PWNED (NFS:MW)

Game Settings

- Tracks : Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, East Park

(Track may be modified by admins. Players will be informed before the tournament of any modifications)

- The Course selection may be changed prior to the tournament.

(Players will be informed of any such changes before the tournament.)

- Race Mode Options : Circuit + Sprint
    1. Track Direction : Forward
    2. LAPS : 2-5
    3. N20 : OFF
    4. Collision Detection : OFF
    5. Performance Matching : OFF
    6. Min Number of Players: 2; Max. number: 4

(Player limit subject to change at the discretion of the admins)

Car Settings

1) Visual Upgrade allowed.

2) Part, Performance (Pro, Super Pro, Ultimate) allowed, Junkman NOT allowed

3) Personal save files are NOT allowed.

4) Provided save file must be used for car setting.

5) Cars may be tuned before racing each course.

Unfair play

1) Use of any cheat program

2) Intentional disconnection

3) Use of any settings exceeding standard and permitted settings

4) 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.

5) Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.

6) During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.

Disconnections

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

Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit.

When any disconnection occurs:
1) 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.

** The rules/format of the game are subject to change without prior notice at the discretion of the Admin.