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NFS: Most Wanted rules

Need for Speed: **Most Wanted (1v1)**

Game Version: **Need For Speed: Most Wanted v1.3**

English Version

General

- Competition Method: 1 vs. 1
- Game Type: Circuit
- Host, client will be announced before the match or decided by coin toss.
(Only for LAN Tournament)
- Other controllers, Steering Wheel allowed
- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- Winning a race: The winner of a race is the first player to complete 5 laps of the circuit course and cross the finish line.
- Graphic settings such as "motion blur" can be set using external utilities...
- The use of Porsche GT and BMW M3 are NOT allowed.

- * Using Stock Body kit & Stock Spoilers after adding Aerodynamics is not allowed.
- * 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.
 - 4) WCG provided save file must be used for car setting.
 - 5) Cars may be tuned before racing each course.

Game Setting

- Courses: Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, East Park
- 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
 - 2) LAPS: 5
 - 3) N20: Off
 - 4) Collision Detection: Off
 - 5) Performance Matching: Off
 - 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

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 referee, 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 referee, 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 referee's sole discretion.
- 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.