

Need For Speed™: Shift

Game Version : Need For Speed™: Shift v1.1

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 5 laps of the circuit course and cross the finish line.

Celgames may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data

Game Setting

Game Type: Race

Preliminaries Courses: Autopolis GP, SPA GP, Silverstone GP, Willow Springs GP (5 LAPS)

Semi Final & Final Course: Nürburgring Nordschleife (2 LAPS)

(*Each Course may be modified by the Celgames committee. Players will be informed before the tournament of any such modifications)

Car Settings:

- 1) Personal save files are not allowed.
- 2) Celgames provided save file must be used for car setting.
- 3) ONLY the **PAGANI ZONDA R** provided in the Celgames save file Career is allowed.
- 4) Cars maybe advanced tuned before each race.

Race Day Options: Race

Gameplay / Driving Option

Handling Model:	PRO
Steering Assist:	OFF
Braking Assist:	OFF
Anti-lock Brakes:	User Preference
Traction Control:	User Preference
Stability Control:	User Preference
Damage Effects:	Visual Only
Automatic Clutch:	User Preference
Gears:	User Preference

Other controllers, Steering Wheel allowed

Personal save files are not allowed. Provided Celgames save file must be used.

Disconnections

Disconnection: Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues

Intentional Disconnection: Upon judgement 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 Celgames 2009 and are subject to modification in the following aspects.

Use of most recent patch/version release of each official game within Celgames committee's own discretion.

Changes to in-game settings and options necessitated by the use of most recent patch version/release

Cheat Protection Program release and/or cheat protection functions

Game settings and/or operations guidelines dictated by differences between online and LAN Tournaments