



Welcome to Racing Days R!

If you have ever wanted to give your driving skills a workout on your Mac, but have been frustrated by the lack of racing games comparable to the best PC and console simulations, then Racing Days R is the game you have been waiting for.

Racing Days R is the best-selling Macintosh driving-simulation from Japan. Developed by Takumi Abe, the lead programmer of Sim Tower - it is a Mac native game that really shows how good the PowerPC can be as a game platform.

The full power and depth of Racing Days R will only become apparent by playing with it: the better you get the more circuits, technology and ultimately weapons (!) you get to play with.



Racing Days R comes with four cars and lots of different livery designs - but that's just the beginning - create your own car liveries and set up your car to suit your driving style and skill level.

This user guide is designed to help you get the most out of Racing Days R. If you can, take the time to read it - this game has a great range of features and we want you to enjoy all of them.

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Chapter 1: Introduction

This chapter provides instructions for installing Racing Days R on your computer, the system requirements for running it and how to open and quit the program.

What's in this package?

Here's what you'll find in the Racing Days R package:

One CD-ROM disc - containing the Racing Days R program.

User's Guide - you are reading it.

Racing Days R registration card - complete this and send it back to us and we will register your User ID. You must register if you want to access the Racing Days R servers to play online or to receive technical support.

System Requirements

To run Racing Days R, you need:

A Macintosh or Macintosh compatible computer with a PowerPC processor.

Apple system 7.1.2 or higher.

8 MB of free RAM.

17 MB minimum of free hard disk space.

A monitor with 256 colours or more.

A CD-ROM drive.

QuickTime version 2.1 or above.

QuickTime VR version 2.0 or above.

For online racing the system requirements are higher:

Apple system 7.5.3 or higher.

Open Transport version 1.1 or above.

An internet connection.

A valid Racing Days R User ID.

Putting Racing Days R on your computer

Racing Days R requires about 17MB of free hard disk space - make sure this is available before you attempt installation.

Follow these steps to install Racing Days R on your computer:

1. Insert the Racing Days R CD into your CD-ROM drive. The Racing Days R CD icon will appear on your desktop. Double-click the icon to open it. You will see several folders:



Racing Days R requires QuickTime 2.1 or above and QuickTime VR 2.0. If you have these already installed on your system, proceed to step 3. Otherwise install them from the Racing Days R CD by following step 2.

2. To install QuickTime VR 2.0 drag it from the Racing Days R CD and drop it onto your system folder. To install QuickTime 2.5 double-click on the QuickTime installer icon on the Racing Days R CD and follow the screen prompts. Once it has been successfully installed you will be asked to restart your machine. Once you have done so proceed to step 3.

3. Double-click on the Racing Days R Installer icon.



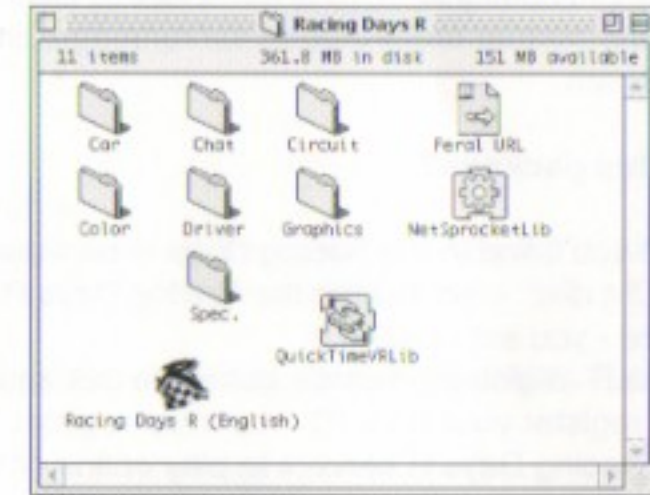
A screen will appear as shown:



Clicking on the Easy Install button will install Racing Days R onto your hard drive. This will take about two minutes. Afterwards, a folder will appear on your hard drive as shown:



Double-click on it to open it and the contents will appear as shown below:



Congratulations you have successfully installed Racing Days R!

Note if you do not have Open Transport installed - a message telling you this will appear while you are installing Racing Days R. A version of the game that does not support Online play will be installed. If at a later date you install Open Transport - reinstall Racing Days R and a full version of the game will be installed

Opening and Quitting Racing Days R

To open Racing Days R double click on the Racing Days R icon in the folder:

To quit the program click the "Off" button in the bottom left-hand corner of the main screen or using the keyboard press the "command +Q" keys.



Chapter 2: Quickstart

For those of you who prefer racing to reading, let's go!

When you launch the program you will see a short animation of the Virtual Garage. You can either watch this to the end (it takes about 30 seconds) or click on your mouse and the main screen will appear immediately.

In the bottom right-hand corner of the screen you will see a large button with an "R" on it. Click on this button. The race choice screen will appear - click on the "Sprint" button in the bottom right-hand corner of this screen.

You will enter the starting grid - your view slowly pans along the cars on the grid - you are at the back in eighth position (hey - you've gotta start somewhere!). Clicking on the mouse will take you straight to your car.

At the top of the screen you will see a set of lights. When the lights turn from red to green the race starts.

Default settings

Here are the default controls for your car:

Steering	right and left movements of the mouse
Gentle acceleration	hold the mouse button down while pressing the command key
Hard acceleration	command key
Brake	option key

Initial Viewpoints

Cockpit view 1 (with dashboard)	1 key
Cockpit view 2 (without dashboard)	2 key
Chase view 1	3 key

To begin with you can have 3 different viewpoints - this increases to 5 once the race is underway.

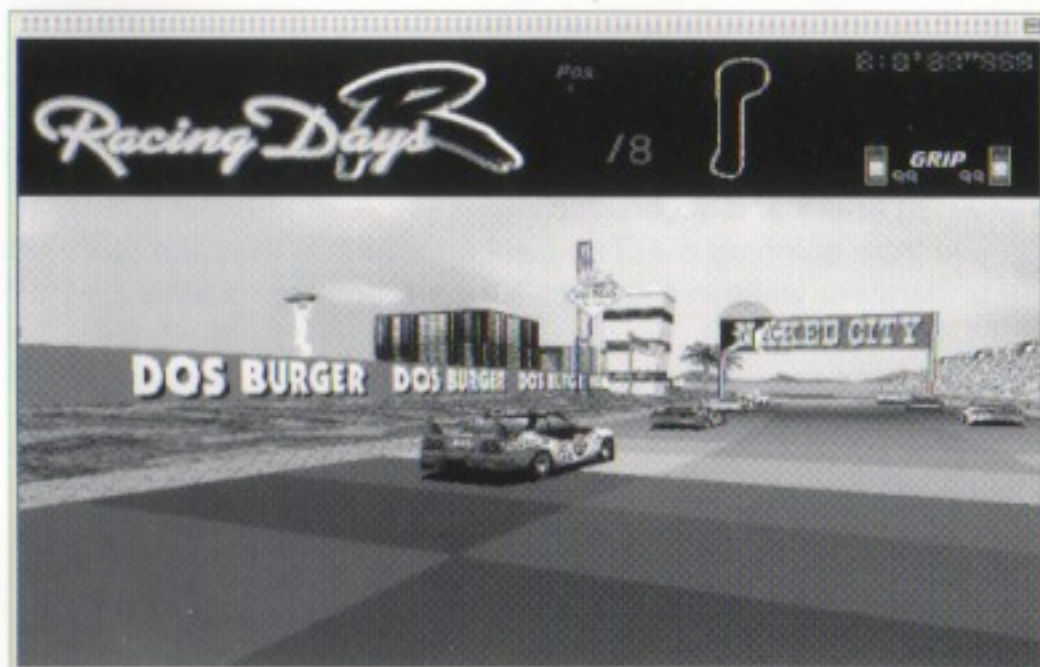
Screen sizes

Racing Days R lets you switch between viewpoints during the race.

Full screen	0 key
Large screen	9 key
Medium screen	8 key
Small screen	7 key

Pause and Quit

Pause	P key
Quit	Q key



Events and information during a race

Warnings

Yellow flag - dangerous situation ahead

Black flag - oil spill ahead.

Wrong way - you are heading in the wrong direction.

Engine blew - Congratulations - you have just destroyed your engine!

Pit in - you need to pit to change your tires.

Final lap - you have just started the final lap.



Hazards

Hazards such as oils spills, snow, sand and gravel will occasionally appear on the track. They should be avoided; try to steer around them. In the general options panel you will find a check box that will allow you to turn the hazards off.

Handling the Car

When you first use Racing Days R you may find controlling the car difficult. As you become accustomed to the circuits and to how the cars behave, handling will become much easier, but to begin with here are some tips to make things easy:

1. Make sure the car set-up file "Easy" is selected.
2. Steer with a mouse or a joystick rather than the keyboard.
3. Set your mouse speed to slow.
4. The steering radius for the mouse is only 2-3cms. You need to be delicate with its movements.
5. Start with the "Devil's Playground" circuit- level 1 - this is the easiest.
6. Check the box for the Race tutor in the Instruments options panel. This will tell you when to brake and accelerate.
7. Brake for corners! If you are going too fast - the best driving in the world will not stop you from spinning out. The best approach is to brake before the corner and then once you have slowed a little accelerate out of the corner. If you sense understeer while in a corner, simply touch the brakes again. In this way you may alternately brake and accelerate through corners.
8. When cornering, starting and after you crash - accelerate gently. Accelerate gently by pressing the normal acceleration key while holding down the mouse button. This will prevent your rear wheels from spinning and your car from fishtailing. Once the car has accelerated a little way - you can stop pressing the mouse and accelerate hard.
9. Use cockpit view 2.

Chapter 3: The Main Screen.

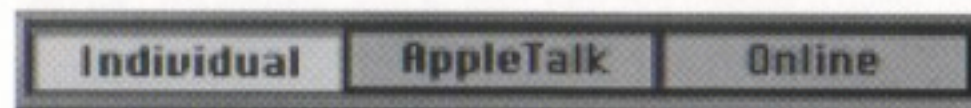
When you launch Racing Days R the main screen will eventually appear:



The main window within this screen can show either the **Virtual Garage** or the **Car Selection** screen. These will be covered in chapters 5&6 respectively. This chapter explains the functions of the buttons in the main screen.

Selecting your playing mode

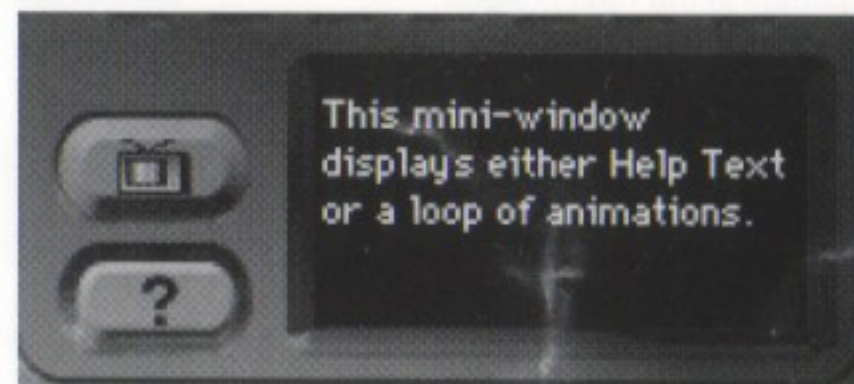
At the top edge of the main window is a line of three buttons: These buttons offer you a choice of playing modes



- Individual -** You race against up to 7 other cars generated by the program.
- AppleTalk-** Up to 8 players can race against each other via a local network.
- Online -** Up to 8 players can race against each other via the internet

Accessing "Help".

In the top right-hand corner of the screen you will see a mini-window with two small buttons:



To see help text in the mini-window click on the Help button(?). Help text relating to the function your cursor is currently on will appear. If you want more details - wait two seconds and, if available, more detailed help text will scroll up. Hold down the shift key to have the help text scroll back down. If you do not want to see help text simply click on the Movie button - a loop of simple animations will play continuously.

Along the right hand side of the screen you will see a column of four torpedo-shaped buttons:

Home Button

Click on this button to access the Feral home page.

If you have internet access, clicking here will automatically launch your browser and internet connection. It's worth doing this fairly frequently in order to check out available new liveries and car set ups that are regularly posted to the site - meet other Racing Days R enthusiasts and catch up with general Racing Days R news, such as online racing competitions.



Options Button

Click on this button to access the option panels. When you do, the General Options panel will appear.

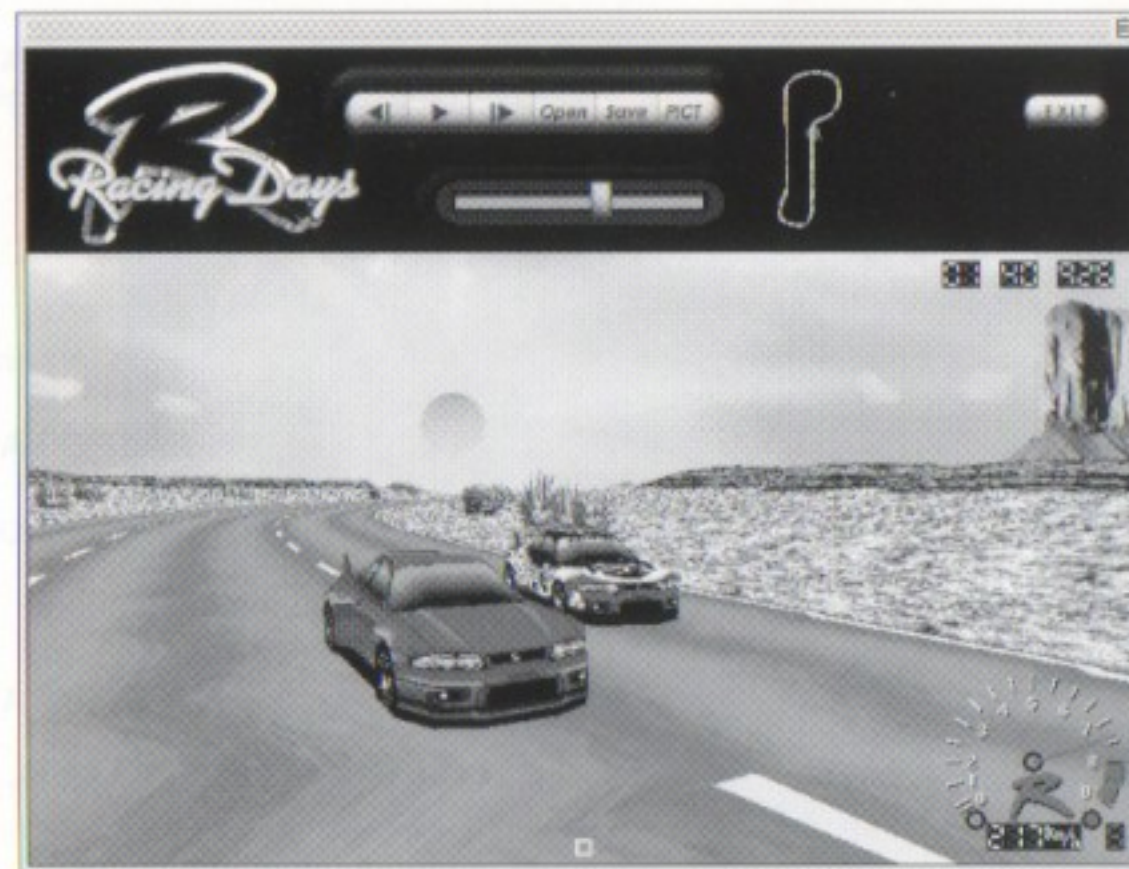
You use the options panels to set up the game parameters. Each of the panels is covered in detail in the next chapter.



Replay Button

Clicking on this button accesses the replay screen.

The screen will immediately load your most recent race from the current session. If you have not raced in the session a dialog box will appear from which you can select a previously saved race.



Replay controls

Frame back - lets you rewind one frame at a time.

Frame forward - lets you advance one frame at a time.

Pause/Play - lets you pause or play.

Open - opens a previously saved race.

Save - saves the current replay to the folder of your choice.

PICT - takes a picture of the current screen and saves it as a PICT on the clipboard. This will allow you to create pictures of your favourite moments from a race.

Use the slider to rapidly locate particular race moments.

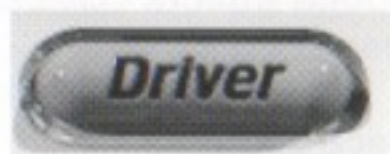
You can access all the views in replay that you can access while racing. For a particular view simply hit the assigned key. In replay mode the reverse chase view is useful. Although this view is difficult to race in, it is really useful for seeing how your car behaved on the track.

At the bottom of the replay screen your steering, acceleration and braking actions will be displayed - relating this to what your car is doing is a great way to improve your technique. Note: this is not available with full-screen replays.

Driver Button

Clicking on this button accesses a database of drivers' racing histories. The database displays drivers' results by circuit, level and car.

To register a new driver click on the New Driver button at the bottom of the database panel.

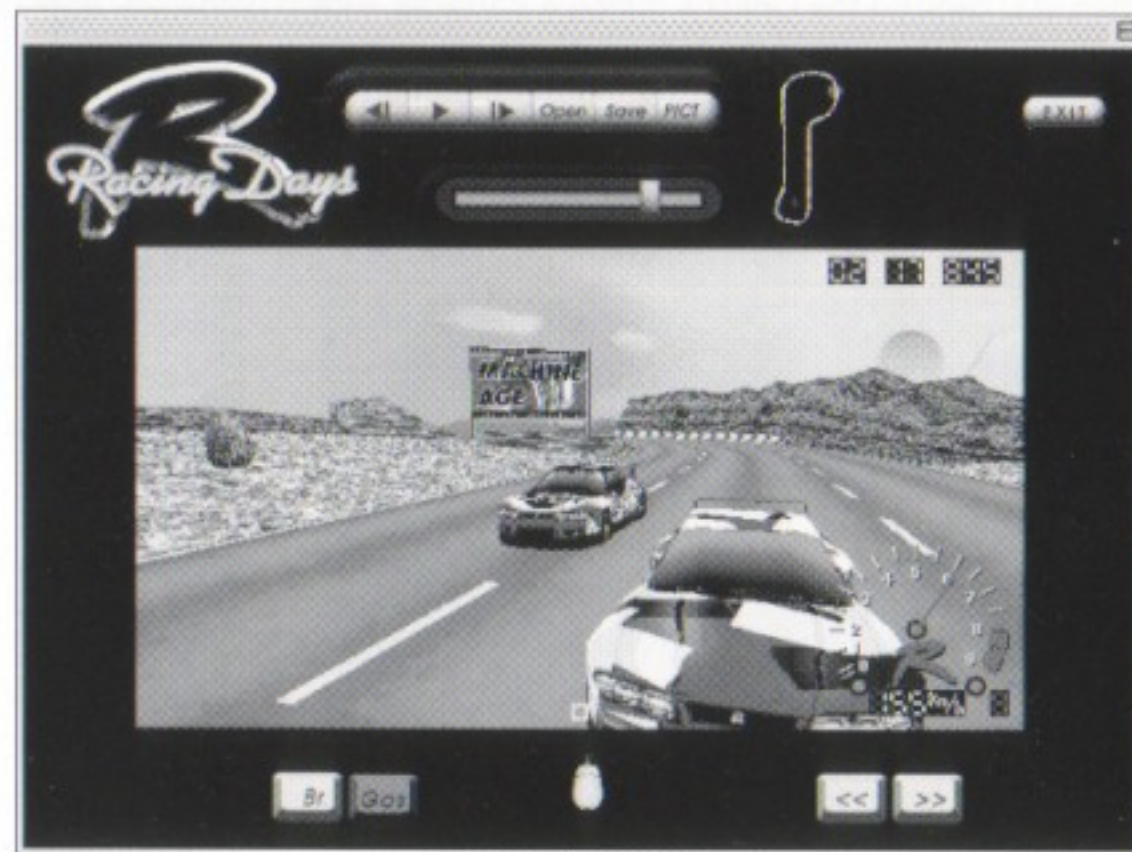


R (race) button

In the bottom right-hand corner of the screen you will see a large round button with an R on it. Clicking on this button accesses the **Race Choice** screen, where you can select which circuit and level you wish to race and the style of racing you want.



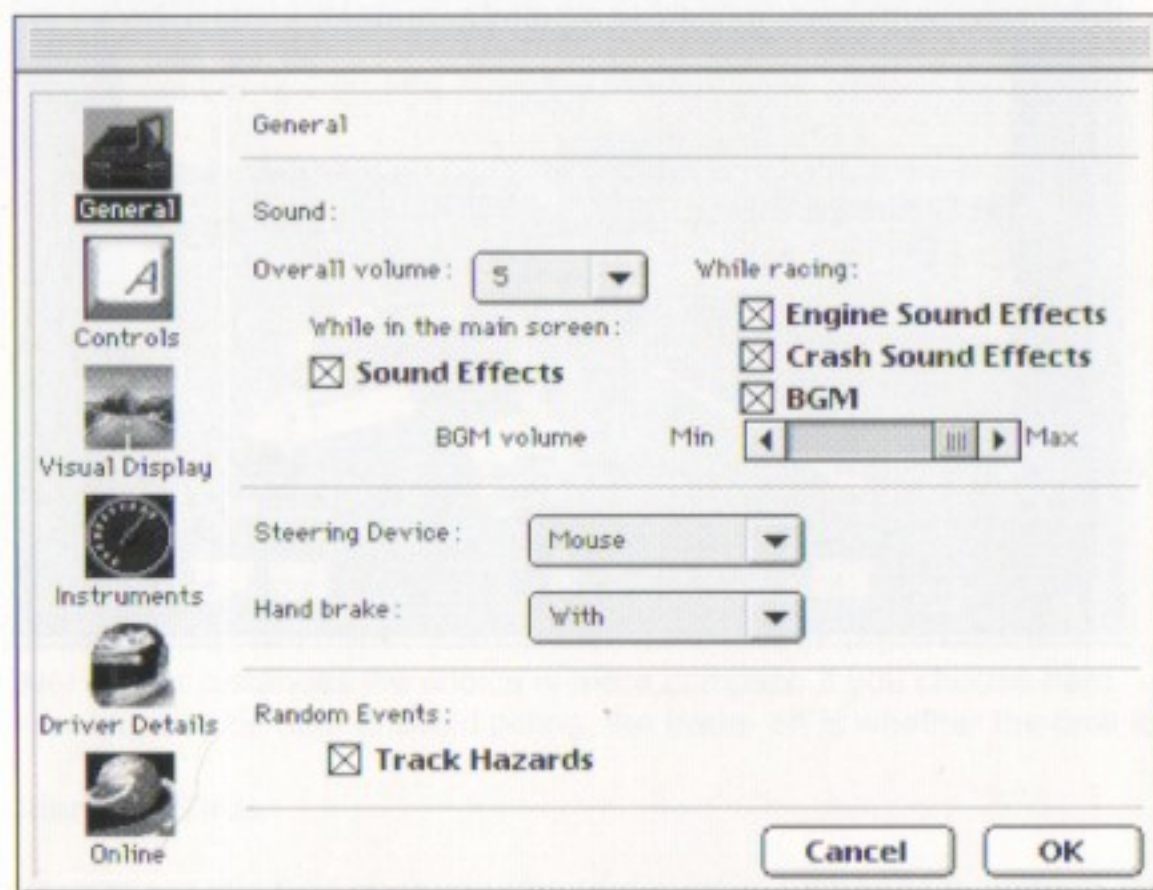
The Race choice screen is explained in detail in Chapter 8.



Chapter 4: The Options panels - configuring the game

When you click on the Options button a panel as shown below will appear in the middle of your screen. On the left-hand side of this panel are the icons for each of the individual options panels:

General - this panel lets you customize general game parameters.



Sound:

Overall Volume - set the volume level from the pull-down menu.
Sound Effects - check the box to play BGM while you are in the main screen.

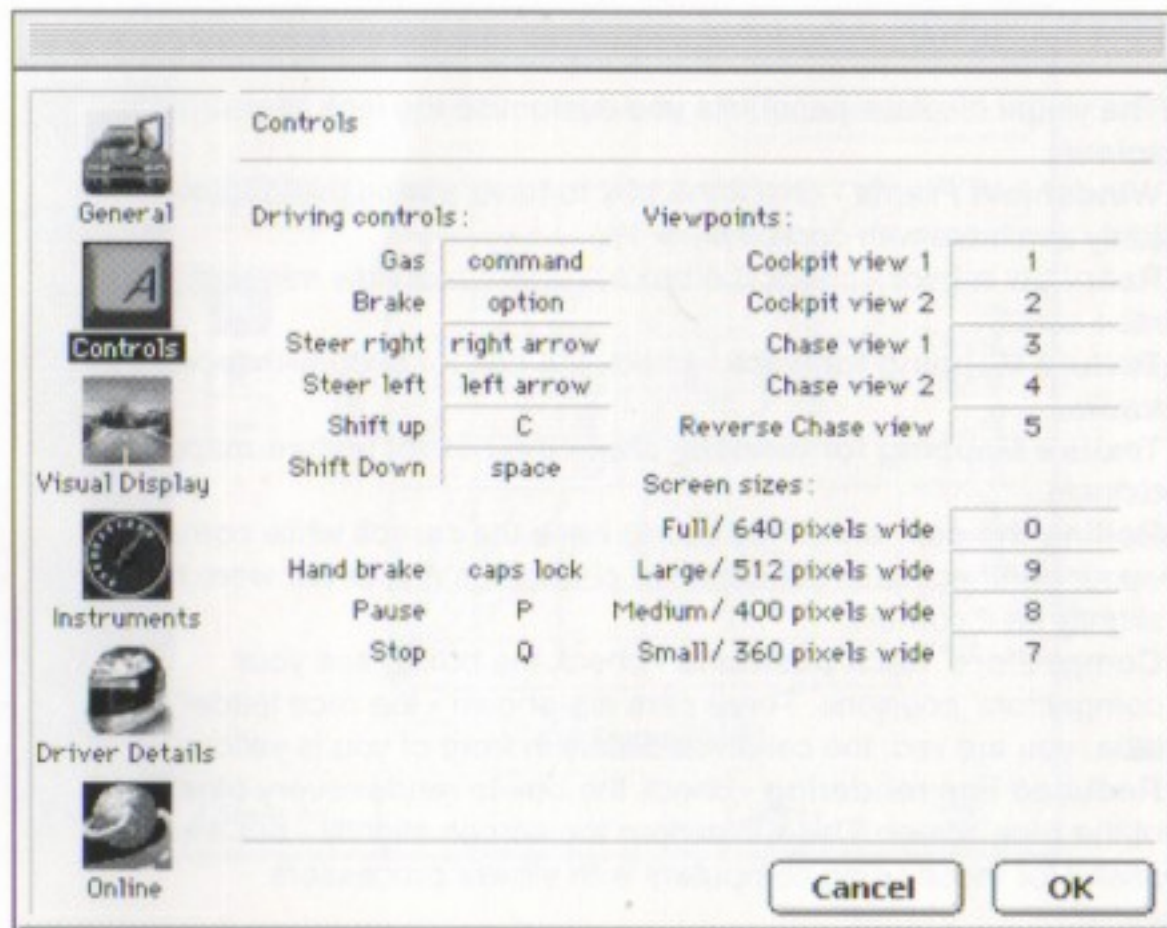
Race sounds:

Engine sound effects - check the box to have engine noise.
Crash sound effects - check the box to have crashing noises when you collide with another car or the side of the track and skidding noises when you spin.
BGM - check the box to have music while you race.
BGM volume - adjust the slider to set the volume of the music.

Steering Device: from the pull-down menu select either mouse or keyboard. You may also use a joystick or a steering wheel. Depending on how they connect to your computer choose either mouse or keyboard.

Hand brake: select whether you want to use a hand brake or not.

Track Hazards: check the box to turn on track hazards. If you do so, extra elements such as oil spills, sand, gravel and snow will appear randomly on the track.



Controls

The controls panel lets you assign keys to particular operations. These are:

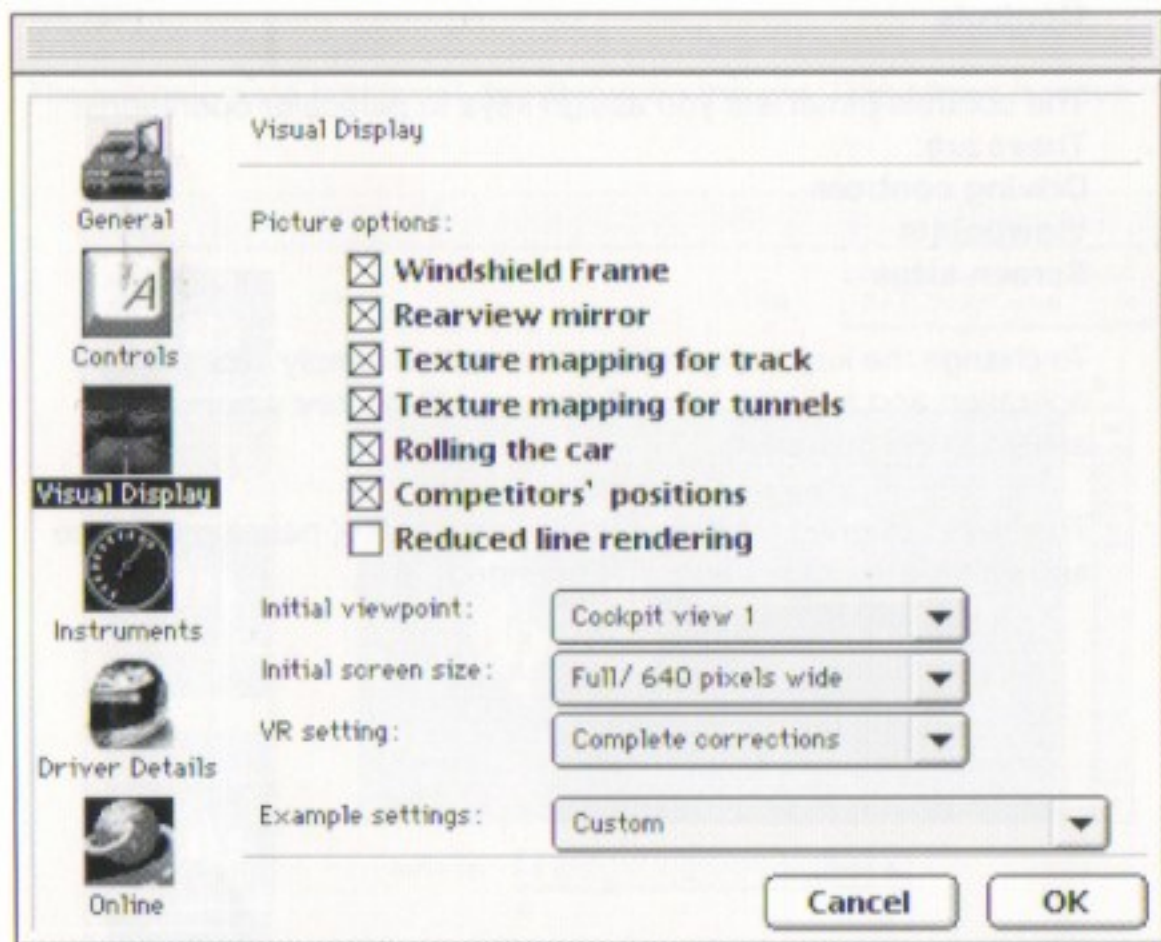
Driving controls

Viewpoints

Screen sizes

To change the key assigned to an operation simply click on the operation and a dialog box will appear. Hit the key you wish to assign to the operation.

The keys assigned for engaging the handbrake, pausing the race and quitting the race cannot be changed.



Visual Displays

The visual displays panel lets you customise the look of your race screen.

Windshield Frame - check the box to have a windshield frame (only available with cockpit view 1).

Rearview mirror - check the box to have a rearview mirror in your race screen.

Texture Mapping for track - check the box for texture-mapped tracks.

Texture Mapping for tunnels - check the box for texture-mapped tunnels.

Rolling the car - check the box to have the car roll while cornering - your perspective of the track will change as if your car were tilting slightly as it corners.

Competitors' track positions - check the box to see your competitors' positions. Three cars are shown - the race leader is blue, you are red, the car immediately in front of you is yellow.

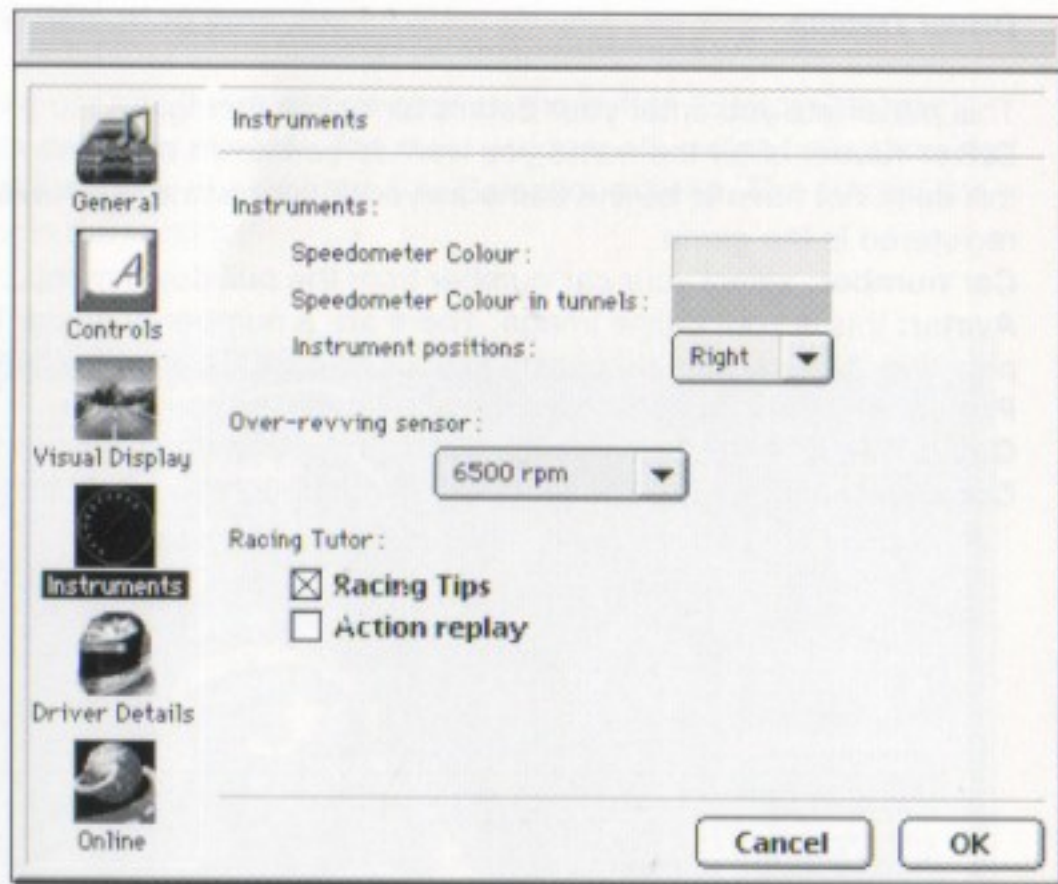
Reduced line rendering - check the box to render every other line of the race screen. This will darken the screen slightly - but it is very useful for those using computers with slower processors.

Initial viewpoint: from the pull-down menu select your starting viewpoint. At the beginning your choice is restricted to three viewpoints. As soon as the race starts - your choice of viewpoints will increase to five.

Initial screen size: from the pull-down menu select the size of the race screen. Again this is useful for those using computers with slower processors - a smaller screen requires less processing power.

Example settings: The rate at which your computer can run Racing Days R is mainly determined by its processing power and the Visual Display options you choose. If your computer runs at a relatively low speed, say less than 100 Mhz then you will need to choose your visual displays carefully in order to let your machine run the program at a comfortable frame rate. The biggest factors impacting frame rate are: Screen size, reduced rendering, track texture mapping, engine sound effects and initial viewpoint. If Racing Days R does not run smoothly try altering these parameters adding one at a time until the game runs at an acceptable speed.

In this pull-down menu there are some sample settings for specific machine configurations. To begin with select the one which most closely resembles your computer. Once you are more familiar with the game you can make your own custom configurations.



Instruments


This panel lets you customize the look of your instrument displays.

Driver Details

General
Controls
Visual Display
Instruments
Driver Details
Online

Driver name:

Car number:

Avatar: 

Profile:

For hosting your own racing group:

Group name:

Comment:

Driver Details

This panel lets you enter your details for online racing.

Driver name: enter the name you want to be known by online - this does not have to be the same as your driver name you have registered in the game.

Car number: select your car number from the pull down menu.

Avatar: this is your online image. There are a number of avatar PICTS provided, but you can also paste in your own PICTs from the clipboard.

Profile: this will be used to describe and introduce you online.

Group name: this is the name of the racing group you host.

Comment: this is a tag line for your racing group.

Online

In the Online Panel you must enter the information that allows you to access RacingDays R servers.

Server address: the server addresses currently available are:

rrs.racingdays.co.uk

rrs.kittpeak.co.jp

If these change or as new servers are added we will post this information to the Feral and Kitt Peak web sites.

Port address: do not change this address. If you ever need to change it, a notice will be posted to the Feral and Kitt Peak web sites.

User ID: Enter your unique User ID here. You will find this on the registration card that came with the game. Remember you must return part of the registration card to Feral before you can access the online game server. In the interim feel free to use the default ID as shown opposite:

Password: Enter your password here. Your password is simply the last four digits of your telephone number as you have entered it on the registration card.

Online

General
Controls
Visual Display
Instruments
Driver Details
Online

Server address:

Port address:

User ID:

Password:

Chat: ☒ Save your online chat automatically

Font:

Size:

Chapter 5: Selecting your car

To choose a car and livery design click on the button "Select Car type" underneath the main window. The main window will switch from showing the Virtual Garage to showing the Car Selection screen. The current car will appear in the window



Along the bottom of of this window you will see three oblong panels. From left to right, these show the class (engine size), the type of car and the name of the livery design of the car being displayed.



Use these panels to select the car and livery design you want to race in.

Starting on the left select the class of car - there are two classes according to engine size. Class B have engines between 2000- 2500cc and class C have engines between 3000- 4000cc.

Use the next panel to select which type of car you want to race. There is a choice of two cars in each class, each with a different drive arrangement:

Car	Engine Size	Drive Arrangement
Honda NSX	3 litre	mid-engined
Nissan Skyline GT-R	3 litre	Four-wheel drive
Honda Prelude	2 litre	Front-wheel drive
Nissan Silvia	2 litre	Rear-wheel drive

Finally select the car livery using the panel on the right- hand side. For each car there are several liveries available.

Chapter 6: Tuning you car.

When you first open Racing Days R the Virtual Garage will show in the main window of the main screen.

The Virtual Garage is the workshop where you set-up your car to suit a particular circuit, the other elements of the car set-up and your own driving style.

The adjustments that you make to a car's set up can be saved as a set-up file and you can create different set-ups to be used for different circuits, levels and cars.

Navigating in the Virtual Garage

You can look around in the Virtual Garage simply by holding the mouse button down and moving your mouse in the direction you want to look.

To zoom in - hold the cursor over the area you wish to enlarge and click the mouse while pressing the "Option" key.

To zoom out - Click the mouse while pressing the "Control" key.

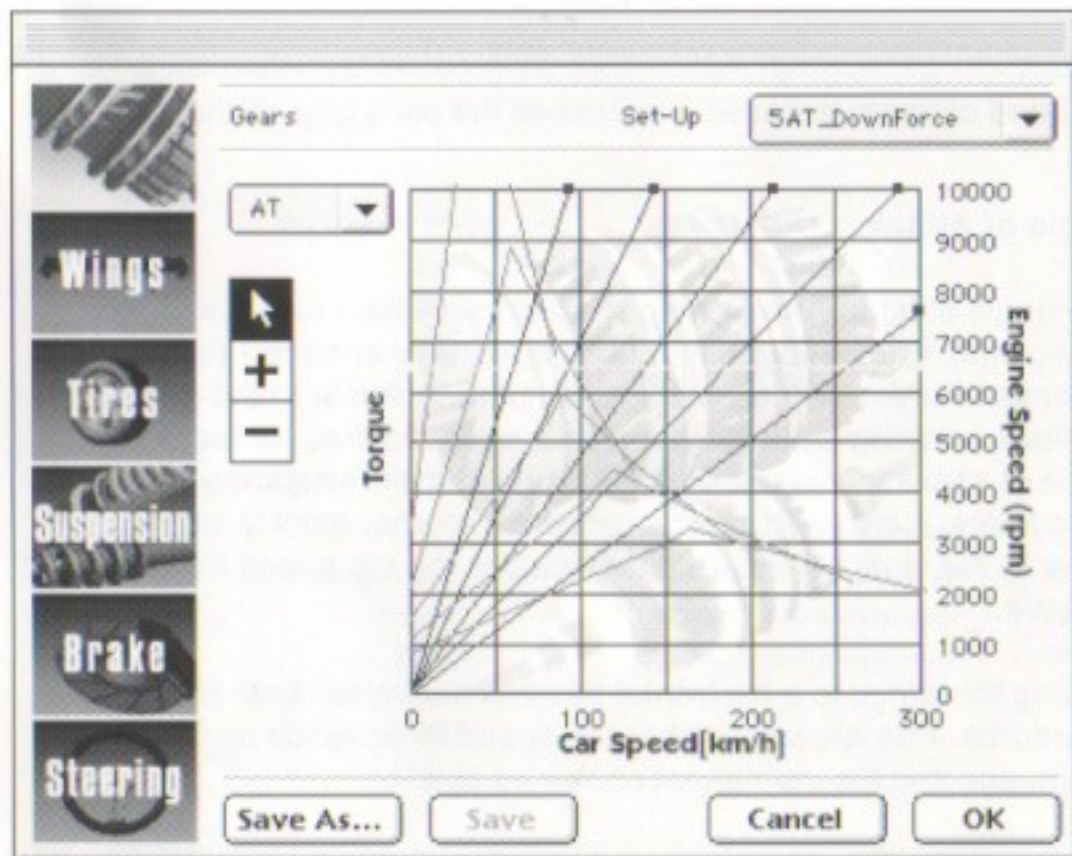
To move wait for the cursor to change to a broad arrow and then click on the mouse. You will move forward in the direction of the arrow.

If the cursor changes to a hand while over an object this means that you can click the mouse to pick up the object.

The Virtual Garage holds some surprises - some are present but not obvious, others only become available when you achieve a certain level of driving skill. As you progress through the game try going upstairs to the 2nd floor, if you can get access you might find something useful.

When you pick up an object that can be adjusted, the main Set- Up Panel will appear. This contains several different panels each of which lets you adjust a separate element of your car. The following pages explain how to adjust each of these elements.





Gears

In this panel you select your transmission, the number of gears and most importantly set the gear ratios.

Selecting the Transmission

Start by choosing either a manual (MT) or an automatic (AT) transmission from the pull-down menu in the top left-hand corner of the panel. To begin with we suggest you use an automatic transmission.

You can add or subtract gears using the + and - cursors. An automatic transmission can have either 4 or 5 gears, a manual transmission can have between 4 to 7 gears.

Setting the Gear ratios

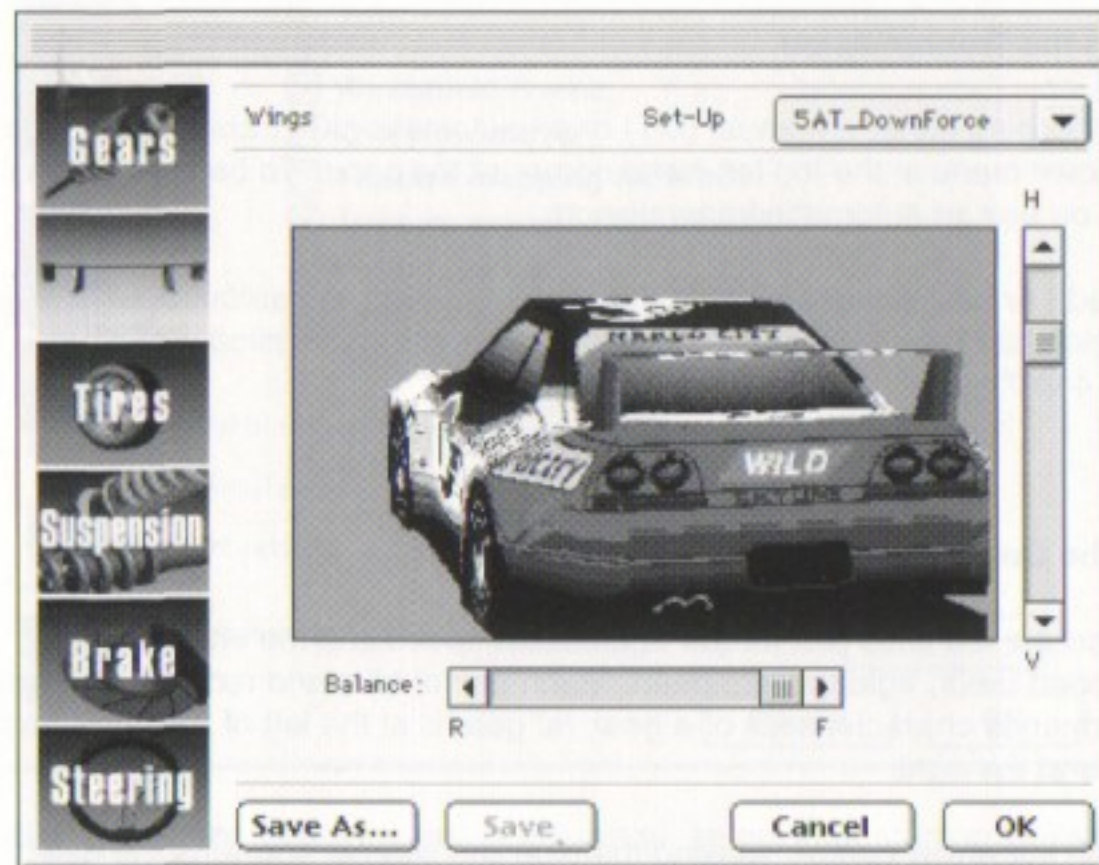
In the chart the red lines plot torque against car speed and the blue lines plot engine speed (revs) against car speed. Each pair of blue and red lines represent the performance characteristics of a gear. 1st gear is at the left of the chart and top gear is at the right.

You may change the angle of each of the blue lines by dragging and dropping with the arrow cursor. Making the blue line steeper shortens the gear ratio: the car will accelerate faster but its top speed in that gear will be lower, i.e. you will have to change up at a lower speed. Making the blue lines less steep has the opposite effect. The horizontal yellow line plots the engine speed at which the car changes gear in automatic. It can be set anywhere between 4,500 to 7,000 rpm. Move the yellow line with the arrow cursor as you do the blue lines.

Setting the gear ratios is critical to your car's performance as it has a large influence on the car's acceleration, cornering and top speed. The challenge is to find the best gear ratios for the length and characteristics of the circuit. Start by finding the ratio which allows you to reach maximum revs in top gear along the main straight. Then set the ratio for the lowest gear in the slowest corner. Then set the rest of the gears so that you can corner around every bend without having to change gear in the bend. Twisty circuits with few long straights and plenty of bends need "short" gearing for quick acceleration while circuits with long straights will require longer gearing for a higher top speed.

Wings

The wings create additional downforce on the car. This allows it move more quickly around corners, because it increases the car's grip on the track.



Balance

The balance of the wings can be adjusted to change the relative effect on the front and back tires. Moving the balance forward increases the downforce on the front tires - this maximises the cornering ability of the car. Moving it backwards increases the downforce on the back tires and increases the car's stability - making it less prone to spinning out.

Again, set the balance according to the car, circuit, other elements of the set-up and your own driving style and skills.

Angle of Attack

The angle of attack of the wings determines how much downforce they create. The steeper the angle the more downforce - this is maximised when they are vertical i.e. perpendicular to the ground. However, creating an aerodynamic race car requires tradeoffs. As the angle of attack increases so does drag - the air resistance a car encounters. A car with vertical wings can corner quickly, but will suffer in the straights where drag reduces the top speed it can achieve.

Moving the wings to a horizontal position minimises both drag and downforce. This allows a higher top speed to be reached on straights, but means that the car cannot corner so quickly.

Set the angle of the wings according to the characteristics of the circuit and your driving style.

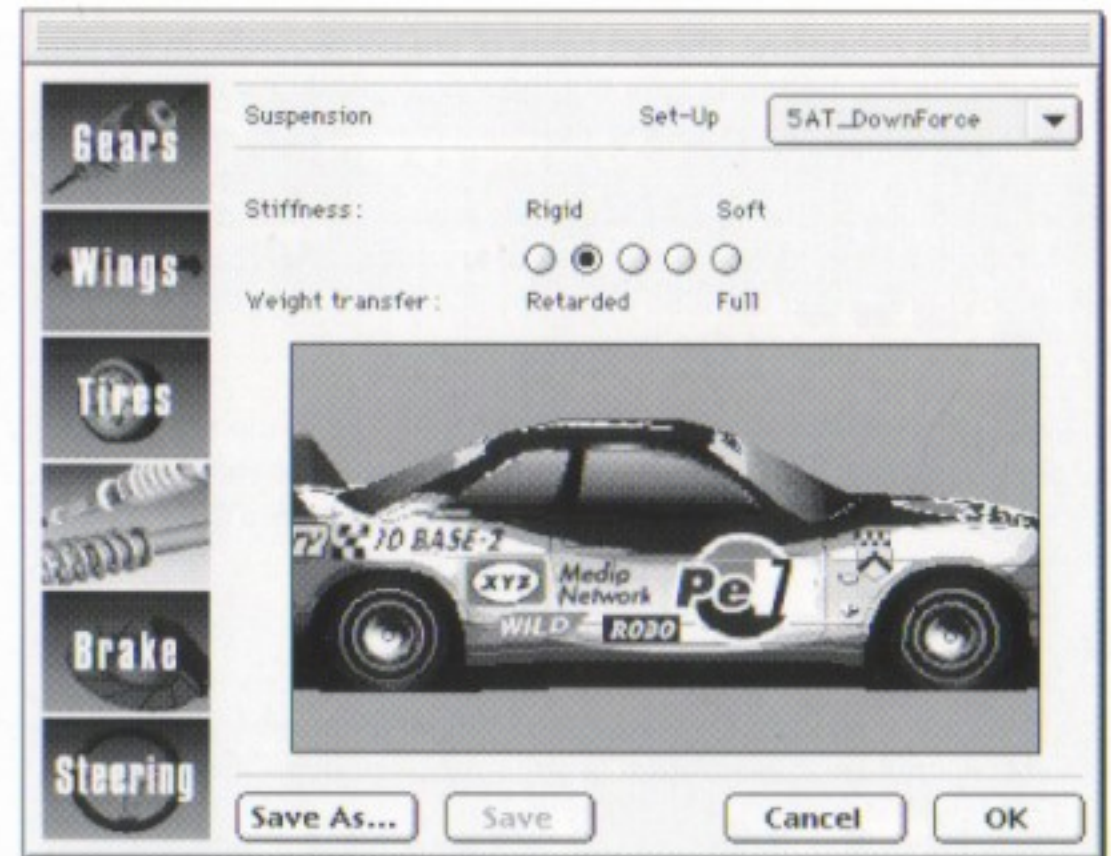
One other thing to consider is that increased downforce extends the life of your tires because although it wears the tires more quickly it increases the traction even when the tires are worn.

Suspension

In this panel you can set the stiffness of the suspension.

When you brake the weight of the car is shifted forwards, creating more traction for the front wheels and less on the back. This enhances a car's cornering ability, but makes it less stable. The movement of the car in the screen will give you an indication of how the suspension will behave.

A stiff suspension retards weight transfer giving a more stable car, but one which is less good at cornering. A soft suspension lets the weight transfer occur, enhancing the car's cornering ability but making it more liable to spin out . . . your choice.



Tires

Racing Days R has five different types of tire compounds. In general, the softer the tire the better its grip, but the more quickly it wears. A hard tire has less grip but a longer racing life.

The chart indicates the relationship between tire grip and tire life. Click on the radio button to select the type of tires you wish to use. The rate at which your tires wear out also depends upon how the other elements of your car are set-up and also how you drive.

Tire wear for both front and back tires is displayed in the top-right hand corner of the race screen. Extensive wear to the front tires makes cornering harder, while extensive wear to the back tires makes the car more prone to drift and spinning out.

Sprint Tires

Soft-Normal compound tires are recommended for racing in sprint mode as wear is unlikely to become a serious problem over three laps.

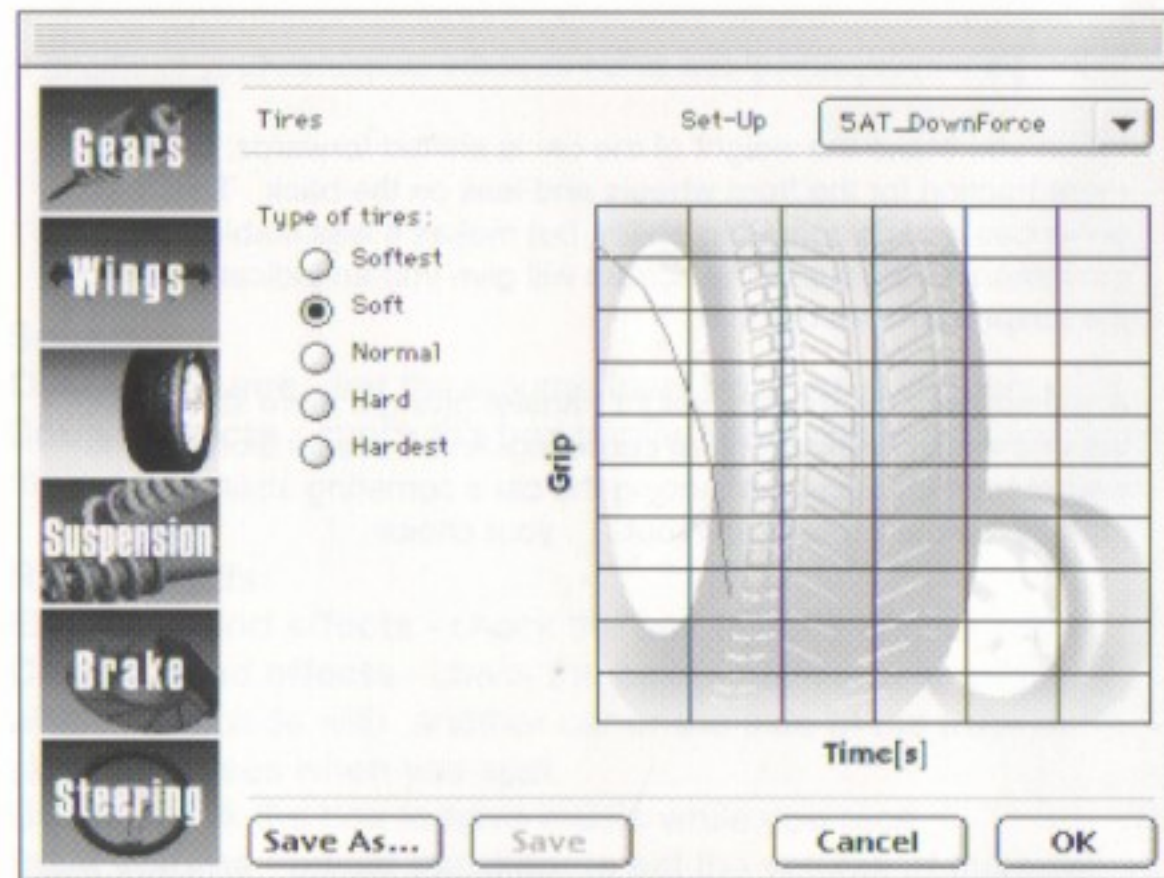
Endurance Tires

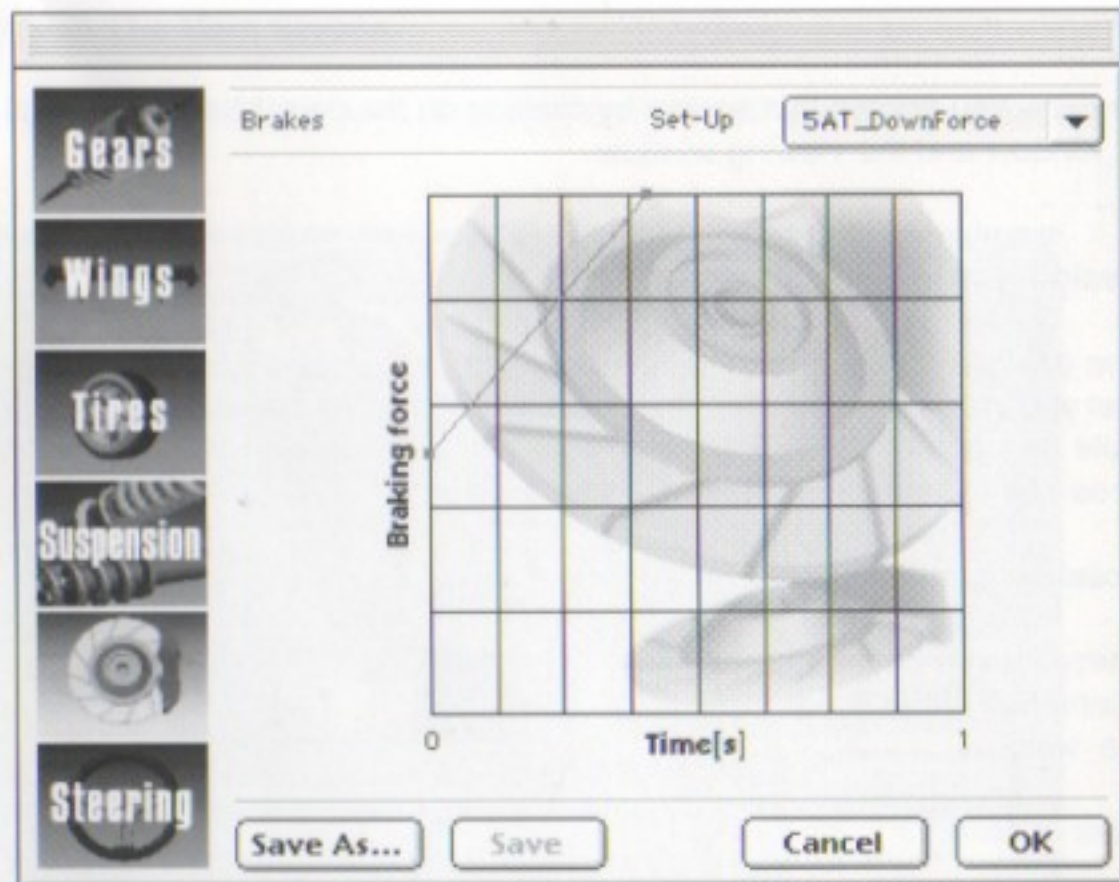
Over longer distances the choice is more complex. If you choose hard tires you may be able to avoid pitting, the trade-off is whether the time lost by pitting is less than the overall speed loss due to using harder tires.

Changing Tires

When to change tires is another key decision you will have to make in Endurance racing. Keep an eye on the tire wear indicators - the precise point at which you have to change tires depends on the type of tires you are running, the drive arrangement of the car, its overall set-up and how Days R is very similar to the real thing and so is rather more difficult than typical racing simulations.

The advantage is that you can achieve very fine control, the downside is that for beginners controlling the car can be tricky - especially for those with "heavy hands". If you do have difficulties - make sure you set the steering radius to big, and you may also set your mouse speed to slow.





Brakes

The chart shows the current profile of your brakes - the relationship between braking force and time. You can alter the initial braking force and how quickly full braking force is developed by dragging and positioning both ends of the red line with your mouse.

A greater initial braking force will allow you to brake more quickly, however if you brake while cornering it will tend to destabilise the car. This is important because one of the major techniques for out-driving your rivals is to brake as late as possible coming into corners. Braking too late and too hard may cause one or two wheels to lock and the car to spin.

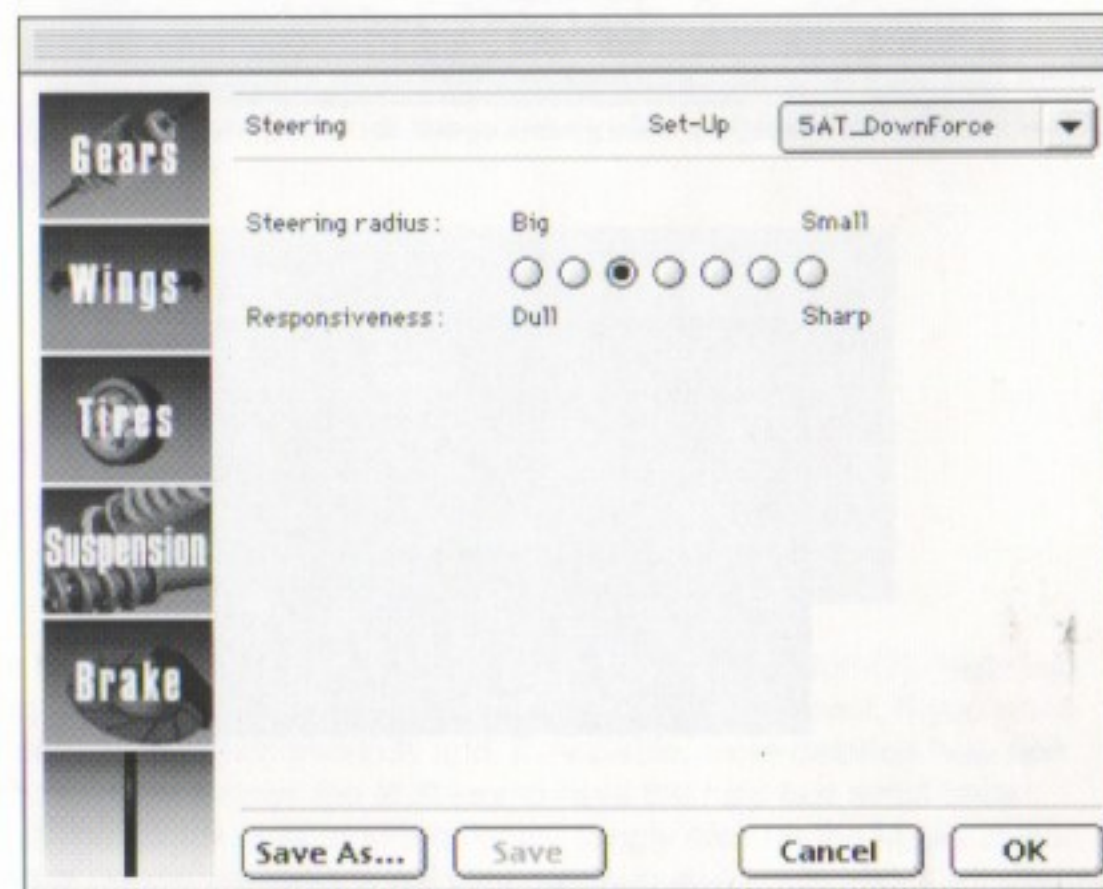
The ideal is to brake so that your tyres are on the verge of locking, but never actually do so. This will give you the shortest braking distance and allow you to maintain directional control of the car.

Steering

The sharper the steering response the more quickly the car will respond to your movements. However a sharp response requires a very fine control - we suggest that to start with you choose a duller response.

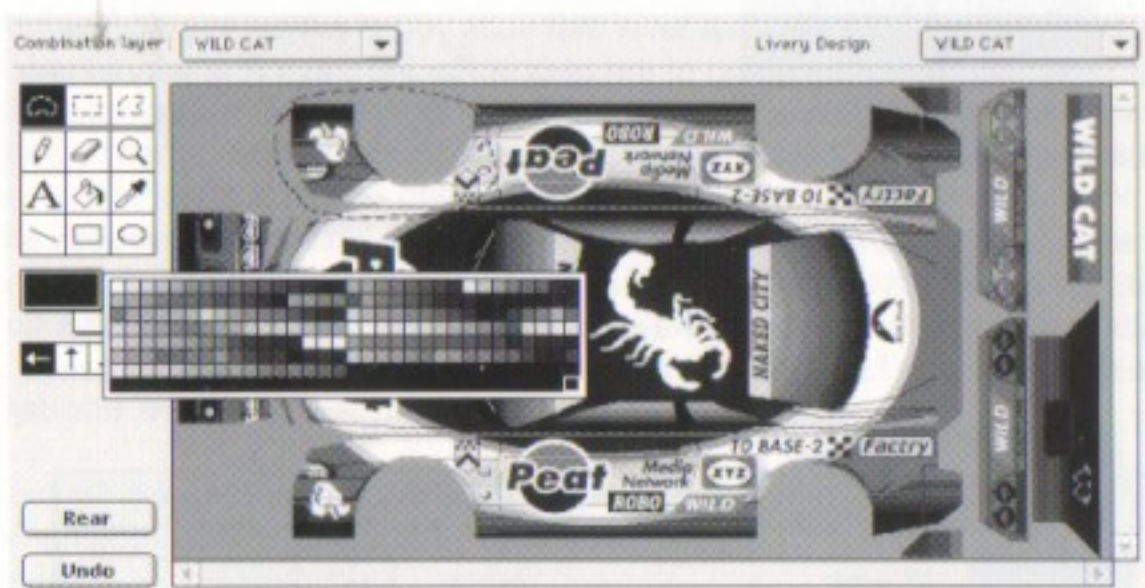
Selecting a steering response level that suits you is critical to enjoying Racing Days R. The handling of the cars in Racing Days R is very similar to the real thing and so is rather more difficult than typical racing simulations.

The advantage is that you can achieve very fine control, the downside is that for beginners controlling the car can be tricky - especially for those with "heavy hands". If you do have difficulties - make sure you set the steering radius to big, and you may also set your mouse speed to slow.



Chapter 7: Designing your own livery

Racing Days R contains a paintshop where you can create original liveries for your cars. You access this screen by clicking on the paint shelves in the virtual garage. The paintshop has three separate windows: the design window, the decals window and the viewing window

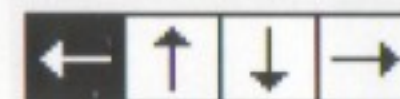


Design window

The design window shows the current livery design and it is in this window that you create new liveries. To the immediate left of the window there is a suite of tools which you use to do this. For a description of what each tool does see the help text within the program.

Rotation arrows:

These let you change the orientation of the livery within the window.



Rear button

The rear view of the car exists in two states: with brake lights off and brake lights on. If instead of having your brake lights come on you would prefer to send a message to the driver behind you - you may do so. First, click on the upwards arrow and scroll down the design window so that the two versions of the car's rear panel are visible. To the left the rear panel with brake lights off and to the right the rear panel with the brake lights on. Click on the rear button and the brake lights will go off. Now click on the text button "A" in the design tools. In the box that appeared write your message and set its colour. position the cursor where you would like your text message to start and click on the mouse. A dialog will open where you can enter the text to be incorporated into the design.



Decals window

The decals window contains a number of decals which you can paste onto your livery design. You can also import PICT files from the clipboard as decals into the decal window. Simply click the paste button to do this

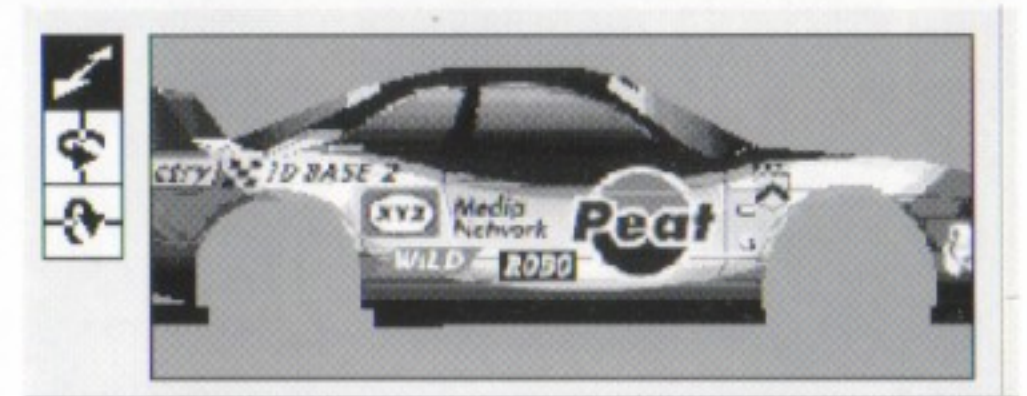
To incorporate the decal into your livery design simply drag and drop it onto the design in the design window in the position you want it.

To remove a decal from the list simply hit the clear button while the decal is showing in the decal window.



Viewing window

The viewing window lets you see your design from different angles and distances. The buttons to the left of the window let you move the design, and turn it on its horizontal and vertical axes. To perform any of these operations simply click on the appropriate button and then drag your mouse in the direction you wish the car to move.



Chapter 8: The race choice screen

In the Race Choice screen you will make three selections:

- a) circuit
- b) level
- c) racing mode



Selecting a circuit

The main window displays a collaged image of the current circuit - beneath this there is an oblong panel with the name of the circuit. You can toggle back and forth between the available circuits by clicking on the turquoise buttons either side of the panel. There are three main circuits:

The Devil's Playground, USA.
Northern Peaks, Switzerland.
Mystic Cliffs, India

For each of these circuits there are three different layouts and these are accessed by selecting different levels.

Selecting a level

For each circuit there are five levels. A description of the current level appears in the vertical window on the right-hand side of the screen. At the bottom of this window is an oblong panel with the current level displayed in it.

You can select which level to race from either from the pull-down menu, which you access by holding your mouse down over the panel or through scrolling by clicking on the small white triangles at the bottom of this window.

The first three levels all have different track layouts:

level 1 - Amateur

level 2 - Pro

level 3 - Ace

As suggested by their names the layouts through levels 1 to 3 become progressively more difficult.

level 4 - Endurance - this is a ten lap race around the most difficult circuit of the track.

level 5 - Shooting Days - this is a 1-lap time trial on the most difficult circuit of the track with the added challenge of having to fire off missiles at ten targets placed at various points around the track.

Progressing through the game

To begin with you will only have access to the Amateur level of each circuit - to access higher levels you must win at the prior level.

Selecting a racing mode.

On the bottom of the race choice screen you will see a row of four buttons:

Time Attack is a 1-lap time trial just you against the clock.

Simulation - this is a fantasy which allows you to create a dream car which for engineering reasons can't physically exist. When you click on this button you will access a dialog as shown opposite. Use the sliders to set-up your fantasy car.

Endurance is a 10-lap race against seven other cars.

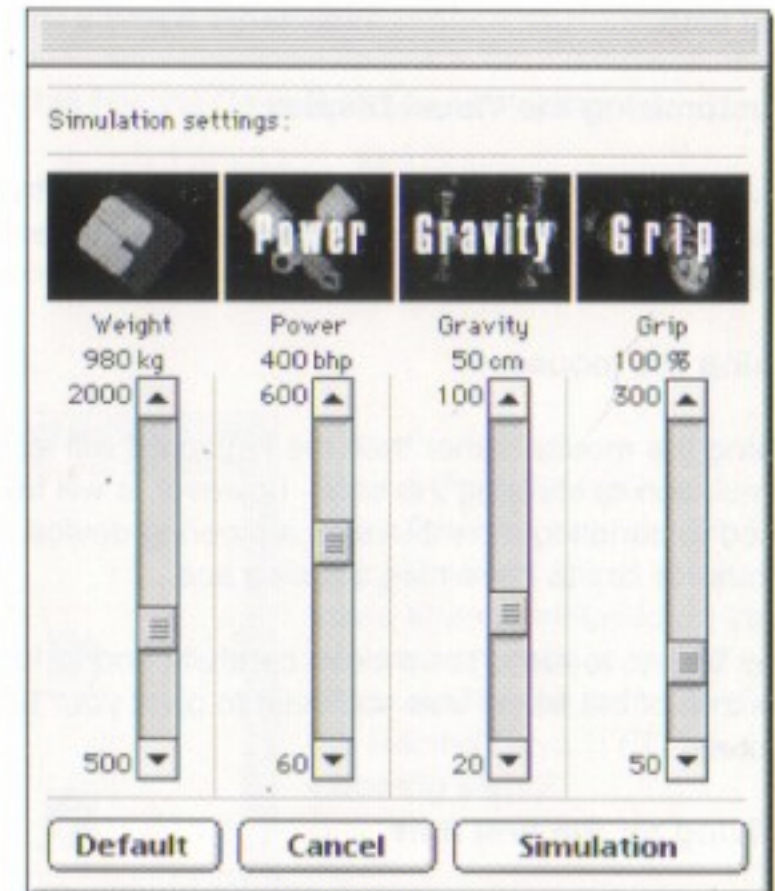
Sprint is a 3-lap race against seven other cars.

In individual racing all four racing styles are available to you. To begin with all the buttons will be illuminated except Endurance. Endurance racing only becomes available when you reach level 4.

In Network and Online play only the Sprint mode is available.

Returning to the main screen

In the bottom left-hand corner of the screen is the main screen button. Click on this button to return to the main screen.



Chapter 9: Racing Tips

It is a good idea to read this chapter before playing Racing Days R for the first time.

Customizing the Visual Display

Customizing the set up of Racing Days R to suit your computer is key to maximising your enjoyment (see chapter 4 under visual Display for more details).

Using the mouse

Using the mouse rather than the keyboard will let you get a better simulation of steering the cars - however, it will take a little time to get used to handling the mouse as a steering device. Learning to control the mouse is key to becoming a racing ace.

The trick is to move the mouse carefully and to focus your eyes on the horizon of the track. Use your wrist to pivot your hand while moving the mouse.

Driving for the first time

Take it easy on your first few laps - the cars tend to be harder to control at higher speeds.

Slow down before curves not in them.

A good rule to follow is "only brake while you are travelling in a straight line," this is because of the weight transfer that occurs when you brake. As you brake the weight distribution of the car shifts from the rear to the front. This is useful because it gives extra grip to the front wheels however, it reduces the grip of the back wheels. If you try to brake while cornering you are likely to spin out.

As you get better....learn to weight transfer

When you have mastered speed control, try driving using the technique of weight transfer. It's not hard and it will allow you to corner more quickly.

The procedure is:

1. Brake before the curve.
2. As you enter the curve ease off the brake and step on the accelerator.
3. Steer the car as you accelerate around the curve.

If you can follow these steps smoothly, you will be able to corner faster.

Drifting

When cornering too quickly you may begin to sense the curve "drifting" i.e. your car moving to the outside of the track. To avoid hitting the edge of the track you must turn the steering wheel in the opposite direction (countersteer).

If you are steering with the mouse, make sure the yellow rectangle has moved right over to the side of the screen you want to steer towards. This is a useful technique for correcting mistakes, however beginners should concentrate on making sure they enter corners at the correct speed.

Chapter 10 - Network and Online Racing

Racing Days R lets you race over an a local AppleTalk network or via the internet - you can race colleagues and friends on the same local network or challenge players from all over the world on the net.

Depending on whether you want to play over a local network or via the internet click on the appropriate panel.

AppleTalk

If you choose AppleTalk - a small panel will appear asking whether you want to be a host or a guest. If you choose to be a host , the chat window will appear. If you choose to be a guest the server selection window will appear.

In this window select the machine which is to be the game server. The box on the left-hand side refers to AppleTalk zones and is only relevant if you are playing on a network sub-divided into zones. If this is the case, select the zone in which the game server (your host) sits and then select the name of the host's machine from the game server box on the right-hand side of the server selection window. The chat window will then appear.

You also have a choice between network protocols. You may select either AppleTalk or TCP/IP. If your environment is all Mac or Mac-compatible it's likely your a running on AppleTalk. If your network includes machines running on other platforms, your network protocol is probably TCP/IP. Select the appropriate protocol from the pull-down menu.

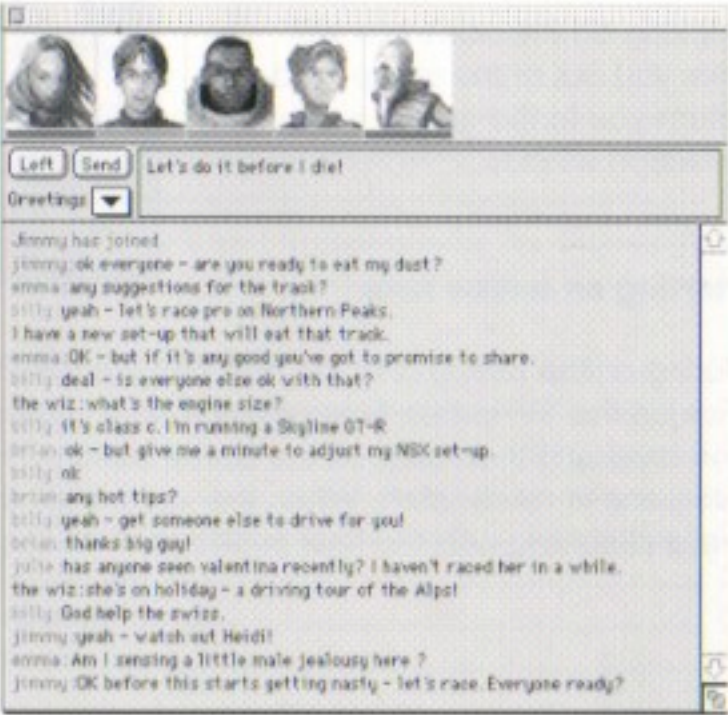
Internet

If you choose Internet - your internet connection software will launch, automatically connecting you to your ISP. It will then take a few seconds to connect to the Racing Days R server you have selected. When you have connected you will shortly see a selection window listing the race groups currently logged on to the server. Depending on whether you want to be a guest or a host click on the appropriate button.

Hosting a Race

If you choose to host a race the chat window will appear. When guests enter your race group you will see a message of the form " X. has joined the group". The new member's avatar will appear at the top of the screen.

To send a message to other members of the group, type it into the enter field and hit return or click on the send button.

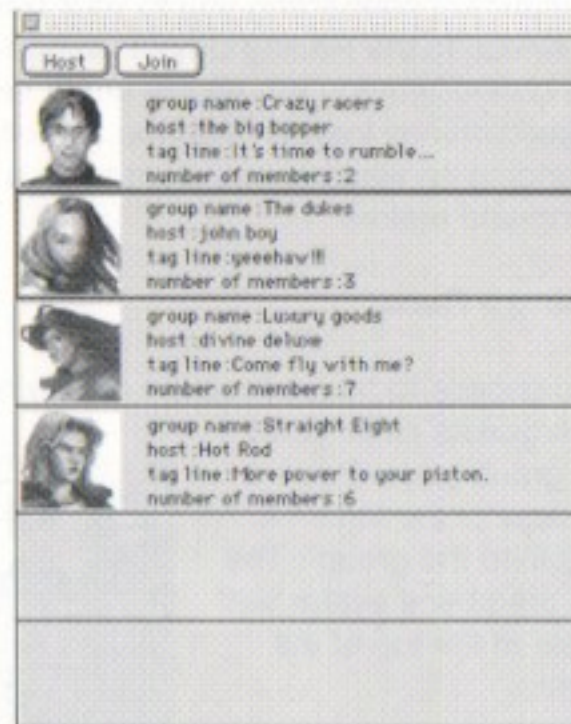


Joining a Group

If you wish to be a guest rather than a host - decide which group you would like to join. Click on the host's avatar and then click on the "Join" button. The chat window for that group will appear on your screen.

While you are hooked up to a group on the network you can still access the options panels and the virtual garage.

Clicking on the close box will take you out of the group and return you to the group selection window.



Starting an online race

During online racing only the host can start the race. If you are the host click on the "R" button to access the race choice screen - select a circuit and level and then click on the Sprint button. The race will load and when everyone is ready, start. When the race ends the chat window will reappear along with the final positions of each racer.

Restrictions on Internet Racing

Internet racing occurs in realtime, but in order to have uninterrupted racing over a restricted bandwidth your competitors' data will not be kept totally up to date. Obviously the faster the modem the better. The following effects may occur:

1. An opponent's car may seem to stop.
2. Race ranking may not be accurate during the race. It will however be accurate at the end of the race.
3. When you collide with your opponents a crash will not occur.

Time limits on the server.

At certain times the server may get very crowded, in such a circumstance the server rations the amount of time for each group and will disconnect automatically after a certain amount of time.

Closing your connection

When you quit internet play your ISP connection will not close automatically. You need to close it via the control panel, of the operating system.

Chapter 11: Other stuff

User support

If you have questions concerning Racing Days R, user support is available, however to receive it you must register first.

E-mail address: support@feral.co.uk

Fax: (44)-1225-446534

Before contacting us please check out the Racing Days R homepage for FAQs - these will probably answer your question. You can access this page via the Feral web site:

www.feral.co.uk

Before you can race online

To access the Racing Days R server you need to have registered your User-ID and password. Make sure your phone number is as you entered it on the registration card - the last 4 digits are your password.

Please wait for ten days after sending in your registration card before attempting to access the Racing Days R server.

Loss of registration card

Try not to lose your registration card it has your user ID printed on it - if you forget your User ID a new one will cost you £10.

Troubleshooting

1. For those using Ram doubler and/or virtual memory.

Turn these off while playing Racing Days R.

2. If the movement of the mouse is dull

Take out the track ball and clean the inside of the mouse.

3. The game does not run smoothly on the screen.

Make sure Racing Days R is configured to suit the power of your computer. In the visual displays panel there is a pull-down menu with some preset configurations. Choose the one that most closely resembles your machine.

4. The car is hard to control

Make sure the game is configured appropriately for the speed of your computer (see 3 above). Also select the easiest car Set-Up. This is called "Easy" and can be selected from the set-up pull-down menu which is present in every car set-up panel in the Virtual Garage.

Also follow the handling instructions given in Chapter 2 under **Handling the Car**.

For more Troubleshooting tips check out the Racing Days R FAQs on the Feral web site.

Credits

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Game Design:	Kazuko Yoshinaga
Graphics:	Toshikazu Shima Yoo Murashima Minoru Urano
Music:	Franky Ueshima Kazuo Noda
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