered:** 5 points for every enemy surrendered
  5. **Bases Survived:** 10 points for every base that survives
  6. **NPC Ships Survived:** 5 points for every NPC ship that survives the engagement
  7. **Anomalies Collected:** 5 points for every anomaly collected
- These numbers are totaled, and the crew's total compared to that of the other crew in their bracket. The crew with the highest score moves on in the tournament.
- In the case of a tie, whoever has the fastest official time (as kept by the moderators) moves on.