

MIDWAY

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BOSS game

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NUS-NWOE-USA

WORLD DRIVER championship™

INSTRUCTION MANUAL



EVERYONE
E
CONTENT RATED BY ESRB

MIDWAY

NINTENDO 64

WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO ® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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This game is compatible with the Rumble Pak and Controller Pak accessories. Before using the accessories, please read the Rumble Pak and Controller Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Rumble Pak and Controller Pak accessories.

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TABLE OF CONTENTS

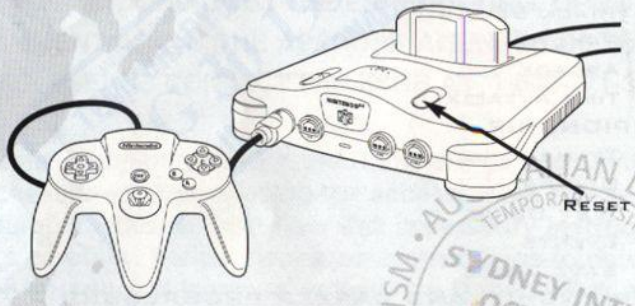
GETTING STARTED	3
CONTROL STICK FUNCTION	4
CONTROLLER	5
GAME CONTROLS	6-7
During A Race	6
During A Replay	6
Menu Selections	7
Controller Pak / Rumble Pak	7
OVERVIEW	8
Main Menu	8
QUICK RACE	9-10
Car Select	9
Track Select	9
Practice	9
Arcade	9
Time Attack	10
CHAMPIONSHIP	11-14
Teams	12
Offers	12
Test Drive	13
Events	13
Save Game	14
CHAMPIONSHIP AND CAREER PROGRESSION	15
TWO PLAYER VERSUS	16-17
Versus Options	17
TRAINING	18
OPTIONS	19-20
Game Settings	19
View Replay	20
Records	20
Save Records	20
Game Credits	20
GT2 TEAMS	21-22
GT1 TEAMS	23-24
HIGH SCORES	25-26
HINTS & TIPS	27
CREDITS	28-29
WARRANTY	30

GETTING STARTED

WARNING

NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power **OFF** on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the **POWER** switch **ON**. After the appearance of the title and legal screens, the demo will begin. Press **START** to view the Main Menu.



CONTROLLER PAK MENU

Press and hold **START** upon powering up or Reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the **A Button** to move on.

REMEMBER!

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

CONTROL STICK FUNCTION

The **Nintendo 64 Control Stick** uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the Control Stick from its neutral position on the controller.



If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

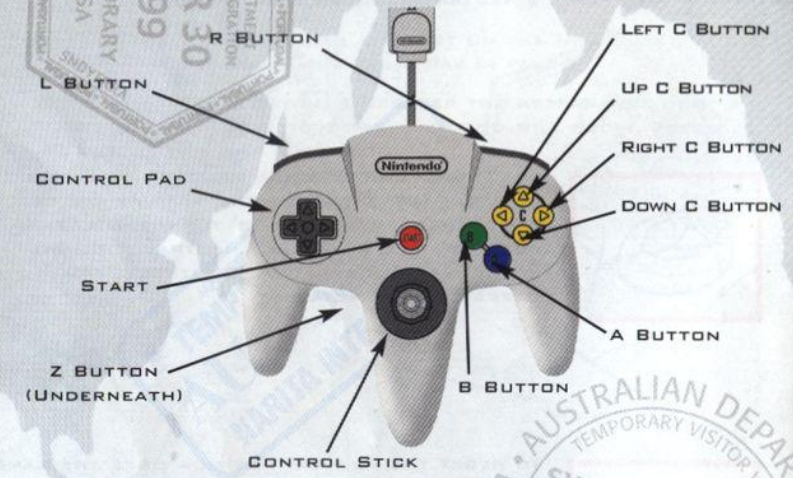


To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R** Buttons.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact **Nintendo Consumer Assistance** at **1-800-255-3700** or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you begin your game, familiarize yourself with the controls.



MENU SELECTIONS

- Press **Up** or **Down** on the **Control Pad** to highlight menu items.
- Press **Left** or **Right** on the **Control Pad** or **Control Stick** to cycle options.
- Press the **A Button** to select an option.
- Press the **B Button** to go back to the previous menu.
- The **C Buttons** are used to navigate sub screens.

GAME CONTROLS

Here are the game controls for World Driver Championship.

DURING A RACE:

START - Pause
A Button - Accelerate
B Button - Brake
Z Button - Shift down (Manual Transmission)
R Button - Shift Up (Manual Transmission)
Up C Button - Change View
(Cycles between out-car, in-car with mirror, in-car)
Down C Button - Look Back
L Button - Cycle in-game displays Off and On
Control Stick - Steering
(for Reverse, pull back and accelerate)

Note: When using manual transmission, you must be in 1st gear before reverse will work.

DURING A REPLAY:

Left on the Control Pad
Freeze/Unfreeze the replay
Right on the Control Pad
Advance the replay by one frame while frozen
Up on the Control Pad
Increase the replay speed up to normal
Down on the Control Pad
Decrease the replay speed

When a replay is frozen, you can rotate the chase camera with the **Control Stick** or cycle through the different replay cameras with the **Up C Button**.

A Button
Return replay to normal speed and bring up the replay menu

GAME CONTROLS

MENU SELECTIONS:

You can use the **Control Pad** or **Control Stick** to navigate the menus. Press the **A Button** to select the highlighted option. Press the **B Button** to go back to the previous screen. If you cannot proceed any further in the menus, pressing the **A Button** will sound a warning buzzer.

When enabled, the **R Button** will switch between GT2 and GT1.

The **C Buttons** are used to navigate sub screens.

Z Button - Change car color on a Car Select screen.

CONTROLLER PAK / RUMBLE PAK:

World Driver Championship supports both the **Controller Pak** and the **Rumble Pak**. When the game is powered up, it will look for a World Driver Championship save game in each attached Controller, starting with number 1. If a valid save game is found, World Driver Championship will load the records and game settings from it. It is possible to leave a spare controller (with a Controller Pak inserted) plugged into Controller Socket 4 and have World Driver Championship use that Controller Pak for all loading and saving, allowing you to leave your Rumble Pak in Controllers 1 and 2. If you are unable to do this and you wish to use a Rumble Pak, please ensure it is in the appropriate controller before starting a race.

World Driver Championship requires 1 Note and 11 Pages to save your progress, records and game settings. World Driver Championship also allows you to save replays and ghost data. To save these, World Driver Championship requires 1 Note and 112 Pages free in a Controller Pak.

OVERVIEW

Welcome to World Driver Championship. You are about to embark on an exciting career as a World Driver with the goal of becoming World Driver Champion. WDC offers several different play modes. If you just want to get in and drive, jump to **Quick Race** and you'll be behind the wheel in a matter of seconds. If you are looking to begin your career, you will have to enter the championship.



MAIN MENU

Press **START** to exit the introduction sequence and again at the Title Screen to get to the Main Menu. There are five options you can select from this screen.

QUICK RACE: Choose this option to get straight into racing. For more information check out **QUICK RACE** on **Pgs. 9-10.**

CHAMPIONSHIP: Choosing this option launches your racing career or continues a career you have previously saved. For more details see **CHAMPIONSHIP, Pgs. 11-14.**

2P VERSUS: This option is only available if you have Controllers plugged into **Controller Sockets 1 & 2.** For more information, see **TWO PLAYER VERSUS, Pgs. 16-17.**

TRAINING: This option will show you the recommended speed for certain portions of the track. It is recommended for drivers wishing to learn how to race better. More details are available on **Pg. 18**

OPTIONS: Choosing this option takes you to the Options Menu, where you can change game setting, view records and replays. For more information see **OPTIONS** on **Pgs. 19-20.**

QUICK RACE

If you're itching to just jump in a car and race, then this is the mode for you. Of course if you're that eager to race, you probably haven't read any of this yet.

Quick Race is split up into several types, the following sections describe them in detail.

CAR SELECT:

The first option on the list allows you to choose your car for the upcoming races. Press **Up** and **Down** on the **Control Stick** or **Control Pad** to move through the list of cars and **Left** and **Right** (or **Left C Button** and **Right C Button**) to change between Classes. Pressing the **A Button** will select the car on the screen, while pressing the **B Button** will return you to the previous menu. If you press the **Z Button**, you can change the color of the car on screen.

TRACK SELECT:

When you are in the track select screen, (the available tracks will be highlighted) press **Up** or **Down** on your **Control Stick** or **Control Pad** to select a track. You can use **Left** and **Right** (or **Left C Button** and **Right C Button**) to switch track variants. You can also use the **Up C Button** and **Down C Button** to page through the track records. To select a track, highlight it with the cursor, select the variant you want, and press the **A Button**.

NOTE: Sometimes pressing the Z Button on this screen may also select a track.

PRACTICE:

This mode allows you to race as many laps as you wish on your favorite track. Pick a car, pick a track and burn some rubber. To exit practice, just press **START** and choose the Exit Practice option.

ARCADE:

This is the spot you'll want to head to for some quick race action. Initially, you can only pick a track and race. When you're done, you will return to the arcade race menu. Here you can save the replay of the last race, select a new car, re-run the previous race with START RACE or select a new track with NEW RACE.

When you're done, press the **B Button** to return to the Quick Race menu.

QUICK RACE

TIME ATTACK:

This game mode allows you to race against the clock, setting track records, and even race against a ghost car from a previous race on the same track.

When you select Time Attack for the first time, only two options will be available to you, NEW RACE and SELECT GHOST. After you complete your first race more options will become available.

Start Race

When available, this will drop you back in with your selected car on the track that the current ghost was recorded on. You will then race against the last saved (or loaded) ghost.

Car Select

Allows you to select another car. You do not have to race the same car as the ghost.

Save Ghost

Save the last ghost you made. This will then set the saved ghost for Start Race to use.

New Race

Pick a new track, and race with no ghost loaded.

Select Ghost

Select a ghost. This can be from a Controller Pak which contains a previously saved ghost file, or it can be from the Game Pak which contains some really great ghost recordings. If you select a Game Pak ghost, you can either race against it or just sit back and watch a professional show you how to drive.

Hint - Watch all the World Driver Championship Game Pak ghosts at least once - that way you can see the best line around some of the circuits, and you can get a glimpse of the cars you will soon be driving.

CHAMPIONSHIP

When you select Championship from the Main Menu, you will have two or three options. You can start a new game or load a game that has been previously saved to a Controller Pak. In addition, if you had already been in Championship and exited to the Main Menu, you will have the option of Continuing with your existing Championship game that is still in memory.

When you create a New Game, you will be prompted to enter a name. Use the **Control Stick** (or **Control Pad**) to select a character and press the **A Button** to add it to your name. Pressing the **B Button** will erase the previous character, pressing **START** will end the name entry with whatever you have entered as your name. If you do not enter any characters, then the name, **'Driver'** will be used.

After entering your name, you will get messages from the first two GT2 teams. They are looking for a driver and are prepared to give you a break and a chance to start your career. Pressing the **A Button** will advance through the messages. When you've read them both, you will find yourself on the Driver Home Page.

Initially, you can only select **TEAMS** and **MAIN MENU**. Once you have accepted an offer you will be able to save your game and enter events.

After accepting an offer, when you return to the Driver Home Page you will see the car you will be driving and the team helmet you'll be wearing. Alongside the helmet is your current rank and your career points summary.

You can use the **Up C** and **Down C Buttons** to move between the three pages on information in the bottom data window. These pages contain your current car performance bars, your career points summary and the number and type of cups you have won.

Note: On this screen, if you have qualified to enter GT1, you will be able to switch between GT1 and GT2 by pressing the R Button.

TEAMS:

Selecting this option takes you to a list of teams that are competing in the GT2 events. If a team has an offer open to you, there will be a small dot to the left of their name. For further information on the different teams, see **PGS. 21-24.**

On this screen you can see the owner of the team and where they're from. You can also use the **Top C** and **Bottom C Buttons** to page through additional background information about each team in the bottom right window. Pressing the **A Button** takes you to the highlighted team's car selection screen, while pressing the **B Button** returns you to the Driver Home Page.

Note: On this screen, if you have qualified to enter GT1, you will be able to switch between GT1 and GT2 by pressing the R Button.

OFFERS:

As described above, you can look at all the cars owned by each team. If a car is available for you to drive it will have a small dot to the left of it's name. A team can have up to three models of the same vehicle. They are classed as C, B and A, with the A version being the best. Initially, you will only be offered the C class to drive, but as you progress not only will you get offers from new teams, but also better offers from teams that you may have already raced for. Pressing the **B Button** returns to the list of teams. Pressing the **A Button** while an open offer car is selected, will bring up two options, Accept Offer or Test Drive. If you wish to return to the Car List, press the **B Button**.

If you accept the current offer (depending on circumstances), you may get a message from your current team. They may wish that you stayed with them or they may even be glad you're leaving. You may also get a welcome message from your new team owner. Once you have accepted a new offer, you will return to the Driver Home Page with the new team colors and car displayed.

If this is your first accepted offer, then you will now be able to enter an event or save your game.

Note: When you are on the car offer screen, pressing the Z Button will change the car color.

TEST DRIVE:

If you select Test Drive from the car offer menu, you will find yourself behind the wheel of the offered car at the start line for Black Forest A. This is a fairly short track, but does pack in a lot of the hazards you will find on the longer circuits. You can drive the car around Black Forest for as long as you like, trying to get a feel for how it handles, how it best takes corners and how the brakes perform. Once you are done, press **START** and select **EXIT TEST DRIVE**. This will return you to the car offer menu, and you can then decide to accept the offer, or back out and try a different car for a different team.

Hint: If you have just started a Championship, you should test-drive both the Rage 512 C from Kohr and the Stallion C from Speedcraft. These vehicles handle very differently and using the test drive you can find out which one will suit your driving style best.

Note: During the Test Drive you cannot set any records and no replay is recorded.

EVENTS:

GT2 consists of ten different events, which range from 2 laps on 2 tracks to 5 laps on 4 tracks. Each event has it's own requirements for eligibility, and unlock automatically once you are eligible.

Initially, you will be able to enter the **Novice Cup** and the **Spider Cup**. These events are fairly short, and the competition from the other drivers is not as stiff as in the later events.

From the event screen you can see all the events in GT2, and can select only the events you are qualified to compete in. If you have already completed an event, the Cup icon will be filled with the best cup that you have won on that event. You can also use the **Left** and **Right C Buttons** to examine the tracks that are in the highlighted event. The data window at the bottom of the screen shows the number of career points you'll earn for placing in each race within the event, and also the number of bonus points you'll earn for winning a cup or qualifying in pole position for each race.

Pressing the **A Button** takes you to an overview of the selected event, while pressing the **B Button** returns you to the Driver Home Page.

Hint - You can enter an open event as many times as you like. So if you just need a few career points to move to the next rank, you can enter one of the early events, win another gold cup, and get enough points to get a new offer.

SAVE GAME:

Selecting Save Game from the Driver Home Page takes you to a screen with icons for all four N64 Controller Sockets. If no controller is attached to a socket it will be grayed out.

World Driver Championship allows you to have up to three save games on one Controller Pak. Each Championship save contains the driver name, events completed, total race time and driver rank. This means you can have three separate careers going with one Controller Pak.

To save your progress select a Controller which contains the Controller Pak you wish to save to with **Left** and **Right** on the **Control Stick**. Then select a slot you wish to save to by pressing **Up** or **Down** on the **Control Stick** and press the **A Button**. Your game will then be saved.

RESTART RACE:

While it is normally possible to select the Restart Race item from the pause menu in a Time Attack or Arcade race, in Championship mode you need to earn **Restart Race Credits**.

You are awarded a Restart Credit every time you win a Gold Cup. You can have a maximum of 9 Restart Credits and if you have no Restart Credits you will be unable to restart a race in Championship mode. The number of available Restart Credits is stored when you save your Championship data.

CHAMPIONSHIP AND CAREER PROGRESSION

Initially you are ranked **30** in the overall World Driver Championship standings, and are eligible to compete in two GT2 events. Once you win your first cup, you will be able to enter two new GT2 events. Winning more cups, some of which must be Gold, will allow you to enter into even more events.

As you compete in events, place in the races and win cups, you will be awarded career points. These points are used to track your progress and rank you within the World Driver Championship. You start the game with **0** points, and need to earn **10,000** to become ranked **29**. As you move up in rank, so does the number of career points needed to progress.

Also, as your rank increases, so does the quality of offers from the various teams competing in GT2. If you find that you are unable to win a certain event, you can go back to an earlier event and re-enter it. Your career points will still be added even if you already have a Gold Cup in that event. This way you can improve your ranking and get a better car offer, allowing you to take on the tougher events and win.

While there is no penalty for switching teams, staying with a team will build up a loyalty bonus which will allow you to get to their better cars which are faster than normal. Also there are some teams who really look down on a driver who's just been hopping from team to team and has no sense of loyalty.

The goal within GT2 is to reach and win gold in the **Invitational Event**. To qualify for this event, you will need seven Gold Cups from any of the preceding nine events. Once you have won the Gold in the GT2 Invitational, you will be invited to participate in the GT1 circuits.

GT1 is very similar to GT2, the big difference being the way the cars handle and the speed they can negotiate on even the toughest tracks. The goal in GT1 is to win the Gold Cup in the **GT1 Invitational** and also to reach Rank 1 in the World Driver Championship. Doing one of these things is no small feat, achieving both will require a lot of skill.

TWO PLAYER VERSUS



In this mode two players can race at the same time. The car and track choice is the same as **Quick Race** (see **pages 9 - 10**). Remember, for this mode to be active, you must have two controllers attached to your Control Deck, one in socket 1 and the other in socket 2.

Only Player 1 can make choices that affect both the players. However, Player 2 does get to choose their own car and color.

To exit versus mode, you can press the **B Button** or after the first Versus Race, the Main Menu option must be selected from the menu list.

Race Again
This will re-run the previous race, each player has the chance to pick a different car.

Save Replay
This will allow you to save the replay of the last versus race that was run. You will need a controller pak with at least **112 pages** and **1 note** free.

New Race
This allows you to pick a new track for the next race. A track selection screen will appear, followed by car selection for Player 1 then Player 2.

Options
This will bring up the Versus Option menu, see the next section for more details.

Main Menu
This will take you back to the Main Menu.

After each race is over, you are brought back to this screen, and the victory counter for the winner is updated. With this you can keep track of who has been racing better than who!

Note: If you have a Versus Race in excess of five laps, the entire replay will not be recorded.

Remember: You can change the color of the car on the car selection screen by pressing the Z Button.

TWO PLAYER VERSUS

VERSUS OPTIONS:

The following menu options are available from the Versus Race Option selection. Press **Left** and **Right** on the **Control Stick** or **Control Pad** (or the **Left C** and **Right C Buttons**) to adjust each setting.



Lap Count

Sets the number of laps for the next versus race. The minimum is 1 and the maximum is 20.

AI Cars

Turns computer controlled cars **Off** or **On** for the next versus race. If AI cars are on, two AI cars will appear behind you on the starting grid.

Catch Up

Turns Catch Up **Off** or **On**. If on, then when a player car is far enough behind the other player car, it gets a temporary acceleration boost.

Reset Scores

Pressing the **A Button** will reset the scores.

To leave the screen, press the **B Button**.

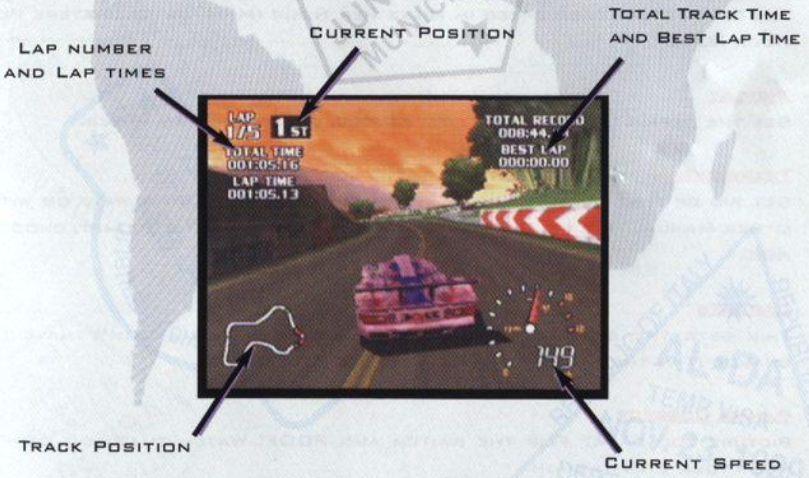
TRAINING

When you select Training Mode from the Main Menu, you will be put behind the wheel of the **Kohr Rage 512 C** (the easiest of the two beginning cars to drive) at the start line of the **Rome A** track.

After the GO! press the gas (the **A Button**) and drive. As you approach the first sharp turn, a speed indicator will appear at the bottom of the screen. This is the optimal speed for the upcoming turn. If you are traveling much faster than the optimal speed it will turn red. As you slow down, the number will turn orange and eventually white, which indicates your speed is about right.

Remember, even if your speed is as indicated, you will still need to turn the car. Try not to let the car turn too much into the corner or you may lose control. If you do lose control, apply the brakes and slow down. This will help you to gain traction and steer out of trouble.

Try driving a lap real slow (for example, at 50 Mph all the way round). Once you've got to know the track a little, start speeding up but remember to stay below the indicated speed. Taking a corner too fast will result in the rear of your car sliding and forcing you to try and counter-steer. This technique is very important to mastering World Driver Championship and with practice you will soon be power sliding around corners just like the guys in the Game Pak Replays.

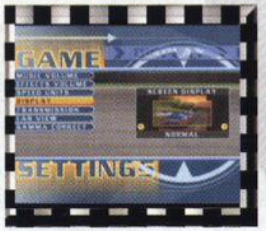


OPTIONS



The Options menu features numerous ways to use your game. There are five subjects to select. Each one can be activated by highlighting it and pressing the **A Button**. The five subjects you have are **Game Setting**, **View Replay**, **Records**, **Save Records** and **Credits**.

GAME SETTINGS:



You can use this option to adjust various game settings. Each setting is adjusted by pressing **Left** or **Right** on the **Control Stick** or **Control Pad** (or the **Left C** and **Right C Buttons**).

Music Volume

0 is **Off** and **9** is **Loud**!

Effects Volume

0 is **Off** and **9** is **Loud**!

Speed Units

You can display your speed in Miles Per Hour (**MPH**) or Kilometers Per Hour (**KPH**).

Display

Set the default display mode to **Normal** or **Widescreen** hi-res.

Transmission

Get rid of that prompt at the beginning of a race and always go with either Manual (**MT**) or Automatic (**AT**). Or if you like the prompt, choose **ASK**.

Car View

This sets the default camera position. This way you don't have to change it in the middle of a race.

Gamma Correct

Picture too dark? Flip the switch and POOF! Watch that you don't hurt your eyes though.

OPTIONS

VIEW REPLAY:

You can load and watch a previously saved replay from your Controller Pak. You can also load and watch a replay that has been recorded on your World Driver Championship Game Pak. These replays have been recorded by some of the development staff at Boss Game and they really show you how to drive!

RECORDS:

You can examine all of the records kept in a game. Press **Up** or **Down** on your **Control Stick** or **Control Pad** to select a track. Press the **Left C** or **Right C button** to choose the track variation. Then press the **Up C** and **Down C Buttons** to page through three records stored for each track and it's variants.

SAVE RECORDS:

This option allows you to save the records and game settings to a Controller Pak. These will be loaded automatically if you have the Controller Pak in a Controller when the game is turned on. To save the records, you need **1 Note** and **12 Pages** free.

CREDITS:

If you select Credits, you can see all of the people who worked on this game at Boss Game. You can also see a cool replay!

GT2 TEAMS

The next couple of pages will give you a background of the different racing teams in World Driver Championship. Learn who the team leaders are and how the team got it's start in the GT racing circuit.



Speedcraft Racelabs is helmed by Skip Keller, former movie star turned owner. Based in Hollywood, California, Speedcraft has yet to secure a win even after five years of intense competition. They ' re looking to you to give them a winning season.



New to the GT2 circuit, Carlos Garcia is trying to make a name for Mexico City's **Kohr Racing**. Established as one of racing's "good guys" Carlos wants you to bring excitement to the team.



Giovanni Rosseti owns Viewpoint Auto Parts and showcases their wares via his **Viewpoint Racing** team throughout Italy. Rosseti is well respected and has proven his team has what it takes to win.

GT2 TEAMS



Australia's **Reeds Racing** is headed by Reginald Goldsmith. While the Goldsmith family is already famous for motorcycle racing, "Reg" has broken out of the mold and is taking GT racing by storm.



Discontent with operations at Lassiter, Benoit Fehdrau left to create the **Eurospec** racing team out of France. Quickly rising to become a fan favorite, you should be cautious racing for Eurospec. Lassiter takes a great disliking for folks who have raced for Fehdrau.



Totalsport used to race the GT1 circuit, but when financial problems plagued the team, Miguel Cavalara was forced to race strictly GT2. Renowned for treating drivers like kings, Totalsport boasts some of the hottest GT2 cars.



England's own Elizabeth Carlisle started **Elite** as a hobby, making kit cars for racing fanatics. Business has been booming and now Elizabeth owns the team that all the investors are vying for. Sporting cars that are nearly GT1 class, Elite is on the fast track to success.

GT1 TEAMS



Money has it's advantages as **Team Nebo** and Ichikawa San have proven. His father is a wealthy banker, and Ichikawa is more than happy to spend his father's money. No love for the race here...it's all about the money.



Colm O'Leary is an Irishman through and through, and although suffering some financial problems, O'Leary refuses to move **Victorysmith** from his home. Possible with heavier investing or a solid driver, this team could win it all this year.



You wouldn't know it to look at him, but Franchiti Vegnati has assembled a powerhouse team in **Sage Autosport**. They have the best car and crew in all of Italy, a winning record and are simply looking for the right driver to bring home the gold.



In this business, rivalries run deep. **Lassiter**' s owner, Kenneth McAllister, has had many team members lured away by Eurospec, instigated by his former Crew Chief. He's looking for a loyal driver and one that can bring this original GT1 team back to it's former glory.

GT1 TEAMS



Brian McKenzie can't understand why **SSD Competition** is winning on the racetrack but losing in the showroom. Lately, the so-called "competition" has been stiff and SSD is looking for a driver that can prove that Canada is superior by winning it all.



Seattle's **Boss Racing** has an incredible budget thanks to the efforts of Stan McCammon. Formed originally as an investment, Stan is quickly learning of the pride that comes from being the best.



When you're born into racing, it tends to inflate the ego. Don't tell that to Martin Gottlieb, owner of **Meiden-Krauss**. He knows he's a winner, Germany knows he's a winner...now he needs a driver to help prove it to the rest of the world.



There are few mysteries in the world of racing, save for **Excalibur LTD**. Boreth Plunger came from nowhere with the Mystic and has leaped to the top of the circuit. Few drivers can handle the power of the Mystic, but that hasn't stopped their owner from looking.

HIGH SCORES

USE THESE PAGES TO RECORD YOUR BEST TIMES.

TRACKS	TIMES

HIGH SCORES

TRACKS	TIMES

HINTS & TIPS

Here's a couple of hints to help you become a better driver.

- Read the manual - there are lots of hints and tips located in here.
- Check out the official World Driver Championship website at: www.worlddriver.com.
- Watch all of the Game Pak replays and Game Pak ghosts.
- Use Training Mode.
- Use your brakes.
- Stay out of the sand.

CREDITS

World Driver Championship Team
from **Boss Game Studios**

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Lead Artist
Todd Keller

Car Artist
Gabriel Garcia

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Interface Art
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AI Programmer
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