

## Smash Karts - Event Rules & Description

### Solo Mode

Smash Karts Solo Mode is a high-energy solo competition where players battle against each other in a free-for-all format. Players race around the arena, engage in combat, and strive to achieve the highest score.

### Event Structure

- **Match Time:** 10 minutes per match
- **No of rounds:** 2
- **Match Format:** Free-for-all, all players compete against each other
- **Point System:** Players earn points based on performance in each round

### Additional Rules

- Players must remain within the designated play area at all times.
- In case of a tie, a round of 3 minute will be played to determine the winner

### Team Mode - Capture the Flag (4v4)

Capture the Flag (CTF) is a strategic team-based mode where two teams of four players each compete to secure victory. The objective is to capture the opposing team's flag while defending their own. Matches will be played in multiple rounds, with teams scoring based on their ability to capture the flag and defend against enemy advances.

### Event Structure

- **Teams:** 4 vs 4 format
- **No of rounds:** 4
- **Capture System:** Players must retrieve the enemy flag and return it to their base
- **Scoring:** Teams earn points for each successful flag capture

### Additional Rules

- Players must remain within the designated play area at all times.
- In case of a tie after three rounds, an overtime round of 3 minutes is played.