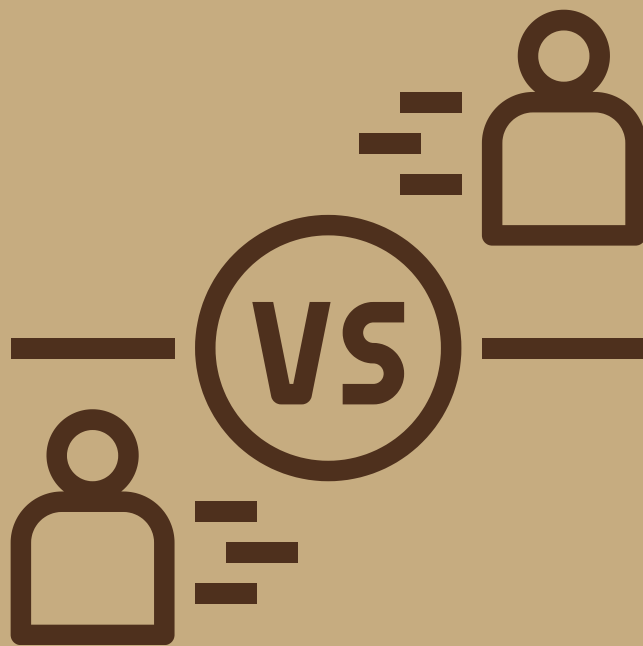


LIFE
ALLIANCE



LIFE
Alliance
Event
PvM
PvP



FIRST EDITION

RISE OF THE ALLIANCE

LIFE ALLIANCE



Dungeon Speedrun Challenge

Concept:

LIFE Alliance members will form teams of 4 players to participate in a speedrun challenge for the Pandala Dungeons. Each dungeon will be run separately, and the fastest team in each category will win the reward.

► A screenshot showing the run time using the `/time` command is required for verification.

How It Works:

- Teams can choose one of the three dungeon categories to compete in:
 - Wind Dungeon
 - Damadrya Dungeon
 - Fouxwork Dungeon

Reward Ideas:

- (5MK) for the winning team in each category.

LIFE ALLIANCE



Perceptor Raid Challenge

Concept:

LIFE Alliance will organize a PvP event focused on Perceptor Raids. Teams will compete to attack and defeat the most perceptrors during the event.

Focus Area:

This event will exclusively focus on the **Frigost 3** Area.

Event Duration:

The event will run for **9 days**. (it was a random pick Sorry)

How It Works (More Details Below):

- Teams will earn points based on the results of their attacks:
 - **3 points** for **winning** an **attack against a defended Perceptor**.
 - **2 points** for **winning** an **attack without any defense**.
 - **1 point** for **losing** an **attack against a defended Perceptor**.
- Points are **distributed per player** (alts and second accounts are treated as separate players they will not share same points).
- **Only attacks** within the selected area (**Frigost 3**) will be counted.
- A screenshot with the **/time** timestamp is required for every attack submission.
- Screenshots without **/time** will not be accepted.
- Duplicate submissions will **not be accepted** and will result in point deductions for the team.
-

Important Notes:

- Fair play is essential; any attempt to manipulate results may lead to disqualification.

03

DONATION

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To organize this event, we will need a minimum of around **55 MK** .

Currently, we have **17 solid guilds** in the LIFE Alliance.

My proposal is for each guild or guild leader to contribute around 3 MK to help fund the event.

We are also open to additional donations from second in command .

Budget Breakdown:

- **PvM** Event: 30 MK
- **PvP** Event: 25 MK

04

REWARDS

Prize Distribution

PvM Event (Dungeon Speedrun Challenge):

Each dungeon category winner will receive **10 MK**:

- Wind Dungeon Speedrun Winner: **10 MK**
- Damadrya Dungeon Speedrun Winner: **10 MK**
- Fouxwork Dungeon Speedrun Winner: **10 MK**

PvP Event (Perceptor Raid Challenge):

The top 4 players will receive rewards:

- Each of the top 4 players will earn **(i dont know do the math)**
- Total PvP prize pool: 25MK.

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05 DURATION

Event Duration

Both the PvM (Dungeon Speedrun Challenge) and PvP (Perceptor Raid Challenge) events will run for **9 days**.

- Start Date: **September 16, 2025**
- End Date: **September 24, 2025**, at **midnight (Dofus Time)**.

Make sure to submit all your screenshots and results before the deadline.

06 JUDGES

Organizers, Judges, and Prize Managers

The following members will serve as event **organizers, judges, donation holders, and prize distributors**:



- **Zubic-villa**
- **Boriss**

They will be responsible for overseeing the event, verifying results, managing donations, and distributing prizes.

07

VALIDATION

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- Once the screenshot is verified, the judge must react with a  green check emoji to mark it as approved.
- If the screenshot is invalid, the judge must react with a  red X emoji and provide a clear explanation for the rejection.

08

TAMPERING POLICY

- Any submission found to be edited, altered, or manipulated in any way will result in immediate disqualification of the player and their entire team from the event.

09

POINTS CALCULATION & TRACKING

The PvP points system will be managed exclusively by the event judges to ensure fairness and transparency:

Manual Judge Calculation

- Judges will maintain an Excel spreadsheet listing all participating players and their earned points.
- The spreadsheet will be updated daily and posted in a dedicated event results channel at 12:00 PM Dofus time.

Daily Reporting

- Judges must keep daily backup reports of all point submissions and verifications to ensure consistency and traceability throughout the event.

Discrepancy Handling

- In case of any disputes or inconsistencies, judges will recalculate the affected scores manually and provide a public clarification if needed.

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PVM SPEEDRUN RULES

For the PvM event, the winning team will be determined based solely on the fastest clear time in the boss room. Additional rules and allowances are as follows:

Timing Criteria

- Only the boss room duration will be considered for ranking.
- The team that completes the boss fight in the shortest time will be declared the winner.

Allowed Setups

- All team compositions and class combos are allowed.
- Second accounts are permitted for this event.

Permitted Tools & Optimizations

- Players may use any in-game tools or mechanics that help reduce time.
- Disabling combat animations, spell effects, or any time consuming options is fully allowed and encouraged for faster execution.

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11

PRACTICE & COMMUNICATION GUIDELINES

To ensure fair competition while allowing teams to prepare effectively, the following is allowed for all participants in both PvP and PvM events:

Training & Preparation

- Teams are allowed to practice freely before the event begins.
- There are no restrictions on the number of practice runs or training sessions.

Communication Tools

- Teams are allowed to use any form of communication, including:
 - Discord voice calls
 - Text chats
 - Other third-party communication platforms

12

SCREENSHOT VALIDITY & USE OF /TIME

The use of the /time command is mandatory for all screenshot submissions in both PvM and PvP events. This serves as the primary method of verification to ensure the authenticity of each entry.

Mandatory Timestamp

- Every submitted screenshot must clearly display the /time command result.
- Screenshots without /time will be considered invalid and automatically rejected.

No Exceptions

- There will be no exceptions to this rule. It applies equally to all players and teams.
- This ensures fairness, transparency, and accurate tracking across the event.

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FREESTYLE FORMAT & TEAM FLEXIBILITY

To encourage bonding and collaboration among LIFE members, the event will follow a freestyle format:

No Fixed Teams

- There is no pre-registration required.
- Players are free to team up with anyone they want throughout the event.
- Team compositions and class combos can change between runs or fights.

Combo Freedom

- All class combinations are allowed, including strong or meta setups.
- Creativity and experimentation are highly encouraged.

Bonding Focus

- This system is designed to strengthen connections between guilds and members across LIFE.
- Feel free to try new synergies and support each other in practice or live fights.

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14

ALT ACCOUNTS & POINT DISTRIBUTION

To ensure equal opportunity and a fair playing field for all LIFE members, the following rule applies to alternate accounts:

Each Character is Counted Separately

- Alternate Caras (alts) are considered separate players for the purpose of this event.
- Each alt earns its own points independently, even if controlled by the same person.
-

No Cumulative Scoring

- There will be no combining of points between alts or across characters owned by the same player.
- Only the individual performance of each character counts.

Fairness Principle

- This rule is designed to ensure that all members of the LIFE alliance, regardless of the number of accounts they use, have an equal chance to compete and win.

LIFE ALLIANCE



15

PVP POINTS SYSTEM EXPLAINED

Teams will earn points based on the outcome of their Perceptor attacks and the number of defenders involved in each fight. The goal is to reward both success and bravery when facing tougher opposition.

Outcome	Enemy Defense Size	Points Earned
✓ Win vs. 3+ players + Perceptor	(Full Defense – 3 or 4 players)	3 Points
✓ Win vs. 1–2 players + Perceptor	(Partial Defense)	2 Points
✗ Loss vs. 3+ players + Perceptor	(Full Defense)	1 Point
✗ Loss vs. 1–2 players + Perceptor	(Partial Defense)	0 Points
✓ Win vs. No Defense	(No Defense)	2 Points

What Counts as a "Defended Perceptor"?

A "Defended Perceptor" means that at least 3 enemy players joined the fight alongside the Perceptor.

- If the Perceptor is defended by 3 or 4 players, it counts as a fully defended fight (3 points for a win, 1 point for a loss).
- If it's defended by only 1 or 2 players, it's considered partially defended (2 points for a win, 0 points for a loss).
- If no defenders join the fight, and the attacker wins, they earn 2 points.

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16

PRIZE ELIGIBILITY – ONE PRIZE PER PLAYER

To ensure that more participants have a chance to win, each player is eligible to receive only one prize, even if they compete using multiple accounts.

Rule Explanation:

- If a player competes with more than one account, and both of their accounts place in the top rankings (e.g., 1st and 2nd place), that player will only receive the prize for the highest ranking account.
- The next eligible player with the highest points will be moved up to receive the lower prize (e.g., 2nd place reward).

Example:

- Player "X" competes with two accounts.
- Account A finishes 1st, Account B finishes 2nd.
- Player X receives the 1st place prize only.
- The 2nd place prize goes to the player with the next highest score, who hasn't already won a prize.

This rule ensures fairness and equal opportunity for all members of the LIFE Alliance to share in the rewards.