Horror Night Rally is a small production special event rally organised with Richard Burns Rally Tournament Plugin and NGP6 physics. The rally takes place between December 7th and 13th.

The rally will be driven with realistic damage and no superrally rule of any sort. When you crash terminally, you're out.

The rally will feature three classes, which are the following:
- Group B 4WD
    - Audi Quattro A1
    - Audi Quattro A2
    - Audi Sport Quattro
    - Peugeot 205 T16

- Group B 2WD over 1600cc
    - Opel Manta 400
    - Porsche 911 SC RS
    - Toyota Celica TCT (TA64)

- Group B 2WD under 1600cc
    - Lada VFTS
    - Skoda 130 LR

The rally will be driven entirely in night time. It is recommended to use the night mod (download here) for this rally, as it will make the rally look a lot better. The stages will be set to night time though, so driving without night mod does not give you an advantage.

Horror Night Rally will consist of 16 stages. All three surfaces (gravel, tarmac and snow) are represented in the rally too. The stages will not be shared beforehand. Here's how the rally itinerary will look like.

Special Stages 1-5 (Gravel)
Service 90 minutes
Special Stages 6-9 (Tarmac)
Service 60 minutes
Special Stages 10-13 (Tarmac)
Service 90 minutes
Special Stages 14-16 (Snow)
Finish

The rally is not divided to legs, but instead is supposed to be driven all at once.

Resets in the rally will be given ONLY on those with the title "Did not start to SS#". No exceptions.

There are door numbers for this rally made by Voit Skin OY. The numbers will be reserved for use through a separate spreadsheet that can be found HERE. Door number stickers will be available from that said spreadsheet too. The stickers are completely voluntary to use.

Also, you can get the logo of the rally from HERE. You can use that on your livery design and in your possible stream / video thumbnails as you wish.

No video of any sort is planned to be made from the rally by me.