NEED FOR SPEED

GAME VERSION

Need For Speed Most Wanted v1.3 English version.

GENERAL RULES

1st Round will be a time trial where every player will be given 2 laps of Campus Way. Top 32 players (this vary depending upon the number of participants) will be selected from those players. After that it will be a 4 way Sprint and Circuit race. 2 will be selected from 4 players till 8 gets selected from outside. Those 8 outsiders will face 8 from Techno India. The rest of the rounds will be the same. 2 will get selected from 4.In a nutshell, the 1st round is time trial. The rest of the rounds are 4 way Sprint race, except the semi-finals and the final.

GAME TYPE

The first time trial round will be a circuit race, then for the next few rounds there will be sprint racing. The Semi-finals and the Final will be conducted in a circuit race. Host, client will be announced before the match or decided by coin toss. (Only for LAN tournament). Other controllers: Steering Wheels are allowed. You can bring your own keyboard or controller, but everything should be USB. PS2 s are allowed. We are not going to provide any kind of headphones. Please bring your own headphones. At the end of each match, players must maintain the final screens and receive confirmation from a referee. Winning a race: The winner in the sprint race have to cross the finish line to complete it. If in a sprint race we are allowing a winner and runner up, and the runner up does not complete it within the 'HURRY 25 SECS', he will be chosen according to his position in the sprint. Graphic settings such as motion blur can be set using external utilities. In the 1st round during the time trial, everyone will have to use BMW M3 GTR bonus car. From the 2nd round onward, the use of a Porsche GT or BMW M3 is not allowed. You can use any other car of your choice.

CAR SETTINGS

You can only change the colour if u want. No other visual upgrades are allowed. Performance (Pro, Super Pro, and Ultimate) upgrading is allowed, but Junkman is NOT. Personal save files are NOT allowed. Geekonix provided save file must be used for car setting. Tuning of cars is NOT allowed in the qualifier rounds, except for the final, where tuning is allowed. Anyone caught playing with a tuned car, will be disqualified then and there, in the qualifiers.

RACE MODE

First and foremost rule, it is the player who gets to choose his transmission mode.

Rules for the 1st round:

1. Nitro should be off, there should be no Speed breaker.

2. Player has to complete his 2 laps given, to get his time jotted down.

3. Car to be used is BMW M3 GTR, with a single computer opponent at Easy level.

GAME SETTINGS

- Track Direction: Forward
- Laps: 3 (Final and the Semi-finals)
- Nitro: Off
- Collision Detection: Off
- Performance Matching: Off
- Minimum Number of Players (except for the final):
- Minimum Number of Players (final): 2
- Game Moment Camera: Off
- Car Damage: Off

INTENTIONAL DISCONNECTION

Upon judgment by the referee, any offending player will be charged with a loss by forfeit.

COURSES

1st round: Interchange Bond

2nd round: Campus and Chancellor

For the rest of the rounds before the semis, Sprint race will be chosen random at out of tracks given below: Bristol & Bayshore, Seaside, Power Station and Seaside and Lennox

Semi Finals: Diamond

Final: Heritage Heights

The Course selection may be changed prior to the tournament. Players will be informed of any such changes before the tournament.

RULE CHANGES

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.