



Need For Speed

ROUND 1:

It will be a circuit race of 2 laps. On the basis of time elapsed to complete the race, participants will qualify for the next round.

ROUND 2:

4 players will be selected at random; they have to compete within them in a sprint race. Map will be selected by admin. The winner will qualify to the next round.

****Further rounds will be held on the basis of participants.**

FINAL ROUND:

In final 3 maps will be played. There will be one on one game play. Person won 2 maps will be the winner. Maps are selected on the spot by the players (There will be a toss. Who will win the toss, he/she has an advantages to select his/her preferred map first) and ADMIN.

RULES:

- Collision detection: OFF
- N20: ON
- Performance matching: OFF
- Visual upgrade is allowed
- Performance update up to ultimate
- Speed breaker is not allowed
- Junkman not allowed
- Only USB devices are compatible
- Before starting players have 3 minutes of settings time
- Any type of violating the rules will cause disqualification of the player
- If any unintentional disconnection occurs the match will be restarted
- After collision you have to set your car by own (no use of reset button)
- Personal save files are not allowed.

HALDIA INSTITUTE OF TECHNOLOGY

PRESENTS

PRAYUKTI 2018

ANNUAL TECHNO-MANAGEMENT EXTRAVAGANZA

APRIL 9th-11th

2018

:

