NFS

Rules & Regulations:

* Game Version: Need For Speed: Most

Wanted.

* + The game has to be played only on

keyboard. Any other controllers are not

permitted.

* + Tournament Format: 4 Players play at a

time. The first two players to complete

the race will advance to the next round

(no. of players who advance to the next

round is subject to total number of

registrations for the game).

* + Game Type: Circuit Sprint Speed Trap

Lap Knockout (to be decided based on

the stage of the tournament).

* + Winning a race :

Sprint/Circuit: Winner is the person

who finishes the race first.

Speed Trap/Lap Knockout: Winner is

the person who finishes first or covers

the most distance is no one finishes the

race.

• At the end of each match, players must

maintain the final screens and receive

confirmation from a referee.

• All rules are subject to change. The

decision of the event coordinators is

final and binding.

Event Format

* + Tournament Format: 4 Players play at a

time. The first two players to complete

the race will advance to the next round

(no. of players who advance to the next

round is subjected to total number of

registrations for the game).

* + Game Type: Circuit/Sprint/Speed Trap/

Lap Knockout (to be decided based on

the stage of the tournament).

• Dedicated Laptops will be provided.

Players have to bring their own mouse,

keyboards, headphones, and other

peripherals to simulate their own best

playing environment (optional).

* Rounds

• Round 1- Sprint (1st and 2nd Qualify).

• Round 2- Long Sprint (1st and 2nd

Qualify).

• Round 3- Circuits- 2 lap (1st Qualify).

• Round 4- Circuits- 3 lap (1st place is the

winner).

Car Settings

• All unlocked. Players will be given a

limited amount of time to customize

their cars to their liking. Default will be

BEST.

• Junkman is not allowed.

• Personal save profile is NOT allowed.

Race Mode Options

Circuits/Sprint/Speed Trap/Lap Knockout

* + LAPS: At the discretion of organizing

committee.

• N20: ON

• Units: Player's own discretion.

• Car Damage: Off

• Rear-view Mirror: Player's own

discretion

* Disconnections

Any disconnection of the connection

between match players due to System,

Network, PC, and/or Power problems/

issues

• Intentional: Upon judgment by the

referee, any offending player will be

charged with a loss by forfeit.

• Unintentional: If the 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.