



Rules Flatout 2 - NetGame Convention

Mode: 8 Player Qualificationgroups (2 Groupphases) - 8 Player Final

max. participants 128

16 Best players qualify for the 2nd groupphase → Best 8 players qualify for the Final

If there is an uneven number of qualifying groups the groups with most players get more qualified participants. If the number of players in a group is even, the players with more eventpoints will qualify for one of the 16 slots in the 2nd tournament round.

Each player must create an ingame profile with his Nickname (the same as in the intranet!)

Tournamentsettings:

Session Type Tournament

Event with 8 Races (7 Races + 1 Derby)

Cars: Raceclass

Car Type: Street

Upgrades: 100%

Nitro Multiplier: 1x

Players: 8

Race Damage Level: 1x

Derby Damage Level: 1x

Races: 7 Races (one of each tracktype)

Laps: 4 (6 at tracktype Arena)

+ 1 Derby (4 Minutes)

Hosts will be selected by Tournament Admin

The Host must write down the points for each player at the end of each round (DO NOT RETURN TO THE LOBBY until the Host does)

1st: 10 points

2nd: 8 pts

3rd: 6 pts

4th: 5 pts

5th: 4 pts

6th: 3 pts

7th: 2 pts

8th: 1 pt

If a player drops the game in a race he gets 0 points in this race and must rejoin for the next round

The host must fill out the points of each player after the race-event

Play with respect.

Von jedem Teilnehmer wird ein sportliches und respektvolles Verhalten erwartet.

No cheats.

Jegliche Art des Cheatens ist verboten. Beleidigungen sind zu unterlassen.

If a player dont follow the rules he will be warned bei the tournament admin.

Verstösst ein Teilnehmer unbeabsichtigt gegen Regeln so kann der fehlbare Teilnehmer von der Turnierleitung verwarnet werden.

If you dont follow the rules you can be banned of the tournament.

Wird absichtlich, fahrlässig oder trotz einer Verwarnung gegen Regeln verstossen kann der fehlbare Teilnehmer von der Turnierleitung aus dem Turnier ausgeschlossen werden.