



24H RACE

FSX2 24H RACE

OFFICIAL RULEBOOK 2026

SECOND 24-HOUR ENDURANCE EDITION



DATE

23-24
OCTOBER 2026



WARM-UP

20:00-21:00



START TIME

21:00



TEAM SIZE

6 DRIVERS



MAX DRIVE TIME

6H / DRIVER

FULLSPEED REWIND

CONTENTS & EVENT SNAPSHOT

02

FSX2 is the second 24-hour endurance edition by Fullspeed Rewind, built around teamwork, strategy, consistency and nonstop TrackMania racing.

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EVENT SNAPSHOT



TEAM SIZE

6 DRIVERS PER TEAM



MAX DRIVE TIME

**MAXIMUM DRIVING TIME
PER DRIVER: 6 HOURS**



DATE

23-24 OCTOBER 2026



WARM-UP

20:00-21:00



START TIME

21:00



PRIZE POOL

**MINIMUM GUARANTEED
PRIZE POOL: €1,000**

01 CONCEPT & EVENT IDENTITY

FSX2 blends Fullspeed flow with endurance strategy, teamwork and continuous 24-hour competition.

The event is designed to reward consistency, awareness, coordination and long-run pace as much as raw speed.

It is both competitive and community-driven, welcoming experienced players and newcomers alike.

KEY PILLARS



TEAMWORK

Strong together,
faster longer.



ENDURANCE

24 hours.
One goal.



FLOW

Smooth, consistent,
relentless.



FAIR COMPETITION

Respect, clarity
and equal chances.

CORE IDEA

- > 24 hours of nonstop racing
- > One active driver on track per team at a time
- > Planned rotations and strategic swaps
- > A clean and accessible hybrid racing concept

02 | SCHEDULE & OFFICIAL TIMING



DATE

Friday 23 October 2026 –
Saturday 24 October 2026



WARM-UP

20:00–21:00



OFFICIAL RACE START

21:00



RACE DURATION

24 hours

All confirmations, updates and important announcements will be communicated through the Fullspeed Rewind Discord server. Participants are strongly encouraged to stay connected before and during race day.



PLEASE NOTE

Please be ready before warm-up begins and keep your team informed about lineup changes.

03 TRACK & TEAM STRUCTURE



01 | TRACK CONCEPT

- Endurance-oriented multilap circuit
- Hybrid Fullspeed and NASCAR-inspired flow
- Accessible for different skill levels
- Respawn-friendly checkpoints
- Dedicated pit lane for driver changes
- Fast but forgiving layout



02 | TEAM STRUCTURE

- 6 drivers per team
- Teams should ideally have 6 drivers
- Starting with 5 drivers is allowed
- Maximum driving time per driver: 6 hours
- Only one active driver on track per team at a time
- Smooth rotations are a core strategic element



*Consistency over 24 hours
matters more than one perfect lap.*

04 REGISTRATION & PARTICIPATION

Registration opens on **1 September 2026**.

1

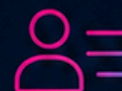
The Team Leader opens a registration ticket on the Fullspeed Rewind Discord.

**2**

A private channel is created between the team and the organizers.

**3**

The Team Leader submits the Team Name and the player logins of all participants.

**4**

The registration becomes valid only after organizer confirmation.



PARTICIPATION NOTES

- All team members are encouraged to join Discord
- Solo players or small groups may contact the organizers for help
- Use clear TrackMania team naming
- Stay available for follow-up questions

05 | RACE FORMAT & SCORING



OBJECTIVE

Collect as many checkpoints as possible during the 24-hour race.



WINNING CONDITION

The team with the most checkpoints at the end wins.



TIE-BREAKER

If teams are tied on checkpoints, total race time decides the ranking.



LIVE INFORMATION

- Current checkpoints per team and player
- Current active driver
- Average lap times
- Next scheduled driver



The interface may suggest the next driver automatically, but teams can still choose any ready player.

06 *CONDITIONING & DRIVING RULES*



All drivers start with the same conditioning.



Conditioning decreases with driving time and laps completed.



At zero conditioning, the driver no longer scores for the team and should be replaced.



MAXIMUM DRIVING
TIME PER DRIVER

6 HOURS

WHEEL CONDITION LEGEND



GREEN – OPTIMAL



YELLOW – SLIGHT WEAR



ORANGE – SIGNIFICANT WEAR



RED – CRITICAL, PIT STOP NEEDED



The HUD can show the remaining laps before conditioning is fully depleted.

07 AUTOMATIC HANDOFF & DISCONNECTS

01



Pit Lane Swap

Entering the pit lane triggers an instant swap to the next ready driver.

02



Crash or Disconnect

The current driver has 40 seconds to reconnect; otherwise, a ready teammate takes over.

03



Idle / AFK Driver

Report the situation to an organizer and a replacement is assigned immediately.

04



Manual Driver Selection

Teams can choose any ready teammate via the score interface.



This automation is built to keep the race running smoothly and minimize downtime for all teams.

08 PRIZE POOL & SUPPORT

Donations increase the pot and may allow extended payouts to 5th, 6th, etc. The prize pool is continuously increased and adjusted through donations.

MINIMUM GUARANTEED PRIZE POOL:

€1,000

 POSITION	 TOTAL	 PER PLAYER
1st Place	€450	€90
2nd Place	€280	€70
3rd Place	€200	€40
4th Place	€125	€25



WORLD RECORD BONUS:

€30 – awarded for the fastest lap set on the event server during the event.



Support the event and boost the prize pool:
gofund.me/8cb709764



Official updates and communication happen on the [Fullspeed Rewind Discord](#).