



# ROBOLUTION 2018

## LAN

### **FIFA 18**

#### **Tournament Rules:**

#### **1v1 Rules:**

##### **General Settings**

- Game Mode: Kick off (Online Rosters)
- Difficulty: World Class
- Stadium: Any
- Match Conditions: Clear and Sunny
- Half Length: 6 min
  
- Teams:
- Any current Club (Pro or semi pro) or International teams and rosters are allowed, but no classic XI (ex: no All-Star, Legends, Womens, celebrity, or mascot teams may be used)

##### **Player Instruction:**

- **All the participants must bring their own control device ( Only keyboards might be distributed)**

##### **Games:**

- No warm-up or practice Games are permitted once the first tournament match has begun.

- Players may not use any custom teams or players for this competition.

#### Pausing:

- A player may utilize the pause feature for no longer than a minute.
- When the ball has gone out of play, or a penalty has been called, the player WITH POSSESSION may elect to pause the game.

#### Overtime:

- In the event of an overtime use classic mode. If at the end of classic mode over time (which goes until the 120th minute) the game is still tied, then there will be penalty shootout until semi-final round. In Semi-final and final round, the match will restart with golden goal rules under the normal default ruleset (first team to score whens). Continue restarting the match until one team scores and wins according to golden goal rules.

#### Abusing In-Game Mechanics:

- Abusing in game mechanics will result in the loss of that game.

#### Lack of Cooperation:

- Failing to comply with Support Staff's directions and/or requests may result in the forfeit of round(s), a map, or the entire match.



# NFS MOST WANTED

- Need For Speed Most Wanted Game Version: NFS Most Wanted 1.3 General
- Competition Method: grouping.
- Game Type: Circuit
- **All the participants must bring their own control device ( Only keyboards might be distributed)**
- Other controllers, Steering Wheel allowed
- At the end of each match, players must maintain the final screens and receive confirmation from a referee
- Graphic settings such as motion blur can be set using external utilities.
- The use of Porsche GT, BMW M3, Lotus are not allowed.
- Car Settings- Visual Upgrade allowed.
- Part, Performance (Pro, Super Pro, Ultimate allowed, Junkman not allowed)
- Personal save files are NOT allowed. Cars may be tuned before racing each course.

## *Game Settings*

- Race Mode Options : Circuit
- Track Direction : Forward
- LAPS : 3
- N20 : ON
- Collision Detection : Off
- Performance Matching : Off
- Min Num Players : 4

### Player Options:

- Game Moment Camera : Off
- Car Damage : Off
- Rearview Mirror: Player's own discretion
- Units : Player's own discretion Disconnect

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:

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
- Use of any cheat program
- Intentional disconnection
- Use of any settings exceeding standard and permitted settings
- If the match is disrupted due to unnecessary chatting, 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.
- Two warnings constitute being disqualified.

N.B:

Participation in this competition constitutes entrant's full and unconditional agreement to these Rules, the Official Rules on the General Information page, and Staff decisions, which are final and binding in all matters related this tournament.