

PC CD-ROM

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GVX - SSD

# GT2



FIA GT RACING GAME

## GET REAL

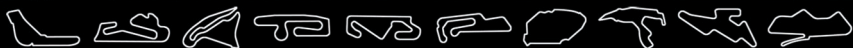


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A very small percentage of the population suffers from epileptic-like seizures, possibly triggered by certain imagery, including flashing lights or patterns that might be contained within computer games/console games. Even people, who have not been 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.

# GAME CONTROLS

## KEYBOARD CONTROLS

The following are the default controls in the game. The default keys may be changed using the in-game Controller Tab.

### Vehicle and race controls (on-screen order)

FUNCTION	DEFAULT KEY
Accelerate =	A
Brake =	Z
Steer Left =	,
Steer Right =	.
Shift Up =	L Alt
Shift Down =	R Alt
Clutch =	Q
Pit Speed Limiter =	L (temporarily limits speed of car in pit lane)
LCD Mode =	Space (cycles through MoTec display data)
Pit Request Position =	7 (ask pit crew engineer for your race position)
Pit Request Status =	8 (request pit engineer to look for visible damage)
Pit In Request =	9 (ask pit crew for permission to enter pit)
Menu Select =	Enter (selects Esc menu option)
Menu Up =	Up Arrow (move up on the Esc menu)
Menu Down =	Down Arrow (move down on the Esc menu)
Menu Value Increase =	Right Arrow
Menu Value Decrease =	Left Arrow
Brake Bias Front =	[ (adjusts strength of brakes to the front)
Brake Bias Rear =	] (adjusts strength of brakes to the rear)
Toggle AI Control =	I (AI takes control)
Vehicle Labels =	Tab (toggles driver name-labels)
Reset Car =	E
Instant Replay =	R (replay for X seconds, as specified in Options)
Pause =	P (pauses the game in mid-race)
Driving View =	L Shift (toggles between available views)
Look Left =	V
Look Right =	N
Look Behind =	B
Toggle Mirrors =	1 (turns rear-view and side-view mirrors on/off)
Toggle HUD =	2 (enables/disables MoTec arcade display)
Toggle MoTec =	3 (switches through all available modes)
Realtime Chat =	C (Turns on the in-race chat)
Escape Menu =	Esc (opens the escape menu)



## GAME CONTROLS

### Function keys

F1 = Steering assistance on/off  
F2 = Braking assistance on/off  
F3 = Stability assistance on/off  
F4 = Spin recovery assistance on/off  
F5 = Damage on/off  
F6 = Automatic gears on/off  
F7 = Traction control off/low/high  
F8 = ABS off/low/high

### Replay controls:

Up Arrow = Play Backward  
Down Arrow = Pause  
Right Arrow = Fast Forward  
Left Arrow = Rewind  
KP-DEL = Slowmo 1  
KP-INS = Slowmo 2

### Swingcam views:

Numpad 2 = Swingcam Down  
Numpad 4 = Swingcam Left  
Numpad 5 = Swingcam Reset  
Numpad 6 = Swingcam Right  
Numpad 7 = Swingcam Zoom  
Numpad 8 = Swingcam Up  
Numpad 9 = Swingcam Zoom  
Numpad + = Next car (also in pit monitor)  
Numpad - = View previous car (also in pit monitor)

### Camera views:

Cockpit Views = Insert  
Alternate Views = Home  
Swingcam View = Page Up  
TV-Cam = Page Down

## GAME MODES



Game Mode select screen

### ARCADE

Arcade mode presents an over-the-top adrenaline filled racing experience which boasts insane speeds and easy to drive cars. Great for beginners and anyone wanting a fun “pick up and play” driving game. No geeky setup adjustments required, just hit the track, burn rubber, and crush the opposition!

### SEMI-PRO

This mode features realistic racing behaviors, with a more generous and forgiving car control than with Simulation mode. Semi-Pro mode allows the player to 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. Players new to simulations can start learning the basics of real-world race car driving with the default pre-sets for the car and driving aids enabled. Intermediate and advanced players can disable the driving aids and make custom changes to the car set-up for the most realistic simulated racing experience available.

Is there such a thing as an unbeatable race car? Can the perfect car set-up win every race? Find out with an unlimited opportunity to continuously change, in fine detail, the car's variables including suspension, aerodynamics, gearing, brakes and more.

## OPTIONS, ALL MODES

### GAME SCREEN

**Default View** - Chooses the view to see while racing. TV Cockpit view positions the camera behind the driver, allowing a distant view of the cockpit and road ahead. Cockpit view displays the road ahead, plus all interior controls and mirrors. Nose view shows the road ahead of the car, and Swingman view features an external view of the outside of the car from above and behind the rear wing.

**Speed Indicator** - Chooses Kilometers per Hour or Miles per Hour for the MoTeC display.

**Unit of Measurement** - Chooses whether to view and select Garage settings in Metric or Imperial measurements.

**Message Center** - Enable / disable a message window at the top of the screen for game generated messages while racing, as well as for messages to/from other players when engaged in a multi-player game.

**In-car Music** - Turns cockpit music on or off.

### REALISM SCREEN - ARCADE MODE

**Corner Markers** - Enables corner markers, which improves corner visibility on approach.

**Automatic Gearbox** - The game will shift for you.



Arcade Mode Options Tab, Game screen

## OPTIONS, SEMI-PRO AND SIMULATION MODES

### REALISM SCREEN - SEMI-PRO AND SIMULATION MODES

**Fuel Use** - Decide for yourself how you want fuel use to impact the race. Off removes fuel from the equation of the race. The car will never run out and never have to pit to refuel. Normal fuel means the car will consume fuel at a regular rate.

X2-X7 increases the rate of fuel consumption during the race times 2, 3, 4, etc. Increasing the rate at which fuel is consumed forces pitting during the race for refueling. In single-player mode, the fuel use rule set applies to the player's car as well as to all the other cars in the race. In multi-player mode, the host of the race sets the fuel use rules for all players in the host settings.

**Tire Wear** - The player controls the level of tire wear for the race. When 'Off' is selected, the tires do not wear down during the race and do not have to be replaced. Normal tire wear assumes that the tires will degrade throughout the race, depending on tires selected, and circuit temperature and condition. Tire wear will also change how the car handles as the tread wears after several laps.

As with Fuel Use, choosing X2-X7 increases the rate at which the tires wear down, which can be used to force pitting mid-race. In single-player mode, the tire wear rule set applies to the player's car as well as to all the other cars in the race. In multi-player mode, the host of the race sets the tire wear rules for all players in the host settings.



Options Tab, Realism screen

## OPTIONS, SEMI-PRO AND SIMULATION MODES

### REALISM, CONT.

**Mechanical Failures** - Choose how realistic you want the chance of mechanical failures to be. Disabling mechanical failures eliminates the impact of normal mechanical failures for the race. Normal mechanical failures are determined by a variety of factors, from time to car impact. Using Time-scaled mechanical failure applies the same attrition rate of normal mechanical failures to fit a shorter race. If Season is selected, any cars that did not finish due to mechanical failure in the actual live race drop out of the game's race at the same point as they did during the live GTR season.

**Damage Sensitivity** - Alter how easy it is to damage the cars, affecting both visuals as well as performance. A higher sensitivity means the cars will take more damage at lower speeds, and a lower sensitivity will make the cars very strong and difficult to damage. Range is 20%-200%.

**Time Scaled Daylight** - This scales the lighting progresses from day to night to day to fit within the scaled race time. It only effect The special Spa Francorchamps 24 Hour race. Be warned that short races that have this set will more frequently be interrupted with lighting changes.

**Full Course Yellow** - Enable/Disable safety car on the track when dangerous track conditions exist on the circuit.

**Flag Rules** - Choose whether the race will enforce Flag Rules. For more detail on Flag Rules, see page 50.





## OPTIONS, SEMI-PRO AND SIMULATION MODES



Detail of driving aids options

### DRIVING AIDS

The following settings are referred to as "Driving Aids". Enable driving aids to make the car easier to handle.

**Braking Help** - Assists braking at the right time to make the corner.

**Stability Help** - Minimizes chances of oversteering. Helps prevents the car from spinning out.

**Spin Recovery** - Automatically aims the car back at the road after a spin out.

**Steering Help** - Provides keyboard and game-pad users with steering assistance. Predicts the degree of steering lock required to negotiate each corner.

**Automatic Clutch** - Prevents the car from stalling if RPM's go too low and from spinning if the car shifts into too low a gear at too high an RPM.

**Automatic Gearbox** - When enabled, the game does all the shifting. Recommended for keyboard users and beginners while mastering acceleration, braking, and finding the optimum driving line.

**Automatic Reverse** - After braking to a complete stop, if the brake is held, the car will move in reverse after a small delay.

**Disable Damage** - Disabling damage prevents damage to the car after impact with other.

## ***OPTIONS, SEMI-PRO AND SIMULATION MODES***

### **REALISM, CON'T.**

**Corner Markers** - Enables corner markers, which improves corner visibility on approach.

**Pit Exit Indicator** - Indicates proper direction for leaving the pit lane and re-entering the track.

**Pit Spot Marker** - Marks the pit stall at which you should stop.

**Anti-lock Brakes** - On High, the brakes will almost never lock up the tires. On Low, the car gives some assistance preventing lock-up, but it is possible to lock the brakes.

**Traction Control** - On High, the wheels will rarely spin freely, even if the car accelerates too quickly. On Low, the wheels will spin if the car is floored, but the amount of spin/burning out is reduced. Reducing wheel spin also lessens the chance of spinning when cornering.

**Quick chat Key #1 to #10** - Pre-Set your quick chat messages here so you can quickly communicate with other drivers when racing online or over a LAN. These quick chat messages can be brought up with a single key press as defined in the Controls page. Use the 'Extra' key listing from the 'Buttons' menu to check or change your Quick chat key configurations.

**Add New Cars** - This setting determines when new joining opponent cars are loaded during multiplayer sessions. With the setting to 'Always' the opponents cars are loaded immediately as new players join an online session. You will be able to immediately see and interact with the opponent's vehicle, although you will see a simple blank paint job on the car until you return to the garage.

Set to 'Garage Only' new players' cars will not load until you return to the garage. You will not be able to see or interact on track with new players. The new players, however, will be able to see your car. Once you return to the garage, their cars' graphics and physics data will load.

If 'Safe Speed' is selected, new players' cars will not load unless you are stopped or off-road and going slower than 10 meters/second (default) or the speed set in the .PLR file entry "Delay Join Speed Threshold".

**Show Chat In-Car** - If checked, players' online text messages are displayed in cockpit view. If unchecked, text messages will only appear in external views.

## OPTIONS, ALL MODES

### VIDEO SCREEN



Options Tab, Video screen

**General Detail** - Select the look of the overall graphics by simply selecting Low, Medium, High, or Full. Choosing one of those automatically sets the rest of the video settings. If preferred, the player can fine tune the level of detail of different aspects of the graphics. Once one of the video options is changed manually, the General Detail option automatically changes to "Custom".

**Player Vehicle Detail** - Chooses the level of graphical detail for your car.

**Other Vehicles Detail** - Determines detail level of the other cars on the track.

**Circuit Detail** - Adjusts how clearly to see all images other than the cars.

**Special Effects** - Adjusts the level of detail for special effects such as smoke, skids, impact marks and more.

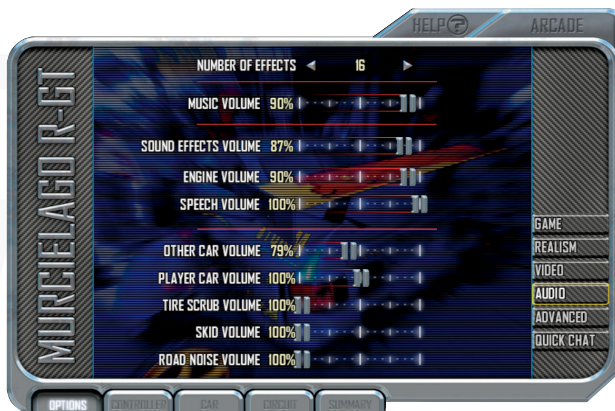
**Vehicle Lighting Effects** - Changing Vehicle Lighting Effects affects how much environmental light reflects off of the cars.

**Shadows** - Turns the shadows the cars cast on the track off/on.

**Maximum Visible Vehicles** - Selects the maximum number of other cars visible on screen during the race. Fewer cars will improve the frame rate.

## OPTIONS, ALL MODES

### AUDIO SCREEN



Options Tab, Audio screen

**Number of Effects** - Adjusts the number of circuit and car audio effects to hear. Car audio effects include all cars on circuit. Scale is 8-32.

**Music Volume** - Adjusts the game music volume, whether a race is running, the car is being tuned in the garage, or menu screens are being adjusted. Scale of 1-100.

**Sound Effects Volume** - Adjusts the volume of the racing sound effects which includes road noise, transmission whining, shifting, backfires, and more. Scale of 1-100.

**Engine Volume** - Adjusts how loud all the cars engines are which affects engine volume for all cars in the race in addition to the player's car. To adjust the volume of the player's car separately from the other cars, adjust the settings for Player Car Volume and Other Car Volume. Scale of 1-100.



## OPTIONS, ALL MODES

**Speech Volume** - Adjusts how loud speech from the pit crew is. Scale is 1-200.

**Other Car Volume** - Customizes how loud the other cars in the race are. Scale is 1-200.

**Player Car Volume** - Adjusts how loud the player's car's noises are. Use this to differentiate your own engine, transmission, braking, backfiring, and other car noises from the rest of the pack. Scale is 1-200.

**Tire Scrub Volume** - Adjusts how loud pre-skidding tire noise is. Scale is 100-200.

**Skid Volume** - Adjusts how loud skidding is. Scale is 100-200.

**Road Noise Volume** - Adjusts how loud extraneous road noise is. Scale is 100-200.





## OPTIONS, ALL MODES

### ADVANCED SCREEN

**Swaying Trees** - Toggles tree movement off/on.

**Pitboard** - Enables/disables. When driving past the pit lanes, the pit-board pops up, displaying the player's position as well as the split time between the player's car and the cars directly in front of and behind the player.

**Menu Sounds** - Toggles menu sounds off/on.

**Low Resolution Track Textures** - The default setting for this is 'Off'. If the video card being used is older or in-game performance problems are noticed, enable this feature to improve frame rates.

**Level of Detail Bias** - Alters how much object detail degrades depending on the distance you are viewing it from. Range 75-125.

**Night Darkness** - Adjust the level of darkness at night on the Spa track. Range is 10% (darkest) to 80% (brightest moonlight).

**Virtual Mirror** - Enables/Disables a mirror located at the top of the screen while driving. The mirror can be toggled on and off by pressing the '1' key while driving.

**Vertex Damage** - Enables/Disables deformations to the exterior of the car on collision.

**High Detail Wheels** - Enable this for high detail wheels for all cars.

**Visible Windscreen** - Enables windscreen effects and reflections.

**Visible Steering Wheel** - Chooses whether to have the steering wheel in cockpit view.

**Visible MoTeC ADL** - Enables/Disables the digital cockpit display.



Options Tab, Advanced screen

## OPTIONS, ALL MODES

**G-force Simulation** - Moves the sliding scale to adjust the percentage the actual G-force impact experienced while racing. In cockpit view, the higher the G-force simulation percentage, the more the view reacts to the car's movement.

**Look-to-Apex** - Moves the sliding scale to adjust the percentage the view will change as the car steers into corners. The greater the percentage, the more the driver's head turns while steering.

**World Movement** - Adjusts the level of exterior world movements.

WARNING: ENABLING THE FOLLOWING TWO SETTINGS  
REQUIRES A HIGH-END VIDEO CARD WITH 128M GRAPHICS MEMORY.

**High Resolution Cockpit** - Enable this to enjoy the maximum-detail gaming experience. All cockpit graphics are at the highest level of detail.

**High Resolution Car Livery** - Enable this to enjoy the maximum-detail gaming experience. All graphics other than cockpit details are at the highest level of detail.



High detail Ferrari 575 cockpit

# CONTROLLER, ALL MODES

## CONTROLLER TAB

### BUTTONS SCREEN



Controller Tab, Buttons screen

Press **KEYBOARD** or one of the three joystick labels to configure that controller as your main device. GTR will also try to select the optimum Force Feedback settings for your controller. The button configuration list is split into 4 sections. Click on 'Driving', 'Accessories', 'Game', and 'Misc' to move through the different lists. Keep and view the default settings or map your own according to your personal preference.



# CONTROLLER, ALL MODES

## CONTROLLER TAB, CON'T.

### ADVANCED SCREEN



Controller Tab, Advanced screen

**Sensitivity** - Controls how sensitive the car is to your input.

**Deadzone** - Sets how much input is required from your controller before the car actually registers any input.

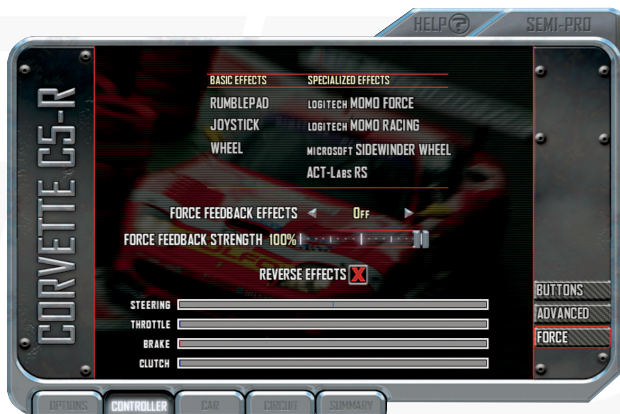
**Speed Sensitive Steering** - Adjusts the steering rate according to the car's speed. A high setting means that the steering rate will be reduced at high speeds. A zero setting means that the steering rate will not be affected by speed.

The lower four bars on the screen can be used to verify that your preferred controls are working correctly. 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.

# CONTROLLER, ALL MODES

## CONTROLLER TAB, CONT.

### FORCE FEEDBACK SCREEN



Controller Tab, Force Feedback screen

GTR 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.

**Force Feedback Strength** - Alters how strong the force feedback effects will be. Force Feedback Strength varies for different controllers. Set it to your preference.

**Reverse Effects** - May be needed by some controllers to reverse the way the Force Feedback effects pull on your wheel. Normally, your controller should try to straighten itself when you turn into a corner. If you find it pulling you further into the corner, you will need to enable this option. The lower four bars on the screen can be used to verify that your preferred controls are working correctly. 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.



## ARCADE MODE

Arcade mode features four difficulty levels, starting with Sunday Driver, increasing in difficulty through Alien on Wheels.

**Difficulty** - How challenging the racing will be. Ranges from Easy to Expert.

**Damage** - Level of damage the car will take (and be affected by) on the track. Ranges from no damage taken to full damage taken.

**Assists** - Level of driving aids enabled on your car. Ranges from Full to Minimal.

**Opponents** - Number of other cars on the track.

**AI** - Level of the expertise of the other cars when racing against the computer.

**Sunday Driver** - Difficulty: Easy; Damage: Off; Assists: Full; Opponents: 3; AI: Slow

**Weekend Warrior** - Difficulty: Medium; Damage: Low; Assists: High; Opponents: 5; AI: Medium

**Speed Demon** - Difficulty: Hard; Damage: Mid; Assists: Low; Opponents: 7; AI: Fast

**Alien on Wheels** - Difficulty: Expert; Damage: Full; Assists: Minimal; Opponents: 9; AI: Expert



Arcade Mode, Difficulty Select screen

# ARCADE-MODUS

## CAR TAB

### CLASS SCREEN

Click on the Full Grid, GT, or NGT buttons to select the class of car to drive. Check the Special Classes box to see additional. Selecting a class automatically pops up a screen displaying all of the available car models in that class. Checking the Show Single Make Classes adds Single Make fictional classes to race in. These classes are composed entirely of a single model of car that have identical performance.

### MODEL SCREEN

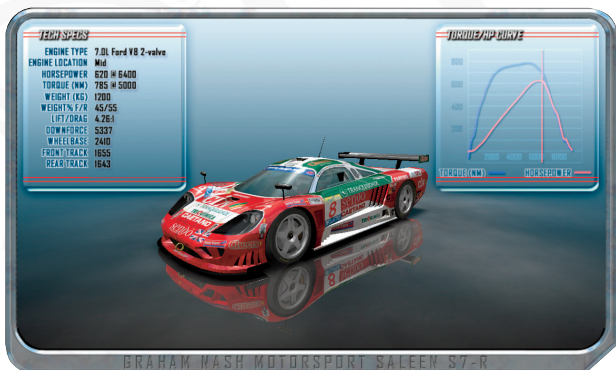
All the available models (car manufacturers) in the selected class are listed here. Click on a model to view the available cars.

### CAR SCREEN

Click on a car's icon to select. Once the car is selected, a model of the car will appear on the top of the screen between the name of the class chosen and an image of the circuit. Mouse over a car to see the name of the car's professional driver at the bottom of the screen.

### SHOWROOM SCREEN

View a larger model and performance statistics of the selected car by clicking on the 'Showroom' button located on the lower right margin of the screen. In the Showroom, use the mouse to click and rotate the car for a detailed view of all angles.



Showroom screen

## ARCADE MODE

### CIRCUIT TAB

All available circuits are listed on this tab. Click on a circuit icon to select. Mouse over a circuit to view its location, length and name, as well as which round of the Championship series the circuit represents. Use the scroll bar on the right to view all tracks.



Arcade Mode, Circuit Tab

### SUMMARY TAB

View selected car and circuit, as well as the duration of the race and the number of opponents. Begin your race against the AI by clicking on the Race button on the lower right corner. Join or host a Multiplayer game by clicking on the Race Online button.

## SEMI-PRO AND SIMULATION MODES

### REPLAY TAB

**Record Best Lap** - Enables special recording of your fastest lap. These replays will have BEST LAP attached to the track name.

**Replays** - Records replays of your races for later viewing.

**Instant Replay Slider** - Chooses how long to make mid-game instant replays. Instant Replays can be between 10 and 180 seconds.

**Replay Fidelity** - Determines the detail level of recorded replays. Higher settings require faster machines and more hard disk space.

**Super Fidelity** - Replays are recorded at very high detail level. Note: this option might affect your game performance, and will result in larger file sizes for recorded replays.

**Replay List** - Select a replay. Highlight and click Play, Rename or Delete.



Replay Tab

## SEMI-PRO AND SIMULATION MODES

### INFO TAB

#### PROFILE SCREEN

View your overall profile for Semi-Pro and Simulation modes on one screen.

**Experience** - The total number of laps driven for all races in the currently selected class. This includes all practice, qualifying, and race laps completed.

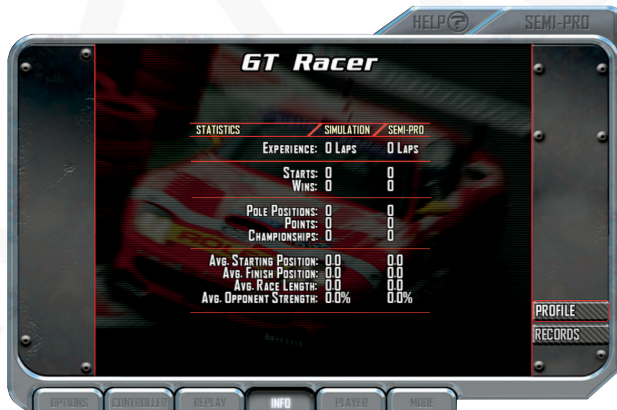
**Starts** - The total number of races started in this class.

**Wins** - Total number of first place finishes earned while in this class.

**Pole Positions** - Number of times you qualified to start a race in first position in this class.

**Points** - Total number of points accumulated.

**Championships** - Total number of Championships won while in this class.



Info Tab, Profile screen



## SEMI-PRO AND SIMULATION MODES

### INFO TAB, CON'T.

**Avg. Starting Position** - Average starting position for all races to date in this class.

**Avg. Finish Position** - Average finishing position for all races to date in this class.

**Avg. Race Length** - The player's average race length. This is a percentage of how many laps raced compared to the maximum number of laps for a race at that circuit. For example, if it takes 50 laps to complete a full race and the in-game race is set up to last 5 laps, then the average race length is 10%.

**Avg. Opponent Strength** - This is a percentage of the opponent strength selected compared to the full opponent strength. The default opponent strength is 100%. If not manually changed, the percentage will be 100%.

Note: Changing car class (GT, NGT) will reset all stats to defaults.

### RECORDS SCREEN

A record is created for each circuit the player enters. The record displays experience (number of laps completed) and the time of the player's best lap at that circuit. A record is updated when a player sets a new best lap time.

### PLAYER TAB

Manage different game users here. Create a new player by selecting New and entering a name. Load a player by highlighting the player name and clicking on Load. Delete a player by highlighting the player name and clicking on Delete.



Player Tab

## SEMI-PRO AND SIMULATION MODES

### MODES

After selecting Semi-Pro or Simulation Mode, the race Modes screen appears. Using the tabs at the bottom of the screen, adjust or view game options, controls, information, replays, replay preferences, and player profiles. Refer to pages 07-25 for detailed descriptions of each of those options and how to change them.

### WHAT'S NEW

Keep up-to-date with the most recent SIMBIN news and GTR game updates here.

### RACE WEEKEND

Compete in a stand-alone race against the game's AI. Race Weekend takes a car through two practice sessions, qualifying, and a race. Un-check any of the practice and qualifying sessions on the Summary screen to skip that session.

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 realism settings by clicking the relevant tab at the bottom of the screen.

By default, the other cars on the track will be the number of cars that actually drove in that particular race. The number of AI opponents may be adjusted on the Summary tab. Reducing the number of cars on the track will improve the frame rate.



Race Modes screen

## SEMI-PRO AND SIMULATION MODES

### CHAMPIONSHIP

Compete against the AI in the quest to win the FIA GT Championship. In Championship, each race of the FIA GT season is completed in order. By default, each race features the same variables that existed for that actual race, including the other cars on the track and the weather conditions.

Selecting Championship brings up the Summary screen. From this screen, the player can start a new championship or continue one that has already begun. Keyboard/controller settings and audio/video options are also accessible here. To begin the first race of the season, first click on a car class (Full Grid, GT or NGT) and then click on the 'New' button (lower right margin) on the Summary tab. This brings up screens from which the car and race variables to be used for the season are chosen. Click on the RACE button on the lower right corner to hit the grid and begin the first race.

The Championship season save is activated at the end of each completed race session. To resume the quest for a championship mid-season, click on the Resume button (lower right margin) on the Summary tab. This brings up screens from which information about the next race and the status of the championship can be viewed. To hit the grid, click on the RACE button in the lower right corner.



New Championship, Summary Tab

## SEMI-PRO AND SIMULATION MODES

### MODES, CON'T.

#### OPEN PRACTICE

Practice driving at any circuit with any car set-up. Open Practice allows a player to learn each track outside of a race competition. Additionally, the player 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 Race Weekend, Championship, or Multiplayer.

Selecting Open Practice pops up the Summary screen. From this screen, the weather conditions for the race and choose whether or not the session will be a private practice. When private practice is enabled, there will be no AI cars on the track with you during the practice session. The fewer cars on the track, the better the frame rate will be. You can also adjust game variables such as keyboard/controller set up, audio/video options, and driving aids. To begin the race, click on the RACE button on the lower right corner.

#### MULTIPLAYER

Compete in an online race or over a Local Area Network. Each multiplayer racing session is created by a host. The host selects the race conditions as well as the technical limitations.

These include:

01. Number of race participants
02. Connection data rate
03. The included racing sessions
04. Race length
05. Circuit
06. Tire wear and fuel use limits
07. Mechanical failure effects
08. Weather conditions
09. Damage
10. Allowed driving aids
11. Force cockpit view

## ***SEMI-PRO AND SIMULATION MODES***

Selecting Multiplayer pops up a screen from which you select the type of Multiplayer game to play. Select LAN/Direct IP to join or host a race on a Local Area Network (LAN) or on the Internet via invitation to the host's Direct IP address. Select Internet to join or host a game open to the public via the Internet.

See pages 54-61 for a more detailed Multiplayer Guide.



## SEMI-PRO AND SIMULATION MODES

### RACE WEEKEND AND OPEN PRACTICE

#### SUMMARY TAB, RACE WEEKEND

The summary tab displays an overview of class, car, and circuit selections. Select which racing sessions to include for the race weekend. Choose as few or as many as you like. On Friday, there are two free practice sessions, on Saturday there are two qualification sessions, and on Sunday morning there is a warm-up. Uncheck all to go directly to the Sunday afternoon race.

**Race Time** - Time the race will take based on the distance selected. Race Time is expressed as hours:minutes.

**Distance** - Moves the slider to adjust the overall distance of the race. The time it takes to complete the race at any distance is listed above.

**Weather** - Adjusts the weather conditions for the race.

Changeable - the weather conditions will vary during the course of the race weekend.

Season - the weather conditions mirror the live race at that circuit.

Dry - the track will be dry and the sky sunny.

Raining - rain will fall during the race.

Heavy Rain - torrential rain will fall during the race.

**Grid Position** - The player's position on the grid. Adjusts the player's grid position manually if no qualifying sessions are selected for the race weekend.

**Opponents** - Adjusts the number of AI cars on the track over the weekend.

**Strength** - Adjusts the strength (speed) of the AI cars in the race.

**Aggression** - Adjusts how aggressive the AI cars in the race are. Your fellow drivers can be timid, clean, real, angry or psychotic.



## SEMI-PRO AND SIMULATION MODES

### OPEN PRACTICE AND RACE WEEKEND

#### SUMMARY TAB, OPEN PRACTICE

View class, car, and circuit selected.

**Weather** - Adjusts the weather conditions for the race.

Changeable - the weather conditions will vary during the course of the race weekend.

Season - the weather conditions mirror the live race at that circuit.

Dry - the track will be dry and the sky sunny.

Raining - rain will fall during the race.

Heavy Rain - torrential rain will fall during the race.

**Private Test** - Enables private test to be the only car on the track during practice sessions.



Race Weekend summary screen Race Weekend summary screen

## SEMI-PRO AND SIMULATION MODES

### RACE WEEKEND AND OPEN PRACTICE

#### CAR TAB



Car Tab, Class screen, special classes displayed

**CLASS SCREEN** - Click on the Full Grid, GT, or NGT buttons to select the class of car to drive. Check the Special Classes box to see additional classes including American Muscle, British Beef, Italian Passion, and more. Selecting a class automatically pops up a screen displaying all of the available car models in that class. Checking the Show Single Make Classes adds Single Make fictional classes to race in. These classes are composed entirely of a single model of car that have identical performance.

**MODEL SCREEN** - All the available models (car manufacturers) in the selected class are listed here. Click on a model to view the available cars.

**CAR SCREEN** - Click on a car's icon to select. Once the car is selected, a model of the car will appear on the top of the screen between the name of the class chosen and an image of the circuit.

**SHOWROOM SCREEN** - View a larger model of the car by clicking on the Showroom button located on the lower right margin of the screen. In Showroom, use the mouse to click and rotate the car for a detailed view of all angles.

**CO-DRIVER SCREEN** - This specifies who will control the team's second driver when the driver is changed during pitstops. By default, the co-driver, or second driver, is the game's AI. Changing this to PLAYER means that the player will control the second driver as well.

## SEMI-PRO AND SIMULATION MODES

### RACE WEEKEND AND OPEN PRACTICE

#### CIRCUIT TAB



Circuit Tab, Info screen

**SELECT SCREEN** - All available circuits are listed on this tab. Click on a circuit icon to select. Mouse over a circuit to view its location, length and name, as well as which round of the Championship series the circuit represents.

**INFO SCREEN** - Learn about the track in detail. Use your mouse to click on each corner for comprehensive voice-over information.

## SEMI-PRO AND SIMULATION MODES

### CHAMPIONSHIP

#### SUMMARY TAB

Start a new championship season or resume a season already underway. The name of the player entering the championship is listed. To change to a different player, return to the Race Type screen, click on the Player tab, and select/create the player to embark on the championship.

View the name of the player and the player's standing in the championship quest. Driver position and points are listed, as well as the team's position and points. Lastly, the next circuit and round in the championship is listed. To resume a championship mid-season, click on the 'Continue Championship' button (lower right margin).

To start a new championship season, click on the class of car to drive for the season. Click on the New button on the lower right margin.



New Championship, class selection

## SEMI-PRO AND SIMULATION MODES

### CHAMPIONSHIP

#### SUMMARY TAB, NEW SCREEN

Set the race conditions for the duration of the championship quest.

**Opponents** - Selects how many drivers will be entered in your championship series. In real racing, not all teams can afford, are good enough, or even wish to compete in every event. Similarly in GTR, not all drivers will attend races on every track. There may only be 25 cars at certain events, even though there are 50 or more drivers entered in your championship. The cars that will be at each race in your championship reflect the actual cars that raced at that real life event. This is especially the case for special category cars such as the Lotus Elise, Chevrolet Corvette and BMW Z3, which only competed at the Spa-Francorchamps event. The player however does not have these restrictions and is free to enter in every event.

Additionally, you have the freedom to select the special class cars (G2 and G3) to mount a championship challenge.

There is one limitation on car selection: The #9 and #10 JMB Racing Ferrari 575s are not directly selectable. JMB racing initially entered two Ferrari 550s for the championship, and only replaced them with the 575s for the Estoril and Monza events. This is also reflected in GTR, so to drive in a 575, you will need to select the #9 or #10 JMB Racing Ferrari 550s and race the season in that car until the Estoril and Monza Events.

**Distance** - Move the slider to adjust the percentage of how long each race lasts relative to the 3-hour race distance.

**Weather** - Adjusts the weather conditions for the race.

Changeable - the weather conditions will vary during the course of the race weekend.

Season - the weather conditions mirror the live race at that circuit.

Dry - the track will be dry and the sky sunny.

Raining - rain will fall during the race.

Heavy Rain - torrential rain will fall during the race.

## SEMI-PRO AND SIMULATION MODES

### CHAMPIONSHIP

#### SUMMARY TAB, NEW SCREEN

**Tire Wear** - Control the level of tire wear for the entire season. When 'Off' is selected, the tires do not wear down during a race and do not have to be replaced. Normal tire wear assumes that the tires will degrade throughout each race, depending on tires selected, and circuit temperature and condition. Tire wear will also change how the car handles as the tread wears after several laps. X2-X7 increases the rate at which the tires wear down times 2, 3, 4, etc., which can be used to force pitting mid-race.

The tire wear rule set here applies to the player's car as well as to all the AI cars in the race.

**Fuel Use** - Decide for yourself how you want fuel use to impact the races for the duration of the season. Off removes fuel from the equation of the races. The car will never run out and never have to pit to refuel. Normal fuel means the car will consume fuel at a regular rate.

X2-X7 increases the rate of fuel consumption during the races times 2, 3, 4, etc. Increasing the rate at which fuel is consumed forces pitting during a race for refueling.

The fuel use rule set applies to the player's car as well as to all the AI cars in the race.





## SEMI-PRO AND SIMULATION MODES

### CHAMPIONSHIP

#### SUMMARY TAB, NEW SCREEN

**Mechanical Failures** - Disabling mechanical failures with Off eliminates the impact of normal mechanical failures for the races. Normal mechanical failures are determined by a variety of factors, from time to car impact. Using Time-scaled mechanical failure applies the same attrition rate of normal mechanical failures to fit a shorter race. For example, let's say that a full live race is 60 laps, and since the selected race length is 50%, so the in-game race will be 30 laps. If, in the live race, an overheated engine would blow out at lap 20, in the in-game race, it would blow out at lap 10.

When Season is selected, any cars that did not finish due to mechanical failure in the actual live race drop out of the game's race at the same point as they did during the live GTR season.

**Flag Rules** - Enables/Disables enforcement of flag rules. For more detail on Flag Rules, see page 50.

Once the car is selected and all of the variables on the Summary tab are set, click on the Start Championship button.



Championship, Summary Tab, New Championship

## SEMI-PRO AND SIMULATION MODES

### CHAMPIONSHIP

#### SUMMARY TAB, NEXT ROUND SCREEN

Once a new championship quest is started or an existing quest is resumed, the Summary tab changes to display the player's next round. Specifically, the location of the next race, the length of one lap of that circuit, and the player's lap record at that circuit are shown.

#### SUMMARY TAB, STANDINGS SCREEN

Click on the Standings button to view the driver championship rankings. Drivers are listed in order of position. Each driver's accumulated points for the season are listed as well.

#### SUMMARY TAB, CONSTRUCTORS SCREEN

Click on the Constructors button to view the constructor championship rankings. Teams are listed in order of position. Each team's accumulated points for the season are listed as well.

#### OPTIONS AND CONTROLLER TABS

Once a new quest is begun or an existing quest has been resumed, you can adjust the game's options and controller settings. Most of these settings can also be adjusted in the garage area after the race has started, but certain options, for example, Force Feedback settings, can only be adjusted pre-race.

To start the next round, click on the RACE button on the bottom right corner of the screen.



Championship Summary Tab, Constructors screen

## SEMI-PRO AND SIMULATION MODES



## SEMI-PRO AND SIMULATION MODES

### PRE-RACE

*Note: Previously selected options will be grayed out once the circuit is loaded and pre-race screens are visible. You will be able to see your selections, but not change them. To change grayed-out options, exit the race and return to the first options screen.*

#### TIMING TAB, GENERAL SCREEN

**Position** - Positions are ranked from highest to lowest.

**Driver** - The name of the driver(s).

**Team/Model** - The name of the car's manufacturer.

**Laps** - Number of laps completed in this race.

**Lap time** - Time of the previous lap. Right click to see all laps.

**Split time** - Time between the race leader and the player's car.

#### TIMING TAB, SECTOR SCREEN

**Position** - Positions are ranked from highest to lowest.

**Driver** - Name of the driver(s).

**Class** - Car class of that driver's vehicle.

**Weight Penalty** - Amount of the weight penalty being carried for the current session. In Championship mode, the game automatically adjusts for the entire field. In Multiplayer mode, the game's host adjusts weight penalties for the players. Weight penalties do not apply to the other race modes (Open Practice, Race Weekend.) See section on 'Weight Penalties' on page 52 for more information on how the penalties are applied.

## SEMI-PRO AND SIMULATION MODES

### PRE-RACE

Changes can be made in the Garage at any time before a race begins. Once a race starts, the Garage will not be viewable.

Click on the web tab at the top of the page to be taken to a setup assistance web page.

**Sector 1** - 1st sector time of the previous lap.

**Sector 2** - 2nd sector time of the previous lap.

**Lap time** - Time of the previous lap.

**Split time** - Time between the race leader and the player's car.

### GARAGE TAB, FILE SCREEN AND ONLINE FILES

Changes can be made in the Garage at any time before a race begins. Once a race starts, the Garage is not viewable.

**Setup** - Folder and file name of the current setup.

**(On-line/Local) Folders** - Each circuit has its own folder. Open (highlight) a folder to view previously saved setups from that circuit.

**(On-line/Local) Files** - Previously saved setups in the highlighted folder. Click on a file to highlight, then chose Delete, Save, Load, or Set as Favorite. Clicking on Default removes the currently loaded setup. On-line ou can only choose Delete for files you've uploaded. Rate to give a downloaded setup a rating, or Download to copy a setup to your hard drive. Click Upload to put one of your own setups online for others to use.

**Favorite Setup** - Assigns the current setup as your favorite, to be re-loaded next time that the car and track combination is used.

**Notes** - View notes about the selected set up. Use notes to remember lap times and other performance data specific to a particular setup for future reference.

**Rating** - Owner displays the creator's name. Description contains notes the setup's creator made about the selected set up. Rating is the value given to a setup by the community.



Detail of Garage Tab, File screen

## SEMI-PRO AND SIMULATION MODES

### PRE-RACE

#### GRID TAB

**Position** - Positions are ranked from highest to lowest.

**Driver** - The name of the driver(s).

**Lap Time** - Previous lap time.

The status of all cars will be indicated by color coding:

Orange = in the pits

Green = on track

Grey = disqualified

**Monitor button** - Chooses which camera's images will be displayed on the Grid tab's monitor.

**Car Button** - Cycles through the cars in the monitor.

**Camera Button** - Cycles through all of the on-board cameras, plus an aerial camera.

**TV Feed Button** - Switches to TV style replay cameras.

**Move Seat Forward and Back** - In cockpit view, adjusts the driver's seat in the cockpit backwards and forwards. Can also be adjusted from the driver's seat using the mouse.





## BEGINNER'S CHECKLIST

Gamers new to sim racing will find the physics and rules different than in arcade racing. For the most authentic and fun sim racing experience, the SimBin team offers the following advice to new sim racers.

01. When encountering traffic, you may need to alter your driving line, speed, or braking point to avoid collisions. All good drivers do this.
02. When braking hard, always brake in a straight line.
03. When accelerating hard, it's best to do in a straight line, too.
04. Never floor the gas in a tight turn.
05. Never abrupt-lift off completely at high revs in mid-low gears where the engine braking is strong.
06. Don't shift down with an unbalanced car (auto-gears can spin the cars like this).
07. Avoid braking too late for the corner.
08. Avoid first corner pileups. The primary causes of first corner pileups are
  - a. Cold brakes / tires.
  - b. Trying to pass before there is an opportunity.
09. Don't cheat by shaving off corners / chicanes.
10. Don't keep car floored constantly. Achieving fast lap times requires finesse and skilful braking/accelerating.
11. Learn the track.
12. Watch your mirrors.



Garage grid tab

# HEADS-UP DISPLAY

## ARCADE OVERLAY / CORNER MARKERS



### CORNER MARKERS

Full in game overlays

At the top center of the screen above you can see a corner marker graphic showing a number 2 and an orange chicane indicator. When enabled in the **OPTIONS - REALISM** screen (default is enabled), corner markers will pop up in advance of upcoming corners as you race. These markers give you a visual indicator of what type, what direction and how severe the next turn will be. The redder the color, the tighter the corner, the greener the indicator, the more open the corner will be. You will also see a corresponding number to indicate the severity of the corner. The lower the number, the tighter the corner, and the slower you should take it, and vice-versa.

**WARNING:** the number displayed in the corner marker is not a suggested gear. It is merely a numerical indicator for a corner's severity. You will still need to exercise judgment in deciding what gear you should be in for a given corner depending on your driving style, chosen vehicle, and race setup.

# HEADS-UP DISPLAY

## ARCADE OVERLAY

In all views, except the cockpit view, you will see the Arcade Overlay - a compact and comprehensive collection of race and vehicle status information. The Arcade Overlay is enabled by default and can be toggled on and off with the "2" key.

### WARNINGS, DRIVING AIDS, TIMING

The left hand side of the Arcade Overlay shows information on vehicle and race warnings, driving aids, and race timing.



Detail of warnings section of heads up display

The curving top row of the display above contains information on fuel and warnings.

**Fuel Gauge / Warning Light** - Displays the amount of fuel you have on the left and the number of laps your fuel will last on the right. At the top of this section is a LOW FUEL indicator which will light when your remaining fuel drops below 10 liters.

**Pit In Light** - Flashes on/off when you request a pit stop, when you have a stop/go penalty to serve, or when you have low fuel.

**Flag Light Yellow** - The yellow caution flag light on the left hand side will flash when there is a yellow flag on the track. Do not pass while under a yellow flag, and drive with care, as there may be an accident nearby.

**Flag Light Blue** - The blue flag light in the center will flash when you are under a blue flag. You should move offline and allow yourself to be passed by the oncoming vehicle.

**Flag Light Stop/Go** - The black and white flag light on the right hand side indicates a stop/go penalty. When this is lit you should proceed to the pits to serve your penalty.

**Engine Light** - When your engine reaches a high temperature or nears the end of its life, the engine TEMP light will come on. Short shift and keep your revs down to avoid blowing the motor.

# HEADS-UP-DISPLAY (HUD)

## ARCADE OVERLAY

### WARNINGS, DRIVING AIDS, TIMING



Detail of driving aids section of heads up display

The center section of the left hand display gives you visual indicators of which driving assists are enabled. Across the top of this section are indicators for steering assistance, braking assistance, stability assistance, spin recovery, and damage on/off, each corresponding to the keys F1-F5 respectively. Along the bottom are indicators for automatic transmission (AT), traction control (TCS), and anti-lock brakes (ABS), each corresponding to the keys F6-F8. See page 11 for detailed explanations of the assists.



Detail of timing section of heads up display

## TIMING DISPLAYS

The bottom section of the left hand display provides timing information.

**Best Lap** - Displays the best lap time posted by anyone in the current session.

**Split Gap** - Displays the difference in time between your current lap and the best lap of the session.

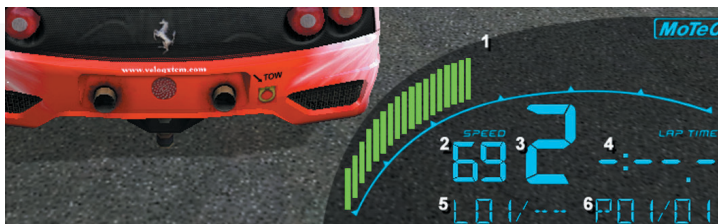
**Prev Car** - Shows the split time between you and the car in front of you.

**Next Car** - Shows the split time between you and the car behind you.

## HEADS-UP-DISPLAY (HUD)

### ARCADE OVERLAY

#### SPEED, GEAR, LAP, POSITION



Detail of right hand heads up display

The right hand display provides standard dashboard information, along with a lap and position counter.

- 1. Rev Indicator** - The curving green line is a visual representation of your RPMs, which changes colors as your RPMs climb. Generally you'll want to shift when this indicator reaches red.
- 2. Speedometer** - Speed in either Kph or Mph depending on your settings in Options.
- 3. Gear Indicator** - Current gear selected. Will show "-" when in neutral and will show "r" when in reverse.
- 4. Lap Time** - Displays the elapsed time for your current lap.
- 5. Lap Counter** - Displays the number of laps you've done and total laps in the race.
- 6. Position Indicator** - Displays your race position and the total number of cars in the race.

## MOTEC ADL DASHBOARD

### MOTEC ADL

The in-cockpit display used in the majority of vehicles in GTR is a detailed replica of the MoTeC ADL (Advanced Dash Logger), an advanced engine management and data acquisition system by MoTeC Australia Pty. Ltd. This digital dashboard is the link between drivers and their finely tuned race cars. It provides vital information about the status of a vehicle's systems and performance, so drivers can determine where the car's limits are, and helping drivers and engineers determine race strategy as well as assisting in determining what went wrong when there's a problem.



PRACTICE MODE 1

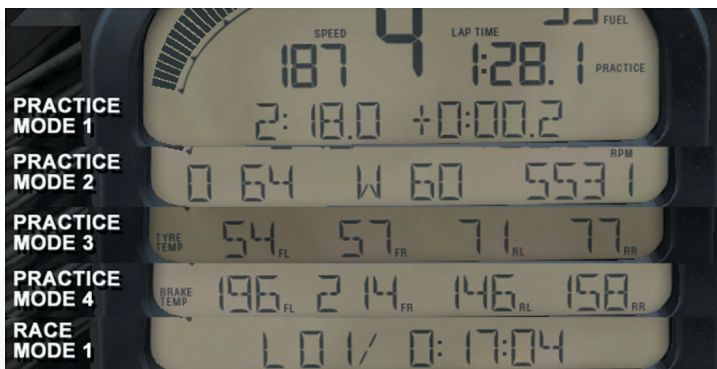
Closeup of MoTeC ADL dashboard

1. **Rev Meter** - A visual representation of your RPM's.
2. **Fuel Gauge** - Fuel remaining in liters or gallons, depending on your measurement settings in Options. When this number drops below 10, tenths will be displayed for a more detailed readout.
3. **Speedometer** - Speed in either Kph or Mph depending on your settings in Options.
4. **Gear Indicator** - Current gear selected. Will show "-" when in neutral and will show "r" when in reverse.
5. **Lap Time** - Elapsed time for the current lap.
6. **Dash Mode Indicator** - Displays "PRACTICE" during practice and qualifying sessions and displays "RACE" during race sessions.
7. **Best Lap** - Best lap time for the current weekend. Changes with selected LCD mode (see VARIABLE DISPLAYS next page).
8. **Sector Split Time** - Shows the difference between your current lap time and your best lap time of the weekend at the last sector passed. Changes with selected LCD mode (see VARIABLE DISPLAYS next page).

## MOTEC ADL DASHBOARD

### MOTEC ADL

#### VARIABLE DISPLAYS



You can cycle information displayed at the bottom of the dash by pressing the LCD Mode button (defaults to Spacebar)

**LCD Mode 1 (PRACTICE):** Your best lap time for the current weekend is displayed on the left. The right side shows the sector split time (the difference between your current lap time and your best lap time of the weekend).

**LCD Mode 2:** Oil temperature is displayed on the left, water temperature in the center; RPM's are displayed on the right.

**LCD Mode 3:** Tire temperatures are displayed in the following order - front left, front right, rear left, rear right.

**LCD Mode 4:** Brake temperatures are displayed in the following order - front left, front right, rear left, rear right.

**LCD Mode 1 (RACE):** The left side is a lap counter; the right side shows total race time remaining. The other LCD modes when set to RACE are the same as PRACTICE.

#### OTHER DASHBOARD DISPLAYS

Some cars run a digital dashboard of another type and may look different. On these systems, the information is presented in a slightly different way, but it is the same information, and the LCD modes also still work as explained above.



## FLAGS AND RULES

### 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.

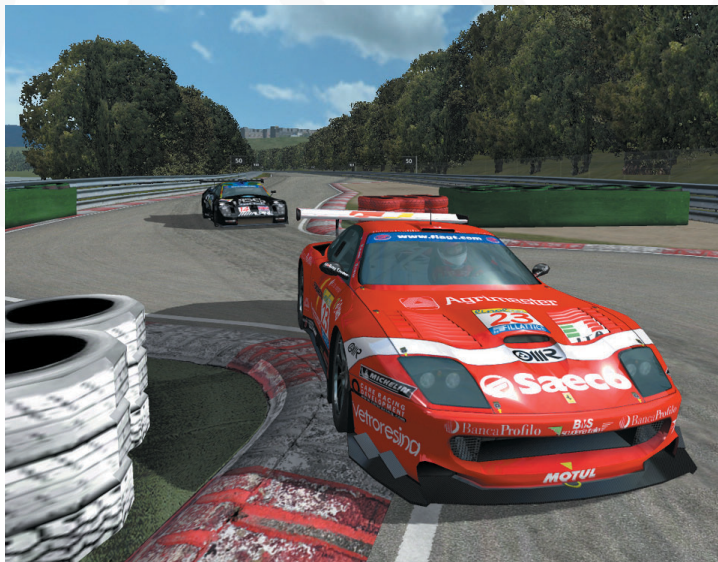
**Yellow** - Slow down and do not pass. There is a dangerous condition on the circuit.

**Black and White** - The driver has been penalized for cutting corners or other race infractions. A stop and go penalty must be taken within 2 laps.

**Stop and Go Penalty** - Upon receiving a stop and go penalty, the driver enters the pit lane and stops for 10 seconds. No car maintenance (refueling, etc.) may take place during the penalty.

### PIT LANE SPEED

Pit lane speed limit starts and ends where the pit in/out lights are stationed, unless otherwise denoted by a sign or white line.



Standard GTR points are given out in the game 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.



## 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 tire 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 NGT 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 Spa 24-hour Event, no weight penalties will be applied. All previous weight penalties will be disregarded. Weight penalties 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 Class**

1st place + 40 kg

2nd place + 30 kg

3rd place + 20 kg

### **NGT Class**

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 weight penalties are halved.

## WEIGHT PENALTIES

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.

### NGT

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

### NGT

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

## MULTIPLAYER GUIDE

### LOGGING IN AND JOINING AN ONLINE GAME

GTR features the ability to race against your friends and other human opponents either over a Local Area Network (LAN) or the Internet using the TCP/IP protocol.

To access these features, select Arcade, Semi-Pro or Simulation, then select Multiplayer from the race modes screen. In Arcade mode, select a difficulty level (Sunday Driver, Alien on Wheels, etc.) Then click the Race Online button on the lower right corner of the screen. You will be prompted to enter your username and password. If you need to register a username and password, click on the Registration tab.

In Semi-Pro or Simulation mode, select the Multiplayer race mode. Choose either Internet or LAN/DirectIP.

**JOINING A RACE VIA THE INTERNET** - Use this method when searching for a public online game. GTR offers a public lobby system called the SimBin Racestation, where you can talk to and race against other drivers who are interested in online racing. To access this feature, select "Internet" from the Multiplayer Menu. If you haven't already created an account the first thing you must do is Register.

**Registration** - Selecting the Register option will take you to the Registration screen, where basic information will be requested to create an account. This includes a user name you will be known as, a password (+verification), and your e-mail address. Your email address is not shared with third parties. It is used purely for account validation and for sending lost passwords upon request. After entering your account details, click Proceed. Next, you will get a confirmation that your account has been created. You may then login.

*IMPORTANT: It is important that you remember your unique username and password. Forgotten passwords can be obtained via email from SimBin AB support.*

**Login** - After successfully creating your account, enter the User Name and Password at the main login screen and click on Proceed. This will log you in and you will be taken to the SimBin Racestation Lobby.

# MULTIPLAYER GUIDE

## LOGGING IN AND JOINING AN ONLINE GAME

### SIMBIN RACESTATION LOBBY

There are three main components to the online SimBin Racestation Lobby. These are: "Games List", "Players List", and "Chat".

**Games List** - This list displays a basic summary of all the active games currently in progress. 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. (Note: The ping value is the time taken in milliseconds for a piece of information to be sent to the hosting computer and back to your computer. Lower values are better because this means you have a faster connection to the hosting machine. If you see "---" instead of a real number this means the "ping" test failed. This can be due to a too slow connection causing the test to be abandoned before completion, or by the hosting machine having security settings enabled that prevent access to the "ping" test.)

If you want to join one of these games simply select the game in the list and press "Join". If a game is not protected by a password (or if you know the password), you can then join into that game and drive with the other people already there.

You may also view the detailed settings of any game in the lobby. To do this, select the game in the list and click on the Rules button.

A blue server name indicates it's a SimBin server or is a dedicated server, red means the server has a password, yellow is selected, white is a public server.



SimBin Racestation Lobby

## MULTIPLAYER GUIDE

### LOGGING IN AND JOINING AN ONLINE GAME

#### SIMBIN RACESTATION LOBBY, CONT.

**Players List** - This displays the user name of every driver currently active in the GTR internet service. Players will either still be in the SimBin Racestation Lobby or will have joined a game. Their current status is also indicated in the list.

**Chat** - In the SimBin Racestation Lobby you may talk to anyone else (but not those who have joined a game), make friends, arrange races etc. Additionally, you can click a user's name and click the Chat button to initiate a private chat. You can use this to arrange a private race with a password, etc. Click the Back button to return to the general chat.





## MULTIPLAYER GUIDE

### LOGGING IN AND JOINING AN ONLINE GAME

**JOINING A GAME VIA LAN / DIRECT IP** - The method you use to join a game created by someone else depends on whether the race is hosted on a LAN, by someone who has given you their IP address on the Internet, or as a public game on the Internet.

If the host has created the game on a LAN, as soon as you enter the main SimBin Racestation Lobby, GTR will start searching your LAN. If any active games are detected after a few seconds of searching, you will see that game appear in the list.

If no games are found after searching the LAN then "No Games Available" will appear in the list to inform you the search is over. There is a "Refresh" option, so that if a game has been created after the initial search, you may perform the search again to locate it.

If the host has invited you to a race privately on the Internet, you will be given their IP address. An IP address is the unique address of the host's computer on the Internet and it is the host's responsibility to supply you with this address before you can join into the game. (IP addresses are in the form of 4 numbers separated by "." e.g. 69.57.138.93).

Once supplied with the IP address, from the main SimBin Racestation Lobby select the "Add IP Address" option and enter this address into the text field, then click the Proceed button. GTR will then search for a game at the specified address and if an active game is found it will appear after a few seconds in the list.

The Refresh function will only search the LAN. If you need to search for an IP address again for a game on the internet, select the Add IP Address option again. From there, you can either click on Proceed to search the same address, or enter a different address to search. After you have found a game, select it in the list and select "Join". This connects you to the host's game after making a vehicle selection.



# MULTIPLAYER GUIDE

## HOSTING A MULTIPLAYER GAME

Each multiplayer racing session has a host. In addition to participating in the race as a driver, this person selects the session race conditions as well as the technical limitations. To host a game, click on the Host command in the upper left corner of the SimBin Racestation Lobby. This pops up a different set of screens.

Set the race conditions on the Summary tab. In addition to the variables on the Summary Tab, the host must select the circuit and which car to race.

**Free Practice, Qualifying, Warm Up** - Checks the boxes for the sessions race participants will run in addition to the final race. Any combination of sessions can be chosen, including none or all.

**Distance, Race Time** - Sets how long the race will be. Move the slider to set the length. Race Time displays how long the race will take based on the race length selected. Race Time is expressed as hours: minutes.

**Weather** - Adjusts the weather conditions for the race.

Changeable - the weather conditions will vary during the course of the race weekend.

Season - the weather conditions mirror the live race at that circuit.

Dry - the track will be dry and the sky sunny.

Raining - rain will fall during the race.

Heavy Rain - torrential rain will fall during the race.



Summary Tab, Settings screen

# MULTIPLAYER GUIDE

## HOSTING A MULTIPLAYER GAME

### SUMMARY TAB, RESTRICTIONS BUTTON



Summary Tab, Restrictions screen

**Allowed Assists** - Check the boxes for the driving aids you would like to have available in the race session. If the box is checked, the racers have the option to use the assist or not. If the box has an "X", that assist will not be available in the online session.

**Force Internal Driving View** - Disables any racing views except the cockpit view. Some hosts may select this to force an even playing field, or to attract more experienced sim racers. If the box is checked, only the cockpit view will be available while driving. If the box has an "X", any cameras will be available during the online session.

**Session Password** - Type a password here to host a private session with select individuals. Clear the box to allow public entry into your race.

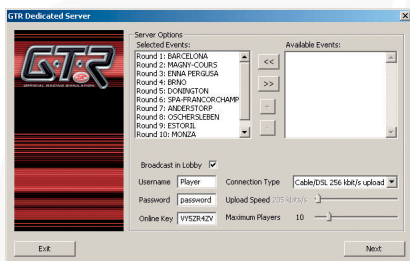
# MULTIPLAYER GUIDE

## HOSTING A MULTIPLAYER GAME

### DEDICATED SERVER MODE

GTR also offers the ability to run a version of the game with the sole purpose of running as a host for races. This version does not run with a game orientated graphical user interface but with a simple native Windows interface instead.

To use the dedicated server version of the game, run with the command line argument "+dedicated".



Dedicated server console

This will allow you to create private games using a central server. Additionally, you can broadcast this game in the SimBin Racestation Lobby where other users of the game's lobby system will see your dedicated hosted game in their games list and be able to join from there.

To do this turn on "Enable Lobby Broadcasting", and enter your lobby account details. If you do not have a lobby account (created using the in-game lobby login system), then the dedicated server will automatically create an account using the details supplied.

Note: When running GTR.exe with the +dedicated command, the game will still be dependent on DirectX 8.1 hardware to run. There is also supplied another program called "GTRDedicated.exe" which does not require DirectX 8.1 hardware, and will only operate in Dedicated game hosting mode.

### Joining a Dedicated Server

To join and play on a dedicated server is the same as joining a normally hosted game session. You can join via the SimBin Racestation Lobby if the dedicated server is broadcasting to the lobby system, or via Direct IP if you know the host's IP address.

# MULTIPLAYER GUIDE

## HOSTING A MULTIPLAYER GAME

### HOSTING A DEDICATED SERVER

The dedicated server is responsible for changing the current settings such as the current Track and the current session (Practice 1, Qualify 1, etc.) There are two methods by which you can advance the dedicated server onto the next session and track.

The host (or dedicated server administrator) executes the first method directly from the dedicated server machine itself. Once the server is up and running, the dedicated server administrator has the standard Windows Interface to the server, which has the "Next Event" and "Next Session" buttons. Clicking these will automatically perform the action regardless of what connected players are doing (chatting/driving, setup, etc.)

The second method is performed by the players in the game, not the dedicated server administrator. This is done using a "voting" system. If a connected player enters the game's Chat (accessed from the main Grid button, and then clicking Chat), he has the option to either start a vote for a session change, or accept or refuse another's vote.

The command to start a vote is `/callvote`, followed by the type of change requested. This will be either `nextsession` or `nextevent`. To start a vote to advance to the session (e.g. from "Practice 1" to "Practice 2") use the command `/callvote nextsession`. Other players connected will then see a message from the server that a vote has been started, and must then issue a command in the chat of either `/vote yes` or `/vote no`. Once a majority of votes are cast, the server will perform the requested action if the vote was successful.

Finally, to vote for a complete change of track and to restart the race to "Practice 1", a connected player would issue the command `/callvote nextevent`. After the majority of votes are cast from other connected players, the server will move to the next track in the list of events set up when the dedicated server was configured.

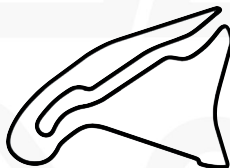
## CIRCUIT LAP RECORDS

*How fast is fast? Compare your results with the record holder at each circuit.*

- 01. Circuit:** Spain, Barcelona  
**Circuit Length:** 2.938M / 4.728KM  
**Lap Record Holder:** Jamie Campbell-Walter  
**Record Lap Time:** 1:40



- 02. Circuit:** France, Magny-Cours  
**Circuit Length:** 2.741M / 4.411 KM  
**Lap Record Holder:** Matteo Bobbi  
**Record Lap Time:** 1:55.642 (nass)



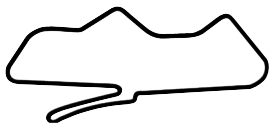
- 03. Circuit:** Italy, Enna  
**Circuit Length:** 3.075M / 4.950KM  
**Lap Record Holder:** Toni Seiler  
**Record Lap Time:** 1:34.939



- 04. Circuit:** Czech Republic, Brno  
**Circuit Length:** 3.357M / 5.403KM  
**Lap Record Holder:** Jean-Marc Gounon  
**Record Lap Time:** 1:56.695

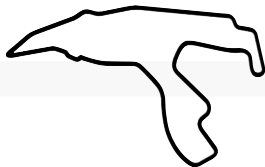


- 05. Circuit:** Great Britain, Donington  
**Circuit Length:** 2.497M / 4.020KM  
**Lap Record Holder:** Phillipe Alliot  
**Record Lap Time:** 1:29.361



## CIRCUIT LAP RECORDS

06. **Circuit:** Belgium, Spa-Francorchamps  
**Circuit Length:** 4.330M / 6.968KM  
**Lap Record Holder:** Andrea Piccini  
**Record Lap Time:** 2:16.393



07. **Circuit:** Sweden, Anderstorp  
**Circuit Length:** 2.501M / 4.025KM  
**Lap Record Holder:** Walter Lechner, Jr.  
**Record Lap Time:** 1:28.899



08. **Circuit:** Germany, Oschersleben  
**Circuit Length:** 2.278M / 3.667KM  
**Lap Record Holder:** Walter Lechner, Jr.  
**Record Lap Time:** 1:23.86



09. **Circuit:** Portugal, Estoril  
**Circuit Length:** 2.598M / 4.182KM  
**Lap Record Holder:** Mike Hezemans  
**Record Lap Time:** 1:36.222



10. **Circuit:** Italy, Monza  
**Circuit Length:** 3.585M / 5.770KM  
**Lap Record Holder:** Anthony Kumphen  
**Record Lap Time:** 1:43.559





## 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 downloads.

**Camber** - The number of degrees that the top of the tire is tipped inward (negative camber) or outward (positive camber). Negative camber makes the top of the tires tilt inward towards the center 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 tire temperatures as the guide. The inner tire temperatures should be about 7-10c hotter than the outer tire 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 anti-roll 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 tire 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. Negative caster requires less steering effort but can cause the car to wander down straights.

**Circuit** - The track/location of a race.

**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.

## GLOSSARY

**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 tires when meeting the road.

**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 tires.

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

**Oversteer** - The rear tires lose grip before the front tires 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** - Means that 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** - Means that 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 tires lose grip before the rear tires when cornering. The feeling is that the car isn't responding as well to steering input.

# TRACKIR™

## ABOUT TRACKIR™

NaturalPoint® Inc.'s TrackIR™ is a high-performance head tracking system that enables hands free view control in popular games and simulators. A slight turn of the head causes the in-game view to pan in any direction, independent of mouse, keyboard, and joystick commands. Look out windows and around highly detailed cockpits as if you were in a real GT car.

Constrained by a small view from the traditional computer monitor, it is often difficult to see the optimum racing line, and hard to know where opponents are on the track. This exciting technology allows the sim racer to have complete situational awareness and become part of the game world. It is now possible to see the apex of a hairpin turn before the turn begins, which helps the user to keep the car on the fastest line, as well as providing much better reaction time to any spinouts or dangers present on the track. Additionally, having a full 360 degrees of vision, the learning time for a new circuit is dramatically reduced as the user can easily identify and memorize the location of trackside objects for turning and braking references. Already lauded for its incredible immersiveness, GTR, with the help of the TrackIR™ system, puts the enthusiast into the car as never before.

## SETTING UP TRACKIR FOR GTR

01. Install the TrackIR according to the instructions in the packaging, and make sure you've installed the latest TrackIR drivers from <http://www.naturalpoint.com/trackir/support/downloads.html>.
02. Copy the GTR profile (GTR.tir) from GTR Disc 2/extras/TrackIR/ to C:\Program Files\Naturalpoint\TrackIR.
03. Start up the TrackIR software (NaturalPoint.exe).
04. Click the Profiles tab in the TrackIR software, select GTR from the profiles list, and click Load.
05. Click the Motion tab and make sure the Motion Type is set to TrackIR Enhanced (Absolute).
06. Start up GTR.

Now when you're in the cockpit of your car, you will be able to look side to side and up and down just by moving your head, completely independent of steering input. If your view is not centered, make sure you're looking into the center of the monitor and then click F12 to center. Remember, you can adjust your default cockpit view by using the left and right mouse buttons to give you a wider or narrower view.

If you have any questions or concerns about TrackIR, please visit <http://www.naturalpoint.com/trackir/support/information.html> for assistance.

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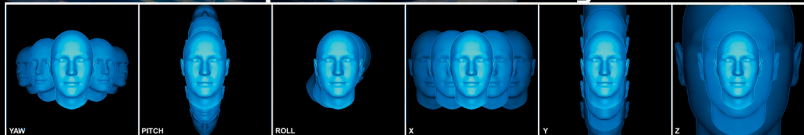


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