LAN-O-WAR

1. Counter Strike: -

Match format:

1: 5 v/s 5 (each team requires at most 5 members)

2: Tournament will be a knock-out, team which wins first round will advance to the next round.

3. Every match will be played on one map with total 3 rounds and switch will be done.

4. Team who wins first 4 rounds qualify for next round.

5. Semifinal round will be of 10 rounds and switching will be done.

6. Starting money is $800.

7. For tie breaker: -

Match Structure:

1. There will be 3 extra rounds on the same map and switching will be done.
2. Starting money will be $10000.
3. Team will start as same as it finished in same round.

For Final:
1. 3 maps will be played by the teams in the final as same role as before previous rounds.

Game Maps:
Maps will be decided on the spot.

2. NFS:

Competition Structure:
1. The tournament will be a knock-out. The players who win their first stage match advances to the next stage.
2. The knockout continues till we get final 4 top scoring players for the semifinals.
3. There will not be any match played for the 3rd spot.

Match Format:
1. Matches will be played in LAN between 3 or 4 players.
2. Players getting the first position in the match shall qualify for the next round.
3. Player's cars will be decided by coordinator on the spot.

Game Setting:
1. Race mode Option:
   Nitrous: on
   Collision Detection: off
   Performance matching: off
   Units: players own description

2. Player mode options:
   Games movement camera: off
   Car damage: on
   Rear view mirror: players own description

Rules:
1. Players must be present in the tournament area at the notification schedule. Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay. If the players are not present at the notification schedule, he shall be disqualified.

2. Coordinator's decision will be final.