

GET CLOSER

# GT2



GET REAL

FIA GT RACING GAME



ATARI





## **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. Generally, parents should always look after their children when playing computer and console games. 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. In order to guarantee a healthy and fun gaming experience, hourly 15-minute breaks are strongly recommended. Please consult a physician before beginning to play if you or a member of your family has ever experienced seizures or suffer from epilepsy.*



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# GETTING STARTED

When starting the game up for the first time, you will be prompted to enter a driver name. Enter your name, then click the checkmark and you will be taken automatically to the controller setup screen.

From the main menu, you can change your controller options, audio options, realism options, and race mode. Additionally, you can add more driver profiles and view the driving status of each one.

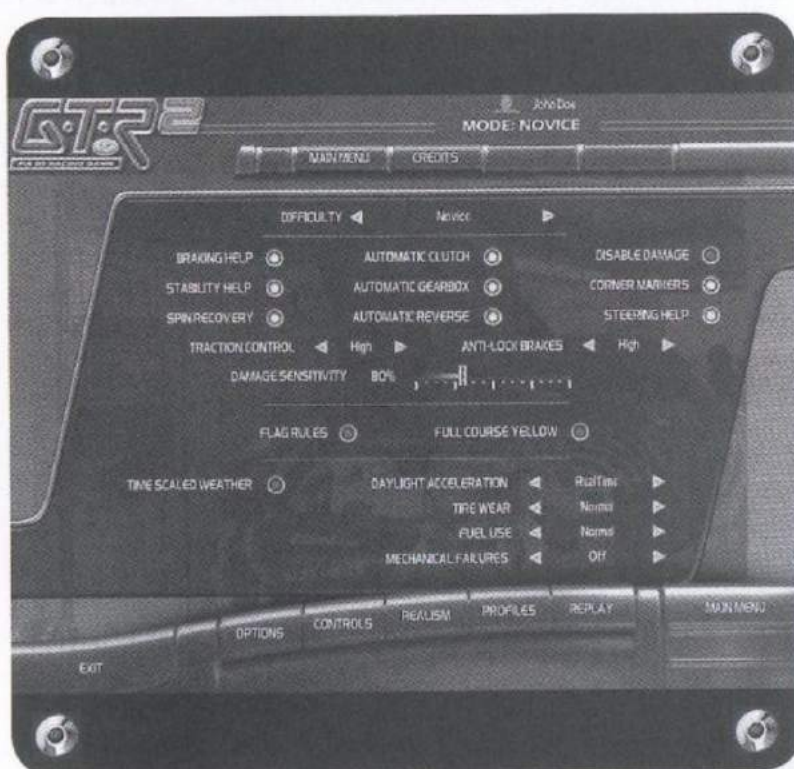
# GAME OPTIONS

## Game

General game options governing views, units, mirrors and other misc. features.

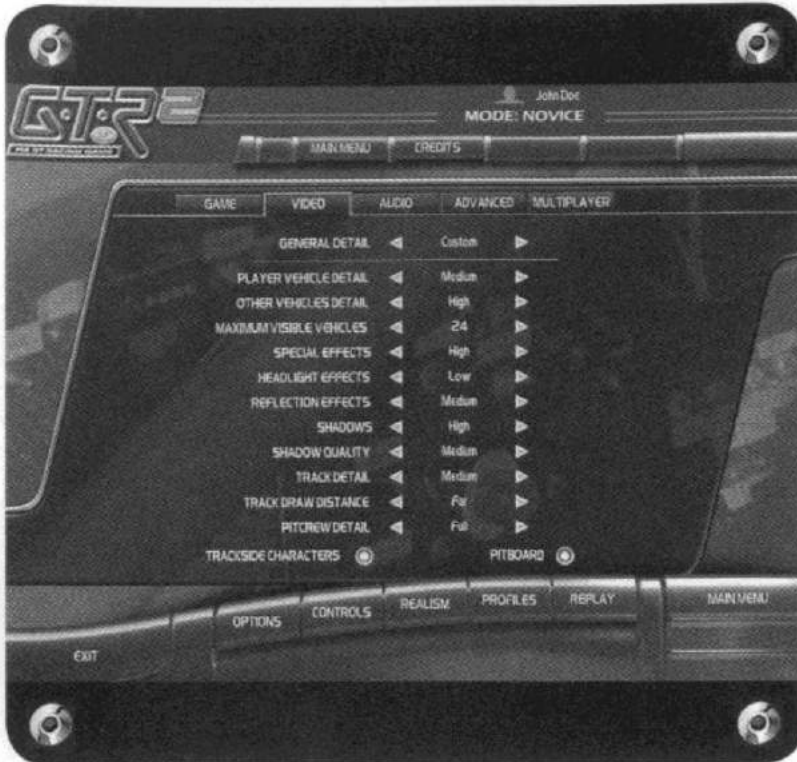
## Realism

In addition to driving assists, adjust "Daylight Acceleration" to speed up real time lighting effects.



## Video

Alter the video settings which affect the game's performance and visual quality.



## Audio

Tune the detailed audio parameters to customize GTR2 to your sonic tastes.

## Controls

Configure your game controller.

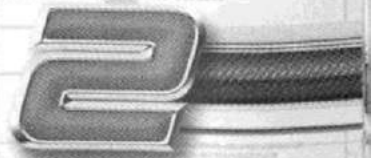
## Advanced

High detail and additional settings for advanced users.

## Multiplayer

Additional multiplayer settings.

# SETTING UP YOUR CONTROLS



The following are the default controls in the game. The default keys can be changed using the in-game Controller tab.

## DRIVING

Accelerate	<b>A</b>	Clutch In	<b>Q</b>
Brake	<b>Z</b>	Pit Speed Limiter	<b>L</b>
Steer Left	<b>,</b>	LCD Mode	<b>Spacebar</b>
Steer Right	<b>.</b>		
Shift Up	<b>L Alt</b>		
Shift Down	<b>R Alt</b>		

## ACCESSORIES

*Pit Request - Position 7.* Asks pit crew engineer for your race position.

*Pit Request - Status 8.* Requests pit engineer to look for visible damage to car.

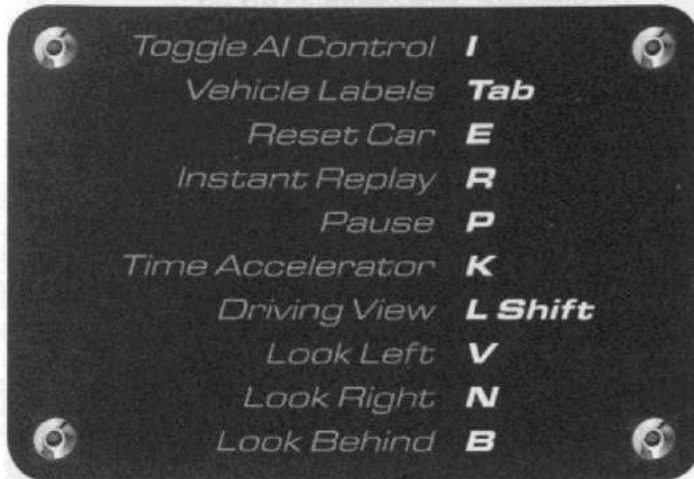
*Pit In Request 9.* Asks pit crew for permission to pit.

Menu Select	<b>Enter</b>
(Selects menu option in-game)	
Menu Up	<b>Up Arrow</b>
(Move up on the in-game menu)	
Menu Down	<b>Down Arrow</b>
(Move down on the in-game menu)	
Menu Value Increase	<b>R</b>
Menu Value Decrease	<b>L</b>
Headlights	<b>H</b>
Brake Bias (F)	<b>[</b>
Brake Bias (R)	<b>]</b>

**Tip:** if you pit in without requesting it first, you may have to wait a few seconds for the pit crew to set up before they begin work on your car.

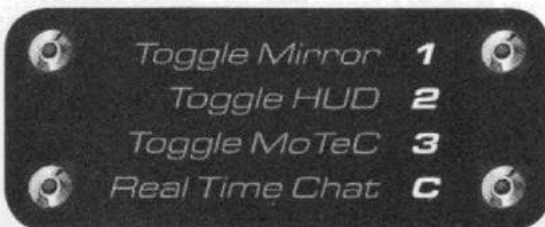
## GAME

*Toggle Mouse Look, Zero Mouse Look, and Center TrackIR: Select your own keyboard commands for these features by clicking on them in the menu.*



## EXTRA

*Select your own keyboard commands for other extras by clicking on them in the menu.*



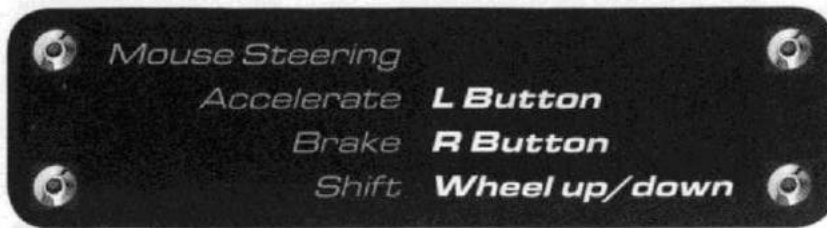
## F KEYS - DRIVING ASSISTS





## MOUSE CONTROL OPTIONS

Toggle the following mouse settings off/on on the controller tab:



## WHEEL CONTROLS

Wheel control defaults vary by wheel manufacturer. Refer to the Controller tab for individual wheel settings.

## ADVANCED CONTROL SETTINGS

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 screen by clicking on Main Menu, or you can view or change your Force Feedback settings by clicking on the Force tab.

GTR 2 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.



# RACE REPLAYS

Adjust race replay variables on the Replays tab on the main menu.

## Record Best lap

When enabled, the game will automatically save your best lap at a given track. Toggle off to save room on your hard drive.

## Replay fidelity

The higher the replay fidelity, the smoother the cars will appear to move during the replay.

## Instant replay

Adjust the slider to the number of seconds you would like to have replayed when you are watching an instant replay.

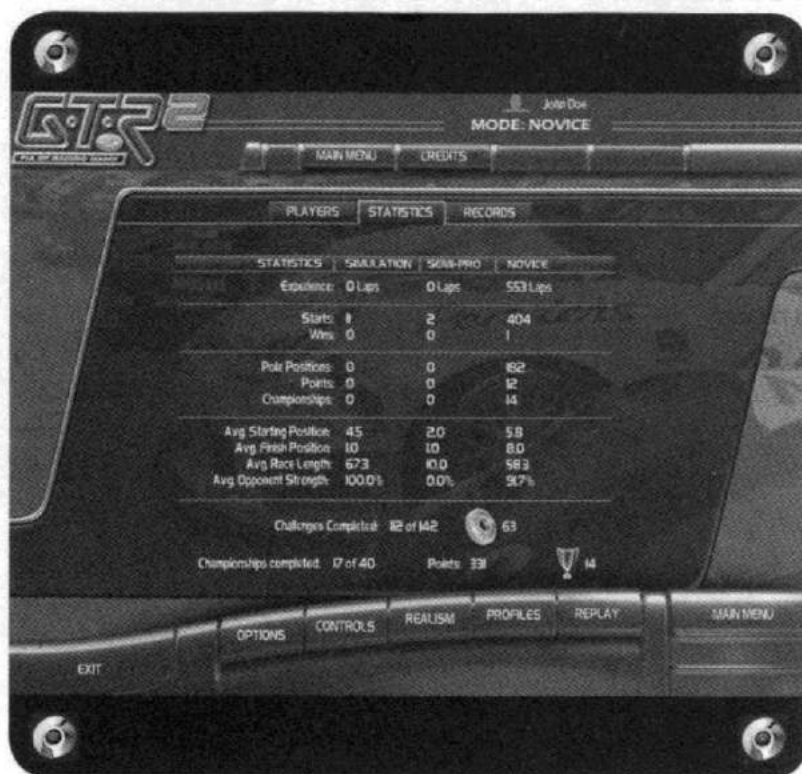


# PROFILES



You may have multiple player profiles in GTR 2. Select the Profiles tab to create a new player or to view or select an alternate profile.

Each profile has its own statistics and records. On the Profile tab, highlight a profile and click on Statistics or Records to see the detailed history of that profile.



**Warning! Deleting a player profile will also remove any career progress and any tracks you may have unlocked with that profile.**

# SINGLE-PLAYER GAME EVENTS

## **DRIVING SCHOOL**

*Brush up on your driving technique and knowledge in the driving school. Complete challenges to earn golden gears, which unlock access to Custom Championships. Learn the technical skills and theory that will shave seconds off of your lap times and give you the competitive advantage.*

*The Driving School is divided into 4 sections: Theory, Trackwork, FIA GT, and Assists.*

*The Theory section describes how the Driving School works (see About Driving School), tips for beginners, and the foundational knowledge needed to master the art of race craft.*

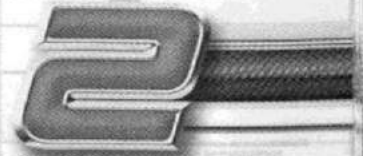
*Trackwork offers specific technical lessons and the opportunity to win golden gears! Simply select a challenge, and click Continue. From the next screen you can choose Observe to see how each skill is properly executed, Train to try out the skill without being rated, or Attempt to try out the skill and work your way towards earning a golden gear. Successfully completing the challenges will unlock access to Custom Championships.*

*FIA GT contains information about the live racing series as well as the rules and regulations regarding flags, points, and weight penalties.*

*Finally, Assists explains the function and effect of the various driving aids available in the game. Find out which assists you can use in which difficulty level and how to use the different assists to help your driving.*

## **OPEN PRACTICE**

*Practice driving at any circuit with any car set-up. Open Practice allows you to learn each track outside of a race competition. Additionally, you can make adjustments to the car's set-up (tune the car), and then take the car out on the track to find out how the changes affect lap times. Use Open Practice to fine tune the car and your driving line for each circuit to prepare for competition in the other game modes. You can also practice your pitstop technique during Open Practice.*



Selecting *Open Practice* from the main menu. From here, adjust all race variables, including the circuit, car type, and weather. Additionally, the player can adjust game variables such as keyboard / controller set up, audio / video options, and driving aids. Options you can toggle on/off in this mode include:

**Private Practice:** Choose to share the practice session with other AI teams, or turn it into a private event where only your car is present at the track.

## TIME TRIALS

Race against yourself in *Time Trials*. Improve your lap times by competing against your own best lap. In this mode, the car that you race against appears in semi-transparent form and is non-collidable. Options you can toggle on/off in this mode include:

**Skip out lap:** Start your time trial lap from a rolling start, rather than from your pit garage. Note that when you skip the out lap, your tyres are preheated automatically, to ensure maximum grip for your first flying lap.

**Persistent:** Continuously race against a previously saved or downloaded lap and challenge yourself to consistently beat it. With this option turned off, each time you complete a faster lap it becomes the new best lap to compete against.

**Visible Race Line:** Have the ideal race line for your selected track visible. Use this to learn the best approach for the apex of each corner, and analyze the exact braking and acceleration spots used during the recorded lap.

## RACE WEEKEND

Compete in a stand-alone race against the game's AI. *Race Weekend* takes a car through two practice sessions, two qualifying sessions, a warm-up session, and a race. Deselect the practice, qualifying, and warm-up sessions on the Summary screen to go directly to the race.

Selecting *Race Weekend* brings up the Summary screen. From this screen, the player can adjust all race variables, including the circuit, car type, and weather. Additionally, the player can adjust game variables such as keyboard / controller set up, audio / video options, and driving aids.

To begin the race weekend, click on the RACE button on the lower right corner.

## **24 HOUR RACES**

Test your skill and stamina by choosing one of the 6 different 24 hour racing events in GTR 2. Each event spans a full four days and culminates in a race that runs for a gruelling 24 hours! During the course of this event, you will experience realistic day/night cycle changes as well as realistic weather condition changes - complete with track and car-affecting variables such as rain.

Time scaling is also a feature. Choose how long the race will be in real time, and the game will scale the 24 hours of the race into the time that you specify.

Once you have selected the race and car, click Continue to load the race. By default, you will be on the grid for the first practice session of the weekend. There are two practice sessions, two qualifying sessions, and one warm up session. To skip any of these sessions, select the "Continue to \_\_\_" button on the right.

The race session starts at 16:00 on Saturday afternoon. The cars are placed on the grid in the order determined by the qualifying sessions. If you skipped qualifying, you will not have a qualifying time and will start at the back of the grid. You may make any last minute changes to the car setup, or click the "Race" button to start the race. During the race, you may perform any number of pit stops.

The end of the race is signaled when the first driver to complete a lap after 16:00 Sunday afternoon crosses the Start-Finish line. Other cars that are on the same lap as the race winner will be classified based on their race position when crossing the Start-Finish line. Cars that are more than one lap behind the winning car will finish the race on the same lap as the winner.

## **CHAMPIONSHIPS**

You have the choice of running a full championship that mirrors the live FIA-GT series or to race in pre-defined custom championships.

### **Official Championship**

Choose to race in either the 2003 or 2004 season of FIA-GT. The Official Championship will take place on all the tracks raced on during the selected FIA-GT Championship season in order. You may select which car to drive on the Cars tab.



Each Official Championship race will have 2 practice sessions, 2 qualifying sessions, and a warm-up session. You may tune your car at any time before the race begins.

The best qualifying time of the two qualifying sessions will determine your position on the starting grid.



The setup options you can choose for your Official Championship include:

- Race length's percentage of a full race
- Race length's percentage for the special event of Spa 24 Hours
- Weather settings
- Classes to compete against (GT, NGT, or Full Grid)
- Number of AI opponents
- AI opponents racing ability
- Enable / disable safety car feature in case of big accidents
- Tyre wear rate
- Fuel usage rate
- Mechanical failures
- Toggle flag rules off/on

The race ends when the first driver crosses the Start-Finish line. Other cars that are on the same lap as the race winner will have the opportunity to place based on the order that they cross the Start-Finish line. Cars that are more than one lap behind the winning car will finish the race on the same lap as the winner.

### **Custom Championship**

At the start of the game, most of the Custom Championships are locked (indicated by the name of the championship being greyed out). When you click on a locked championship, the info box to the right of the list will indicate what you need to do in order to unlock the specific championship. Unlocking Custom Championships is done by successfully completing challenges in the Driving School. You can click on the "Unlock" button to take you straight to the Driving School where you can then participate in the challenges. Each Custom Championship consists of a series of short races which you can win to earn points and unlock track variations. These races will have preset variations such as weather and starting method. Once you unlock a track variation, you will be able to select it in Open Practice, Time Trials, or Race Weekend.



## SELECTING CARS AND TRACKS

*GTR 2 features all cars that raced in the 2003 and 2004 series as well as all of the tracks that participated. In Race Weekend, Time Trial, and Open Practice, you can select any of the standard tracks and any of the cars. Once you have unlocked a track in Custom Championship mode, you will also be able to select that track in Race Weekend, Time Trial, and Open Practice. Click on the mode you want from the main menu, and then click on the Cars and Circuits tabs to make your selections.*

*On the Cars tab, the first choice you will make is the class of the car. This determines both the selection of cars available to you as well as to the AI drivers. Once you have selected a class, click on the Model tab to see all of the available cars in the selected class. In some cases, there will be more than one car of each model available. Click on the Showroom tab to see the models in greater detail and to view all the available cars of that model.*

*The 24 Hour Races mode allows you to select any of the cars that raced in the actual 24 hour race that you selected. Again, there may be more than one car of the same model available, so click through the Showroom to select which one you want to use for the race.*

*In the Official Championship mode, you can select any car that raced in the championship year you select. The tracks are available to you in the sequence that they were run in that championship year.*

*In the Custom Championship mode, you may only select a car from the predefined list of entries in the specific championship. The tracks available to you are predefined and must each be completed to progress to the next custom championship with its own unique set of tracks.*



## DIFFICULTY LEVELS (MODES)

GTR 2 features three difficulty levels:

### **Novice**

Novice mode presents an easy-to-get-into racing experience. Great for beginners and anyone wanting a fun pick up and play driving game. No detailed setup adjustments required, just hit the track and burn rubber.

### **Semi-Pro**

This mode features realistic racing behaviors, but allows you to enable driving aids which provides a more forgiving car control than with Simulation mode. Improve lap times with superior driving skill and custom car set-up.

### **Simulation**

Simulation (sim) mode provides an authentic racing experience in every aspect. The cars and circuits behave exactly as they would if you were actually racing. Intermediate and advanced players may want to make custom changes to the car set-up to suit their driving styles.

Each of these modes has different driving assists available. Read more detail about each of the available assists in the Driving School mode under the Assists tab. Access the Realism screen to adjust the driving assists to your preference.

The default difficulty level at the start of the game is Novice. To change your difficulty level from the main menu, select Realism, then change the slider at the top of the screen.

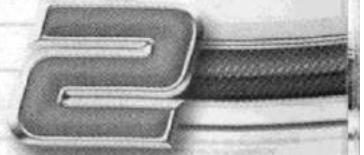
## DRIVING ASSISTS

The number of allowed driving assists is determined by the difficulty setting and controller type. Novice mode allows all driving assists whereas very few are available in Simulation mode.

Adjust the following driving assists to your preferences in the Options menu.

### **Steering Help**

Provides keyboard and game pad users with steering assistance. F1

**Braking Help**

Assists braking at the right time to make the corner. F2

**Stability Help**

Helps prevents the car from spinning out. F3

**Spin Recovery**

Orients your car forward on the track after a spin. F4

**Damage**

Makes your car invulnerable to accident damage. F5

**Automatic Clutch**

Works the clutch automatically and smoothes out gear shifts. F6

**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 F7 to toggle between them.

**Anti-Lock Brakes**

Stops the wheels from locking when the car is braking. Helpful for keyboard users. F8

**Reset Car**

Sometimes you will find yourself off track with no quick way to get back on it again. Perhaps you're stuck in a sand trap, slipping around on wet grass, or stuck in a ditch. The Reset Car assist works like a virtual trackside marshal crew (only faster), and will place you back at the trackside from where you can then drive back onto the track as soon as it's safe to do so. Note that you have to be completely stationary before using the Reset Car assist. You can reassign the Reset Car function to any controller or keyboard button. To reassign it, navigate to Controls>Buttons>Game, click on the Reset Car entry, and select a button to assign it to.

The available driving assists for your chosen difficulty level are shown in the HUD, with the disabled assists greyed out.

# UNDERSTANDING THE HUD





**D** LAP 03/ 0:02:11

**E** BEST LAP 1:14:108

**F** CURRENT LAP 0:37:799

**G** SPLIT GAP -0:00:767

**A** - Position

**B** - Next Car

**C** - Previous Car

**D** - Lap

**E** - Best Lap

**F** - Current Lap

**G** - Split Lap

**H** - Low Fuel Indicator

**I** - High Engine Temperature Indicator

**J** - Pit Indicator - lit when a pit request has been made or a penalty has been assessed requiring you to pit in.

**K** - Speedometer

**L** - Tachometer

**M** - Gear Indicator

**N** - Shift Light

**Assists**

**1** - Steering

**2** - Braking

**3** - Stability

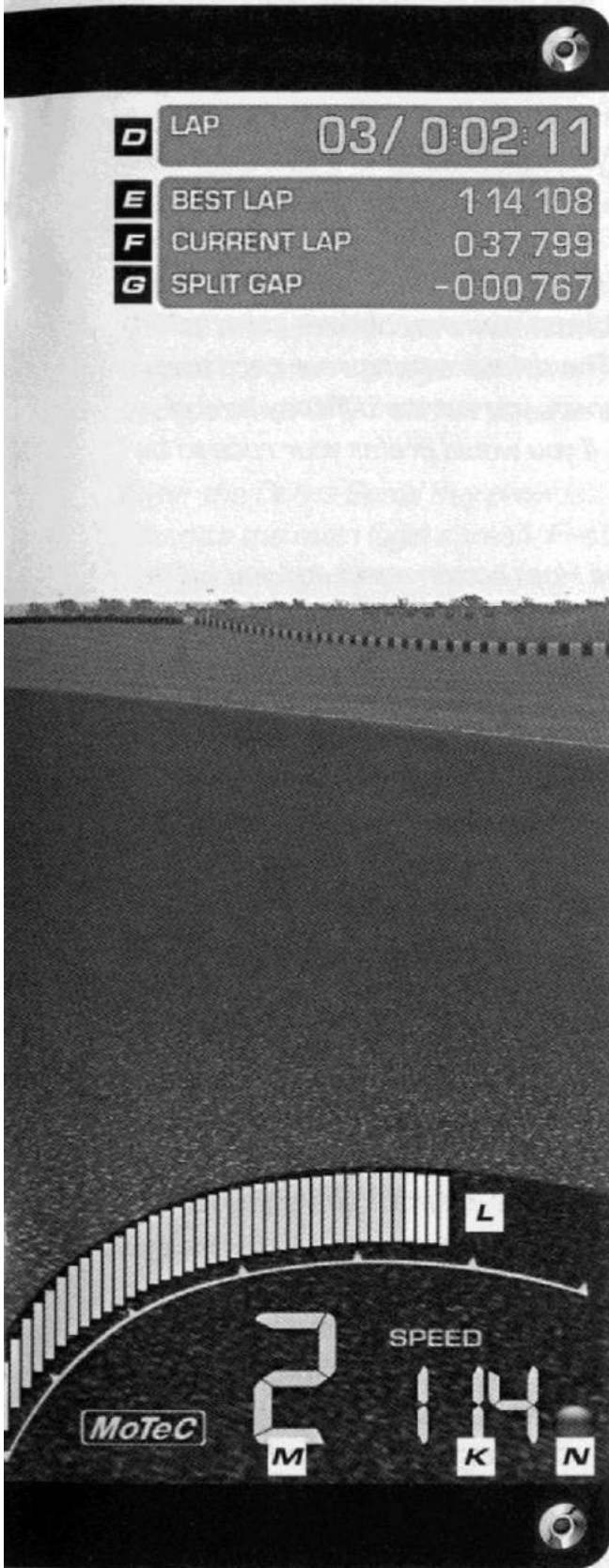
**4** - Spin Recovery

**5** - Damage

**6** - Shifting

**7** - Traction Control

**8** - Anti-lock Brakes





# MULTIPLAYER RACING

*GTR 2 features the ability to race against your friends and other live opponents over a Local Network (LAN), over the Internet via direct TCP/IP, or over the Internet using the GTR 2 Internet system.*

*To access these features, select either Local Network or Internet from the main menu.*

## **Hosting a new game**

*To start a new game that others can join, click Host. You may choose any track in the game and which cars are eligible to race. The default settings are cars that raced in the 2003 and 2004 seasons. Additionally, you set the difficulty level of the race as well as all of the racing conditions. If you would prefer your race to be invitation-only, enter a password.*

*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 Local Network or on the Internet. Once you click on either Local Network or Internet from the main menu, GTR 2 will start searching for an open game. Any active games will appear in the list after a few seconds.*

*If the game is privately hosted 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. GTR 2 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.

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.

### **Internet Racing - GTR 2 Internet Service**

GTR 2 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 GTR 2 Internet service, select Internet from the main 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 GTR 2 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 GTR 2 Internet service is independent from your player settings. It is a lobby system identifier only! You can choose any username for the GTR 2 Internet service and still participate 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; and the ping to the game.



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.

### **Difficulty Level**

When you enter the lobby, GTR 2 will detect your difficulty level (Novice, Semi-Pro, or Simulation.) All visible races and players will match your level. This will happen each time you enter the lobby. Change the difficulty on the Realism screen to access the different lobbies.

### **Players List**

This displays the lobby username of every driver currently active in the GTR 2 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 GTR 2 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 GTR 2\_dedicated\_server.txt in the support folder on the installation disc for directions on setting up a dedicated server for hosting racing.

When hosting a GTR 2 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 GTR 2\_Server\_Hosting.txt, located in your GTR 2 game folder



## PIT STOPS

When entering pit lane, the pit speed limiter automatically turns on. This limits the maximum speed at which your car can travel to the pit lane speed limit (60 km/h). Be sure to brake to below the pit lane speed limit before crossing the pit in line or you will be given a stop/go penalty for speeding in the pit lane.

The game will help guide you to your own pit. Controlling your speed and braking in time are key to successfully entering your own pit for refuelling and maintenance. If you do not brake in time, your car will overshoot your pit space and you will lose time as you reverse to get back into proper position the pit stop.

Upon leaving your pit and re-entering pit lane, take care to balance steering and speed to align yourself towards the pit lane exit. Glance back or look in your rear view mirrors before pulling out to make sure you avoid any pit lane traffic.

When entering pit lane, the camera view changes to cockpit view. When exiting pit lane, the camera view returns to its previous setting and the pit limiter automatically turns off.





# RACE RULES AND REGULATIONS

## **FLAG MEANINGS AND CONSEQUENCES**

### **Blue**

Displayed when a driver does not yield to a car that is lapping him. 1st time is a warning, 2nd time indicates the driver must yield immediately, and the 3rd time earns a stop and go penalty.

### **Yellow**

Slow down and do not pass. There is a dangerous condition on the circuit.

### **Stop and Go Penalty**

The driver has been penalized for cutting corners or other race infractions. A stop and go penalty must be taken within 3 laps. Upon receiving a stop and go penalty, the driver has 3 laps to enter the pit lane and stop for 10 seconds. No car maintenance (refuelling, etc.) may take place during the penalty. If the driver doesn't stop within 3 laps, they will be disqualified.

## **PIT LANE SPEED**

Pit lane speed limit (60 KM/H or 37 MPH) starts and ends where the pit in/out lights are stationed unless otherwise denoted by a sign or white line.

## **POINTS**

Standard FIA-GT points are given out in the Championship modes as follows:

- 1st place - 10 points
- 2nd place - 8 points
- 3rd place - 6 points
- 4th place - 5 points
- 5th place - 4 points
- 6th place - 3 points
- 7th place - 2 points
- 8th place - 1 point



GT cars and NGT cars each compete within their class for finish positions and for points. They do not compete against each other. Each class awards points for the first 8 finishers. One GT car will finish first and be awarded 10 points and one NGT car will also finish first place and be awarded 10 points. So there is a first place finisher for the GT class as well as for the NGT class.

### **Special Point Rules for the Proximus 24 hours of Spa Event**

In a 24 hour race, it is possible to earn up to double the number of points you would usually. Reference this chart to see how the points are allocated:

<b>Position</b>	<i>After 6 hours (100% length) 3 hours (50%) etc.</i>	<i>After 12 hours (100% length) 6 hours (50%) etc.</i>	<i>After 24 hours (100% length) 12 hours (50%) etc.</i>
<b>1<sup>st</sup></b>	<b>5</b>	<b>5</b>	<b>10</b>
<b>2<sup>nd</sup></b>	<b>4</b>	<b>4</b>	<b>8</b>
<b>3<sup>rd</sup></b>	<b>3</b>	<b>3</b>	<b>6</b>
<b>4<sup>th</sup></b>	<b>2,5</b>	<b>2,5</b>	<b>5</b>
<b>5<sup>th</sup></b>	<b>2</b>	<b>2</b>	<b>4</b>
<b>6<sup>th</sup></b>	<b>1,5</b>	<b>1,5</b>	<b>3</b>
<b>7<sup>th</sup></b>	<b>1</b>	<b>1</b>	<b>2</b>
<b>8<sup>th</sup></b>	<b>0,5</b>	<b>0,5</b>	<b>1</b>

### **WEIGHT PENALTIES**

The concept behind Weight Penalties (Ballast) is to try to encourage close racing by penalizing the performance of cars that consistently win races. This gives cars that don't quite have the speed to match the very best cars a chance to compete and win, or at the very least reduce the difference between the best and worst cars. Extra weight in a car can affect performance in many ways, such as with tyre wear and performance, fuel consumption, car balance, and acceleration. An extra 80kg in a car can make a dramatic difference to the way a car feels and drives.



Weight penalties are added to a car on its finishing position at the end of an event.

A car that continually finishes in the top 3 will have their ballast increased until it reaches the maximum allowed for that vehicles class. (GT 80kg and N-GT 50 kg) A car that carries a weight penalty (or ballast) and fails to finish in the top 3 will have their ballast reduced depending on how far down they finish (minimum or 0kg ballast) At the start of the Proximus 24 Hours of Spa Event, no weight penalties will be applied. All previous weight handicaps will be disregarded. Weight handicaps will however be given according to the results achieved in the 24-hour race. These weights will be added to or deducted from the weights acquired at the end of the previous race and will apply to the race immediately following the 24-hour race.

The scale of handicap weights for each race is as follows:

**GT**

1st place + 40 kg

2nd place + 30 kg

3rd place + 20 kg

**N-GT**

1st place + 20 kg

2nd place + 15 kg

3rd place + 10 kg

If no Championship points are awarded at the end of a race, no handicap weights will be allocated. If only half of the Championship points are awarded in a race (when a race has been stopped), the handicap weights are divided by two.

The weight penalties allocated can only be cancelled or reduced if the driver(s)/car does not finish among the top three in the subsequent races in which the driver(s)/car is taking part.



*Handicap weights will be reduced for each race according to the following scale:*

**GT**

*4th place - 20 kg*

*5th place - 30 kg*

*6th place - 40 kg*

*7th place - 40 kg*

*8th place - 40 kg*

*and so on until the last car.*

**N-GT**

*4th place - 10 kg*

*5th place - 15 kg*

*6th place - 20 kg*

*7th place - 20 kg*

*8th place - 20 kg*

*and so on until the last car.*

*In each category, cars that have not been entered for the whole of the Championship will be allocated a minimum handicap weight according to the following scale (this does not include the 24-hour race):*

**GT**

*At the 3rd Event in the Championship +20 kg*

*At the 4th Event in the Championship +30 kg*

*At the 5th Event in the Championship +40 kg*

*At the 6th Event in the Championship and others +60 kg*

**N-GT**

*At the 3rd Event in the Championship +10 kg*

*At the 4th Event in the Championship +15 kg*

*At the 5th Event in the Championship +20 kg*

*At the 6th Event in the Championship and others +30 kg*



## GLOSSARY

**Apex:** The point during a corner at which the car comes closest to the inside edge of the track. Or the point at which you stop entering - and start exiting the corner.

**Brake Bias:** The ratio of pressure applied to the front and rear brakes. Ideally, when going through corners, the goal is to balance the front and rear grip. In braking, it is a matter of having the front and rear ends of the car do their appropriate share of braking in proportion to their different loads.

**Camber:** The number of degrees that the top of the tyre is tipped inward (negative camber) or outward (positive camber). Negative camber makes the top of the tyres tilt inward towards the centre of the chassis, and helps give better grip through the corners. Though used less frequently, positive camber means that the wheels tilt outward, which gives some stability in a straight line but less grip when cornering. For road racing cars, only negative camber is used.

Ideal camber can be tuned using tyre temperatures as the guide. The inner tyre temperatures should be about 7-10c hotter than the outer tyre temperatures, slightly less at the rear. The amount of (negative) camber used will vary, based on the type of suspension and amount of roll resistance (springs and antiroll bars) used in the set-up. The stiffer the roll resistance, the less negative camber needed.

The less efficient the suspension, the more negative camber needed.

**Caster:** The degree the tyre leans forward or back at the top of the wheel. Caster increases or decreases directional stability. Positive caster provides the directional stability, yet too much positive caster makes steering more difficult.

**Circuit:** The track/location of a race.  
**Contact Patch** - The surface part of the tyre that is actually touching the road at any given time. The size of the contact patch constantly changes as G forces act on the car.

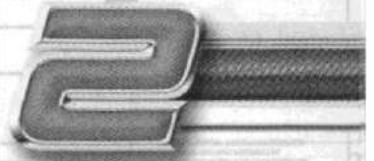
**Damper:** Adjusts in game the Bump and Rebound with both slow and fast settings.

**Differential:** Unit that regulates wheel speed differential and torque split to the two rear wheels.

**Duct:** Vents used to adjust brake temperature. Too cool or too warm brakes are less efficient, not stopping/slowing the car as quickly.

**Entry Speed:** The speed of a car when entering a corner. Entering the corner at the right place at the right speed allows the car to apex and exit the corner at the highest achievable top speed.

**Exit Speed:** The speed of a car when exiting a corner. Higher exit speed translates into higher speed attained down the following straight.



**Grid:** The Starting grid, or the place on the track from which the race starts.

**Grip:** The stickiness of the tyres when meeting the road. Also called traction.

**Line:** The path a car follows around a racetrack. When cornering, the preferred line is the one that uses the most amount of track at the entrance, middle, and exit of the apex. Lines will vary by car, circuits, and environmental conditions.

**Marbles:** Pieces of rubber and other debris that come off of the tyres.

**MoTeC:** Program that tracks all user driving data.

**Oversteer:** The rear tyres lose grip before the front tyres when cornering. The feeling is that the car is over-responding to steering input.

**Pole Position:** First place on the grid at the start of the race.

**Qualifying:** Pre-race laps run to determine starting order for the race.

**Reference Point:** A point on or beside a track which a driver uses as a visual reminder to accomplish an action such as braking, apexing, accelerating, and so forth.

**Toe-in:** This is when the front of the wheels is closer together than the rear-end of the wheels. It looks like the two front wheels want to drive towards each other.

**Toe-out:** This is when the front of the wheels is farther apart than the rear-end of the wheels. It looks like the two front wheels want to drive away from each other.

**Throttle:** Accelerator.

**Understeer:** The front tyres lose grip before the rear tyres when cornering. The feeling is that the car isn't responding as well to steering input.



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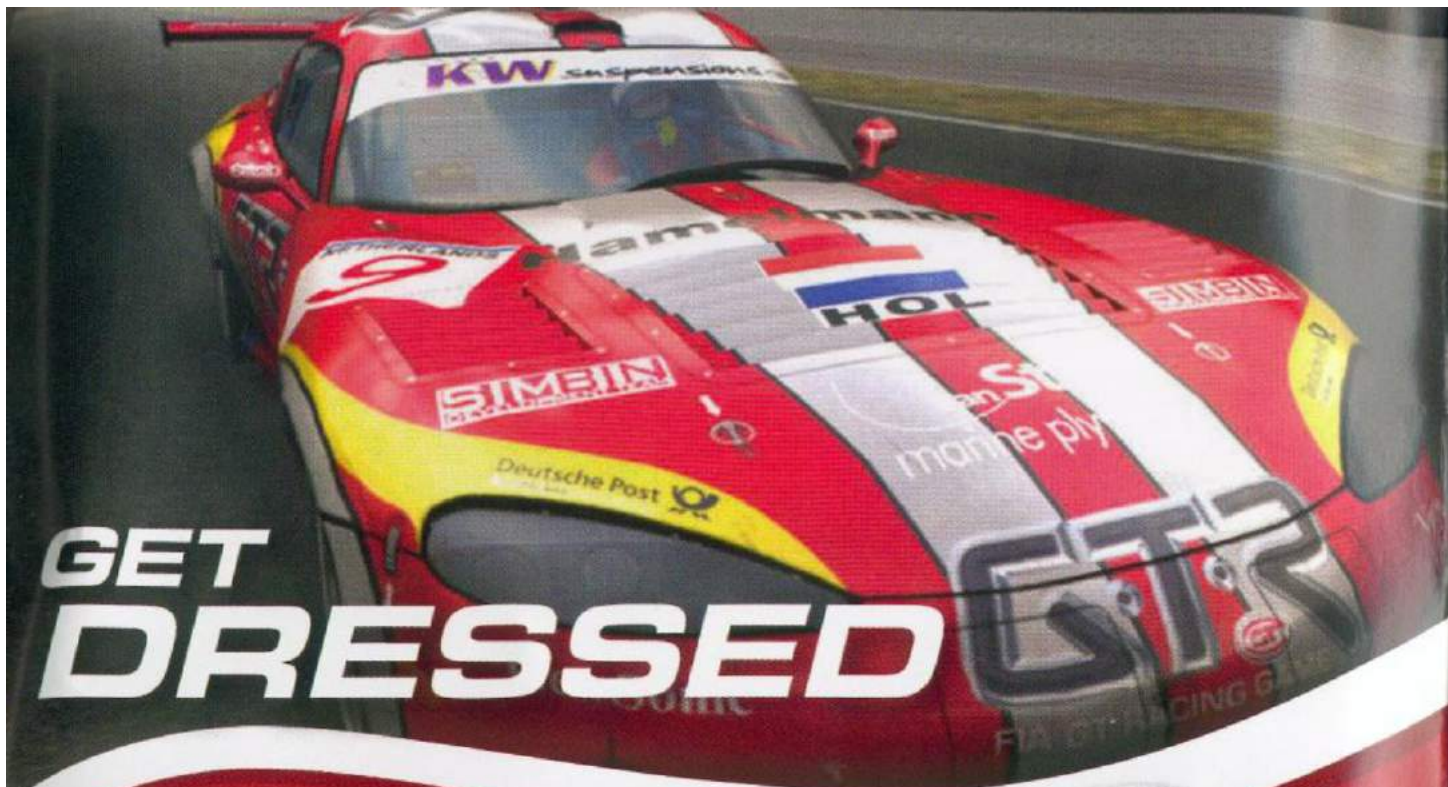
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