

NFS Most Wanted Competition Rules

Game Version: NFS Most Wanted 1.3

General Competition Method: 4 players

Competition Structure

First day of the event: Preliminaries

Second day: Main Tournament

Rules for Preliminaries:

Game Type : Circuit , Sprint

The Circuit is for 2 rounds

Players getting the 1st position shall qualify for the next round.

Rules for the tournament:

1. The tournament will be knock out.
2. The player who wins their 1st stage match advances to the next stage.
3. There will not be any match played for the third spot.

Game Settings

1. Courses: Course selection is done by the Game Administrator
2. Car Settings: All cars are available.
3. Race Mode Options:
 - * Nitrous: On
 - * Collision Detection: on
 - * Performance Matching: Off
 - * Units: Player's own discretion
4. Player Mode Options:
 - * Game Moment Camera: Off
 - * Car Damage: Off
 - * Rear View Mirror: Player's own discretion..
5. Players are provided with a standard keyboard and mouse. Other Controllers and Steering Wheel are allowed

Penalty for Unfair Play

- 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/Preliminaries.

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/Preliminaries.