

NEED FOR SPEED MOST WANTED'05

Game Version: NFS Most Wanted 1.3

General Competition Method: 4 Players Room

Registration Fee: Rs. 100/- per Player

Prize Worth:-

1st – 1300

2nd – 800

3rd – 500

4th – 300

Rules for 1st Round:-

Game Type: Circuit, Sprint

The Circuit will have 2 laps.

Top 16 players from all the players will commence for 2nd round. The ranking will be done on the basis of average time in both the modes (circuit and sprint).

Rules for 2nd Round:-

Game Type: Circuit (2 laps)

Knockout Round: The winner in each match will commence to semi-finals.

Rules for Final Round:-

1. Circuit (2 laps)- The 4th one will be eliminated.
2. Sprint- Top 3 will be decided by rankings in the match.

General Rules:-

Host, client will be announced before the match or decided by coin toss.

At the end of each match, players must maintain the final screens and receive confirmation from a referee and to note down the timing to complete the race.

Gaming Controllers and Consoles will not be allowed.

All Cars will be available. (Upgraded cars will be provided through save files by us)

Race Mode Option:-

Course: Course selection will be done by the organisers.

Nitrous: On

Collision Detection: ON

Car Damage: OFF

Traffic: OFF

Game Moment Camera: OFF

Rear View Mirror: Player's own Discretion

Penalty of Unfair Play:-

Use of any cheat program is strictly prohibited.

Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit.

When any disconnection occurs if the disconnection is deemed to be unintentional by the referee, the match will be restarted.

Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.

During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.

Two warnings constitute being disqualified from the tournament

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