NFS MOST WANTED 2005

Game Version: NFS Most Wanted 2005.

Game Type

- Circuit / Sprint.

- Host, client will be announced before the match or decided by coin toss. Players can bring their own controllers and keyboards.

- At the end of each match, players must maintain the final screens and receive confirmation from a referee.

- All the participants playing at a time will have to play with the same car.

- The car and the track will be decided by the chit system.

Tournament Format

Basic Rounds:

In this round sprint & circuit races will be played.Four participants will be competing in this round at a time. The winner after the race will advance to the next round.

Advance Rounds:

In these rounds there will be 3 races between the participants. Four participants will be competing in this round at a time.First will be Sprint, second will be 2 lap circuit and the third will be Drag.The participant winning 2 of the 3 races will be in the semi-final.If a participant wins 2 races continuously, then the third race will not be run. This process will be continued until we get top 9 participants.

Semi Finals:

In semi-finals there will be 4 races between participants.Three participants will be competing in this round at a time.First will be Sprint, 2nd will be 2 lap circuit, 3rd will be Sprint and 4th will be Drag.At the end of all races the participant who wins most races will be advanced to finals. In case of a tie an extra sprint round will be played.

Finals:

In finals there will be 5 races between participants. Three participants will be competing in this round at a time.First will be Sprint, 2nd will be 2 lap circuit, 3rd will be OUTRUN** (details of this race are mentioned at the end of this section), 4th will be Drag and 5th will be sprint. The participant winning 3 races first will win the tournament. In case of a tie an extra sprint round will be played.

outrun**

The loop for this race will be NFS World Loop.Every participant will play individually and the best timer will be adjudged the winner of outrun.

Game Settings

- 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

- Track Direction: Forward

- Number of laps will be decided by admin

- N2O: ON

- Collision Detection: OFF

- Performance Matching: OFF

Player Options

- Game Moment Camera: OFF

- Car Damage: OFF

- Rear View Mirror: Player's own discretion

- Units: Player's own discretion.

- Intentional Disconnection will be decided by the referee, any offending player will be charged with a loss by forfeit. 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

- 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.

- 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.