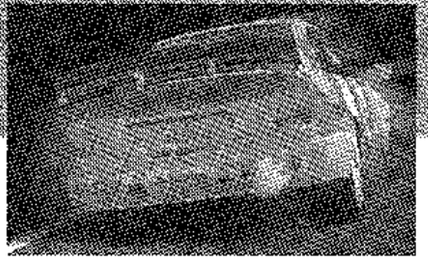
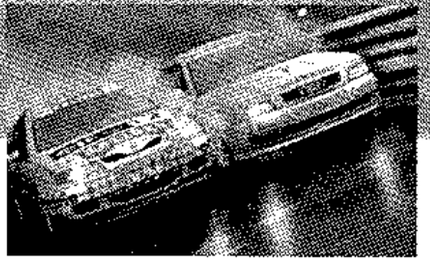

PlayStation
NTSC U/C
PlayStation
TOCA CHAMPIONSHIP RACING
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00611
PMN-5028-151
Codemasters
3DO

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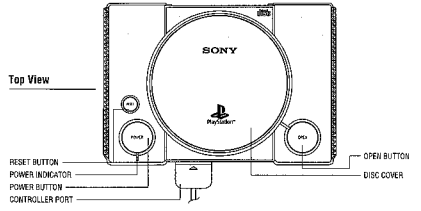



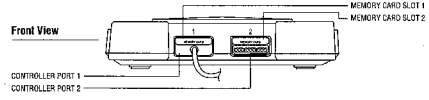


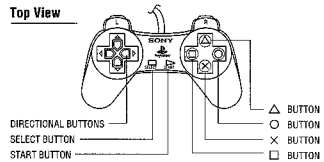


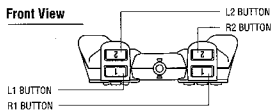
# getting started

Set up your **PlayStation** game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the TOCA Championship Racing disc and close the Disc cover. Insert game controllers and turn on the **PlayStation** game console. Follow the on-screen instructions to start a game. If you wish to load or save information during play, insert a Memory card, with at least 1 free Memory card block in Memory card Slot 1. See the 'Memory card' section later in this manual for more details. Close the Disc cover before turning the power on. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.






# driving controls

The following optional controllers are supported by this game:

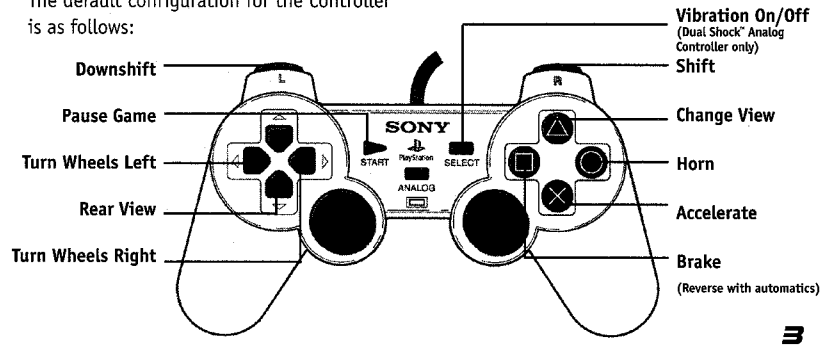
- **Dual Shock™ Analog Controller**
- **neGcon™**
- **MadCatz™ wheel**

The configuration of these can be set up in the Controllers Setup in the Game Options menu.

## analog controllers

**Note:** The Analog Controllers should be set to Red mode using the ANALOG mode switch.

The default configuration for the Controller is as follows:

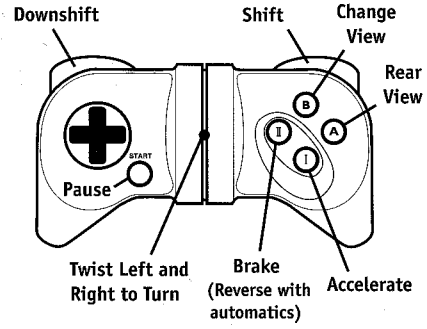



**Configure Buttons**
The Configure Buttons option allows you to change the default controls to suit your driving style.

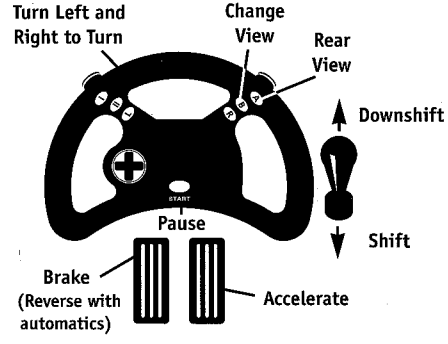
**Sensitivity**
The Sensitivity setting applies to both digital and Analog Controllers and adjusts how much you have to move the controller to get full lock, while steering the car.

**Calibrate**
The Calibrate option applies to neGcon or wheel controllers. You will be asked to leave the Controller in its default position, then calibrate the Controller for Left, Right Steering, Braking and Acceleration.

## negcon




## madcatz wheel






## TOCA Touring Car

A Super Tourer is a mass-production 2-liter, four-door family 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 meters in length.

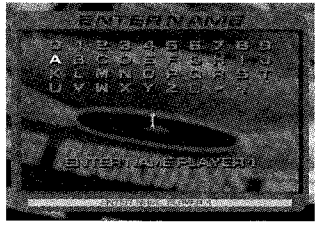
To ensure the cars look like production models, the body shells must be identical to a road car with a production run of at least 25000. They must have manual transmissions with up to 6 gears. Turbo and Super chargers are banned. All cars have a strong rollover cage, double fire extinguisher systems 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.

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




## Entering your name

For all play modes, each player is asked to enter their name. This name is used throughout the game and stored for any records or high scores achieved. A name can be up to 9 characters in length.






## main menu

**The main menu options are:**

- Start Race
- Game Options
- High Scores
- Memory card

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

- Single Race
- Championship Race
- Time Trial

When navigating the menu systems, pressing the △ button at any stage will move you back to the previous menu.

# single race

## Single Player mode

In this mode you can choose to participate in a single race. You can select qualify, or skip qualification and start from the back of the grid for an extra challenge. A single race can take place at any of the tracks you have unlocked in Championship mode. To unlock these tracks, you must have completed the circuit and progressed to the next one in Championship mode.

## Two Player mode

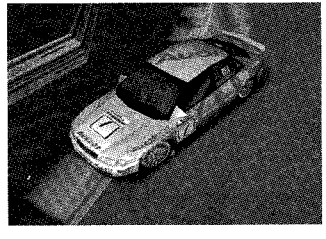
In this mode, two players race competitively head-to-head. The screen is split in two and can be divided vertically or horizontally. There are no other cars on the track and no qualifying laps. The number of laps, the weather conditions and boost on/off can be selected. Selecting boost enables the losing player to catch up by improving engine performance.

There are no on-screen prompts in two player mode (eg. PIT IN, GET READY, WRONG WAY).

## Weather

The weather for Single Race mode can be selected from the following conditions:

| | |
|---|---|
| **Sunny** | **Cloudy** |
| **Rain** | **Fog** |
| **Snow** | **Storm** |





# championship

**Race a whole season, all 24 races at 9 venues to become the champion. The season has 12 meetings at the venues in the order listed below:**

| Round | Venue | Points to progress |
|---|---|---|
| Rounds 1&2 | Donington Park Grand Prix | 20 points to progress |
| Rounds 3&4 | Silverstone International | 40 points to progress |
| Rounds 5&6 | Thruxton | 60 points to progress |
| Rounds 7&8 | Brands Hatch Indy | 80 points to progress |
| Rounds 9&10 | Oulton Park Fosters | 100 points to progress |
| Rounds 11&12 | Donington Park Short | 120 points to progress |
| Rounds 13&14 | Croft | 140 points to progress |
| Rounds 15&16 | Knockhill | 160 points to progress |
| Rounds 17&18 | Snetterton | 180 points to progress |
| Rounds 19&20 | Thruxton | 200 points to progress |
| Rounds 21&22 | Brands Hatch Indy | 220 points to progress |
| Rounds 23&24 | Silverstone International | Have the most points to become champion. |

## championship difficulty

There are two difficulty settings: Standard or Expert - for the more accomplished driver.

**Standard**

**Expert**

**Each meeting has the following structure:**

**Qualifying Session 1**

**Race 1**

**Qualifying Session 2**

**Race 2**

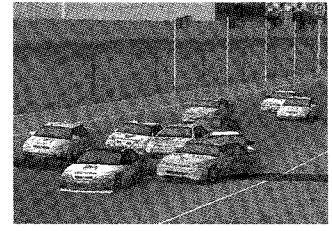
There are two qualifying sessions and two races for each meeting at a venue. A qualifying session consists of up to 3 laps. Your fastest lap time from the session is used to determine your place on the starting grid for the race. You can skip the qualifying session at any time by selecting the 'End Qualify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

You can select the length of the Championship to be either SHORT or FULL. On average, a short Championship has around 8 laps per race, while a full Championship has around 24 laps per race. You cannot change between SHORT and FULL Championship once you have started.

If you have a Memory card, 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. The third column in the Tracks Table on page **9** shows how many points are required to progress. Points are awarded for both races at each meeting and then added to your total score. The points system is shown below:



| | | | |
|---|---|---|---|
| **Pole Position** | 1pt | **5th** | 6pts |
| **1st** | 15pts | **6th** | 5pts |
| **2nd** | 12pts | **7th** | 4pts |
| **3rd** | 10pts | **8th** | 3pts |
| **4th** | 8pts | **9th** | 2pts |
| | | **10th** | 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 cheats for the game.

## Dangerous Driving

TOCA, the governing body of the British Touring Car Championship, will not tolerate dangerous driving. If you are judged to have driven into a fellow competitor deliberately, you may be penalized 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 are 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. The pit lane cannot be used as an over taking 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.

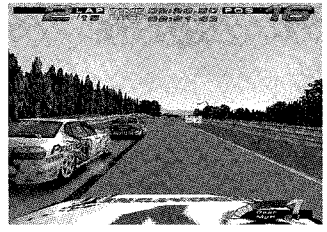
A ghost car will follow your current best lap, after the first lap. This will allow you to measure your progress.

**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 conditions:

| | |
|---|---|
| **Sunny** | **Cloudy** |
| **Rain** | **Fog** |
| **Snow** | **Storm** |





# The view

When racing, you can choose between four different views:

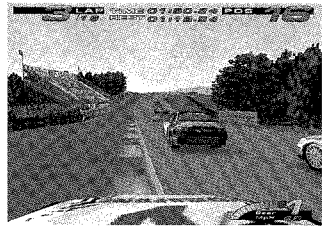
**Behind Car (close)**

**Behind Car (far)**

**Hood**

**HeadCam**

The HeadCam view allows you to experience racing from a driver's real viewpoint. The forces that operate on a real driver are simulated as you rocket around the track.



**Hood view**



**HeadCam view**



# The teams

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

| Team Name | Car | Drivers |
|---|---|---|
| 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 on wet tracks, or on tight twisty circuits, but the vehicle is slightly heavier.

All of the cars can have Manual or Automatic transmissions. When selecting your car, press the up or down directional buttons to toggle between manual and automatic.

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

# The Tracks

The following 9 tracks are available in the game. However, to access any of the tracks after the first 2, you must unlock that track by completing the two rounds at that track in Championship mode. (i.e. successfully complete the two rounds at Thruxton in Championship mode and Thruxton will then be unlocked and made available for use in Single Race and Time Trial modes.)

## Donington Park Grand Prix

**Track Length** 2.51m 4.02km **Race Laps** 18

## Silverstone International

**Track Length** 2.26m 3.62km **Race Laps** 20

## Thruxton

**Track Length** 2.36m 3.79km **Race Laps** 20

## Brands Hatch Indy

**Track Length** 1.20m 1.93km **Race Laps** 38

## Oulton Park Fosters

**Track Length** 1.66m 2.66km **Race Laps** 27

## Donington Park Short

**Track Length** 1.96m 3.15km **Race Laps** 25

## Croft

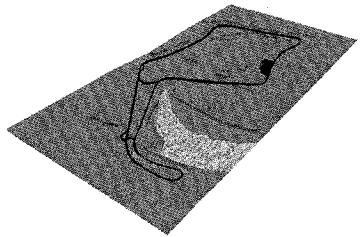
**Track Length** 2.13m 3.41km **Race Laps** 25

## Knockhill

**Track Length** 1.30m 2.09km **Race Laps** 35

## Snetterton

**Track Length** 1.96m 3.14km **Race Laps** 23





# Game Options

**The Game Options menu allows you to access and alter the various settings for Touring Cars.**

## Sound Setup

The Volume of the sound effects and music can be adjusted or turned off completely.

The Mono option should be selected for sound output through non-stereo equipment. In a 2-Player race, the sounds for each driver are played through different speakers. In a mono sound environment, one player will not hear any sounds relevant to them if the game is in stereo mode.

## Graphics Setup

### Split Horizontal or Vertical

Toggle this option to determine which way the screen will be separated in 2-Player mode.

### Wide TV

If you are using a WideScreen TV you can select the WideScreen option and set your TV to WideScreen mode. This will give you a full screen display with the correct aspect ratio during a race.

### Position Screen

Select this option and you will be able to reposition the display on-screen with the directional buttons.

## Controller Setup

See page 3 for instructions on how to reconfigure the buttons, or use other controllers.

## Select Language

Selects the language for in-game text and speech.

## memory card

If you have a Memory card, you can save your progress through a Championship game and also save your preferred settings.

You will need to make sure that you have at least 1 free Memory card block before saving the game. Please consult your **PlayStation** Instruction Manual for information on using the Internal Memory card manager to delete Memory card blocks if your Memory card is full.

Insert your Memory card into Memory card slot 1 (see diagram on page **2**).

### 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. You may save up to 5 different Championship games on one Memory card. To continue a Championship game, simply choose 'LOAD GAME' from the Championship menu and select the game you wish to restore.

### Game Settings and High Scores

Load or save game settings and high scores from the 'MEMORY CARD' menu in the main options menu. If your Memory card is present when the game first starts, your data will be loaded automatically .

## High scores

Displays the best times and scores achieved. You'll be shown:

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

**The top 9 Championship scores**



## Hall of Fame

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!

### Secrets and Cheats

Some of the secrets and cheats that are hidden in the game for you to find are:

**Bonus Track**

**Bonus Car**

**New Driving Modes**

## driving guide

## performance driving guide

### The computer cars

Racing against other drivers is probably the most difficult part of circuit racing, but here are a few handy hints to make sure that you don't always end up in the gravel trap.

When in traffic, try to hold your line without swerving, as it may only take one touch from another driver to send you skidding off the track. Try to learn each circuit and discover the best overtaking spots, slow corners are usually the best.

When braking heavily for a tight corner always have a quick look behind you to see if another driver is trying to overtake. If so, take a more defensive line to protect your position.
The easiest way to overtake an opponent is to 'out-brake' him into a corner. (i.e. taking an inside line and braking later to get your nose in front) However, brake too late and you may find yourself off the track and losing places.

Always be patient when trying to overtake another driver. A rash overtaking maneuver may result in disaster, so, if in doubt, stay behind and wait for a better opportunity.

Scrapes and banging are very much a part of racing, but don't over do it as you may enrage another driver who may then want revenge!
Some drivers are better than others, so try to work out who the dangerous drivers are and give them a wide berth.

## basic driving tips

Use the racing line (i.e. spend as much time moving in a straight line and as little time cornering as possible.)

Utilize the full width of the track, including the rumble strips.

Once you are used to the car and track, use manual shifting to achieve a better performance.

Balance the accelerator through corners.

Correct any skidding by steering into the direction of the skid.



## customer support

Having difficulties with the game? You can use the online e-mail form available from our web site. **http://www.3do.com/support** or e-mail us at: **customer-support@3do.com**

Alternatively, you can call us at: **650-261-3454**.

Our hours of operation are:
Monday through Friday, **9:00-12:00 noon** and **2:00pm - 5:00pm**, Pacific Standard Time.

You can also fax us at: **650-261-3419**.

Or send regular U.S. mail to:

**The 3DO Company**
**600 Galveston Drive**
**Redwood City, CA 94063**
**ATTN: Customer Support**