

Rules:

1. Maximum Limit of two characters (only one racer is permitted. You may make a villain or other contributor to accompany your racer or two villains/other contributors if you so wish.)
2. Your characters and stands don't have to be musical references though it is recommended. If this is the case write 'None' in the namesake slot on the character sheet.
3. If your character dies, you will be allowed to make a new one under the same circumstances.
4. When entering the race late or creating a new character to replace a dead racer, you will be given a certain number of points in order to be fair to you. These points will be announced upon your character's approval.
5. Standard RP Rules: https://rsroleplay.wikia.com/wiki/Common_Rules_of_Roleplay
6. Do not spam the chat, try to keep all of your actions in a single message. If you must, edit your original comment to add or correct information.
7. Make characters who will contribute to the story and no fooling around and going off topic in character for no reason.
8. For Out of Character chat, use the out of character thread that will be linked in the beginning message of every thread. Follow the OOC thread in order to be informed.
9. Decisions of the game master are final. If you wish to dispute any decisions, message the gm. Know that they do not have any obligations to change their decision. If you disobey the gm on multiple occasions, then you will be removed from the race.
10. Spin users are permitted. Only a mild application is permitted at the beginning of the race (i.e. only basic golden triangle and below). Infinite Spin is banned under all circumstances unless the gm says it is permitted. And before anyone asks, Hamon users are banned.
11. When the event begins, every participant has no knowledge whatsoever of any other stands, until their abilities are revealed by a participant with conceivable knowledge (whether it be the user or someone related to them in some fashion)
12. Permission needed to kill, but attacking or maiming without warning is fine so long as it is within the logic of the race and the character. And for that matter, do not change how your character acts on a whim, always give an excuse or motivation for your actions.

Modus Operandi:

1. The race is held in 9 stages, with points being awarded as follows: 10 points for First place. 8 Points for Second place. 6 Points for Third place. 4 Points for Fourth place. 3 Points for Fifth place. Every other position receives 1 point.
2. The stages will change on a bi-weekly schedule and will be separated into 6 parts each having their own environmental effects and obstacles that must be overcome. Each of the 6 parts will last two days.
3. The final part of the 6 parts will be known as a 'Mad Dash' which will essentially be a first come first serve chaotic dash towards the finish line in order to secure your place in the final bracket. The Mad Dash will have very little environmental effect or obstacles, just

the other racers, the finish line, and perhaps one or two other effects or obstacles to worry about.

4. The places will receive monetary and time bonuses just like in Part 7. The monetary bonuses are just additional gratification, but the time bonuses can be cashed in to receive a better track placement.
5. Punishments for harming or killing other characters or any other rule break will be handed out by Steven Steel (myself) at the end of the stage (provided that I have reasonably observed the action. Nudge nudge wink wink).
6. There may be random events that can occur at any time and I will announce these when they do occur.
7. Whoever has won the race will get bragging rights.
8. After the race, there will be a mad race to gain the corpse parts and to defeat Valentine. The end of the race is not necessarily the end of the rp.

On the Subject of Corpse Parts:

1. As should be evident to anyone who knows anything about Part 7, the race is not as it seems. The true purpose and path of the race has to do with President Valentine's obsession with obtaining the corpse parts. As a racer, there will be an opportunity in every stage to go into a dangerous area known as the devil's palm in order to retrieve the corpse parts in every stage (except the last one).
2. The only corpse part that is in possession at the beginning of the race is the heart which is in the possession of Funny Valentine.
3. Whenever a devil's palm is in the area, I will tell of it in some manner. You will not need to consult the other parts or have to entertain other options.
4. Gaining a corpse part will give you bonuses or helpful powers.
5. Gaining a corpse part will inevitably put you and your allies into conflict with Valentine and his minions.
6. Whoever gains the entire corpse will have their wildest dreams come true.
7. When Valentine has discovered you know about the corpse parts, he will likely stop at nothing to kill you until you offer him something to placate him or until either you or he are dead. Keep this in mind.