

PC CD-ROM Windows 95



# TOURING CAR championship™

OFFICIAL GAME OF THE RAC BRITISH TOURING CAR CHAMPIONSHIP



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Ten fantastic cheats, special weather effects, stunning new camera views, fun car modifications and hidden features are revealed on the TOCA Touring Car Championship Special Effects phone line. Double the speed of your car, add a new in-game view, and even reduce gravity!

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## EPILEPSY WARNING

### WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of prior seizures or epilepsy. If you, or anyone in your family, has a epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

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TOCA



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**Auto  
Trader**

**Codemasters**

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## *TOCA Touring car*

A Super Tourer is a mass-production 2-litre, four-door family saloon car. Under the skin though, they are highly sophisticated race cars that conform to the international FIA Super Touring rules. They can be front, rear or 4 wheel drive, although the different drive trains incur various weight penalties to help keep the racing close. Engines are limited to 2000cc and 8500 revs, and the cars must be at least 4.2 metres in length.

To ensure the cars look like production models the body shells must be identical to a road car with a production run of at least 25000. The gearboxes must be mechanical with up to 6 gears. Turbo and Super chargers are banned. All cars have a strong rollover cage, double fire extinguisher systems and kevlar seats. Drivers are held in place with a 6 point safety harness and the windows have nets to restrict driver limb movement in the event of a crash.

## *Installation*

You will require 10MB of free hard disk space. Place the disc into your drive and

close the door. Wait a couple of seconds for the drive to initialise. If auto-run is enabled on your PC the disc will run automatically, otherwise:

Select '**Run**' from the Start box menu. Then type the drive letter for your CD drive, followed by '**setup**'. For example if your CD letter is D, type:

**D:\SETUP (ENTER)**

A box will then appear on screen, giving you the following options. Select one of these options using your mouse.

**Install**

**Network Install**

**Cancel**

Click on the install option to install the game. The installation process is self-explanatory by following the on-screen prompts. The game will install Direct X version 5.0 on your PC.

## network install

If you only wish to play the network version of the game, you should select the network install option. Once you have chosen the network install, you do not require the CD to be present in the drive to join a network game, although the PC that hosts the network game WILL need to have a CD in its drive. 80MB of free hard disk space will be needed for the network installation.

## getting started

Insert the disc into your drive and close the door. If auto-run is enabled a box will automatically appear on screen, giving you the following options.

Play

Uninstall

Read Me

Web Links

(will only work if you have an internet browser)

Exit

3D Acceleration  
(drop down menu)

Click on the play option to play the game.

In most cases TOCA Touring Car Championship will auto-detect any 3D acceleration hardware present in your PC. If you experience any problems with the auto detect feature, you can manually select the 3D card settings you would like TOCA Touring Car Championship to use. To do this, choose the relevant card option from the 3D Acceleration drop down menu. This 3D Acceleration drop down menu only contains 3D cards that are known to be difficult to auto-detect, or that conflict with each other.

If auto-run is not enabled then go to START, PROGRAMS, CODEMASTERS, TOCA TOURING CAR CHAMPIONSHIP.

## multiple 3D graphics cards

See **Display Device** under **Display Options** on page **17** for selecting between multiple 3D graphic acceleration cards for use in-game.

## driving controls

### Keyboard default controls:

	PLAYER 1	PLAYER 2
Turn Wheels Right	→	6
Turn Wheels Left	←	4
Brake (hold for reverse with auto gearbox)	↓	2
Accelerate	↑	8
Gear Down	V	-
Gear Up	F	+
Change View	C	9
Rear View	Z	5
Horn	1	2
Pause Game	Esc	Esc

The keyboard may be used for players 3 and 4 but these must be defined beforehand.  
(See GAME OPTIONS)

## *other controllers*

section of the Windows 95 control panel

Most Windows-compatible controllers are supported by this game.

It is recommended that you set up your controller using the Game Controllers

before you start playing TOCA Touring Car Championship. Additional configuration of these can be set in the Controller Setup in the Game Options menu.

## *in-game display:*

*The in-game display shows you the following information:*



## *main menu*

The options available at the main menu are:

**Start Race**

**Game Options**

**High Scores**

**Quit**

Selecting 'Start Race' displays a further menu of race types:

**Single Race**

**Championship Race**

**Time Trial**

**Linkup Game**

When navigating the menu systems pressing the ESCAPE key at any stage will move you back to the previous menu. Use the CURSOR KEYS and ENTER to select your options.

Each meeting has the following structure:

**Qualifying Session 1  
Race 1  
Qualifying Session 2  
Race 2**

There are two qualifying sessions and two races for each meeting at a venue. A qualifying session consists of up to 3 laps. Your fastest lap time from the session is used to determine your place on the starting grid for the race. You can skip the qualifying session at any time by



selecting the End Qualify Session option from the pause menu. Your best lap time so far will be used.

At the start of a new Championship you can either load or start a new game. You can select the length of the Championship from either SHORT or FULL. On average, a short Championship will last about 8 minutes, and a full length race about 25 minutes. You cannot change between short and full Championship once you have started. A Championship can be saved after every meeting.



## ***The championship Points system***

To progress from one meeting to the next, you must accumulate more than a certain number of points at each meeting - see page 7. Points are awarded for both races at each meeting and then added to your total score. The points system is shown below:



<b>1st</b>	15pts	<b>6th</b>	5pts
<b>2nd</b>	12pts	<b>7th</b>	4pts
<b>3rd</b>	10pts	<b>8th</b>	3pts
<b>4th</b>	8pts	<b>9th</b>	2pts
<b>5th</b>	6pts	<b>10th</b>	1pt

Qualifying in Pole Position gives you an additional 1pt

## ***The Cup System***

Cups are awarded throughout the Championship season after every 6 races, based on your performance. If you perform well enough you will be given secret codes for the game.

## ***Dangerous Driving***

TOCA, the governing body of the Auto Trader RAC Touring Car Championship, will not tolerate dangerous driving. If you are judged to have driven into a fellow competitor deliberately, you may be penalised with a dangerous driving warning. On your 3rd warning you will be given a 4 point penalty. On your 5th warning there is an additional 6 point penalty and a 6th warning results in disqualification from the race.

Please note, penalty points will only be deducted from points that will be earned

during the current race, you will not lose any points you've already accumulated. Penalty points which cannot be deducted from the current race will not be carried forward to future races. Dangerous driving penalties only apply in Championship races.

## ***Pit Lanes***

Pit work is not generally part of Super Touring racing. If you attempt to drive into the pit area the computer will take control of your car driving it through the pit lane for you. You will regain control of the car once it leaves the pit lane.



## ***Completing the Championship***

If you manage to complete the Championship, a harder challenge awaits you.

## ***Time Trial***

In this mode you have an unlimited number of laps to practice any unlocked track and try to get the best lap time. Best lap times are recorded in the high score table.

A ghost car will follow your current best lap, after the first lap. This will allow you to measure your progress. In addition, the best lap will be saved to disk. You can choose whether to load in the current best lap or start the time trial session from scratch.

**Note:** You can exit from Time Trial by selecting the appropriate option from the pause menu.

## **Weather**

The weather for Time Trial mode can be selected from the following weather conditions:

**Sunny**

**Cloudy**

**Rain**

**Snow**

**Storm**

**Default\***

\* Default will give the same weather setting for each circuit as in Championship.



## ***network/linkup Game***

In order to play a network/linkup game, the host must have the original copy of the TOCA Touring Car Championship CD in the CD drive.

All other PC's must have a network installed version of TOCA Touring Car Championship on their hard drives.

After choosing Linkup Game from the "Race Type" menu, you will be presented with a selection of methods available for linking up with other computers, these options are:

**IPX  
Internet TCP/IP  
Modem  
Serial**

After selecting your linkup device from this menu, you must decide whether to host a new game or join a game which is being hosted by someone else. It is strongly recommended that you have a fast network connection and preferably a fast computer if you choose to host a game.

If you choose to host a new game, you will first be asked for your name (which will be used as the session name) and then, depending on your choice of linkup device, you may be prompted for further information required to initialise the connection. When you have proceeded to the "Waiting Room", you will see a list of players who have joined the game so far and whether or not they are ready to start. When you start the game, the players who are ready will be taken into the game.

If you choose to join a game, you may be prompted for further information needed by the system to connect you to the game. You will then be presented with a list of sessions that you can join. Choose one and proceed as normal until you get to the "Waiting Room" where you can see the other players that are joining the game. When the host is ready to start, you will automatically be taken into the game.

Once in the game there may be a short delay while the other network players are waiting to connect. You may alter the rate at which your PC receives data from other PC's by pressing F11 (less data) and F12 (more data), although the computer will make it's own adjustments if the connection is sluggish. An on-screen indicator will show the new value of this data rate. Reduce the value of the data rate if you want to use less network bandwidth, increase it if the other cars are not moving smoothly.



## *The view*

When racing, you can choose between four different views:

**Behind Car (close)**  
**Behind Car (far)**  
**Bonnet**  
**HeadCam**

The HeadCam view allows you to experience racing a Touring Car from a drivers real view point. The forces that operate on a real driver are simulated as you rocket around the track.



**Behind Car (close)**



**Behind Car (far)**



**Bonnet view**



**HeadCam view**

## *The teams*

**The following teams are in the game:**

<b>Team Name</b>	<b>Car</b>	<b>Drivers</b>
Williams Renault	Laguna	Alain Menu, Jason Plato
Audi	A4	Frank Biela, John Bintcliffe
Volvo	S40	Rickard Rydell, Kelvin Burt
Honda	Accord	James Thompson, Gabriele Tarquini
Peugeot	406	Tim Harvey, Patrick Watts
Nissan	Primera	David Leslie, Anthony Reid
Ford	Mondeo	Paul Radisich, Will Hoy
Vauxhall	Vectra	Derek Warwick, John Cleland

You can select to drive for any of these teams, replacing one of the drivers listed above. Each car features individual attributes and driving characteristics. All the cars, except the Audi, are front wheel drive. The Audi is 4 wheel drive. This is an advantage in the wet, or on tight twisty circuits, but is slightly heavier. All of the

cars can have Manual or Automatic gears. When selecting your car, press the up or down Cursor keys to toggle between manual and automatic gears.

Once a car has been selected for a Championship, it cannot be exchanged.

## *Saving/Loading a Championship Game*

When racing in a Championship you will be asked if you want to save your progress after each meeting. By saving you will be able to continue your game at a later date. To continue a Championship game, simply choose LOAD GAME from the Championship menu and select the game you wish to restore.

## *High Scores*

Displays the best times and scores achieved. This table shows:

**The best lap time  
(in Time Trial mode)  
for each of the 9 tracks.**

## *TOCA Touring Car*

If you have access to the internet and you have a Time Trial time that you want the whole world to see, then visit the Codemasters Web Site at

<http://www.codemasters.com>

There you will find the TOCA Touring Car Championship Hall of Fame where you will be allowed to register your best times. In order to do this you will need the checksum which is shown underneath your time in the High Scores screens (we don't want you just making up times do we!)

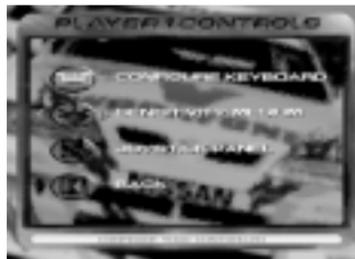
If your time is good enough it will then be displayed with the other best times for all to see - the ultimate Touring Car Championship achievement!

## *controller setup*

From within this option you can select and reconfigure keyboard and joystick devices for each player.

It is recommended that you set up your controller using the Game Controllers section of the Windows 95 control panel before you start playing TOCA Touring Car Championship.

First choose the player whose controls you wish to change or reconfigure. This will then lead you to the Player Controls screen:



## **Keyboard/Joystick**

Use left and right to toggle between keyboard and joystick

## **Configure Keyboard/Joystick**

This option allows you to change the keyboard/joystick default controls to suit your driving style. As some joysticks have too few buttons to support all the controls in TOCA Touring Car Championship, you can also use the keyboard when reconfiguring your joystick buttons.

## **Sensitivity**

The sensitivity setting applies to both digital and Analog Controllers and adjusts how much you have to move the Controller to get full lock, whilst steering the car.

## **Joystick Panel**

This option launches the Windows 95 control panel. When you have finished your joystick configuration you will have to click on the TOCA Touring Car Championship icon in the task bar.