



Bengal Institute of Technology

Bits2Bytes 2009

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RULES FOR NFS UNDERGROUND 2

GENERAL RULES:

- ✚ Game Type : Circuit (Final) & Sprint (Prelims)
- ✚ Version: Need For Speed Underground-2
- ✚ Participants are not allowed to use their own profiles; only the given profile can be used.
- ✚ Players will be given 1 minute to setup the car and its performance before the game.
- ✚ Use of Junkman upgrades is not allowed.

RACE MODE OPTIONS:

- ✚ Track Direction : Forward
- ✚ LAPS : 3 (for circuits)
- ✚ NOS : On
- ✚ Collision Detection : On
- ✚ Performance Matching: On

COMPETITIVE ROUNDS:





- ✚ Competition: All participants will compete in a "Circuit" of 3 laps or in a "Sprint". Competition will be in groups of 4.
- ✚ Qualification: The 'winner/winner & runner up' (depending on the no of total participants & stage of competition) of the round qualify through to the next round.
- ✚ Winning a race: Winner of a race is the first player to cross finish line in sprint mode or complete 3 laps of the circuit course and cross the finish line in circuit mode.

POINTS DISTRIBUTION:



For both "Circuit" & "Sprint" Points Distributions are given below -

- * **Winner - 4 pts.**
- * **Runner up - 3 pts.**
- * **Third place - 2 pts.**
- * **Fourth place - 1 pt.**

QUALIFYING FOR THE NEXT ROUND:

-  After races (circuit or sprint) respective points will be added.
-  Competitors with 'highest/highest & 2nd highest' point will qualify for the next round.
-  In case of tie in points, contestant whose total completion time is minimum, will be the declared winner.
-  If someone can't touch the finish line for any reason (excluding the case of unintentional disconnection) then he will be disqualified.

NOT ALLOWED:

-  Usage of any trainer, other than those provided by the organizers [if any], is banned. It will lead to immediate disqualification.
-  Insertion of any CD/DVD/floppy disk/Pen drive or any other kind of storage media, without notifying the organizers is prohibited. If anyone found/caught doing so, it may lead to a disqualification. [Or as determined by the organizers]

DISCONNECTION:

- If a 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.

ELIGIBILITY:

- All participants should have a valid ID card of their institute.
- The ID should be produced whenever asked for by the organizers, failing of which will result in **disqualification of the team.**

NOTE: Event coordinators can bring change in rules at any time. Their decision will be final.