

NFS Most Wanted

General:

1. Game Version: NFS Most Wanted 1.3
2. Competition Method: Time Based
3. Game Type: All
4. Other controllers: Steering Wheel allowed
5. At the end of each match, players must maintain the final screens and receive confirmation from a monitor.
6. Selection of car will be done by monitor.
7. Mode of Gameplay: Offline
8. Systems will be provided by the organizers.

Game Settings:

1. Courses: The Course selection will be done by monitor
2. Race Mode Options: All
3. Track Direction: Forward
4. Collision Detection: ON (only for 1st and 2nd round)
5. Performance Matching: ON

Player Options

1. Car Damage: Off
2. Rearview Mirror: Player's own discretion
3. Units: Player's own discretion

Disconnect

1. Any disconnection between. Match due to System, Network, PC will be considered.
2. Intention Disconnection: Upon judgement by the referee, any offending player will be charged with a loss by forfeit
3. When any disconnection occurs: 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.

Penalty for Unfair Play:

1. Unfair play
2. Use of any cheat program
3. Intentional disconnection
4. Use of any settings exceeding standard and permitted settings

5. If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose by default at the referee's sole discretion.
6. Upon discovery of any player committing any violations regarded as unfair play, that player may be given a warning or lose by default at the referee's sole discretion.
7. Two warning constituent being disqualified from the tournament.