

TrackMania Nations Forever

❑ Game Version: TrackMania Nations Forever for WCG (With the latest online update applied)

- Game Download link for TrackMania Nations Forever for WCG
http://download.wcg.com/wcg2009/TmNationsForever_Setup.zip

❑ ESRB Rating: Everyone (Age +6)

- Anyone born after Sep.30th 2004 will not be allowed entry to the GF.

❑ General

- Competition Method: 1 vs.1 vs.1 vs.1
- Match winner: The player with the most points at the end of the last played map.
- WCG may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
- At the end of each match players may be required by the WCG national partners to save screenshots of final scores and standings and forward these to the tournament referees.

❑ Game mode

- The TrackMania qualifying tournaments will be played in customized “cup mode”. This is how the customized “cup mode” works:
 - 1) 4 players join the same Cup match.
 - 2) All players start at the same time.
 - 3) Every run in which at least one player reaches the finish line marks a round.
 - 4) After each round, the players are given points based on their standing:
 1st – 10pts. / 2nd – 6pts. / 3rd – 4pts. / 4th – 3pts / DNF – 0pts
 - 5) The tracks will be changed every 5 rounds.
 - 6) At the end of the 5th round on the 5th map the match ends.
 - 7) The two players with the highest score at this point qualify for the next match.
 - 8) If there is a tie for a qualifying position, a 3-round tie-breaker will be played only by the concerned players.
 - The tie-breaker is played straight after the end of the match.

- The tie-breaker is played on the following map on the running server.
- The player with the most points after the 3rd round will advance.
- If a second player must be selected (in case of a 3-way tie), the player with the second highest number of points after the 3rd round will also advance.
- If at the end of the tie-breaker there is still a tie, a new tie-breaker will be played on the next map.

❑ **Game Settings**

- Competition Mode: Cup
- Max Players: 4
- Point Limit: 0
- Rounds per challenge: 5
- Number of winners: 1
- 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: WCG - AlienSkills, WCG - Classic, WCG - mymates, WCG - New Born, WCG – Siprus
(* Each track may be modified by the WCG committee. The players will be informed before the tournament of any such modifications).
* WCG Official Track Download Link: <http://twurl.nl/m8iv04>
- Following the instructions of the tournament referees, players must save screenshots of final scores and standings and present these if requested.

❑ **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) Unintentional Disconnection by a Hosting Player: the session is hosted again starting with 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 tournament, the board of referees may determine other actions to embody unfair play.

□ **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.