NFS Most Wanted

Rules:

Game Version: Need for Speed: Most Wanted

General

- Competition Method: 4 Racers at a time.
- Game Type: Sprint (1st round), Circuit (2nd Round) and so on until Semi Finals.
- Host, client will be announced before the match or decided by organiser.
- The use of cars will be notified by the organisers on the day of the event.
    - ➢ Using Reverse and Accelerator simultaneously at launch to get Speed boost is not allowed.
    - ➢ Car Settings
        1) Visual Upgrade allowed.
        2) Part, Performance (Pro, Super Pro, Ultimate)allowed, Junkman not allowed
        3) Personal save files are NOT allowed.

Game Setting

- Courses: Will be given at random by the organisers. Players will be informed before the race of any such modifications.
- No repetition of tracks will be done during the course of the tournament.
- The Course selection may be changed prior to the tournament. Players will be informed of any such changes before the tournament.

- Race Mode Options : Sprint and Circuit
    1) Track Direction : Forward
    2) LAPS : 3
    3) N20 : On
    4) Collision Detection : Off
    5) Performance Matching : Off

Player Options

1) Car Damage : Off
2) Rear view Mirror: Player's own discretion.

Disconnect

- Disconnection: Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues
- Intentional Disconnection: Upon judgment by the administrator, any offending player will be charged with a loss by forfeit.
- When any disconnection occurs:
    1) If the disconnection is deemed to be unintentional by the administrator, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.

Penalty for Unfair Play

- Unfair play :
    1) Use of any cheat program
    2) Intentional disconnection
    3) Use of any settings exceeding standard and permitted settings
    4) If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose by default at the administrator's sole discretion.

5) Any player pressing 'esc' button or deviating from the game window while match will be disqualified.

- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- 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.

* All the rules are subjected to changes (if deemed necessary) by the organisers. The players will be notified immediately after the changes are effective.

* For further queries contact: Nanda – 8895007748.