

# Capture the Flag

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## Event procedure:

1. **10 minutes** before the start of the match, players will be able to register for the event by talking to **So-Ok** located in each town. There will also be a notice about it.
2. When the Event begins, participants will be summoned to an arena. Stay **near** to the So-Ok NPC.
3. When entering the arena, participants will be wearing either **red** or **blue** exclusive outfit to easily distinguish allies from foes.
4. The match will be proceeded for **20 minutes**. Once the match begins, monsters will be summoned, and certain monster will **drop a key**. When the dropped key is obtained, the door to a room with the flag will automatically be opened.
5. The team with the **flag attached** to their **flagpole** at the end of the match will **win**. If no team succeeds in attaching the flag to their flagpole, the match will end in a draw.
6. When the match ends, only the winning team will remain. The team that has lost or ended in a draw will return to the **town automatically**.
7. Members of the winning team will receive 30 trophies as a reward.
8. If a participant defeats a participant of the opposite team, he/she will receive 1 trophy. Bring to So-Ok in town, and you will be able to exchange to some rewards, like EP, elixir, etc.

## Things to note:

1. You may only enter the arena under the following situation:
  - a. You are alive in town
  - b. You are not wearing a job equipment of free battle cape
  - c. You do not have a stall opened
  - d. You are not exchanging items

- e. You are not proceeding a movement quest(ie. A quest prohibiting you from using return scrolls and dimensional gates)
- If you die during the match, you will be moved to your camp after 30 seconds, and there will be no experience points penalty regarding the PK rule.
- In order to receive a ticket after winning the match, there must be at least one empty slot in your inventory. Please make sure to empty a slot in your inventory before the end of the match.

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Revision #7

Created 30 August 2023 10:12:20 by Lysko

Updated 25 March 2024 16:50:41 by Genan