

RULES AND REGULATIONS FOR NFS MW

Game Settings

MAPS: - Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, East Park, World Loop (Final).

RACE MODE OPTION:-

CIRCUIT AND SPRINT

Track Direction Forward

N20: ON

Collision Detection: OFF

Performance Matching: OFF

Game moment Camera: OFF

Car Damage: OFF

ELIMINATION ROUND

4 Players will play sprint mode and the winner will be qualified to the next round.

SEMI FINAL ROUND

Semi Final 1:

Qualifiers will play knockout round in circuit mode to reach semifinal 2.

Semi Final 2:

Qualifiers will play 2 lap circuit modes to reach final.

FINAL ROUND

Final round will be played on 3 maps. First one 2 lap circuit, 2nd one sprint and last one will be the world loop.

RESTRICTIONS

Use of R- key is against the rules and the players will be disqualified. In final round players should choose their own cars apart from PORCHE CARRERA GT and BMW M3.

Coordinators decision will be the last decision.

