

Need for Speed: Most Wanted: RULES, REGULATIONS, SCHEDULE, GUIDELINES

General

- .. Competition Method: 1 vs. 1 (**knockout**)
- .. Game Type: Circuit
- .. Host, client will be announced before the match or decided by coin toss. (Only for LAN Tournament)
- .. At the end of each match, players must maintain the final screens and receive confirmation from a referee.

Gamer Controllers

- .. Other controllers, allowed(Prior permission has to be taken from the authority) NOTE:- Only USB Game Controllers shall be compatible.
- .. A maximum of 5 minutes shall be allowed to setup and configure game controllers. The authority shall not be liable if the game controller is not compatible with the OS or the Hardware.
- .. There shall be no CD-ROM available with the PC. So the gamers has to bring in any installation files in USB disk drive(pen-drives). The USB drive(pen-drive) must only contain the installation files for the controller and virus scanned and cleaned.
- .. The authority shall not be liable for any controllers or USB drives or any equipments being connected to the computers in case of any damages caused.

Winning a race

The winner of a race is the first player to complete 5 laps of the circuit course and cross the finish line.

NOTE

- .. Graphic settings such as motion blur CANNOT be set using external utilities.
- .. The use of Porsche Carrera GT and BMW M3 and Lotus Elise are NOT allowed.

Car Settings

- .. Visual Upgrade allowed.
- .. Part, Performance (Pro, Super Pro, Ultimate) allowed, **Junkman not allowed**

- .. Personal save files are NOT allowed.
- .. Infotsav provided save file must be used for car setting.
- .. Cars may be tuned before racing each course.
- .. A maximum of 5 minutes shall be provided to tune the car.

Game Setting

- .. Courses: Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, East Park

(*Each Course may be modified by the Infotsav committee. Players will be informed before the tournament of any such 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

- .. Type : Circuit
- .. Track Direction : Forward
- .. LAPS : 5
- .. N20 : Off
- .. Collision Detection : Off
- .. Performance Matching : Off
- .. Min Num. Players : 2

Player Options

- .. Game Moment Camera : Off
- .. Car Damage : Off
- .. Rearview Mirror: Player's own discretion
- .. Units : Player's own discretion

Disconnect

- .. 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

If the disconnection is deemed to be unintentional by the referee, the match will be restarted.

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.

Penalty for Unfair Play

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

AUTO-BIRTH

What is Auto-Birth?

In case of situation where there is odd number of participants in a particular round then a single player shall be automatically carried forward to the next round based on the following conditions.

- .. **Condition 1.** The player with the Fastest "Lap time" in the previous round shall skip the current round and automatically advance to the next round.
- .. **Condition 2.** If in Condition 1, there is more than 1 player having equal "Lap Time" then the player having the Highest "Lap Time Difference" between his/her opponent in the previous Round shall skip the current round and automatically advance to the next round.

“ **Condition 3.** If in Condition 2, there is more than 1 player having equal “Lap Time Difference” then the player having the Fastest “Cumulative Lap Time” (Lap time of all the previous rounds) shall skip the current round and automatically advance to the next round.

“ **Condition 4.** If in Condition 3, there is more than 1 player having equal “Cumulative Lap Time” then there shall be a lottery. The winner of the Lottery shall skip the current round and automatically advance to the next round.

“ However please note that based on certain situations the Authority holds the right to not reward an auto birth and play a league match between the odd numbers of participants.

Penalty for unfair play

- 1) Use of any cheat program
- 2) Intentional disconnection
- 3) Use of any settings exceeding the standard and permitted settings
- 4) Any unnecessary chatting during the match.
- 5) If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, 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.

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

Reporting issues and details

- A participant has to report at the Venue with respect to the scheduled time table.
- No participant shall be allowed to participate if he/she does not report to the organizing authority within their reporting time
- A participant will be informed about the exact time of their match when they report.
- A participant might have to wait for a maximum of 2 hours before his/her round begins.
- If a participant is found missing before the round then the opponent shall be awarded a walkover to the next round.
- No participant shall be allowed to participate in a round after the round begins.

- Winners of Round 1 shall be informed about their next schedule at the venue after their match.

General Code of Conduct

1. Gamers must switch off their cell-phones, PDA, Other communication devices before each gameplay.
2. Games are played in PC keyboards; other controllers (Wheels/Joysticks/Gamepads) are allowed only after approval by the organizers.
3. Food and drinks is prohibited during gameplay (except for chewing gums and breath fresheners etc.).
4. Smoking is prohibited in the gaming zone.
5. Players must need written permission from F1 Management LTD to promote any sponsor at the venue premises.
7. AGAIN A REFEREE'S DECISION HAS TO BE ACCEPTED BY THE PARTICIPANTS AND NO ARGUMENTS SHALL BE ACCEPTED.
8. Only USB Pen-Drive is allowed for copying setup files of GamePads. (NO CD-ROM Drive available).

NOTE:-

Please bring your personal Headphones since NO HEADPHONES shall be provided during the event.

ONLY USB Keyboards, Mouse or Gamepads shall be allowed to be connected.

NO PS2 Keyboards or Mouse shall be connected.