

Need For Speed (Most Wanted) Rules

Combat' 09

2nd All Pakistan Programming, Software and Hardware competition.

ELIGIBILITY CRITERIA:

- In order for a person to participate in this competition, he/she must be enrolled in an undergraduate degree program.

REGISTRATION:

The complete registration requires the following documents to be submitted before the deadline.

- Online registration form
- Student certification form
- Registration fee

The registration form is available on the **COMBAT** website(<http://www.combat.org.pk>), at the registration link of the Gaming Competition.

The form must be filled and submitted online.

All participants must submit the "Student Certification Form" signed by the academic officer of their institute to identify them as currently enrolled undergraduate student of the institute.

General

Competition Mode: 1 vs. 1

Game Type:

Circuit

Winning a race:

- 1 The winner of a race is the first player to complete 3 laps of the circuit course and cross the finish line.
- 2 Final consist of a 5-lap race.
- 3 Other controllers, Steering Wheel allowed at the end of each match, players must maintain the final screens and receive confirmation from a referee.
- 4 The use of Porsche GT 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.
- 4) Combat Gaming Competition provided save file must be used for car setting.
- 5) Cars may be tuned before racing each course.

Game Settings

Courses:

Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, East Park, Circle Rose, Heritage & Omega, Iron Horse, Water Front, Omega & Industries, East Park, Hasting, Club House.

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



Race Mode Options :

Circuit

- 1) Track Direction: Forward or Reverse mode
- 2) LAPS: 3
- 3) N2O: On
- 4) Collision Detection: On
- 5) Performance Matching: On
- 6) Min Num. Players: 2

Player Options

- 1 Game Moment Camera: Off
- 2 Car Damage: Off
- 3 Rearview Mirror: Player's own discretion
- 4 Units: Player's own discretion

Disconnections

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



Penalty for 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 the player may be given a warning or lose by default at the referee's sole discretion.
- 5 Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- 6 During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.
- 7 Two warnings constitute being disqualified from the tournament.