MF Magnetic Fields

Memorial Invitational

2023

August 7 – August 24

🏁 2023 🔲 ??? 🏎

🏁 2021 🇵🇱 Twajlot 🏎   🏁 2022 🇵🇱 Tribell 🏎

🏁 2018 🇵🇱 Komuh 🏎   🏁 2019 🇭🇷 Linotrix 🏎   🏁 2020 🇵🇱 SpartaX18 🏎

PIRELLI INTERNATIONAL RALLY   Stena Line Ulster Rally   MANX INTERNATIONAL

INTRODUCTION

Some five years ago, the community underwent a certain revolution. No longer were we just a random group of individuals, gathered to reminisce about „the good old times". We were truly united by the very essence of rallying — *competition*. Ever since, we have grown bigger, stronger and better. Authentic friendships have developed, legendary moments have transpired and names have been eternally etched in the history books. None of this would have been possible if it had not been for one man. The driving force behind much of the growth the community has seen since its inception. The innovator. The gamechanger. The soul and the heart...

...The man who has left us alone.

Last year, our greatest monument slowly crumbled before our own eyes and there was nothing we could do about it. The key player had left the game and everyone has moved on to more relevant things. A perfect symphony in five movements had reached its crescendo and faded into dead silence. Indeed, the following months went by still as a film frame, with no plot twists and no indication of another sequel. This time around, it was simply not meant to be...

...But here we are.

The stars have aligned in a way that is not only appeasing, but also... quite spooky! Let's see: 6 locations, 6 cars, 6th edition of the hottest event of the summer... Something is telling me all hell is a about to break loose! To add fuel to the fire, 2023 marks the 24th anniversary of the release of the game, as well as the 7th birthday of the community. Stock up on caffeine, because we are going 24/7!

Now, enough meandering. Let's get down to business, shall we?

Ladies and gentlemen, it is with my utmost pleasure to tell you...

<div align="center">

Welcome to the sixth annual

Magnetic Fields Memorial Invitational

(MFMI'23)

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Who will add their name to the prestigous, all-star list of MFMI Champions? Perhaps the answer is... no one? Could we make history once again as we witness a second MFMI triumph? Better yet, could we be a month away from the first-ever MFMI Championship retention? The odds are certainly stacked against the current MFMI Champion and his predecessors alike. However, if there is one thing we have learned over the years, it is that we should always expect the unexpected.

Thank you for being a part of us and see you at the starting line[1].

Rally On!

— Ephemeral

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1   Do read the rest of this document first, though!

Schedule

Below is the contest schedule which specifies which stage(s) must be taken a given day of the event. The final contest results are intended to be published 24 hours after the final event day, i.e. on August 26. This may change depending on whether the preceding days proceed according to the schedule and on the condition that no technical difficulties arise.

Date	Day	Leg(s)	Service area
Vauxhall Rally of Wales			
Aug 7	1	Clocaenog Mid & Penmachno South	40:00
Aug 8	2	Myherin & Hafren	15:00
Aug 9	3	Dyfi & Gartheiniog	25:00
Pirelli International Rally			
Aug 10	4	Chirdonhead	40:00
Aug 11	5	Falstone	15:00
Aug 12	6	Kershope	13:00
Aug 13	7	Pundershaw	16:00
Aug 14	8	Riccarton & Newcastleton	24:00
Scottish Rally RSAC			
Aug 15	9	Twiglees, Yair & Cardrona	40:00
Aug 16	10	Black Loch & Glentrool	11:00
Aug 17	11	Ae	15:00
SEAT Jim Clark Memorial Rally			
Aug 18	12	Moon and Star, Bothwell & Whitchester	40:00
Aug 19	13	Eccles, Langton & Fogo	11:00
Stena Line Ulster Rally			
Aug 20	14	Hamilton's Folly & Tyrones Ditches	40:00
Aug 21	15	Feeney & Parkanaur	14:00
Aug 22	16	Lisnamuck & Tardree	15:00
SONY Manx International Rally			
Aug 23	17	Port Soderick, Ballagyr & Curraghs	40:00
Aug 24	18	Tholt-y-Will, Injerbreck & Cringle	16:00

Please note that each event day lasts 24 hours and starts exactly at 22:00 UTC+2 (CEST). Starting a leg before or after due time, even if it is only minutes off, is forbidden. The only exception is if the participant is unable to compete on time due to an important life event or legitimate impediments. Such cases must be reported to the officials as soon as possible. The officials will collaborate with the participant to find an alternate day (or days) on which the due legs shall be completed. The alternate day must fall under the contest schedule, however. This means that the participant will have to complete multiple legs on one of the event days. If the two parties reach an agreement, the request will be made public and, in order to take effect, will have to be supported by the majority of the participants.

Rules

- No cheats or game modifications:

    ○ Exceptions — see: *Allowed cheats and game modifications* subsection of the *Rules* section.

- No game exploits — this includes *warp cuts*, i.e. resetting your car in a spot which spawns the car back in a location further in the stage.

- No restarts or retries:

    ○ Exceptions — see: *Restart policy* subsection of the *Rules* section.

- The contest schedule must be strictly followed:

    ○ Exceptions — see: *Schedule* section of the booklet.

- Patch 6 must be installed[2].

- The following **shortcuts** are **banned**:

    ○ Clocaenog Mid:

        ▪ Road blocked by a fallen tree at the first square right junction (2nd sector):

- Grassy area with trees at the muddy hairpin right (3rd-to-last sector):

- Gartheiniog:
  - Square left turn into a closed road (2nd sector):

- Chirdonhead:
  - Closed road cutting through the north-eastern part of the stage (6th sector):

  - Closed road on a hairpin left junction (4th-to-last sector):

- ○ Injerbreck:
    - ■ Grassy passage cutting through the hairpin right (4th sector):

- ○ **All hay bale chicanes** — it is mandatory to go *through* each, not *around:*

Breaking any of the aforementioned rules will result in an instant disqualification from the entire event, whether it was intended or not. Hence, it is highly advised that all participants ensure their game is not altered in any way and that no cheat codes are active (aside from the exceptions specified in the *Allowed cheat codes and game modifications sub*section of the *Rules* section). Caution and forethought are crucial, as all participants are fully held responsible for their actions. No matter how insignificant or accidental the issue, it will not be pardoned if the subject could have prevented it with increased awareness or consideration.

It should go without saying, but above all, **be respectful and polite toward other participants and the officials**. No throwing tantrums, no baseless accusations, no name-calling. Lack of sportsmanship is the gravest offense possible and might have consequences as severe as indefinite ban from future events in addition to instant disqualification from the 2023 Magnetic Fields Memorial Invitational.

Restart policy

Participants are allowed to restart however many times they need to provided they have not crossed the starting line of the opening leg of the current day. In other words, any restrictions apply only after the player has moved their car for the first time since resuming the A8 Chamiponship on a given day.

Examples of cases when restarting is fully allowed:

- Player X loaded their saved game and entered the service area, but then quit to the main menu and loaded the saved game anew.

- Player Y changed their camera view, turned on the lights and revved their engine while the co-driver was counting down, but remained stationary throughout, and then quit to the main menu.

- Player Z loaded their saved game and immediately quit to the main menu.

In any other case, the following restrictions apply:

- The player may restart from the <u>most recent</u> savestate if the game crashes, but it must be documented with a screenshot which includes the error message, as well as a visible time (e.g., the taskbar clock). The event officials must be notified of this fact as soon as possible, but the player may resume immediately, without waiting for the verdict.

- The player must retire from the current rally if their car breaks down while driving or fails a service area inspection following any of the stages in the current leg. They must then withhold from starting the next rally until it aligns with the event schedule:

  - Example: Player A failed the inspection following Twiglees. They must now wait until Day 12 to start the SEAT Jim Clark Memorial Rally.

- The player must continue the leg otherwise. This includes:

  - Performing a false start.

  - Breaking any of the rules (must still be documented, as concealing such misdemeanor will have even more severe consequences).

  - Committing a driving error, such as rolling over.

  - Encountering inconveniences, such as failure of a car part.

Restarting solely in order to gain advantage will result in an instant disqualification from the current rally.

Allowed cheats and game modifications

As always, the cheat code unlocking the A8 Championship is universally allowed. For the unaware: enter the phrase *world class* as the Player 4 name in the main menu to activate the cheat code. If, for some reason, the A8 cars remain locked, participants may also enter the *turbo challenge* cheat code (in the same manner).

As for game modifications, any audiovisual alterations — car skins and custom engine sounds, for instance — are perfectly legal. The same goes for locale edits, such as alternate driver names.

It is also permitted to use widescreen fixes, as well as other techniques and tools which improve the stability or accessibility of the game. The recent modification made by Redchili385 which decreases loading times is allowed, too[3].

Any changes to the physics or game logic — direct or not — are strictly prohibited. This includes modifications of the maps (stages). Experimental edits of the game code (e.g. using the Hex Editor) are also disallowed.

All of the above apply to the *ral.cfg* file, with one exception. Namely, for the first time in MFMI history, enabling the *sensiblesaving* option is allowed. However, one may load a savestate made before finishing a leg only in the occurence of a game crash, as detailed in the restart policy.

Rule enforcement

All rules and guidelines established in this document are fully binding throughout the contest. At the same time, they are by no means final and they may be adjusted during the course of the event if need be. However, in order to be sanctioned, any such amendment must be supported by the majority of participants and approved by the officials.

In case of uncertainty regarding the rules, the officials are there to help. Above all, the goal of this event is to provide an enjoyable experience for everyone involved.

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3   The modification can be found and downloaded at:
    https://discord.com/channels/199990758089031680/638834861796229120/1117734689881477212.

Result submission and verification

In order for a result to be approved and added to the leaderboard, the participant must deliver proof material before the next event day begins. At the very least, said material must include a record of each of the runs done as part of the current leg. The following methods are viable:

- Saving the in-game replay.

- Recording the run.

- Streaming the run.

In case of recording or streaming, the in-game timer must be visible throughout the whole run.

It is also highly recommended to provide final times of each of the runs in the form of a screenshot or a photo of one of the following:

- The in-game timer after crossing the finish line.

- The *class stage results* screen.

- The *best times* screen.

The same goes for the total rally time shown on the *class leaderboard* screen.

Service area screen captures are not obligatory but they too are accepted.

Exceptions

As past experiences have proven, issues related to delivering proof material are worryingly common. It is therefore advised to incorporate as many record-keeping strategies as possible, so that *any* proof material remains in case of problems with the rest. In the event that no record (replay, video, stream) of a run exists, it may still be verified provided that:

a) The individual stage times are delivered as per the previous instructions.

b) The majority of the participants support this decision.

Submission methods

The exact means of delivering the proof material will be announced by the officials at least a week before the event begins. If in doubt, the traditional way of sending it directly to the officials will remain viable. Please mind that some fellow competitors or spectators might prefer not to learn anyone's results until they are officially published. Therefore, all participants are requested to restrain from sharing their results to the public until they are revealed by the officials at the end of the event day. While not a rule, disregarding others' preferences is unmannerly and might be deemed unsportsmanlike behaviour. This, in turn, has highly severe ramifications, as outlined in the *Rules* section of the booklet.

Scoring system

Points are awarded after each rally and their base value is determined by the rank of a participant in the total rally time leaderboard. One point is awarded for ranking last and for each rank higher this value increases by 1. The one exception to this is retirement from the rally, in which case no points are assigned (other players receive the same amount of points as they normally would).

In the event of a tie — i.e. two or more drivers achieving the exact same time, down to the centisecond — all parties involved are assigned the same rank, which is one rank lower than the one of the participant directly ahead in the leaderboard. All participants ranked lower are unaffected and assigned the same ranks as they normally would.

One example of a leaderboard which showcases all of the aforementioned aspects of the scoring system logic is as follows:

     1. Driver X — 50:00.00 — 5 points

     2. Driver Y — 50:10.00 — 4 points

     2. Driver Z — 50:10.00 — 4 points

     4. Driver A — 50:15.00 — 2 points

     5. Driver B — DNF   — 0 points

Points garnered throughout the contest are added together in the final contest rankings, to which the same scoring rules apply. Total rally times are also summed up in accordance with the scoring system and put in a separate leaderboard, but only as an extra. In other words, **the final contest rank depends on the total number of points amassed by a participant.**

Bonuses

Unlike the previous edition, this time, there will be no group bonuses. While their concept has plenty of potential, their proper execution requires greater refinement.

That being said, the weaker car bonus will remain a feature. In this edition however, it will work slightly differently. Namely, each total rally time will be multiplied before the points assignment by a multiplier based on the driver's car as follows:

- Mitsubishi Lancer Evo V — x1.05

- Peugeot 206 WRC — x1.04

- Subaru Impreza WRC — x1.03

- Mitsubishi Lancer Evo IV — x1.02

- Seat Córdoba WRC — x1.01

- Proton Wira/Persona — x1.00

To put it more simply, picking a powerful car might not necessarily be beneficial, as its time results will be **tempered by up to 5%**. The following table shows an example application of the weaker car bonus:

Driver	Car	Total Rally Time	WCB Multiplier	Total Rally Time (WCB-adjusted)
X	Subaru Impreza WRC	50:00.00	x1.03	51:30.00
Y	Proton Wira/Persona	51:40.00	x1.00	51:40.00
Z	Mitsubishi Lancer Evo V	49:20.00	x1.05	51:48.00

The accumulated total rally time (the sum of all total rally times) will <u>not</u> be adjusted for this bonus, but it will be composed of the adjusted total rally times.

Disclaimer

Please note that this booklet does not cover every single detail about the contest. More information will be provided in due time by the officials. Stay tuned and feel fully free to ask if any questions arise.