



BITFEST
2019

Gaming Contest

NFS

For the speed-freaks of Need for Speed Most Wanted

- I. All Cars will be available to use in the race.
- II. Junkman upgrades can be used.
- III. A limited amount of time will be allotted to the player to ready their rides.
- IV. N2O will be on.
- V. Collision detection will be on.
- VI. Performance Matching will be on.
- VII. Players will not be allowed to use any personal game profiles.
- VIII. Maximum four players will compete in a single match.
- IX. Every match will include one sprint and one circuit event.
- X. Circuits will have two laps up until quarter finals. From quarter finals every circuit event will have three laps.
- XI. All race tracks available in the game are probable for a match. Expect tighter turns and uneven roads for higher levels of the tournament.
- XII. In case of any system malfunction or power outage the match event (sprint and/or circuit) will be restarted.
- XIII. In any case, previously stated or not, the decision of the regulatory committee will be final. The regulatory committee reserves the authority to modify or cancel any rules as necessary without prior notice.
- XIV. Gaming Peripherals: Players can use their own controllers (official Xbox or PlayStation controllers or others; not modded or tampered), Keyboards and Headphones.

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