

E Q N X

DCAP
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SCR

ICONCITY
DOMINATE THE GAME



SYSTEM SEVEN

Presented By **E Q N X**



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Courses designed by Xul and Cor5air

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RULE BOOK
V4.0

SYSTEM SEVEN

CRUSADER | MICROTECH | CLIO | LYRIA | LORVILLE

THE BEST OF THE BEST

The System Seven ground racing league was formed to host the best of the best racers across the galaxy. The tournament is hosted across 7 locations in the Stanton system and only accepts the top 16 teams to participate over 12 weeks.

We begin with a qualifying round on Orison to find out who will be this year's top 16 teams. The best lap times on the BTR track progress to the tournament stage where teams are tested from the hard tarmac of BTR to the powdery mountains of Microtech.

Each of the 7 courses has its own set of sub rules depicted in this rule book but there is a tournament wide set of standards to take note of.

Please read carefully to increase your chances of success

TOURNAMENT WIDE RULES

- Team size can be from 1 citizen to 4 citizens. (scheduling and back up purposes).
- If your team size is 4 members, 2 members of the team can participate in qualifiers for the best chance to enter System Sevens top 16
- All team members may attend the race but only one will race with the exception of the Qualifiers.
- Backup means if racer one can't make it to a race leg your backup racer can step in.
- After Final Registration is complete your team roster is locked in and can't be changed.
- Tournament points system is based on a modified formula one system.
- You will need your own race vehicle/s. excluding qualifier. Any required vehicle/s that cannot be bought in-game will be provided for the racers, and the Qualifier and Race 5 utilize on-site vehicles.





CRUSADER

VISION CENTRE
ORISON | STANTON SYSTEM

QUALIFIER

VEHICLE: Grey Cat PTV

The new BTR race track at Orison, Crusader features for the first time this season. For this round, each team is outfitted with a Grey Cat PTV and as another first, two team members (If your team size is 4) can race to attempt the best qualifying time. The fastest 16 times to be included in this years System Seven.

- Entrants party launch at Orison and head straight to the BTR track to spawn their vehicle.
- Set your spawn location to Orison.
- Travel to the Vision Centre via shuttle system.
- Each race team will have up to three chances to get their best lap time.
- A race official will accompany each racer, marking time, until each team has had a chance to run the course or lose their PTV.
- The best lap time from three laps will be recorded as your teams entry.





START / FINISH

BTR TRACK
QUALIFIER
ORISON | CRUSADER | STANTON SYSTEM



MICROTECH
OM3 - OM6
STANTON SYSTEM

RACE 1

RIVER CANYON CHAOS

VEHICLE: CNOU HoverQuad

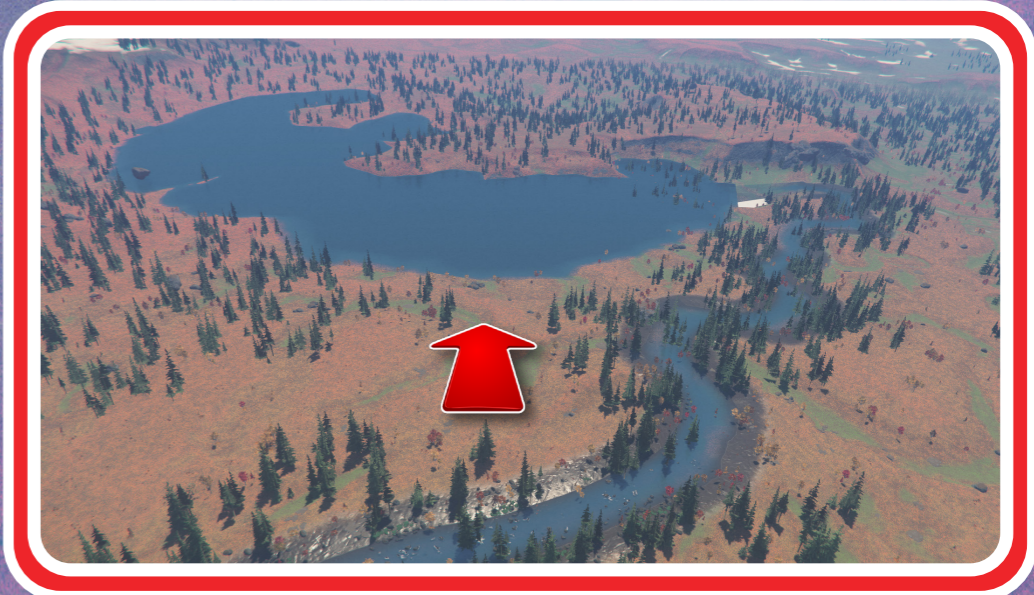
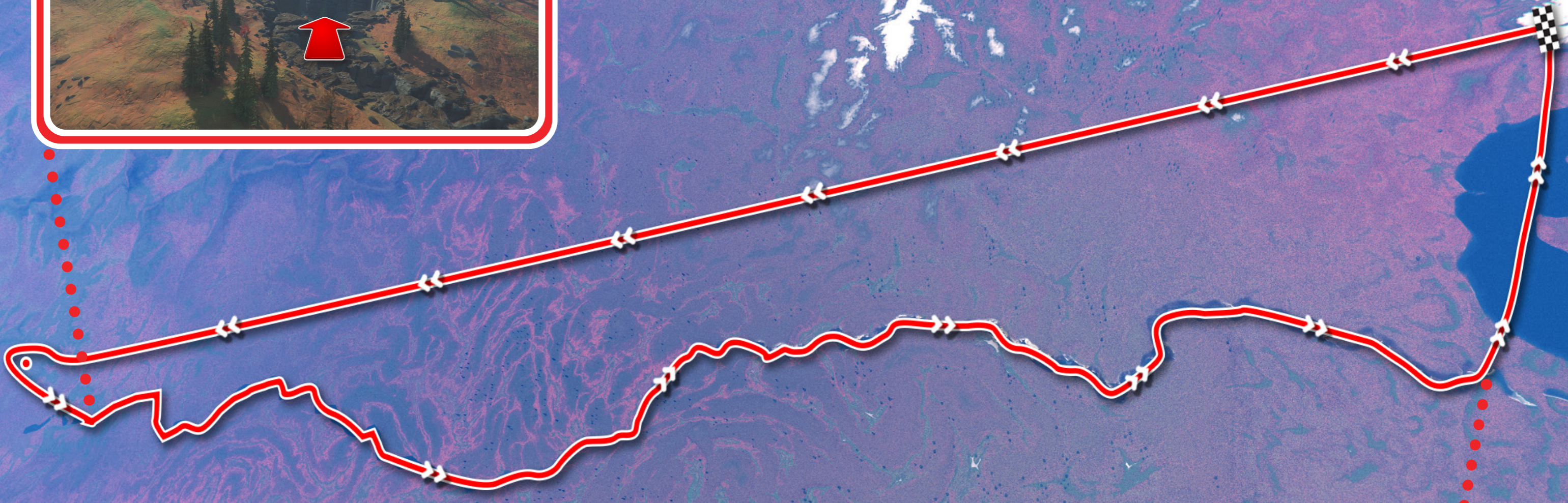
This 46km race takes our teams through a combination of frozen tundra, valleys, and technical mountain passes. Racers will need to manage boost carefully to get the best time and still live to enjoy the breathtaking views on Microtech

- Players meet at New Babbage to spawn their vehicles. Racers will be transported by Hercules to River Canyon.
- Keep your spawn point at New Babbage to be ready for Race 2.
- Head 73km at heading 280 from Dunboro.
Race across tundra until you make a turn down into River Canyon.
- Traverse the canyon until you come to the lake, pass straight over the lake to reach the finish line plateau





START / FINISH



RIVER CANYON CHAOS
RACE 1
MICROTECH | STANTON SYSTEM



MICROTECH
NBIS
STANTON SYSTEM

RACE 2

COLD SNAP

VEHICLE: Origin X1 Velocity

Our first community created track to be included in System Seven brings back the ice of yesteryear. Instead of the figure eight straights, Cold Snap brings an icy course for even the most experienced racer. With track segments like Hypothermia and Frost Bite Pass, you can expect some pain to be able to win here.

- Players meet at New Babbage to spawn their vehicles. Racers will be transported by Hercules to Cold Snap circuit at a heading of 125km at heading 125 from NBIS
- Once you arrive at the Cold Snap circuit set your spawn point to the Carrack.
- Race across ice through 15 turns to complete a single lap. 5 laps to complete.
- Heat liaisons will instruct you when you need to spawn and enter the track.
- Rounds will continue until the finals, runner up finals and knockouts are complete.
- Course created by community members Quelsar, GrantTheSandman, and GerboTheGnome.





START / FINISH

PRIME DRIFT

HYPOTHERMIA

AURORA BOREALIS

BLACK ICE STRAIT

ICE GRIP

FROSTBITE PASS

SANDMAN'S RETURN

COLD SNAP
RACE 2
MICROTECH | STANTON SYSTEM



CLIO

RAYARI McGRATH RESEARCH OUTPOST
MICROTECH | STANTON SYSTEM

RACE 3

REVERSE SNAKE PIT

VEHICLE: Tumbil Cyclone RC

The Snake-pit is a short-medium course, original designed for flight racing but re-purposed by ATMO esports for ground racing. The surface and debris of the snake-pit has a natural flow and with it's central cross pipe makes for a perfect lap track.

- Players will party launch at Port Tressler and board a Carrack for transport to Rayari McGrath Research Outpost.
- Once on site, teams will spawn their Cyclone RC and be delivered to the start line which is under the central pipe.
- Racers will follow the course route as per map below. Key points along the course will be manned by ATMO esports staff to make sure you are travelling in the correct direction.
- Racers will be awarded points based on their finishing positions, then it's on to Race 4!





START / FINISH

REVERSE SNAKE PIT

RACE 3

CLIO | STANTON SYSTEM



CRUSADER

PROVIDENCE PLATFORM
ORISON | STANTON SYSTEM

RACE 4

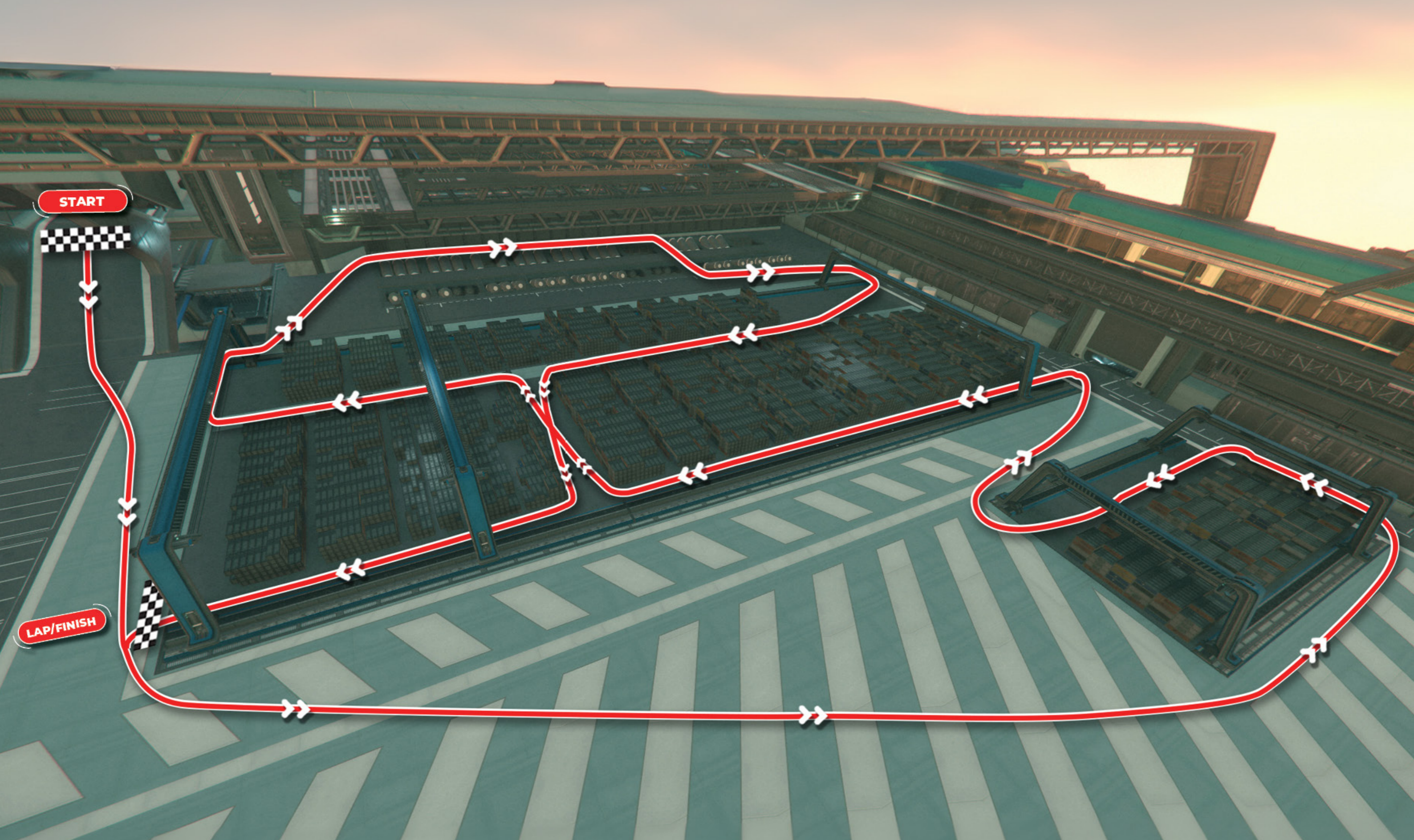
CARGO CRISIS

VEHICLE: Greycat STV

Set on Orisons famous Providence Platform, Cargo Crisis is a high altitude varied short course. The platform has a natural course sewn into the stacked cargo crates forming tall pillars that hide big drops. The corners are sharp and the risks are real.

- Players meet at August + Dunlow Spaceport to spawn their vehicles. Racers will be transported by Hercules to the industrial platform.
- Players meet at August Dunlow Spaceport and will be ferried to a moon to spawn their vehicles.
- Racers will then be transported by Hercules to the Providence Platform.
- It's a quick trip to the platform and there will be a taxi service running between the platforms
- The hill start will drop you into a 10 lap tight circuit. Consistency is key here.





START

LAP/FINISH

CARGO CRISIS

RACE 4
ORISON STANTON SYSTEM



CRUSADER

VISION CENTRE
ORISON | STANTON SYSTEM

RACE 5

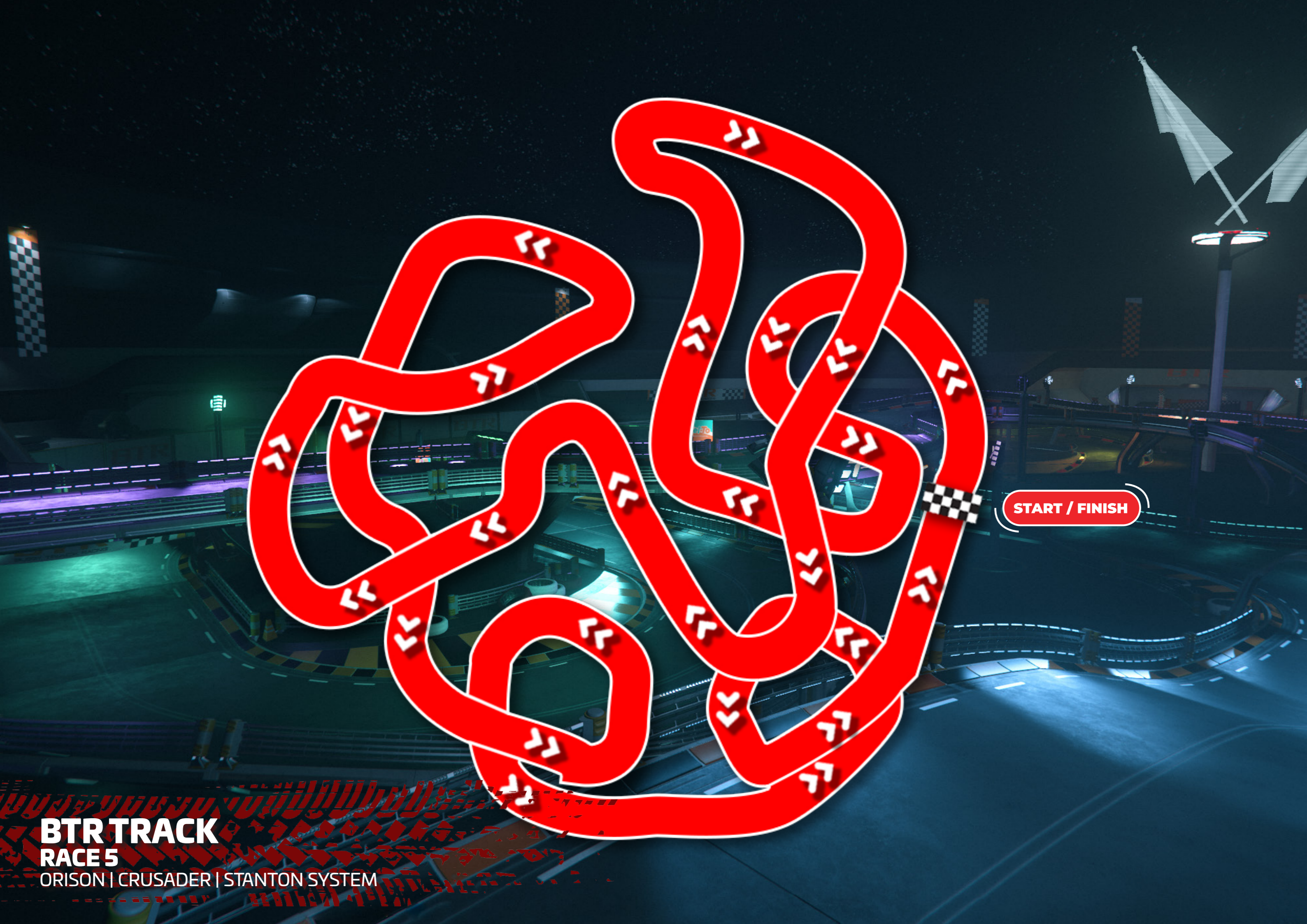
BTR

VEHICLE: Grey Cat PTV

The new BTR race track at Orison, Crusader features for the first time this season. For this round, each team is outfitted with a Grey Cat PTV and will compete on a short circuit course. Drivers will compete in heats which will the bracket into finals, runner up finals and a knockout round.

- Entrants party launch at Orison and head straight to the BTR track to spawn their vehicle.
- Set your spawn location to Orison.
- Travel to the Vision Centre via shuttle system.
- Heat liaisons will instruct you when you need to spawn and enter the track.
- Rounds will continue until the finals, runner up finals and knockouts are complete.
- A race official will accompany each racer, marking time, until each team has had a chance to run the course or lose their PTV.
- The best lap time from three laps will be recorded as your teams entry.





START / FINISH

BTR TRACK
RACE 5
ORISON | CRUSADER | STANTON SYSTEM



LYRIA
SPC SPAL-21
STANTON SYSTEM

RACE 6

WHITE OUT

VEHICLE: RSI LYNX

White Out by name, White Out by nature. The RSI Lynx has its debut in the System Seven with this 10 lap ice mirage. Corner visibility and a fork choice makes this race an unwanted vision. One again requiring consistency for the second race in a row. This leg of S7 will test teams.

- Racers will need to be ferried from another outpost on Lyria to the course from a heading of 25Km at heading South from SPC SPAL-21
- Set your spawn location to Bajini Point
- The start point is at the apex of a crater
- Be cautious of your direction choice at checkpoint 3, there is a fork choice that needs to be considered.





C2

C1

START / FINISH

C3

C4

WHITE OUT RACE 6

LYRIA | ARCCORP | STANTON SYSTEM

HURSTON

LORVILLE
STANTON SYSTEM



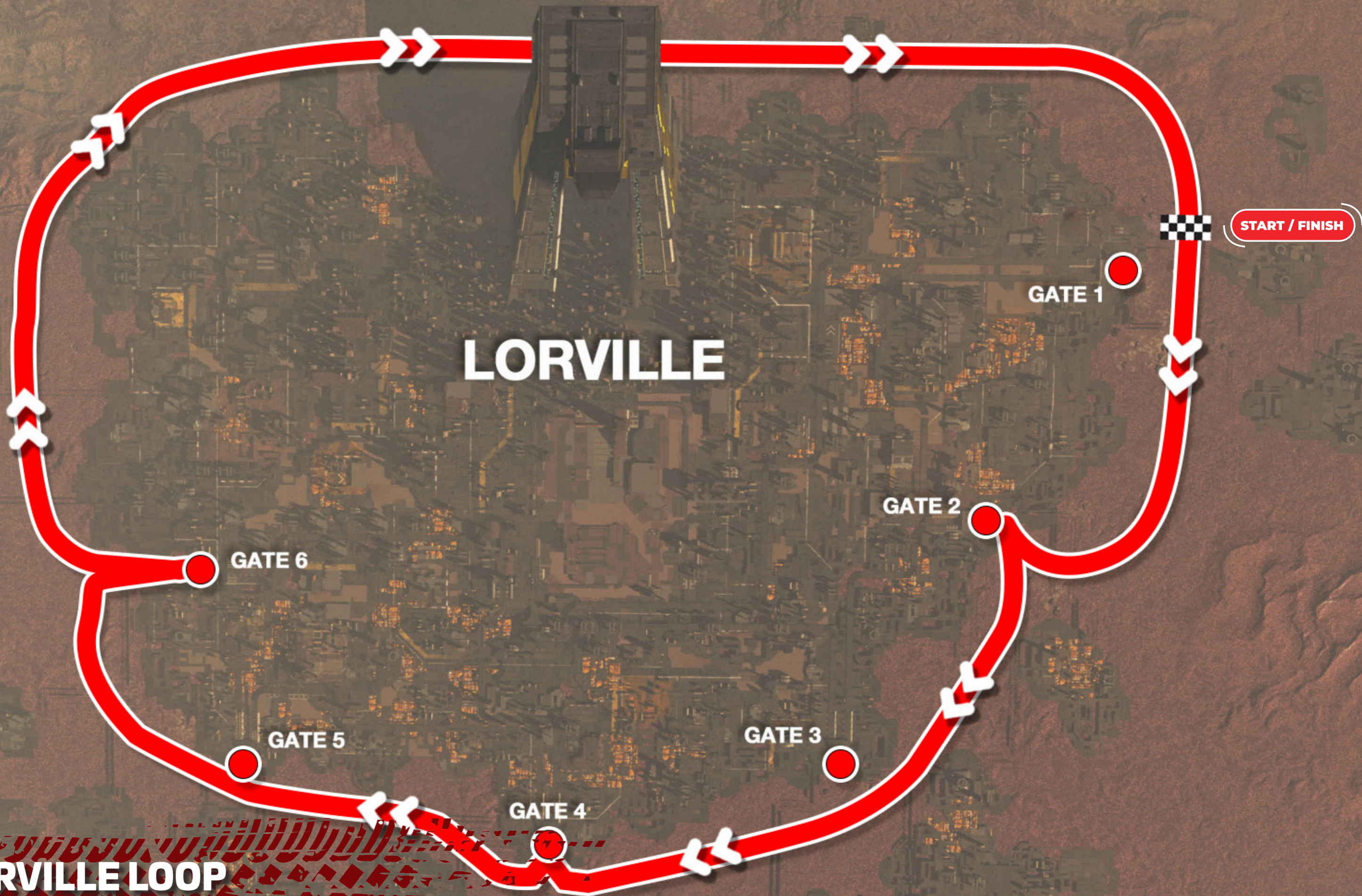
RACE 7

LORVILLE LOOP

VEHICLE: MIXED

Lorville is the setting for the Stanton7 finale, where racers will compete across a full range of ground vehicles as they race around the city of Lorville. Racers begin at Gate 1, race to Gate 6, and through the northern mine back to the start - while changing vehicles along the route!

- Players will party up and gather at Gate 1 in Lorville.
- For the first leg, teams will race the STV from Gate 1 - Gate 2.
- Players will then spawn their next vehicle, the URSA Rover, get in their vehicle, and race to Gate 4 for the next switch.
- At Gate 4, racers will spawn and race the Cyclone RC to Gate 6.
- At Gate 6, racers will spawn their final vehicle, the Drake Dragonfly, which teams will use to navigate the mine back to Gate 1, the finish line.
- Scores will be added for each team based on placement, with the top three scoring teams across the entire event series taking the championship for the Stanton7!



LORVILLE

START / FINISH

GATE 1

GATE 2

GATE 3

GATE 4

GATE 5

GATE 6

LORVILLE LOOP

RACE 7 - FINALS

LORVILLE | HURSTON | STANTON SYSTEM

TOURNAMENT LEADERBOARD

Based on Earth's original formula one points system and modified to suit the locations of the System System. The S7 tournament leaderboard is designed to be suitable for a 12 week event and compensate for driver changes.

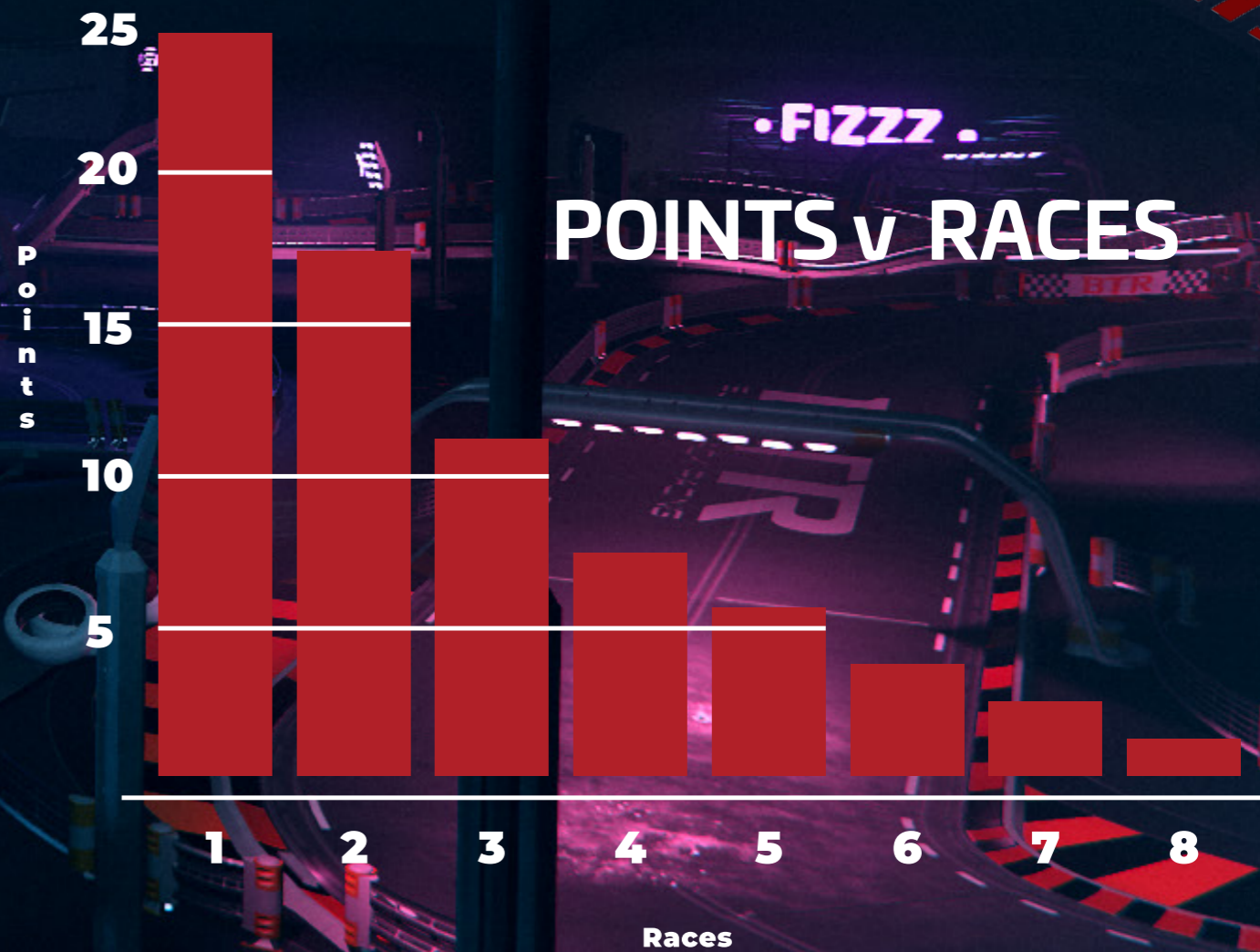
Race 2 & 5 requires heats due to the size of the race location and has a modified set up as seen below.

TOURNAMENT POINTS STRUCTURE

1st	25 points
2nd	18 points
3rd	12 points
4th	8 points
5th	6 points
6th	4 points
7th	3 points
8th	2 points
9th	1 point
10th	1 point
11th	1 point
12th	1 point
13th	1 point
14th	1 point
15th	1 point
16th	1 point

RACE 2 & 5 ONLY

Heats	Finals
A	1st 25 points
B	2nd 18 points
C	3rd 12 points
D	4th 8 points
E	Runner up 6 points
F	Finals 4 points
G	3 points
H	2 points
I	Knocked Out 1 point
J	1 point
K	1 point
L	1 point
M	1 point
N	1 point
O	1 point
P	1 point



1st

1 x 1st Place Trophy



1 PER TEAM MEMBER
CHAMPION JACKET



1 x ROVER LYNX



1 x CRUSADER HERCULES C2

2nd

1 x 2nd Place Trophy



1 PER TEAM MEMBER
SYSTEM SEVEN JERSEY
(Winners will receive 2954 Pro Jersey)



1 x ORIGIN X1 VELOCITY



1 x ORIGIN 400i

3rd

1 x 3rd Place Trophy



1 PER TEAM MEMBER
SYSTEM SEVEN JERSEY
(Winners will receive 2954 Pro Jersey)



1 x CNOU HOVERQUAD



1 x CNOU NOMAD

TL:DR

SYSTEM WIDE RULES

- Team size can be from 1 citizen to 4 citizens.
- All team members may attend the race but only one will race with the exception of the Qualifiers.
- Tournament points system is based on a modified formula one system.
- You will need your own race vehicle/s. excluding qualifier. Any required vehicle/s that cannot be bought in-game will be provided for the racers, and the Qualifier and Race 5 utilize on-site vehicles..

QUALIFIER

- Each race team can have two racers (if team size is 4) have up to three chances each to get their best lap time.
- A race official will accompany each racer, marking time, until each team has had a chance to run the course or lose their PTV.
- The best lap time from three laps will be recorded as your teams entry.

RACE 1

- Starting on an icy plateau, each team will complete 5 laps by first traveling in a straight line through trees and hills to then turn to drop into the canyon.
- Once exiting the canyon cut the tree line to pass over the lake before returning to the icy plateau.

RACE 2

- Players meet at New Babbage to spawn their vehicles. Racers will be transported by Hercules to Cold Snap circuit.
- Once you arrive at the Cold Snap circuit set your spawn point to the Carrack.
- Race across ice through 15 turns to complete a single lap. 5 laps to complete.
- Heat liaisons will instruct you when you need to spawn and enter the track.
- Rounds will continue until the finals, runner up finals and knockouts are complete.

RACE 3

- Players will party launch at Port Tressler and board a Carrack for transport to Rayari McGrath Research Outpost.
- Once on site, teams will spawn their Cyclone RC and be delivered to the start line which is under the central pipe.
- Racers will follow the course route as per map below. Key points along the course will be manned by ATMO esports staff to make sure you are travelling in the correct direction.
- Racers will be awarded points based on their finishing positions, then it's on to Race 4!

RACE 4

- Players meet at August + Dunlow Spaceport to spawn their vehicles. Racers will be transported by Hercules to Providence platform.
- It's a quick trip to the platform and there will be a taxi service running between the platforms
- The hill start will drop you into a 10 lap tight circuit. Consistency is key here.

RACE 5

- Entrants party launch at Orison and head straight to the BTR track to spawn their vehicle.
- Set your spawn location to Orison.
- Travel to the Vision Centre via shuttle system.
- Heat liaisons will instruct you when you need to spawn and enter the track.
- Rounds will continue until the finals, runner up finals and knockouts are complete.

RACE 6

- Racers will need to be ferried from another outpost on Lyria to the course
- Set your spawn location to Bajini Point
- The start point is at the apex of a crater
- Be cautious of you direction choice at checkpoint 3, there is a fork choice that needs to be considered.

RACE 7

- Players will party up and gather at Gate 1 in Lorville
- For the first leg, teams will race Greycat STVs Gate 1 - Gate 2
- Players will then spawn their next vehicle, the RSI URSA Rover, get in their vehicle, and race from Gate 2 - Gate 4 for the next switch.
- At Gate 4, racers will spawn and race Cyclone RC's from Gate 4 - Gate 6.
- At Gate 6, racers will spawn their final vehicle, the Drake Dragonfly, which teams will then use to navigate back to gate 1, the finish line.

