

Need For Speed™: Carbon

- ❑ **Game Version : Need For Speed™: Carbon**
- ❑ **ESRB Rating: Everyone 10+**
- ❑ **General**
 - Competition Mode: 1 vs. 1
 - Host, client will be announced before the match or decided by coin toss.
 - 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 4 laps of the circuit course and cross the finish line.
 - WCG may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data
 - The participants must have their own EA online account.
- ❑ **Game Setting**
 - Game Type: Circuit
 - Courses : Brooks Street, Dover Street, North Broadway, Ocean View, Skyline Avenue
(*Each Course may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)
 - Car Settings
 - 1) Visual Upgrade allowed.
 - 2) Personal save files are NOT allowed.
 - 3) WCG provided save file must be used for car setting.
 - 4) Cars may be tuned before racing each course.
 - Graphic settings such as “motion blur” can be set using external utilities.
 - The use of Audi LE Mans and Corvette are NOT allowed.
 - Race Mode Options : Circuit
 - 1) Track Direction : Forward
 - 2) LAPS : 4
 - 3) Max Players: 2
 - 4) Car Tire: Any
 - 5) NOS : Off
 - 6) Collision Detection : No
 - Player Options
 - 1) Game Moment Camera : Off

- 2) Car Damage : Off
- 3) Rearview Mirror: Player's own discretion
- 4) Units : Player's own discretion
- Other controllers, Steering Wheel allowed

❑ **Disconnections**

- 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) Any unnecessary chatting during the match.
 - 5) If referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, 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.

❑ **These rules are for the WCG 2007 National Championship and are subject to modification in the following aspects.**

- Use of most recent patch/version release of each official game within WCG committee's own discretion.
- In-game settings and required factors necessitated by use of most recent patch version/release
- Cheat Protection Program release and/or cheat protection functions