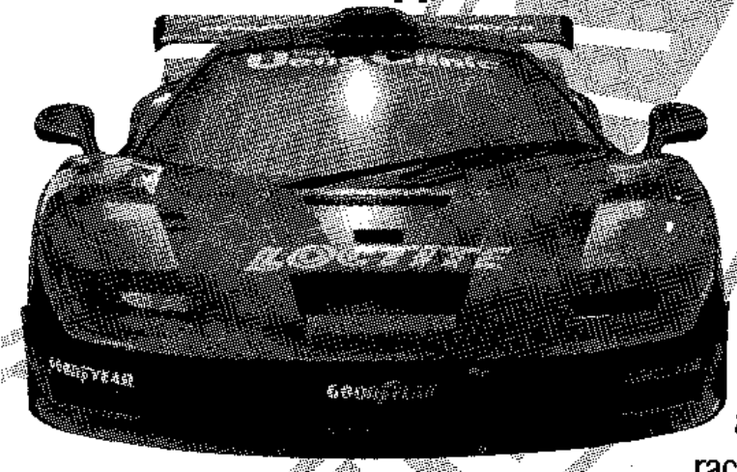

PlayStation
NTSC U/C
PlayStation
Officially Licensed Product:
LE MANS 24 HOURS
A.C.O.
TEST DRIVE
LE MANS
elf
GIESSE GROUP
INFOGRAMES
ATP
5
EVERYONE
CONTENT RATED BY ESRB
SLUS-01077
INFOGRAMES

SUMMARY

- Getting Started P. 4
- Controls P. 4
- Selecting Your Game P. 5
- Joining a Team P. 9
- Strategy P. 10
- Options P. 12
- Credits P. 14
- Customer Service & Technical Support P. 18



The best drivers in the World will be there.

24 Heures du Mans. The most famous race in the world. The ultimate challenge known to man and machine - a grueling 24-hour contest where drivers pit their skills against one of the most unforgiving race tracks ever. Do you have what it takes to triumph over the legend?

The race, the organizer (ACO)

Ever since the first Le Mans 24 Hour race in 1923, car manufacturers and drivers have dreamt of victory at the legendary Circuit International de la Sarthe. The emotion is still intense 75 years later: the variety of competitors, the originality of the race regulations and the party atmosphere that take hold of the region contribute to make Le Mans the mother of all races. The Automobile Club de l'Ouest is the keeper of the tradition, maintaining the spirit and the passion of Le Mans.

The cars (GT2, GT1 & Prototype), driving at Le Mans

The GT2 class is the most recognizable of the three classes of cars found at Le Mans. This class is constructed on the basis of sporty models readily available from car manufacturers. GT1s are constructed with professional racing in mind: they deliver first class performance while following the standard imposed on other road cars. Designed exclusively for circuit racing, Prototypes do not need to comply with road car' standards. Their performances are close to the GT1 class cars.

It is easier to begin on GT2 cars. Though their general level of performance is somewhat lower, the driving and handling are much more accessible. As you gain experience, you will be able to tackle Prototypes, then move on to GT1s to reach the highest step on the winner's podium!

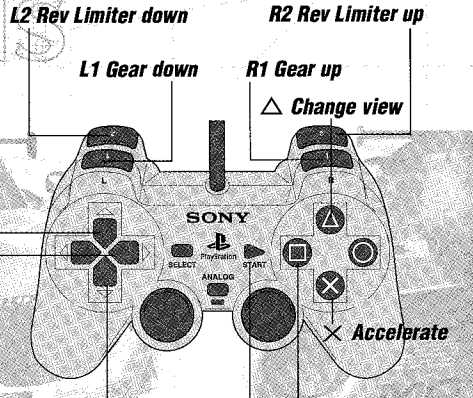
Getting started

1. Set up your PlayStation® game console according to the instructions in the User's Manual.
2. Check that the Console is OFF before inserting or removing a Disc.
3. Insert the ***Test Drive® Le Mans®*** Disc and close the Disc Cover.
4. To Reload a game or save a new game, insert a Memory Card into Memory Card Slot 1. Make sure you have at least two free memory blocks available.
5. Connect your Game Controllers and turn on the Console using the Power Button (ON). Do not connect or disconnect peripherals or Memory Cards while the Console is turned on.

Controls

The default controller configuration is shown below. However, you may change this by selecting the appropriate option on the Options menu [see page 12].

Note: Test Drive® Le Mans® supports the DUALSHOCK™ analog controller in ANALOG mode (Make sure the red LED is lit.)



Selecting your game

When you start ***Test Drive® Le Mans®***, you will need to select the language. Use the directional buttons to pick the appropriate flag, and press the ⊗ button to make your choice. Once you have done that, you can enter your name or just press START to bypass the Enter Name screen. Once all of that is done, you will see the Main Menu with the following choices:

Le Mans 24 Hours - Arcade - Championship - Multiplayer - Options

Use the directional buttons to highlight your selection and press the ⊗ button to move on to the game!

Le Mans 24 Hours

This is it. The legendary 24 Heures du Mans. To win this race, you must complete more laps than anyone else in the 24-hour time period. Sounds easy, right?

Start by selecting Amateur or Professional. In Amateur mode your car will not sustain damage or tire-wear; the Professional mode is a life-like simulation where your car needs to be looked after, for damage may cause early retirement.

Your starting car is determined by which team you choose. (See page 9 for more information.) All three classes compete simultaneously so it could prove difficult to win with a GT2-class car. Once you have signed up for a team, you can view your e-mail and move on to the race!

> ***Qualifying:*** Before the race starts, you can either choose to Qualify or start the race from the back of the grid.

When Qualifying is over, or if you end your Qualifying session, you will have a chance to set your car options (see ***Strategy***, page 10). When you are ready, the race begins with a rolling start. After a few seconds, you take control of your car.

> ***Race Time:*** All Le Mans races last 24 hours in game time. You can play in real time or set the time limit to 12 minutes, 24 minutes or 2 hours to finish the race in a much shorter time period!

Arcade Mode

This is the 'light' version of the game, concentrating solely on racing. You can't damage your car or wear out your tires. You'll unlock new cars and tracks as you win races. Cars unlocked in Arcade mode are not available in the other modes.

There are three options available:

> ***Challenge:*** You can compete for any of the six Challenge Cups. They take place over a fixed series of races. Additional Cups will become available as you progress.

GT2 Amateur Cup | Prototype Amateur Cup | GT1 Amateur Cup
GT2 Pro Cup | Prototype Pro Cup | GT1 Pro Cup

- ***Winning a Challenge Race:*** You start with a choice of two cars. You'll be able to set certain options before the race begins. To progress through the Challenge Cup, you must finish in first place in the current race. This will allow you to move onto the next race. Win all of the races to win the Cup. If you win all six Cups, new Challenge Cup circuits become available.

> ***Time Attack:*** There are six different Time Attack Cups available:

GT2 Amateur Cup | Prototype Amateur Cup | GT1 Amateur Cup
GT2 Pro Cup | Prototype Pro Cup | GT1 Pro Cup

In Time Attack, you are racing against your opponents as well as against the clock. Each track has its own set of checkpoints and a Fastest Lap record. Your aim is to beat the record. If you fail to make a checkpoint, the race ends. You may re-race the track as many times as you like. Victory advances you to the next race in the Cup. Winning the Cup unlocks new cars.

- ***Winning a Time Attack Cup:*** You need to select your choice of Cup, Race and Car. When you beat all the tracks, you will receive the Time Attack Cup for your class. When you have completed all the Time Attack Cups, new Time Attack Cups become available.

> ***Quick Race:*** You can race any of the cars you have unlocked on any of the unlocked tracks. There is no championship progression.

Championship Mode

Race a season in one of the three classes (GT2, GT1 or Prototype). You'll begin in GT2 and advance to the other classes as you win a season. Before you can begin your season, you'll need to pick a team to drive for. (See ***Joining A Team***, page 9.)

You earn points for each race in the season, based on your performance. You must have the highest score at the end of the season to win and move on to the next class.

> ***Pre-Race Options:*** When you select a team, you'll see these five options:

- 1 Lap Qualify
- 3 Lap Qualify (best lap of the three determines your starting position.)
- Race: No Qualify (go directly to the next race, start from the back of the grid.)
- View Emails (see page 9)
- Season Status (displays your current position in the season.)

> ***Race:*** The race begins with a static start at the end of the Qualifying session. If you do not choose to qualify, you will start from the back of the grid.

> ***Championship Points:*** Points are awarded according to your finishing position as follows:

1st 10 Points	2nd 6 Points	3rd 4 Points
4th 3 Points	5th 2 Points	6th 1 Point

At the end of the race, you'll see the Race Results screen, followed by the Season Status screen, and then return to the Championship menu described above.

Multi-Player Modes

Test Drive® Le Mans® allows two players to compete against each other (and computer-controlled cars) in four different race modes.

> *Le Mans:* When you select this race mode, you will move to a menu with four choices. The first two (***Qualify; Race: No Qualify***) will move you to the Select Car and Car Options screen. The last two (***Pits; Computer Cars***) will let you turn Pit Stops on and off and set the number of computer-driven cars (from none to four.) Once you have made your choices and picked the time length of the race on the Race screen, you will be ready to race! See ***Le Mans 24 Hours*** (page 5) for more details.

> *3 Race Championship or 5 Race Championship:* You compete in a fixed series of races as you attempt to score more Championship points than your opponent. (see ***Championship***, page 7) for more details.

Select your car, switch the Pit Stops ON or OFF, choose the number of computer cars (none to four), toggle Tire Wear to Slow, Normal, Fast or OFF and then adjust your car Set Up. Steering Setup is not available with Pit Stops OFF.. You can choose to Qualify before entering the race (see Championship mode for details). To win in Multi-player Championship Mode, you must finish in 1st Place at the end of the Season.

> *Arcade Race:* Here you compete in a single race against another player. Select your car, the track, and the number of laps in the race. There are no Pit Stops or Car Set Up options. To win in Arcade Mode, you must finish in First Place.

Options

See ***General Options*** (page 12.)

Joining A Team

To race in the Le Mans 24 Hour or Championship mode, you must first join a racing team. This career simulation uses an "e-mail" format. The main screen displays the messages received. To read a message, select it from the list, then press the ⊗ button.



You may receive offers from various teams at the beginning of a race. For each offer you can sign immediately or choose to view the car in more detail, then take it out for a test drive at the Bugatti track before deciding. If you refuse an offer, return to the e-mail screen and select a different team message.

You commit to a team for the entire 10-race Championship season.

Depending on how well you are doing that season, you may receive various offers to move to a different (and more advanced) class. Your team may also comment on poor performances during a race. Make sure to check your e-mail after each race!

Strategy

Car set-up

> ***Fuel:*** Fuel equals weight. Your car will be heavier and your top speed will be lower with full tanks. However, if you go light on the fuel, you will have to pit more often, slowing your time. Decisions, decisions... Your current fuel level is shown on a gauge on your instrument display in the bottom right-hand corner of your screen.

> ***Tires:*** Choose which tires are best adapted to the current weather conditions. Running with the wrong tires will make finishing the race very difficult. To ensure maximum performance, you may replace your dirty and worn tires during pit stops. Soft tires give a better performance than hard ones but their durability is greatly affected by track temperature and time of day. Tire Status is indicated on the car icon displayed in the bottom left corner of the screen (in ***Professional*** mode only):

Blue - cold.
Green - normal operating temperature.
Red - wear level high (tire needs changing.)
Flashing Red - critical level, danger of a blow-out or puncture.
Black - tire deflated or blown out.
Brown - tire dirty (causes temporary grip reduction.)

> ***Aerodynamics:*** Your car's Aerodynamics have crucial effects on your performance in a race. Aerodynamics affect speed and how well you grip the road. Set your Aerodynamics too high and you lose top speed but gain easier handling (the increased aerodynamics will push the car down onto the track). Set them too low and you have the potential for maximum speed at the cost of handling; your car will be harder to keep on the track.

> ***Steering:*** Set the sensitivity of your steering. It is set at a default level and can be adjusted to make the steering more or less sensitive to suit your driving style.

Pit Stop

You will need pit stops for repairs and refuelling. If you do not stop regularly, your car may run out of fuel or become too damaged to continue the race. If that happens, you will be forced to retire from the race. During a pit stop, you may adjust your steering or aerodynamics settings, refuel, change tires and repair damage. The more changes you make, the longer you will remain in the pits. You can also save your game during a pit stop. There is no limit to the number of pit stops you can make.

Car Damage

You can repair damage whenever you pit. Car damage will affect the aerodynamics of the car, increase drag and reduce acceleration and top speed. Damage to the front will reduce front aerodynamics and cause under-steer. Damage to the rear will reduce rear aerodynamics and cause over-steer. During the race (in ***Professional*** mode), Car Damage is shown on the icon car displayed in the bottom left corner (yellow = light damage, red = critical damage.)

The Rev Limiter

The Rev Limiter is only available in Manual Transmission; it stops the engine from over-revving and can be changed at any time during the race. The Rev Limiter should be reduced if the engine is close to overheating, or if the track is slippery or wet, when the wheels' spinning causes the engine to consistently rev high. The Rev Limiter position is indicated by an amber cursor on the rev counter while racing. Engine Damage is shown by an increase in temperature on the oil °C gauge.

Traction Control

You can turn this option on to control the spinning of your wheels when you accelerate.

Brake Assist

You will automatically brake if you try to take a curve too fast. While this doesn't replace your own judgement, it will help you stay on the track.

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Options

General Options

Sound Options: Use this option to adjust the Game Music, Options Music, SFX and Commentary Volume.

Picture Options: Center your screen with the directional buttons and press the ⊗ button when you are satisfied. Press the △ button to exit without moving your screen.

Controller Setup: Use directional buttons ↑ and ↓ to switch between the controller configurations. The controller configuration will be displayed on the screen. When you are satisfied with your choice, press the ⊗ button to confirm your choice or the △ button to exit without making any changes.

Rear View Mirror: Press the ⊗ button to toggle the rear view mirror on and off.

Game Options: This choice brings up a sub-menu:

Save Game: You can save your game data on the Memory Card in Memory Card Slot 1 by using this option. All of the cars and tracks that you have unlocked will also be saved, along with the details of your racing career. You can save ***Le Mans 24 Hour*** mode games by using the Save option in a pit stop.

> ***Important Note:*** Never remove a Memory Card while loading or saving a game.

Load Game: Use this option to load a previously saved game. If you load a saved ***Le Mans 24 Hour*** race, you will return to the race at the point in which you saved it; you cannot play in any other modes until you complete the Le Mans race. To do so you need to retire from the ***Le Mans 24 Hour*** race without saving the game. If you play in another mode and wish to save your progress, you should save it as a different file on the Memory Card or your ***Le Mans 24 Hour*** race will be lost.

Options

Enter Name: You can enter your name (or change it, if you've previously entered a name) here.

Set Language: Use directional buttons ← and → to highlight the appropriate flag and press the ⊗ button to make your choice. The △ button will return you to the ***Game Options*** menu without making any changes.

Fastest Laps: Use this option to view the fastest lap time for each track.

Game Progression: This will display the progression through the different Championship Cups. Use the directional buttons to move around and view the different grids. As always, the △ button will return you to the previous menu.

In-Game Options

Pressing ► START during a game will bring up an options menu. Here you can adjust your picture and sound, as described on the previous page, and also choose to retire from the race. Use the directional buttons to pick your selection and press the ⊗ button. To return to your race, highlight ***Return To Game*** and press the ⊗ button. In ***Arcade*** mode races, you will also be given a choice to ***Restart Level***. Pick this to start the race over.

