

BITS2BYTES 2018

TO INFINITY & BEYOND 22-23 FEB

Need For Speed

Competition Rules:

Game Version:

NFS Most Wanted 1.3

General Competition Method: 4 players Competition Structure

First day of the event: Preliminaries

Second day: Main Tournament

Rules for Preliminaries:

- Game Type: Circuit, Sprint
- The Circuit is for 2 rounds
- Players getting the 1st position shall qualify for the next round.

Rules for the tournament:

- i. The tournament will be knock out.
- ii. The player who wins their 1st stage match advances to the next stage.
- iii. There will not be any match played for the third spot.

Game Settings:

- i. Courses: Course selection is done by the Game Administrator
- ii. Car Settings: All cars are available.
- iii. Race Mode Options:
 - Nitrous: On
 - Collision Detection: ON
 - Performance Matching: Off
 - Units: Player's own discretion

Player Mode Options:

- Game Moment Camera: Off
- Car Damage: Off

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- Rear View Mirror: Player's own discretion.

Players are provided with a standard keyboard and mouse. Other Controllers and Steering Wheel are allowed

Penalty for Unfair Play:

- Unfair play
- Use of any cheat program
- Intentional disconnection
- Use of any settings exceeding standard and permitted settings

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

