NEED FOR SPEED

INTRODUCTION

You think you are fast? Think again. Race with the most exotic cars in the most amazing arenas. Take every corner at 300kmph as the city's best racers come together in an exhibition of the sheer talent.

GENERAL RULES:

- Game Type: Circuit
- Number of Laps: 2 for competitive, 3 for semi-final & final.
- Courses: Courses will be given on the spot and will be selected from the list given below.
- Participants are not allowed to use their own profiles, only the given profile can be used.
- Players will be given 1 minute to setup the car and its performance before the game.
- Use of Porsche Carrera GT and BMW M3 GTR is not allowed.
- Use of Junkman upgrades is not allowed.

Race Mode Options:

- Track Direction: Forward
- LAPS: 2/3
- N_2O: On (except 1st round)
- Collision Detection: Off
- Performance Matching: Off

Disconnection: If a disconnection is deemed to be unintentional by the coordinator, the match will be restarted. If any player does not agree to a match restart, that player will lose by default. In case the connection doesn't work properly then the decisions taken by the event managers and coordinator will be final.

Courses: Heritage Heights, Diamond, Switchback, East Park, Omega, Dunwich Bay, Oil Refinery, Bay Bridge, Clubhouse.

EVENT RULES:

- **Competition:** All qualifying participants will compete in a "Circuit" mode in groups of 4.
- **Qualifying:** The first 2 players to complete 2 laps of the circuit course and cross the finish line will advance to the next round.
- **Semi-Finals:** All qualifying 8 participants will be divided in 2 groups of 4. They will compete in 3 races in "Circuit" mode. Top 2 participants from each group will advance to the finals.
- **Qualifying:** The time clocked by each participant in each of the 3 races will be added and the 2 participants from each group having the least cumulative time will advance to the finals.
- **Finals:** All qualifying participants will compete in a group of 4 in 5 races in "Circuit" mode.
- **Winning:** Winner of a race is the first player to complete 3 laps of the circuit course and cross the finish line.
- **Winning the tournament:** A player having the least cumulative time of all the 5 races will be the winner of the tournament.