GT Legends

ONLINE - KEY

SIMBIN DEVELOPMENT TEAM

FiA-GTC-TC

FiA HISTORIC RACING CHAMPIONSHIPS

10T 10TACLE STUDIOS PUBLISHING

ATARI

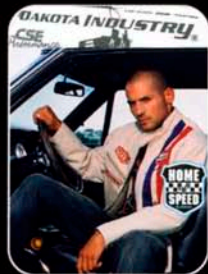## SAFETY WARNING AND COPYRIGHT

EPILEPSY WARNING

A very small percentage of the population suffers from epileptic-like seizures, possibly triggered by certain imagery, including flashing lights or patterns that might be contained within computer games/console games. Even people who have not been diagnosed with epilepsy and have not suffered from seizures, which are a result of the disease, may become victims of an undiagnosed disorder, which could trigger such seizures while watching a computer game/console game. These seizures can show different symptoms, including dizziness, visual distortion, twitching in the eyes or face, spastic movements or shakiness in the arms and legs, confusion, blurriness of sight, or temporary loss of consciousness. The seizures could also cause unconsciousness or cramps leading to injuries from falling or colliding with nearby objects. Immediately stop playing computer games/console games and consult a physician if you experience any of the symptoms above. Parents should monitor their children, or ask them if they have experienced any of the symptoms above – children and teenagers are more at risk of becoming victims of such seizures than adults. The risk of having epileptic seizures caused by sensitivity to light can be reduced by increasing the distance to the monitor/TV screen, using a smaller monitor/TV screen, playing in a well lit room and never playing while feeling drowsy or tired. Please consult a physician before beginning to play if you or a member of your family has ever experienced seizures or suffer from epilepsy.

GT Legends is based on official licenses of the respected racing teams featured in the game. AC Cobra, Alfa Romeo, Austin, BMC, BMW, Chevrolet, De Tomaso, Ferrari, Fiat, Ford, Jaguar, Lotus, Mercedes, Porsche, Renault, Shelby and TVR are registered trademarks of their respective owners.

CONTENTS

WELCOME TO GT LEGENDS

Dear GT-Legends players,

Thank you very much for choosing GT Legends. Let us take you back to a time when motor sports was not yet dominated by telemetry and technology and race car sounds were not yet muffled by catalysts and state-of-the-art exhaust systems.

The great variety of car types at that time and the different kinds of vehicle designs resulted in breathtaking duels on various European circuits way back in the 50s, 60s and 70s. At that time on a wet or winding track even a "small" Mini Cooper was able to compete with "Big Block" American cars like the Ford Mustang. Whether it be front-wheel drive, rear-wheel drive, a high revving four-cylinder engine or a massive eight-cylinder engine, whether it be rigid axle or independent wheel suspension, disc brake or drum brake - at that time design engineers gave free rein to their imagination. When it came to the original racing cars the emphasis was placed on the skills of the drivers, which is again the case today with the GT-Legends racing cars. With GT-Legends it is possible to span several decades and embrace the traditional values from the 50s to the 70s and at the same time to make use of innovative opportunities of modern times. With our Classic Car Racing Game you get the one-off opportunity to "drive" the same original racing cars you can still experience live on the circuits of today. You can find the up-to-date racing schedule of the FIA-European Championships for GT and Touring cars at:

www.fia-historic-racing.com

Come and see your favorite racing cars on one of our forthcoming events. You can experience motor sports live at home and on the circuit. You will be thrilled at how close vision and reality really are. **Have fun racing!** *We would be very delighted to welcome you as a guest or maybe even as a driver at our races.*

Ronny G. Bredhauer
FIA-GTC-TC Coordinator

GT LEGENDS

GT Legends is the ultimate historic racing simulation, bringing back the legendary spirit of the 60s and 70s. From the famous Mini Cooper to the muscular Corvette Stingray and fire breathing BMW CSL, GT Legends is the first game featuring all the legends of classic car racing. In decades past, these mythical machines regularly met in fierce combat on race tracks across the world. This was the time when race cars were nasty, super-powered brutes. It took no less than fearless man-handling and wit to survive the hard wheel to wheel racing that define their era.

Their moment of glory has since passed, to be found only in the pages of motor sports history and legend, until now. Recently the FIA decided to bring these machines back to the international racing scene and a new generation can experience these legendary cars once again. Enter the FIA GTC-TC European series for historic GT and Touring cars. Coming to an international racing venue near you, the FIA GTC-TC series features massive fields of classic GTs and Touring cars being raced in wheel to wheel combat with incredible levels of fervor and action.

The FIA runs three different championships for these cars: TC65: Touring Cars up to 1965, GTC65: Grand Touring Cars up to 1965, and GTC-TC76: Grand Touring and Touring Cars up to 1976 with the odd prototype thrown in for good measure. In GT Legends we're starting you out with two low powered 60s Touring cars: A Mini Cooper and a Ford Cortina GT. You can start racing these cars and get to grips with the art of drifting these old beasts before graduating to the more powerful 60s GTs and fire breathing 70s machine with their huge slick tires.

Race and collect over ninety legendary GT and Touring cars of the 60s and 70s across some of Europe's most challenging and famous circuits. Enter cup challenges and build up your garage of amazing classic competition machines. Race your hard earned collectables in online competitions and show off your latest unlocked rides. Only the best drivers get to drive the fastest and most desirable cars!

Power sliding action is the name of the game here; get ready to burn some rubber!

READY, SET, RACE!

CREATE A PLAYER FOR THE FIRST TIME

When starting the game up for the first time, you will be prompted to enter a driver name. Clicking on the checkmark takes you to the controller set up screen.

CREATE A NEW PLAYER, OR DRIVER PROFILE

Click on Driver Profile from the main menu. Select New Player or choose between existing player profiles.
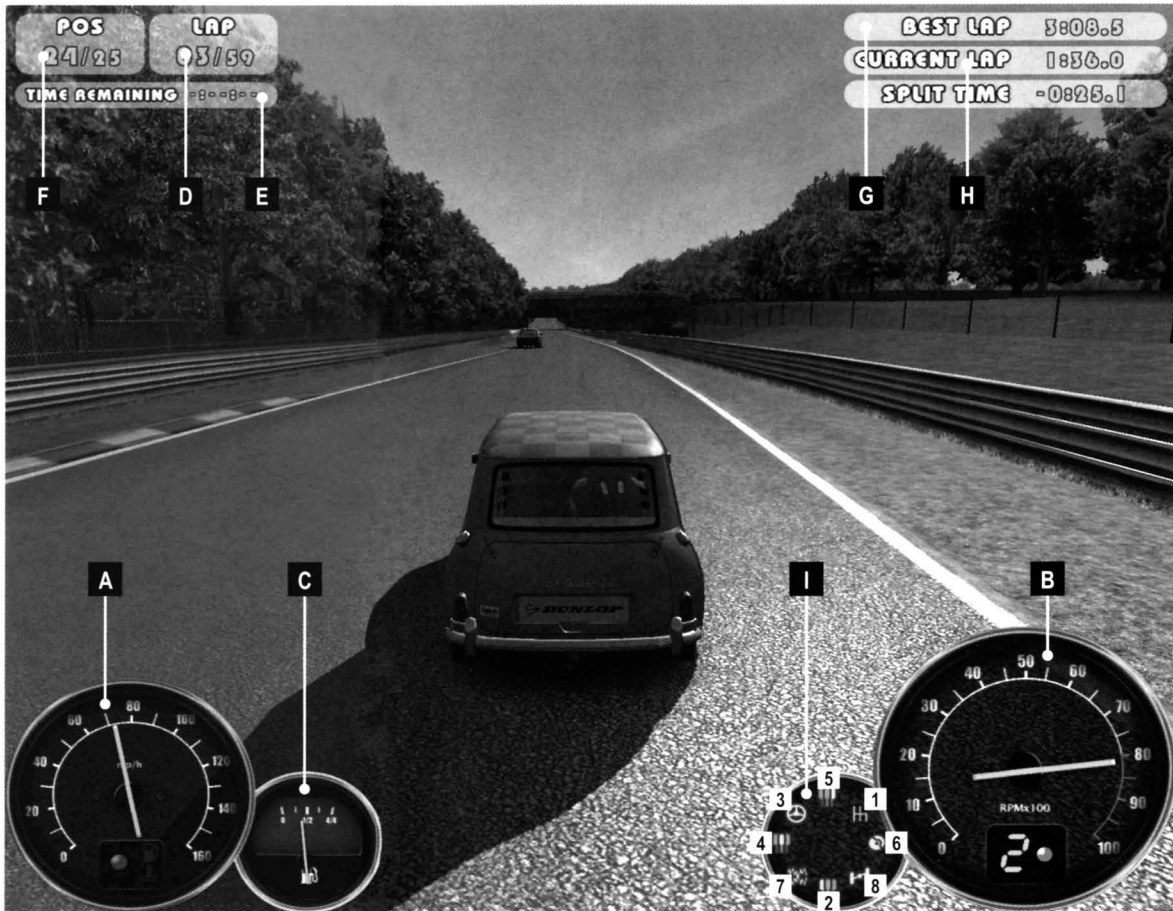
CONTROLLER SET-UP

When creating a new Driver Profile, you will be taken directly to the default controller set up screen. View or change your keyboard settings here for driving, accessory and game controls. Once you are satisfied with your main controller settings, click the Next icon on the lower right of the screen. This takes you to the Advanced screen. Use the Advanced screen to verify that your controls are set to your preferences. Simply use the device button you have mapped to Steering, Accelerator, Brake or Clutch and you should see the corresponding bar increase. It can also be used as a guide for sensitivity and deadzone settings. Once you are satisfied with these settings, you can either return to the main mode screen by clicking on the Back icon, or you can view or change your Force Feedback settings by clicking on the Next icon. GT Legends includes optimized Force Feedback effects for a number of devices. Select specific settings from the basic and specialized effects lists. Basic effects are recommended if your controller isn't listed in the specialized list. Force Feedback Effects - Determines how much information the car will try to convey to you through your controller's Force Feedback mechanism. Full is recommended.

START RACING!

To start a Single Player race, click on Single Player. Then select Cup Challenge, Quick Race, or Open Practice. You will then choose your track, car, and difficulty settings. Once your track is loaded, you can hit the road by clicking on Drive, or you can adjust your options and garage settings.

A) **Speedometer (large)**
B) **Tachometer (large)**
C) **Fuel Level**

D) **Lap Count**
E) **Race Time remaining**
F) **Race Position**
G) **Best Lap Time**
H) **Current Lap Time**

I) **Driving Assists:**
   1) Automatic Gearbox
   2) Automatic Clutch
   3) Steering Help
   4) Braking Help
   5) Traction Control
   6) Anti-lock Brakes
   7) Damage
   8) Stability Help

SINGLE PLAYER

Navigate your way through the Cup Challenge; test your car set up on the track, or just have a quick race with computer (AI) controlled competitors.

MULTIPLAYER

Test your skills playing with other live gamers, either online or over a LAN.

DRIVER PROFILE

View your driver stats. You can also create a new profile or delete an older one.

OPTIONS

Tweak your realism, video, sound, and controller preferences here.

TOP TIP
When watching an instant replay, you can use the arrow keys to fwd/rwd/pause/reverse the replay. The INS and DEL keys on the numeric keypad will do two different speeds for slow-motion effects.


REPLAYS

Relive moments of triumph, or carefully watch and analyze how you were overtaken in that last lap.

Fully explore the world of GT Legends by working your way through the Cup Challenges. Win credits by taking podium race positions and spend your hard earned cash on new, more powerful machines. As you progress though the Cup Stages new types of racing and international tracks are unlocked. Discover and win special unlockable cars. Once unlocked, these rare cars can be used in any GTL mode, including Multiplayer.
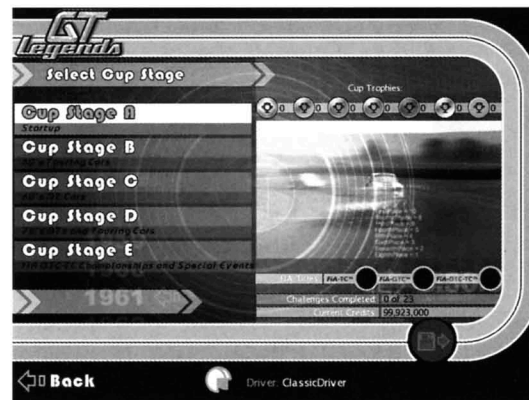
TOP TIP
We recommend a maximum of 8 cars for smooth performance racing at night. Large fields of cars racing at night are for high end PCs only.

We're starting you out in the Cup Challenge with two 60s touring cars; an Austin Mini Cooper and a Ford Lotus Cortina. As you win races and earn credits, you'll work your way up to the faster and more brutal 60s GT Cups. Master these to graduate to the monstrously powerful 70s GT and Touring Cars Cups before gaining access to the full FIA Championships.

Start the Cup Challenge by entering Cup Stage A. Each Stage has multiple Cup Challenges to complete and each Challenge has its own theme and set of eligible cars. Finish all the Challenges in a Stage in the top three places to unlock the next Cup Stage. Once a new Stage is unlocked, its tracks are also available in Quick Race, Open Practice, and Multiplayer Host modes.

SELECTING A CAR

After selecting the Cup Stage, you will have a choice of which Cup Challenge to pursue. Click on a Cup Challenge to see the eligible cars and the available tracks for that Challenge. The eligible cars for each Cup Challenge are based on a specific theme and only the eligible cars will be shown as options. Select the Cup Challenge and progress to the next screen to select the car to drive in the Challenge. You will be shown eligible cars from your own garage, as well as the eligible cars you not yet owned. Cars you don't yet own can be purchased here through the Quick Buy button. If you want to inspect any machine, highlight the car, and then click on the "View Car" icon to access the showroom. Some cars cannot be purchased – they must be won. Look for these rare cars marked by a padlock icon.

DIFFICULTY

The difficulty setting you select determines the type of Cup and credit award on offer and which driving assists are available. The harder the difficulty setting, the larger the credit awards at the end of the race. Check out page 17 for more information about Difficulty.

FREE PRACTICE AND QUALIFYING

Check the boxes for Free Practice and Qualifying to include those sessions in your Cup Challenge race events. Use Free Practice to plot the best driving line and tune your car for the track. Qualifying allows you to earn a position on the starting grid. If you skip Qualifying you'll be placed on the grid in last position.

TOP TIP
Once you reload a saved game you can select "Restart" from the "Esc" Menu and the in-progress saved race will be restarted from the beginning.

SAVING IN PROGRESS CUP CHALLENGES

If you choose to quit from a race after it's started, your race result will be scored as a DNF (did not finish). If you need to quit a race, but wish to continue your Cup Championship at a later time, then its best to save your game before you quit out. To do this press the "Esc" key and select "Save" before selecting "Quit".

The "Continue Saved Game" icon can then be accessed from the Select Cup Stage page at a later time.

QUICK RACE

Race outside of the Cup Challenge system using the cars you've acquired and the tracks you've unlocked to date. In Quick Race, you can select the time of day for the race session as well as the number of laps, grid position, opponents and eligible cars.

Click on Quick Race from the Single Player menu and select your car, track, and event options.

Tracks are unlocked by Cup Stage. So when you unlock a new Cup Stage in your Cup career, all of the tracks in this Stage become available in Quick Race, Open Practice, and Multiplayer Host modes.

TOP TIP
For Quick Race - If the number display for opponents is "Grey" then you can expect duplicate AI cars in your race. Move the slider so the number readout is orange to avoid duplicate cars.

OPEN PRACTICE

Practice your driving skills with any purchased car or unlocked track. You can choose to have either a private practice or a shared session with other AI cars. In Open Practice, you can select the time of day for the session and no time limit.

Your lap times are logged in this session and recorded, as are the number of laps completed. Stored Lap Records can be viewed in the Driver Profile Stats screen.

How many of the 90+ cars in the game will you collect? Admire every car in your collection in My Garage.

TOP TIP
Drop MP3 music tracks into the Music folder in the root folder of your GT Legends game on your PC, enable In-Car Music from the Options menu, and enjoy racing while listening to your favorite songs.

Each of your cars is featured, including at-a-glance stats regarding its value, weight, top speed, power, max RPM, and class.

From My Garage, you may go directly to the Showroom. From here you can either sell cars to earn back some credits, access Open Practice/Quick Race, or just view the selected car in all its detailed glory.

Go ahead and admire what you've collected by winning races after countless laps. You've earned it.

Will you be the first one on the block to have a garage filled with the fastest cars available in GT Legends?

There are over ninety cars to acquire in GT Legends. To buy new rides, select Car Dealer from the Single Player menu screen.

The left of the screen shows a list of car models. Clicking one of these will bring up a list of cars of that type on the right side of the screen. To see a detailed view of each car, highlight one of the car icons on the right, then click the Showroom icon. You will be able to view the car from all sides. Want to check out all of the available cars of this model? Use the left and right arrows towards the top of the screen to scroll through the available selection.

It can be hard to choose which gorgeous classic racing car to put in your garage. Why not take a car from the showroom out for a Test Drive? Find out how each car handles before you spend your hard-earned credits.

Note: Rare collectible cars must be unlocked through the Cup Challenge before they can be driven.

TOP TIP
While in cockpit
mode, press
the SPACE bar
(default) to cycle
through race
information on the
LCD display.

From the Showroom, click on the Test Drive icon. You will be given a choice of three tracks for your test drive. Click on the track you want to test on, then click on the Select Track icon. On the right, you can set the time of day for your test drive, from morning right through to night. Finally, choose the difficulty level you'd like and click on "Go Test Drive!" You'll be on the track and ready to burn some rubber. To leave the track press the Esc key, which will take you back to the Showroom.

GT Legends offers thrilling racing gameplay, regardless of your skill. Players are offered five different difficulty settings to match every experience level. With difficulty settings ranging from Beginner to Professional, you'll be able to win races in no time. Each level features ramped amounts of AI strength, allowed driving assists, and damage realism.

	A	B	C	D	E	F	G
Beginner					1st	2nd	3rd
Novice				1st	2nd	3rd	
Amateur			1st	2nd	3rd		
Semi-Pro		1st	2nd	3rd			
Professional	1st	2nd	3rd				

A - Diamond Cup, B - Platinum Cup, C - Gold Cup, D - Silver Cup, E - Bronze Cup, F - Glass Cup, G - Plastic Cup.

The difficulty level also affects the amount of credit awards and the type of Cup Trophy on offer. The higher the difficulty level, the greater the credit and trophy awards. As you build your racing experience, you can repeat previously completed Cup Championships at higher skill levels to win more valuable cup Trophies.

TOP TIP
Difficulty
levels cannot
be changed
for in-progress
Championships.

KEYBOARD CONTROLS

The following are the default controls in the game. The default keys can be changed in the Controller menu (Options).

Accelerate	A	Toggle AI Control	I
Brake	Z	Vehicle Labels	Tab
Steer Left	,	Reset Car	E
Steer Right	.	Instant Replay	R
Shift Up	Alt	Pause	P
Shift Down	R Alt	Driving View	L Shift
Clutch	Q	Look Left	V
Pit Speed Limiter	L	Look Right	N
LCD Mode	Space	Look Behind	B
Pit in Request	9	Swingcam Down	Numpad 2
Menu Select	Enter	Swingcam Left	Numpad 4
Menu Up	Up Arrow	Swingcam Reset	Numpad 5
Menu Down	Down Arrow	Swingcam Right	Numpad 6
Menu Increase	R Arrow	Swingcam Zoom	Numpad 7
Menu Decrease	L Arrow	Swingcam Up	Numpad 8
Headlights	H	Swingcam Zoom	Numpad 9
Brake Bias Front	[	Next car	Numpad + /
Brake Bias Rear	]	View Previous car	Numpad - /

CAMERA VIEWS

Cockpit Views	Insert
Alternate Views	Home
Swingcam View	Page Up
TV-Cam	Page Down
Slow Motion	Numpad 0
Super Slow Motion	Numpad .

DRIVING ASSISTS

NOTE: The available driving assists are locked out depending difficulty level and controller type.

F KEYS

Automatic Gearbox	F1	Traction Control	F5
Automatic Clutch	F2	Anti-lock Brakes	F6
Steering Help	F3	Damage	F7
Braking Help	F4	Stability Help	F8

CONTROL REPLAY

Pause	Down Arrow
Fast Forward	Right Arrow
Rewind	Left Arrow
Reset to Cockpit View	Insert

MOUSE CONTROLS

The following controls apply to cockpit view only.

Adjust Seat Forwards	left click and move mouse forward
Adjust Seat Aft	left click and move mouse backward
Adjust Seat Up	right click and move mouse forward
Adjust seat Down	right click and move mouse backward

WHEEL CONTROLS

Wheel control defaults vary by wheel manufacturer. Refer to the Controller Setup options for individual wheel settings. Wheel buttons and axis can be configured to drive most menu functions when assigned properly.

The number of allowed driving assists is determined by the difficulty setting and controller type. Beginner Level allows all driving assists whereas very few are available in Professional Mode. Digital controllers (e.g. keyboard, digital joypads) are allowed additional assists, even in Professional mode. Custom driving assist settings are carried over between races.

Adjust the following driving assists to your preferences in the Options menu.
Automatic Gearbox - When enabled, the game does all the gear shifting (Also F1).
Automatic Clutch - Works the clutch automatically and smoothes out gear shifts (Also F2).
Automatic Reverse - After braking to a complete stop, if the brake is held, the car will move in reverse after a small delay.

The following driving assists are controlled using the Function keys at the top of the keyboard:
Steering Help - Provides keyboard and game pad users with steering assistance (F3).
Braking Help - Assists braking at the right time to make the corner (F4).
Traction Control - Stops Wheel-spin. Helpful for keyboard controlled cars. On some difficulty levels, there are two levels of traction control, low and high. Use F5 to toggle between them.
Anti-Lock Brakes - Stops the wheels from locking when the car is braking. Helpful for keyboard users (F6).
Damage - Makes your car invulnerable to accident damage (F7).
Stability Help - Helps prevents the car from spinning out (F8).

TOP TIP
The available driving assists for your chosen difficulty level are shown in the HUD. If you try and activate a locked out driving assist a message is shown: "<Driving Assist> Disallowed".

GT Legends features the ability to race against your friends and other live opponents over a Local Area Network (LAN), over the Internet via direct TCP/IP, or over the Internet using the GT Legends Internet system. Credits are awarded for race results, allowing you to earn money towards further car purchases.

To access these features, select Multiplayer from the main menu. Choose either Direct TCP/IP or Internet.

DIRECT TCP/IP
Host and join races privately over a LAN or on the Internet. Select the Direct TCP/IP option to take you into the main lobby where you can start a new game or join an existing game created by another person.

Hosting a new game
To start a new game that others can join, click Host. You may choose any track that you have already unlocked in your single player game. Additionally, you set the difficulty level of the race and which cars are eligible to drive in the race. You can sort these by class or car model.

Once you have set the race conditions, click the Host button again and you will be prompted for a game name. This will be the description other users see when searching for your game.

Next the selected track will load and you will be alone in your game, waiting for other players to join. These can be either other gamers on your LAN or (if you have an active Internet connection) other people on the Internet. To personally invite someone to join your race, give them your IP Address.

Note: You, as the host of the game, must load the race first before any participants may join. If you have not started the game yet, other players will not be able to see and join the race.

Joining an existing game

To join an existing game hosted by someone else, first determine whether you will join a game on your LAN or on the Internet. If the host has created the game on your LAN, then as soon as you enter the main lobby, GT Legends will start searching your LAN. Any active games on the LAN will appear in the list after a few seconds.

If the game is on the Internet, the person hosting the game must give you their direct IP address. This is the unique address of the hosting computer on the Internet and it is the host's responsibility to supply you with this address before you can join the game. (IP addresses are in the form of 4 numbers separated by ".". E.g. 233.101.23.80). Once you have the host's IP address, select the 'Add IP Address' option from the main lobby. Enter this address into the text field and click the Proceed button. GT Legends will then search for a game at the specified address. If an active game is found, it will appear in the list after a few seconds.

The refresh option performs searches of the LAN only. If you entered an IP Address and did not find your game, verify the address and select the 'Add IP Address' option again. If you still do not see the race, contact the host to make sure the game has started and that the IP Address is correct.

You may use any car that you already own in your garage that the host has specified is eligible to drive in this race. If you don't own a correct car already, you can quick buy it in the car select menu.

INTERNET RACING – GT LEGENDS INTERNET SERVICE

GT Legends also offers a more open method of racing over the Internet, where you can talk to and race against other drivers who are interested in online racing. To access the GT Legends Internet service, select Internet from the Multiplayer menu.

Enter the Online Serial Key provided with the game (only required once). You will be taken to the main login screen. First time users will need to register a username and password.

Registration

Select the Register option to enter the basic information required to create an account with the GT Legends Internet service. This includes a lobby username, a password (+verification), and your e-mail address. Once you have confirmation that your username was successfully registered, you may login.

The unique username you register with the GT Legends Internet service is independent from your player settings. It is a lobby system identifier only! You can choose any username for the GT Legends Internet service and still participate and collect credits as your preferred driver profile. When you are in the Online Lobby itself, either hosting or joining a game, the username is how you will be identified by other users. Once you exit the lobby and enter the online race itself, however, your player (or profile) name is what will be visible to other race participants.

IMPORTANT: It is important that you remember your unique username and password. So please choose your username and password carefully.

Games List

This list displays a basic summary of all the active games that are currently in progress. These are: the game name specified by the creator of the game; the venue of the race; current number of players in the game; difficulty level; and the ping to the game. Be sure to look for a race at your own level for the best racing experience for all participants.

You may also view the detailed settings of any game in the lobby. Select the game in the lists and click the Rules button.

If you want to create a game that others can join, click on Host, and set the game options to your preferences. You may select any track that you have already unlocked in your single player race career. Once you have created the game, it will be visible in the Online Lobby Games List for all other drivers to see and join.

Players List

This displays the lobby username of every driver currently active in the GT Legends Internet service. Players will be either in the Online Lobby or will have joined a game. Their current status is also indicated in the list. If they are racing on a server their status column will display the game in which they are currently racing. If they are not on a game server, the name of the Chat Room they are currently in will be displayed in brackets. Example: < MAIN (ENG) >

Chat

The GT Legends Internet service provides a central chat system for all users in the Online Lobby. Here you may talk to anyone else in the lobby (but not those who have joined a game), make friends, arrange races, and so on.

An extended feature of the chat rooms is that you may also create your own chat room and optionally protect it with a password. Click the Create button, enter the details of your new chat room (name, welcome message, password) and it will appear in the chat room list for all other users to see and join.

See the file dedicated_server.txt on the installation disc for directions on setting up a dedicated server for hosting racing.

TOP TIP
When hosting a GTL server behind a firewall, you must make sure that UDP ports 34297 and 34298, and TCP port 34347, are open. For further information please consult GTL_Server_Hosting.doc, located in your GTL game folder.

Getting to know GTL – A general driving guide.
By Doug Arnao

Competed in IMSA, SCCA and FIA events from 1985-1998. Won 3 successive SCCA Championships (89'-91') in a Porsche 914/6 including a string of 30 wins with 7 lap records. In 1989, he finished 3rd in the Porsche Cup USA competition.

All race cars benefit from a common set of driving techniques, regardless of the car's individual traits. In GT Legends, there are many different types of cars and to get the most out of each one you will start by using the same driving tactics to get you up to speed on the race track. It's once you approach the edge of the speed envelope that the individual car's characteristics really start to take over and demand different styles. Here are some general driving techniques that will help you get up to speed no matter which car in GTL you choose.

First and foremost, as the driver, you need to be smooth. Smooth on all controls and with all reactions. This includes the steering, acceleration, shifting, and brakes – both on and off. Your job is to do as little as possible to upset your vehicle's dynamic balance (as the car is transitioning from one state to another). Jerky, rapid movements to the controls unload the car's weight off the tires at the times when you need that weight the most – attempting to negotiate a corners at reasonably high speeds. The use of the steering wheel to actually turn-in, and carry a clean smooth line with proper apex, is the first thing to master. Each track has a dark "groove" caused by the many cars laying down rubber on the fast line. Use it to guide yourself around the track until you learn the line completely.

The throttle and brake pedals are the most misunderstood parts of car handling for the novice. Applying just the right amount of power to balance the chassis while gradually accelerating the car thru the corner is important to learn. Imagine an egg between your foot and the throttle pedal and try not to break it. Squeeze the throttle – never slam it down. While the lower powered cars in GTL are hard to upset with too much throttle, some of the higher powered front engine cars, like the Cobras, are downright evil without some throttle discipline.

Braking is also something that needs to be thought about once your line and throttle techniques have you moving along at a good pace. The idea is to hold off applying the brakes until the last second, while not going in so far as to over shoot the corner entrance. Be smooth with the brake application. Don't just run up to the 100M board and slam the brakes on. It too needs to be done smoothly – with some progression when you push the pedal down – in a squeezing action. Too abruptly and the wheels will lock and your braking distance will increase. Remember, a rolling tire will stop the car better than a locked, sliding tire. Getting off the brakes, once into the entrance of the corner, is also important and needs to be done with some progression. Also the timing of it is crucial. The novice should do all his braking in a straight line from beginning to end, and not start turning into the corner until the brakes are completely off. An advanced technique called "trail-braking" entails trailing off the brakes smoothly as you are turning into the corner. This is combined with a later initial brake thus extending the straight deeper into the corner. It also helps the car turn in when understeer is the car's natural trait. A front-wheel drive car, like the Mini Cooper, will benefit greatly from this and is almost required to get the most out of this little giant killer.

> **TOP TIP**
> **Fast driving requires careful control of the throttle, brake, and steering. If you're having trouble keeping it on the road, double check your controller settings to make sure they're using the maximum range.**

There is a wide choice of cars in GTL to choose from. Each painstakingly modeled physically as well as visually. The real life attributes of the 90 plus cars available in this racing simulation can be separated into the following groups and natural traits:

Front Engine, Live rear axle
Ford Mustang, Shelby GT350, Ford Falcon, Alfa GTA, Lotus Cortina, Austin-Healey 3000, Jaguar MKII, Ford Capri, Ford Escort
Understeers, slides easily. The higher powered American iron cars feel very heavy to steer and slide around very easily. Can be fun and reasonably fast if done in a controlled manner. Delicate throttle control is very important to balance these bigger beasts.

The British and European version cars are more direct, but with less power and mass, do less power sliding and more pure sliding.

Front Engine, Independent rear axle,
Chevy Corvette, BMW CSL, TVR Griffith 400, Ferrari 275GTB/C, Jaguar E-Type, Lotus Elan, Lotus Elite, Mercedes 300SL, Shelby Cobra
Neutral to slight understeer, medium weight. These are more the classic sports cars. Handle very predictably. Requires no real tricks to drive and are well balanced overall packages with no overly dominant traits. The independent rear makes for great grip in all cornering states. Braking is usually excellent.

Mid-Engine
Porsche 914/6, Porsche 906, DeTomaso Pantera, Ford GT-40
Neutral Handling. Turns very quickly because of it central weight bias. Will spin easily if you are not smooth with the controls. Can be very fast if driven properly.

Rear Engine
Porsche 911RSR, Abarth 1000TC, Renault Alpine
Drives nicely up to the limit. Can become unpredictable once the rear starts to slide. The rear weight bias gives it a pendulum effect. Great forward traction when accelerating.

Front Wheel Drive
Austin Mini-Cooper
Very easy to drive. In general it's always trying to understeer as the front wheels do most of the work. Any over-driving results in the front pushing off the road first. When in doubt use the throttle to pull you out of trouble. Trail braking can help this car if mastered.

> **TOP TIP**
> **Remember that to go fast, you have to slow down. Taking the right line through a corner is crucial to improving your lap times. If you find yourself sliding off the track, brake earlier.**

Tune the game to your preferences in the Options menu.
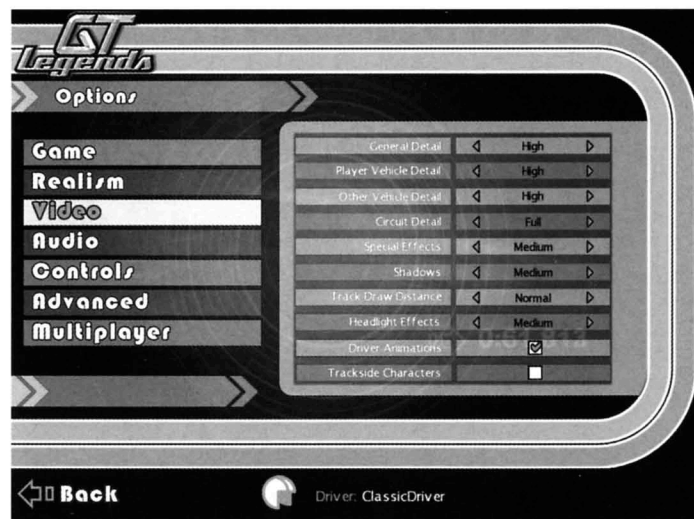
Game
General game options governing views, units, mirrors and other misc. features.

Realism
In addition to driving assists (see page 18), adjust "Daylight Acceleration" to speed up real time lighting effects. Run a 24-hour race in 24 minutes!

Video
Alter the video settings which affect the game's performance and visual quality. These settings are very important for maximizing game FPS with you computer hardware.

Audio
Tune the detailed audio parameters to customize GTL to your sonic tastes.

Controls
Configure your game controller. See the Quick Start Guide for more info.

Advanced
High detail and additional settings for advanced users.
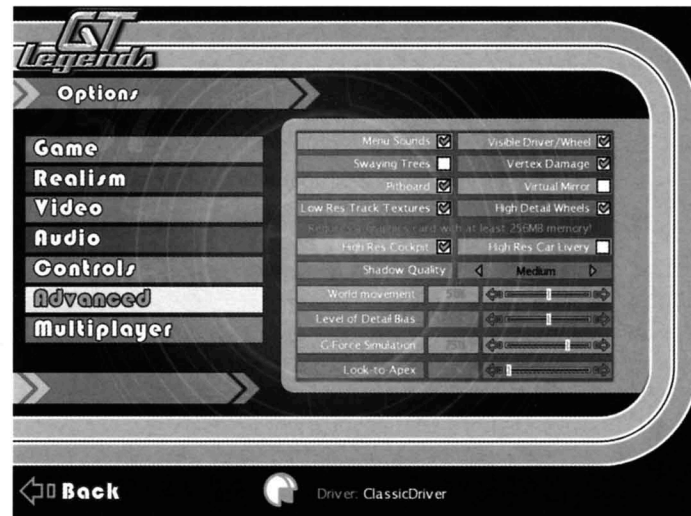
Multiplayer
Additional multiplayer settings.

TOP TIP
Turn on "Cockpit Gear Display" in the realism menu, or press the 5 key to show your current gear when in the cockpit view.

Suggestions to maximize the racing experience with the computer you are using.

Adjust in-game settings

1. Reduce the number of AI opponents.
2. Lower the "opponent detail" setting in the graphics menu.
3. Turn off "High Detail Wheels" in the advanced menu.
4. Turn off "High Res Car Livery" in the advanced menu.
5. Set "Shadow Quality" to medium in the advanced menu.
6. Turn off the "trackside characters" option in the graphics menu.
7. Careful using 60X daylight acceleration with large grids of cars as night time racing is very CPU intensive.
8. Turn down the "Shadows" option on the graphics menu.
9. To improve night racing performance, turn down the "Headlight Detail" option on the graphics menu.

Adjust settings on your PC

1. Turn off anisotropic filtering in your Windows Graphics control panel.
2. Turn off full screen anti-aliasing in GTLConfig.
3. Lower the resolution set in GTLConfig.
4. Lower the shader level (DirectX mode) set in GTLConfig.

GTLConfig.exe

GTLConfig.exe is a file located in the root folder of your GT Legends game on your PC. Use it to adjust your in-game screen resolution and color depth, refresh rate, and shader level. By altering the settings here, you can control the balance between graphical quality and game performance on your particular machine. The default shader level setting is Auto (recommended), but you can manually select the version of DirectX to your preference. Some of the best visual effects in GT Legends are only available on DirectX9, but if you use an older computer with limited video capability, your game might perform better with an earlier version of DirectX.

PUBLISHER: 10TACLE PUBLISHING GMBH.
DEVELOPER: SimBin AB.
GAME DEVELOPMENT: Head of Development/Creative Director: Ian Bell; **Technical Director:** Andy Garton; **Lead Designer/Producer:** Rod Chong; **Associate Producer:** Stephen Viljoen; **Art Director:** Eric Boosman; **Physics and AI:** Doug Arnao; **Art Lead:** Gustavo Olivera; **Build/Asset Manager:** Viktor Kolomiets; **Programming:** Jens Agby, Jon Bäcklund, Darren Barrett, Robert Dibley, Steven Dunn, Andy Garton, Paul Houbart, Anders Johansson, Ged Keaveney, Steve Wilson; **Lead Car Modeller:** Perran Truran; **Car Modelling:** Bryn Alban, Casey Ringley; **Additional Car Modelling:** Ruben Campiña, Angel Campiña, Martijn Haans, Kalle Helgesson, Gustavo Olivera, Cornelis van Steenbergen; **Lead Car Texturer:** Jan Frischkorn; **Car Texturing:** Vincent Dambreville, Patrick Dontigny, Daniel Karlsson, Jonathan Moore, Gustavo Olivera; **Additional Car Texturing:** Eric Boosman, Bob Dye, Hui Guan, Bram Knot; **Track Modelling:** Andy Garton, Dominik Rühl-Mezzetti, Sean Vollmer; **Track 3DO Modelling:** Luis Barata, Roe Tengco, Daniel Thies; **Track Texturing:** David Driver, Cyro Pires Filho, Marcio Ramos; **Additional Track Production:** Eric Boosman, Shimon Cohen, Jay Ekkel, Sven Moll, Andreas Moll, Danilo Monno, Gustavo Olivera, Perran Truran, Stephen Viljoen; **Menu Graphic Design:** Marcel Dortland; **Sound Director & Music Composer:** Stephen Baysted; **Sound Designer:** Greg Hill; **Guitarists:** Lindsay Barron, Matthew Rushton; **Video Intro Animation/Additional Art:** Shimon Cohen; **Video Compositing:** Rod Chong; **Animation:** Roger Bacon, Dan McGeoch; **Technical Writing:** Karin Groepper Boosman; **Additional Technical Production:** Mark Reynolds; **QA Lead:** Vittorio Rapa; **Beta Team Leader:** Denis Paradis; **Development Administrator:** Laura Zareckaite; **Video Producer:** Bryan Liew; **Additional Menu Graphic Design:** Rob Bullough, Jonathan Moore; **Beta Testers:** Aaron Brown, Serge Cantin, Mick Dunn, Themis Kafetzos, Phil Lee, Matthias Marquardt, Johnathan Moore, Guillaume Plu, John Schoen, Sam Stone, David Winder, Vince Klortho, Søren Riis, Ronnie Pedersen, Ferenc Pal, Steve Claeys, Peter Antonsen, Karsten Borchers, Marko Hartikainen; **Motion Graphics:** Monkbot.
SIMBIN MANAGEMENT: CEO: Henrik Roos; **COO:** Tomas Karlsson; **Marketing Manager:** Johan Roos; **Project & QA Coordinator:** Diego Sartori; **Press & PR Manager:** Marie Moqvist; **SimBin AB Event Manager:** Reine Thunberg; **SimBin AB Board assistant:** Jessica Stark.
10TACLE PUBLISHING GMBH: Executive Producer: Martijn Pantlin; **Marketing:** Frank Holz, Wolfgang Duhr, Marcel Jung, Sebastian Häusler; **Project Controller:** Marc Huppke; **Development Director:** Jürgen Reusswig; **Business Development:** Kay Krämer, Marc Küpper; **QA & Localization:** Nick Porsche, Navid Kiani, Oliver Landrock, Joannis Thomas.
SPECIAL THANKS TO: FIA-GTC-TC Secretary Germany, Ronny G. Bredhauer, Managing Director.
ADDITIONAL PRODUCTION: Blimey! Games Ltd.
IMAGE SPACE INCORPORATED: Utilizes gMotor2 from Image Space Incorporated (C) 2005. All Rights Reserved.
RAD SOFTWARE: Uses Miles Sound System: Copyright (C) 1991-2005 by RAD Game Tools, Inc.; **Uses Bink Video:** Copyright (C) 1997-2005 by RAD Game Tools, Inc.
UTILISING INNO SETUP AND ISTOOL FOR INSTALLATION AND UPDATES: Inno Setup: Copyright (C) 1997-2005 Jordan Russell. All rights reserved; **ISTool:** Copyright (C) 1999-2005 Bjørnar Henden.
SPECIAL THANKS: Doug Piercy, Dan Suenson, Claus Damgaard, Henrik Lindberg, Mikael Gustavson, Bill Sheppard, Thomas Verhoeven, Hans-Jurg Malsbenden, Michael Menden, Artur Haas, Doug Titford, Harry & Nigel Vaulkhard, Dr. Gunther Alth, Jamie Boot, Sharon Matarazzo, Wing & Leticia Ko, Laurent Rabier, Robert Coulter, Sascha Mönig, Joe Campana, Darryll Combridge - Side Track'd Racing, Neil Jefferies - Greenhatch Group.

END-USER LICENSE AGREEMENT (EULA)

This original software is protected by copyright and trademark laws. It may only be purchased via an authorized dealer and is intended solely for private use. Please read this license carefully before using the software. By installing or using this software, you agree to be bound by the terms of this EULA.

SOFTWARE LICENSE

This End-User License Agreement grants you the following rights: This End-User License Agreement is a legal agreement between you (as either an individual or a single entity) and 10TACLE PUBLISHING GMBH. Purchase of this original software grants you the right to install and use the software on one computer. 10TACLE PUBLISHING GMBH does not transfer any right of ownership to you – this software is licensed not sold. You are the owner of the CD-ROM/DVD on which this software is stored. 10TACLE PUBLISHING GMBH, however, retains full and complete ownership of the software on this CD-ROM/DVD and its associated documentation as well as of all intellectual and commercial rights over the contents. This non-exclusive and personal license gives you the right to install, use and display one copy of this software on one single computer, one single game console, one single workstation, one single terminal, one single laptop PC, pager, etc. Any other use is forbidden without prior written consent: especially the unauthorized lease or rental, public use or other display, e.g. in schools or universities, duplication, multiple installations or overwriting and any process through which this software or its component parts would be made available to the public (via the Internet or other online systems). If the software gives you the possibility of printing pictures containing 10TACLE PUBLISHING GMBH registered trademark images, this license will only permit you to print these on paper and to use these computer printouts for your personal, non-commercial and non-governmental use (you are not permitted, for instance, to publicly display or sell these images), provided that you comply with all copyright advice contained in the images generated by the software. You are only permitted to make personal use of saved data, in particular this applies to maps created by Level Editors that may be supplied with some software or to MODS (Modifications) created by any SDK (Software Development Kit) which may have been supplied. Duplication, distribution or commercial use other than this is not permitted. The creation, use, combination, duplication or distribution of such maps or mods with content that is offensive or illegal or infringes the law or rights of third parties is not permitted. You alone are responsible for all your maps and modifications and are obliged to indemnify 10TACLE PUBLISHING GMBH and its employees and agents against all damages, claims and legal proceedings resulting from the creation, use, combination, duplication or distribution of such maps and modifications. 10TACLE PUBLISHING GMBH offers neither technical support nor warranties of any kind for a software editor as well as any SDK component parts possibly contained therein.

FURTHER RIGHTS AND RESTRICTIONS

Security Copy

This software product may not be stored in whole or partially for commercial or private use as security or backup copy, or for archiving purposes under any circumstance.

Limited Warranty

With the purchase of this product of 10TACLE PUBLISHING GMBH you have a statutory warranty for a period of two years from the date of first purchase (§§ 434 ff. German Civil Code). In the event of material defects that impair normal use of the software you can ask for repair or replacement of the product or even return the product. To provide evidence of your rights, please keep the sales receipt.

With the next patch we will try to correct minor defects which could not be avoided during the development of the software. Feel free to notify us of such mistakes. You can get information on new patches at www.10tacle.com. Unfortunately, we cannot furnish any other guaranty in excess of the statutory warranty. You do not have the right to submit a warranty claim if the defect was caused due to improper handling of the product by the customer.

Other statutory rights are not affected

The above warranty is undertaken by 10TACLE PUBLISHING GMBH as the manufacturer of this software product. This in no way replaces or restricts any other guarantees or protections offered to you under existing trading laws, from the supplier that you bought your software product from.

Limitation of Liability

To the maximum extent permitted by applicable law, 10TACLE PUBLISHING GMBH will not be liable for any specific, incidental, indirect or consequential damage, arising out of the use of or inability to use this software product. This limitation remains valid even if 10TACLE PUBLISHING GMBH has previously advised of the possibility of such damage.

Trademarks

This End-User License agreement does not give you any rights whatsoever in connection with trademarks belonging to 10TACLE PUBLISHING GMBH.

Termination of Contract

This license is valid until terminated by one of the contracted parties. You can cancel this license at any time, by returning the software to 10TACLE PUBLISHING GMBH or by destroying the software all associated documentation as well as all copies and installed software, regardless of whether they were created in accordance with the terms of this license or not. This licensing agreement will be terminated immediately without any notification by 10TACLE PUBLISHING GMBH, if you fail to abide by the terms of this license. In this case, you are obliged to destroy all copies of the software product.

Severability Clause

In the event that any provisions herein are or become void or invalid, the remaining provisions, or parts thereof shall be and remain in full force and effect.

Choice of Law and Jurisdiction

All legal questions arising out of or in connection with this agreement will be decided under German law.