

TrackMania Nations Forever™

World Cyber Games 2009 Grand Final – Chengdu, China

- ❑ **Game Version: TrackMania Nations Forever for WCG (with the latest online update applied)**
 - TrackMania Nations Forever can be downloaded from here:
http://download.wcg.com/wcg2009/TmNationsForever_Setup.zip
- ❑ **Operation System: Windows XP Professional (Service Pack 3)**
- ❑ **Monitor: 22" Wide LCD (Model Name: SyncMaster 2233RZ)**
- ❑ **WCG recommends players to bring their own mice, keyboards, headphones, and any other peripherals to simulate their own best playing environment.**
- ❑ **WCG will provide mice, keyboards, or headphones with at least 30 minutes notice. No mouse pads will be available, so please bring your own.**
- ❑ **WCG will not be responsible for performance issues related to peripherals.**
- ❑ **ESRB Rating: Everyone (Age +6)**
 - Anyone born after November 12th 2003 will not be allowed to play.
- ❑ **General**
 - Competition Method: 1 vs.1 vs.1 vs.1
 - Game Winner: in the first stage, it is the player to first reach the set point limit. In the second stage, it is the player that becomes the first finalist to win an additional round.
 - The races will be hosted on the WCG servers to which all the participating players must connect.
 - Arriving late for a scheduled match may result in a forfeit at the discretion of the Chief Referee.
 - At the end of each race, the players must remain seated, remain at the race results screen and await a referee to record the results. Closing the race results screen without the result being recorded by a referee may result in a default loss.
 - WCG reserves the right to install additional software and/or join as an observer for tournament operations purposes, such as verifying match results or gathering

match data.

- The “Trackmania Nations Forever” tournament shall consist of two stages:
 - 1) a first stage played in “rounds mode”;
 - 2) a second stage played in “cup mode”

□ **First stage**

- The draw for the WCG 2009 Grand Final groups will be held on October 21, 2009.
- The track cycle will be announced on the WCG website on October 26, 2009.
- The first stage will be operated using the “rounds” mode. This is how the “rounds” mode works:
 - 1) All the players from one group join the same rounds match.
 - 2) All players start at the same time. Every run in which at least one player reaches the finish line marks a round.
 - 3) After each round, the players are given points based on their standing:
1st – 10pts. / 2nd – 6pts. / 3rd – 4pts. / 4th – 3pts / DNF – 0pts
 - 4) A series of rounds is being played on the same track until one of the players reaches the set point limit of 50 pts.
 - 5) Then the match moves on to the next track in the list and another series of rounds is played.
 - 6) When all the tracks have been played, the total number of points earned by each player in each round is calculated and the two players with the most amount of points advance to the next stage.
 - 7) If there is a tie for a qualifying position, there will be a rematch between those players on one track, drawn by the referee, to decide who will move on to the next stage. The first player to reach 50 points will advance. If a second player must be selected, the player with the second highest number of points at that point will also advance.
- The two players coming first and second in each group qualify for the second stage.

□ **Second stage**

- The second stage will be operated using the ‘Cup’ mode. This is how the “Cup” mode works:
 - 1) four qualified players join the same Cup match.
 - 2) All players start at the same time. Every run in which at least one player reaches the finish line marks a round.

- 3) After each round, the players are given points based on their standing:
1st – 10pts. / 2nd – 6pts. / 3rd – 4pts. / 4th – 3pts / DNF – 0pts
 - 4) The tracks will be changed every 5 rounds.
 - 5) Any player that reaches 150 points is declared a match finalist.
 - 6) The winner is the first player to win a round after being declared a match finalist.
 - 7) The match ends when the second player wins a round after having been declared a match finalist.
 - 8) In the final, the match continues until the third player wins a round after having been declared a match finalist.
- The two players coming first and second in every match qualify for the next match.

❑ **Game Settings (First stage)**

- Competition Mode : Rounds
- Max Players: 4
- Point Limit: 50
- Warm-up phase duration: 100
(When all the players are ready, the race can be started by a referee)
- Chat Time: 2 Minutes
- Opponents always visible. (forced through server settings)
- Car Setting: Stadium Car Skin (only the livery can be changed)
- Tracks: WCG09-bazz-2, WCG09-Korre-2, WCG09-matto-1, WCG09-Race-1, WCG09-SapphiroN-1
- (* Each track may be modified by the WCG committee. The players will be informed before the tournament of any such modifications).

❑ **Game Settings (Second stage)**

- Competition Mode: Cup
- Max Players: 4
- Point Limit: 150
- Rounds per challenge: 5
- Number of winners: 2 (Final: 3)
- Warm-up phase duration: 100
(When all players are ready match can be started by Referee)
- Chat Time: 2 Minutes
- Opponents always visible: ON

- Car Setting: Stadium Car Skin (only the livery can be changed).
- Tracks: Same as First Phase (* Each track may be modified by the WCG committee. The players will be informed before the tournament of any such modifications).

❑ **Disconnections**

- Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.
- Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss.
- When any disconnection occurs:
 - 1) unintentional disconnection by a joining player: the round is finished by the other players and the result stands. The players must wait for the disconnected player to rejoin and everyone must retire from the first round when he rejoins. Only then will the match resume.
 - 2) Hosting server crash: the session is hosted again taking into account the score of the last finished round.

❑ **Unfair play**

- If a race start is intentionally delayed by a player, the referee may start the race , and the offending player may be given a warning or loss by default.
- The following actions will be considered unfair play:
 - 1) the use of any cheat program.
 - 2) an intentional disconnection
 - 3) the use of any settings exceeding the standard and permitted settings
 - 4) any "unnecessary chatting" during the match.

"Unnecessary chatting" means any chatting other than the cases listed below:

 - i. greeting messages between the players;
 - ii. a signal for the loss (i.e.: 'gg', 'GG', or any other message that the referee can use to decide the winner);
 - iii. chatting between players that does not violate the unsportsmanlike behavior clause;
 - iv. any message that the referee can judge as part of the game.
 - 5) clearly allowing one's opponent to win a match.

- 6) if a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion.
 - 7) unsportsmanlike behavior or, in general, disruptive (e.g., shouting), inappropriate and/or unprofessional actions directed towards another player (even inside the game).
 - 8) the use of a program bug that is determined by the board of referees as being unfair.
 - 9) the use of any unknown or explicitly disallowed track shortcut.
- Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.
 - During the course of the Grand Final, the board of referees may determine other actions to embody unfair play.

❑ **Stage Matches**

- WCG may designate certain matches to be played on stage. Refusal to play on stage may result in a default loss for the player unwilling to play on stage.
- WCG may request a change of the monitor aspect ratio or resolution for broadcasting purposes.
- Any players playing on stage must wear their nation's uniform or the stage match uniform provided by WCG. Refusal to wear the official stage match uniform may result in a default loss.
- All players must wear the headphones provided by WCG and the game sound volume may only be adjusted only when a referee is present.
- A player may request to pause the game should a problem emerge during the stage match. The referee shall pause the game through the Observer and check the reason for the pause.
- The request to pause a stage match must be made by raising and crossing both hands.
- The players may not arbitrarily pause the game during a stage match. In case this occurs, depending on the severity of the situation and when the pause occurred, the referee may decide to issue a warning or loss by default decision.
- After reviewing the reason for a pause, if the referee deems the pause unnecessary the referee may decide to issue a warning or loss by default decision.
- If a player disrupts game play through "unnecessary chatting" during a stage

match, the player may be given a warning, loss of the match by default, or eliminated from the competition at the referee's discretion. ('Unnecessary Chatting' is defined in the "Unfair play" section of these rules.)

❑ **Final provisions**

- The above-mentioned rules may be amended in the following cases:
 - 1) Should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game;
 - 2) Should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
 - 3) Should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
 - 4) Should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.