

## **Need for Speed: Most Wanted**

**Game Version:** Need For Speed: Most Wanted v1.3 English Version

### **General**

- Competition Method: 1 vs. 1
- Game Type : Circuit
- Host, client will be announced before the match or decided by coin toss. (Only for LAN Tournament)
- Other controllers, Steering Wheel allowed
- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- 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.
- Graphic settings such as "motion blur" can be set using external utilities..
- The use of Porsche GT and BMW M3 are NOT allowed.
- \* Using Stock Bodykit& Stock Spoilers after adding Aerodynamics is not allowed. (WCG Grand Final 2006 Rules)
- \* Using Reverse and Accelerator simultaneously at launch to get Speedboost is not allowed. (WCG Grand Final 2006 Rules)
- 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) CGC provided save file must be used for car setting.
  - 5) Cars may be tuned before racing each course.

### **Game Setting**

- Courses : Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, East Park
- (\*Each Course may be modified by the WCG 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 : Circuit

1) Track Direction : Forward

2) LAPS : 5

3) N20 : Off

4) Collision Detection : Off

5) Performance Matching : Off

6) Min Num. Players : 2

- Player Options

1) Game Moment Camera : Off

2) Car Damage : Off

3) Rearview Mirror: Player's own discretion

4) Units : Player's own discretion