



Game-A-Thon 2018

BLUR

Rules and Regulation:

- Players must be present in the tournament area as per the schedule. Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay.
- Requests regarding rescheduling of matches will not be entertained under any circumstances.
- Under the scenario of a no show, the opponent will be given a walkover.
- Players should bring their own laptops and peripherals with the game already installed and running.
- Use of scripts, hexacodes etc. is strictly prohibited and anyone found violating the same will be disqualified.
- In case of a fallout, the event coordinator's and the external jury's decision will be treated as the final call.

The tournament:

- The tournament will comprise of progressive rounds.
- An elimination based format will be followed. Only those participants who qualify are eligible and will be called for the next round.
- Each round will comprise of three races and one round of motor mash.
 - Race 1: **5 Laps** :: All power-ups accessible except Shield.
 - Race 2: **9 Laps** :: All power-ups accessible except Shield and Repair.
 - Race 3: **5 Laps** :: All Power-ups accessible except Shield and Shunt.
 - Motor Mash: **7-mins** :: All power-ups will be accessible except Shield, Repair, Nitro and Lightning
- Race 1 and Race 3 will be set to **high-damage**.
- Race 2 and Motor Mash will be set to **One-Hit Wreck**.

- The point matrix for each round will be intimidated to the participants prior to the beginning of the rounds. The point matrix, once declared will not be subject to any change.
- Players are allowed the use of all in-game mods, apart from **invisibility**. No player is allowed the use of **invisibility mod**. Any case of non-compliance will result in immediate disqualification of the participant.
- **Maps for each round will be revealed 5-mins before the start of the round.**
- At the discretion of the game co-ordinator, one round of demo lap for each map may be conducted to test all systems and to familiarize the participants with the map. This demo will be for only **1 lap** and no changes will be made into this.
- **The slots and groupings will be made in a random round-robin method. No request for change of groups will be entertained.**
- **The results of the round will be announced and will not be subject to contest by any participant.**