



NFS

Rules & Regulations:

❖ Game Version: [Need For Speed: Most](#)

[Wanted.](#)

- The game has to be played only on keyboard. Any other controllers are not permitted.

❖ Tournament Format: 4 Players play at a time. The first two players to complete the race will advance to the next round (no. of players who advance to the next round is subject to total number of registrations for the game).

❖ Game Type: Circuit Sprint Speed Trap Lap Knockout (to be decided based on the stage of the tournament).

❖ Winning a race :

Sprint/Circuit: Winner is the person

who finishes the race first.

Speed Trap/Lap Knockout: Winner is the person who finishes first or covers the most distance if no one finishes the race.

- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- All rules are subject to change. The decision of the event coordinators is final and binding.

Event Format

❖ Tournament Format: 4 Players play at a time. The first two players to complete the race will advance to the next round (no. of players who advance to the next round is subjected to total number of registrations for the game).

❖ Game Type: Circuit/Sprint/Speed Trap/Lap Knockout (to be decided based on the stage of the tournament).

- Dedicated Laptops will be provided.

Players have to bring their own mouse, keyboards, headphones, and other peripherals to simulate their own best playing environment (optional).

❖ Rounds

- Round 1- Sprint (1st and 2nd Qualify).
- Round 2- Long Sprint (1st and 2nd Qualify).
- Round 3- Circuits- 2 lap (1st Qualify).
- Round 4- Circuits- 3 lap (1st place is the winner).

Car Settings

- All unlocked. Players will be given a limited amount of time to customize their cars to their liking. Default will be BEST.
- Junkman is not allowed.
- Personal save profile is NOT allowed.

Race Mode Options

Circuits/Sprint/Speed Trap/Lap Knockout

❖ LAPS: At the discretion of organizing committee.

- N20: ON

- Units: Player's own discretion.
- Car Damage: Off
- Rear-view Mirror: Player's own discretion

❖ Disconnections

Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues

- Intentional: Upon judgment by the referee, any offending player will be charged with a loss by forfeit.
- Unintentional: If the disconnection is deemed to be unintentional by the referee, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.