PlayStation

NTSC U/C

playstation

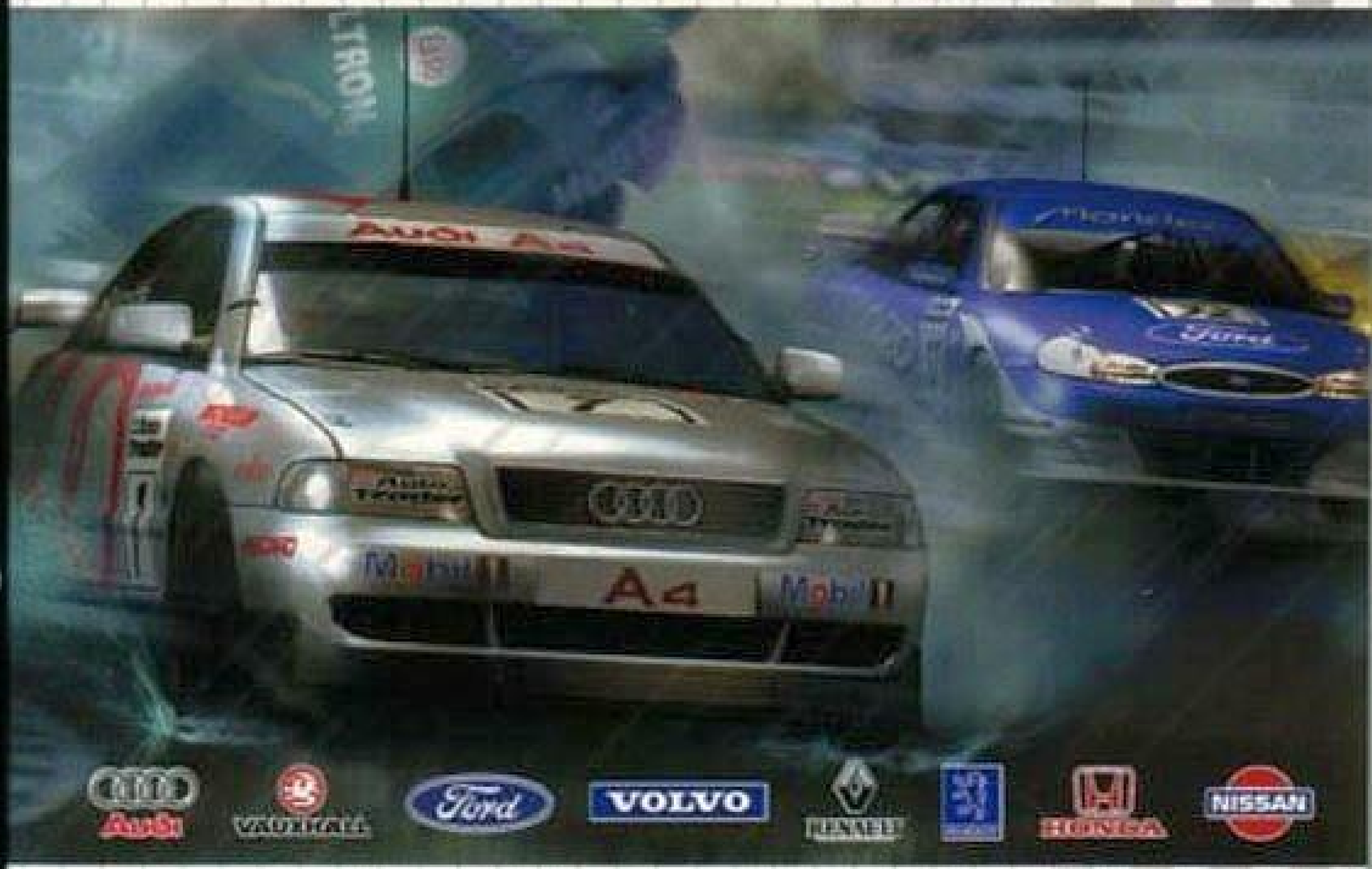
EVERYONE

CONTENT RATED BY ESRB

SLUS-00996
PT98PSUS05

TOURING CAR CHALLENGE™

TCC2



Audi · VAUXHALL · Ford · VOLVO · RENAULT · HONDA · NISSAN

OFFICIAL GAME OF THE AUTO TRADER
RAC BRITISH TOURING CAR CHAMPIONSHIP

The Ultimate Head-to-Head Racing Sim

DESIGNED AND PUBLISHED BY

Codemasters

TOCA 2

TOURING CARS

OFFICIAL GAME OF THE AUTO TRADER RAC BRITISH TOURING CAR CHAMPIONSHIP



Bryn Williams www.f1picturenet.com

Auto Trader

Codemasters

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TOCA Touring Car

The British Touring Car Championship (BTCC) is one of the most exciting motor racing competitions in the world, where mass production four-door 2-litre cars take-on each other in a rough and thrilling series of races. The touring cars conform to a strict set of rules, with revs limited to 8,500 and a mechanical gearbox.

Carefully replicated within **TOCA 2** the 1998 season BTCC rules have been changed to include a short 'sprint' race and a longer 'feature' race, which includes a compulsory pit stop to intensify the action!

Alongside the main BTCC event, there are a variety of support car events which take place during the race day, where drivers compete in identical cars for tight, competitive racing. Several of these support cars are included in **TOCA 2** alongside some specially designed ones.

Getting started

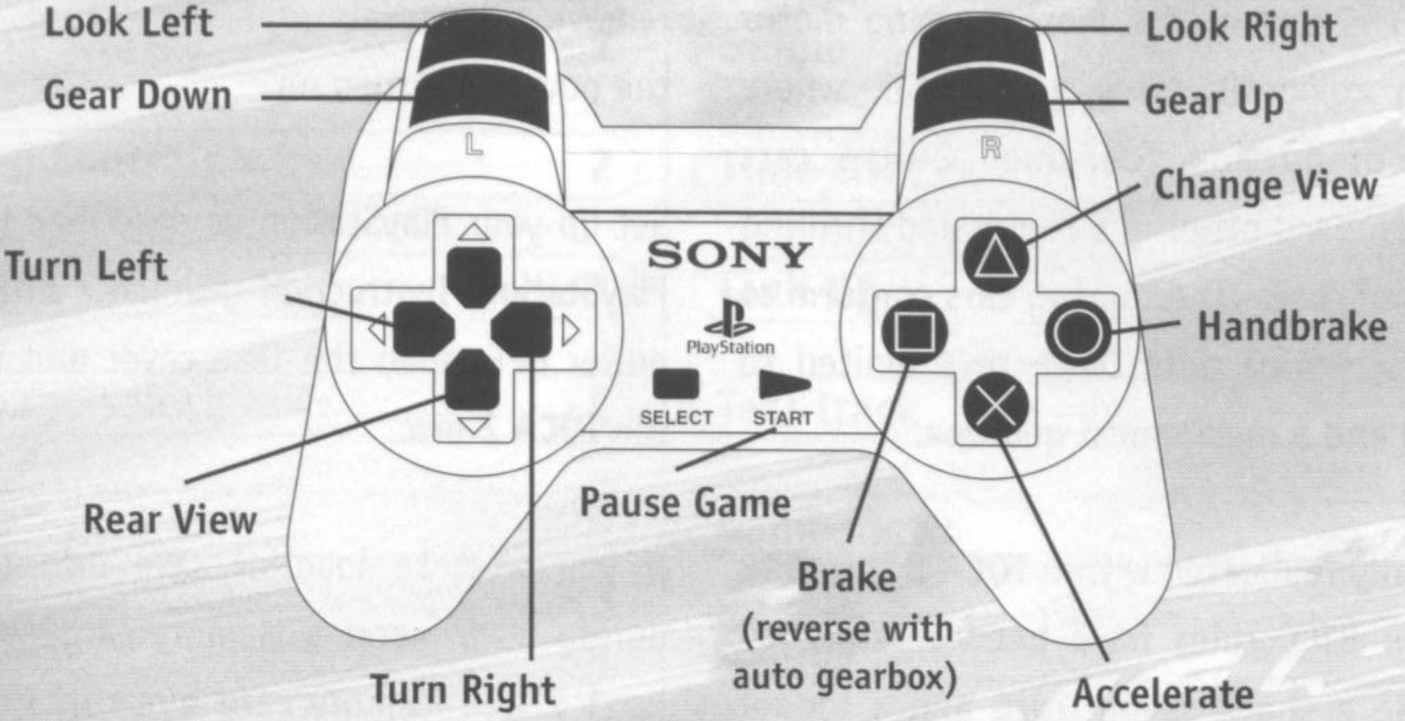
It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Set up your **PlayStation** as described in the **PlayStation** Instruction Manual. With the power OFF, open the Disc cover and insert the **TOCA 2** disc.

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.

driving controls

The default configuration for the Controller is as follows:



other controllers

The following types of controller are supported within the game:

Analog Controller (Dual Shock), neGcon, MadCatz wheel,

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

Configure buttons

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

Sensitivity

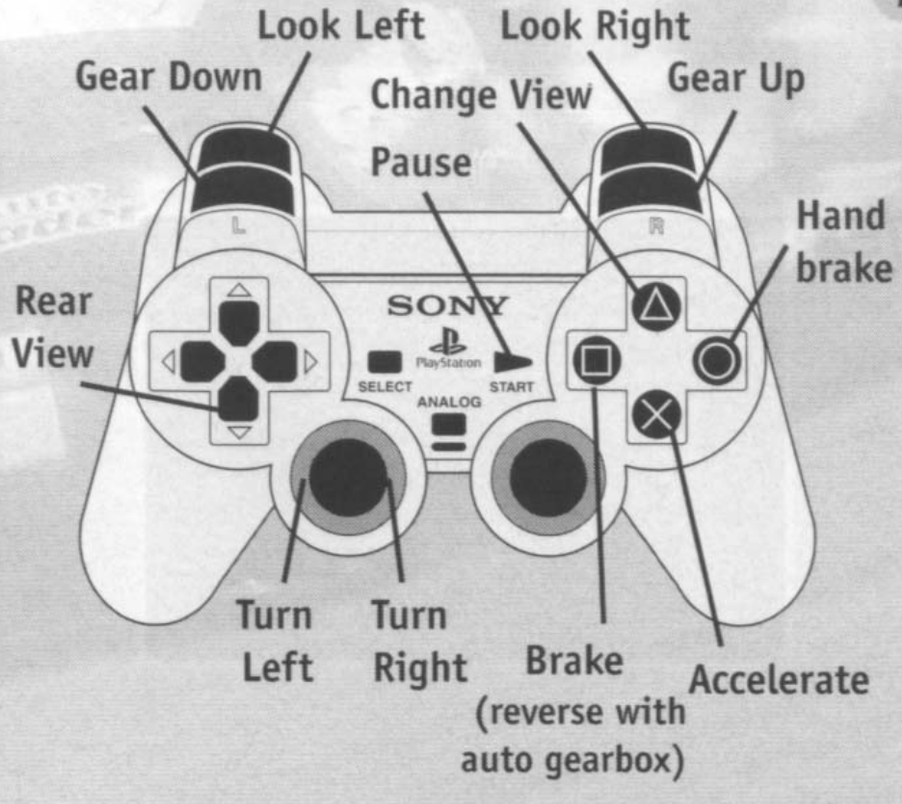
The sensitivity setting applies to both digital and Analog Controllers and adjusts how much you have to move the Controller to get full lock, whilst steering the car.

Calibrate

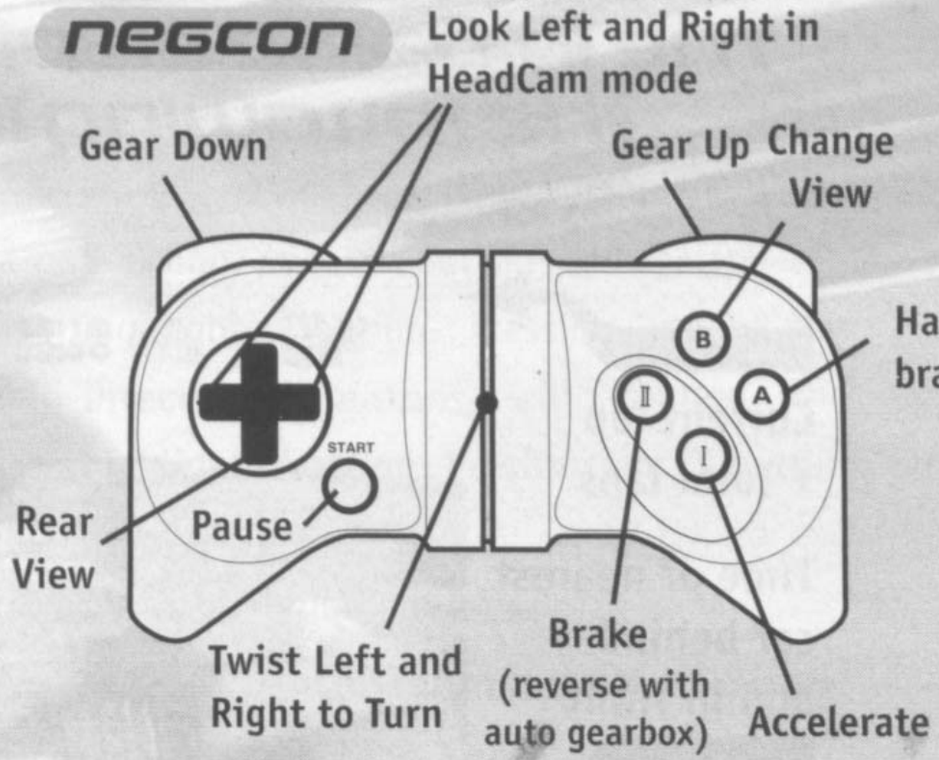
The Calibrate option applies to Analog Controllers, except the Analog controller (Dual shock) which does not require calibration. You will be asked to leave the Controller in its default position, then calibrate the Controller for Left, Right steering, Braking and Acceleration.

Analog controller (Dual shock)

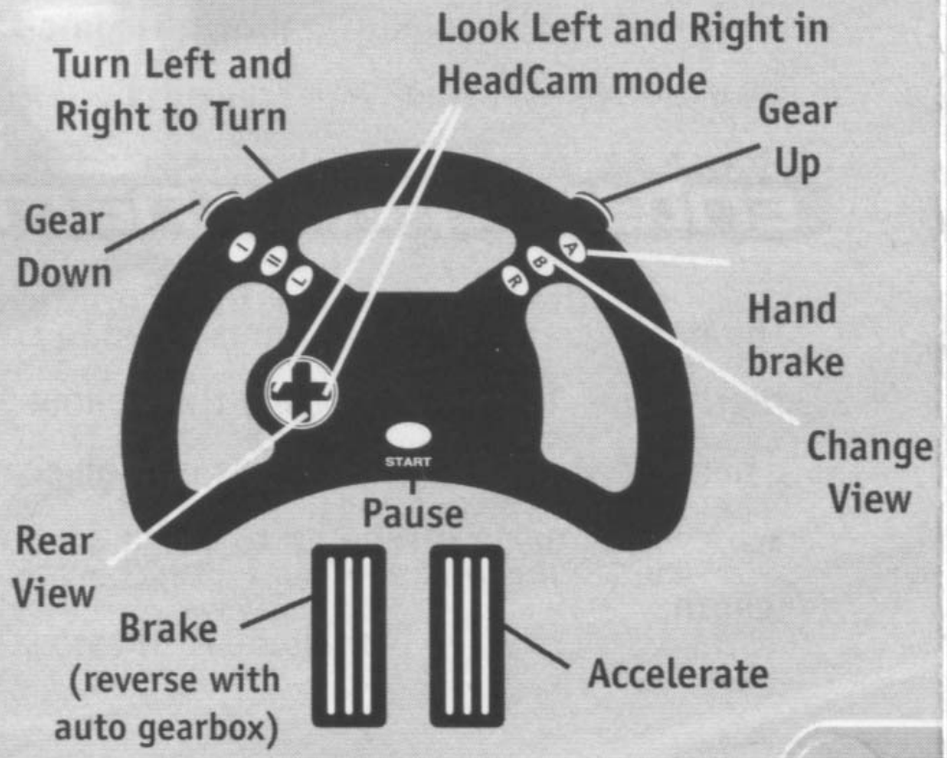
Note: The Analog Controller should be set to Red mode using the ANALOG mode switch.



negcon

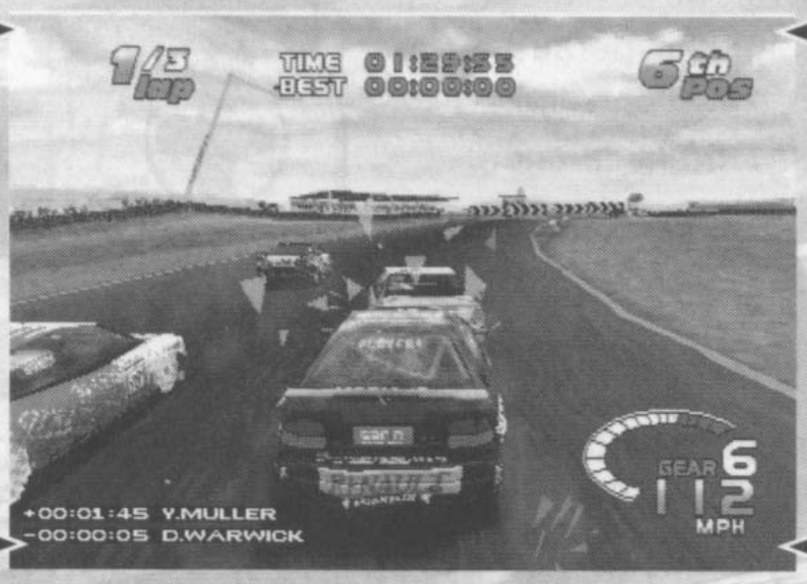


madcatz wheel



Note: the handbrake can only be used in Challenge mode and Time Trial Pursuit mode.

The in-game display shows you the following information:



Current lap + Total laps

Time of nearest car behind and in front

Position

Speed + Revs + Gear

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.



Language select

Please select your preferred language, you have the choice of English, French or German.



Main menu

When navigating the menu systems pressing the ✕ button will select the highlighted option. Pressing any of the Directional buttons will change the highlighted option. Pressing the △ button at any stage will move you back to the previous menu.

The options available at the main menu are:

Start Race: takes you to the game mode selection

Game options: Allows you to alter graphics, sound and Controller options

High Scores: View the record times and points totals for each game mode

Information: Check up on all the cars, drivers and tracks for the 1998 season

Load Data: Allows you to load your settings and high scores from Memory card

Save Data: Save your settings and high scores to Memory card

START RACE



Championship: Race through an entire season (1/2 player)

Challenge: Arcade style checkpoint based competition (1/2 player)

Support Car Championship: Race in 7 different support car events

Single Race: Race on any single track against the computer cars

Time Trial: Try to achieve the fastest time on any track (1/2 player) or play time-trial challenge / 2 player pursuit

Link-up Game: Lets you link 1 Console to another for up to 4 player games

Test Track: Lets you drive around a multiple route test track to try out different cars and setups

CAR SET-UP SCREEN

The car set-up will appear at the start of all races in all the game play modes except for 'Challenge'. Below is the car set-up screen.



Qualify: Start the qualifying session for the next race.

Start Race: Start the next race. Your grid position will be decided by your finishing position during qualifying. If you have gone straight to the race without qualifying then you will be placed at the back of the grid.

Change set-up: This option allows you to change set-up of your car:

Brake Balance: Alter the balance between front and rear brakes.

Downforce: Change the amount of downforce which improves grip, but increases your car's air resistance

Gears: Alter the gear ratios, a trade off between better acceleration and higher top speed

Suspension: Alter suspension to make it harder or softer on each wheel

Default: Reset all settings to the default

Load set-up: Load a pre-saved car set-up

Save set-up: Save your current car set-up

championship

The rules have changed for the 1998 season of the TOCA Touring Car Championship. The race meeting structure is now Qualifying - 'Sprint' race, Qualifying - 'Feature' race.

Both of the qualifying sessions are now just one lap in length with a rolling start. Your fastest time from each session will determine where you are placed on the grid for each race. You can skip the qualifying session at any time by selecting the 'End Qualify Session' option from the pause menu.

'sprint' race

This is approximately 25% shorter than the 1997 race and therefore it is much more important to get as high a grid position as possible.

'feature' race

The feature race is approximately 25% longer than the 1997 races and also now includes a compulsory pit stop. This must be taken between 15% and 75% of the race distance and a tyre change must be made.

pit stops

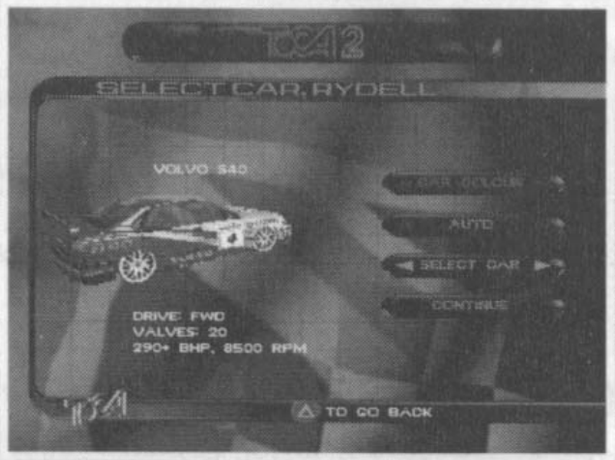
Once the car enters the pit lane the computer takes control of your car and drives it to your pit crew. Once the car comes to a halt the pit stop commences. You can select the type of tyres to change to and also any damage incurred prior to the pit stop can be fixed, although this will take extra time.

starting the championship



Once selecting the championship mode you are presented with the choice of starting a new game or loading an old game. Selecting a new game brings up the following menu:

Players: 1 player or 2 player team
Difficulty: Novice/Standard/Expert
Continue: Move on to the enter name screen



After entering your name you arrive at the following menu:
Car Colour: You only get this option if you are choosing a support car
Auto/Manual: Selects automatic or manual gears
Select Car: Choose a car to race the championship with
Continue: Race

The season has 13 meetings in the order listed below:

Round	Venue
Rounds 1&2	Thruxton
Rounds 3&4	Silverstone International
Rounds 5&6	Donington Park National
Rounds 7&8	Brands Hatch Indy
Rounds 9&10	Oulton Park Fosters
Rounds 11&12	Donington Park National
Rounds 13&14	Croft
Rounds 15&16	Snetterton
Rounds 17&18	Thruxton
Rounds 19&20	Knockhill
Rounds 21&22	Brands Hatch Indy
Rounds 23&24	Oulton Park Fosters
Rounds 25&26	Silverstone International

To progress to the next round you must score 15 points at each race meeting.
In Novice mode you will race at only the first 6 venues, in Standard mode you will race at the first 9 venues, and in Expert mode you will race at all 13 venues.

championship points system

Pole Position	1pt
1st	15pts
2nd	12pts
3rd	10pts
4th	8pts
5th	6pts
6th	5pts
7th	4pts
8th	3pts
9th	2pts
10th	1pt

The cup system

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

2 player team championship

This game is basically the same as the single player except that both players drive for the same team. The goal is for the 2 players to win the constructors championship by working together through the season. However, the players will both be striving to win the drivers championship. To progress to the next round a total of 22 points combined must be scored.

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.

Penalty points will be deducted at the end of each race, you will not lose any points that you have already accumulated. Penalty points which cannot be deducted from the current meeting will not be carried forward to future races. Dangerous driving penalties only apply in Championship races.

Warnings	Penalty
3	2 Points
4	4 Points
5	8 Points
6	Disqualification on finishing

challenge

This mode is very similar to arcade type racers where your objective is to get as far as you can in the series of 2 lap races, by reaching each checkpoint before your allotted time runs out. The player will start at the back of the grid at each race. The race structure is different depending on the difficulty level selected:

novice

Snetterton
Silverstone International
Brands Hatch Indy
Donington Park National

standard

Silverstone International
Brands Hatch Indy
Donington Park National
Oulton Park
Croft

expert

Brands Hatch Indy
Donington Park National
Oulton Park Fosters
Croft
Thruxton
Knockhill

SUPPORT CAR CHAMPIONSHIP

This play mode allows the player to race in many of the support events that are held on TOCA Touring Car weekends - as well as some that we specially created!

The support car championships are raced by a **field of 10 cars.** All the cars that race are the same make, model and performance, the only differentiation being the colour of the cars bodyshells.



Each of the championships will be raced over 4 meetings. Each meeting includes a 1 lap qualifying session and then a 3 lap race. Points are awarded as follows in the Support Car Championship:

Position	Points
1st	10
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1

To unlock more support championships you need to gain a certain amount of points in the previous support championships as shown in the following table.

Accumulated Support Car Championship Points

Points needed to unlock	Championship Name
0	Ford Fiesta
0	Van Diemen Formula Ford
30	Lister Storm
60	AC Superblower
90	Grinnal Scorpion
120	TVR Speed 12
150	Jaguar XJ220

Once you have completed all four races in the championship you are given the option of saving the game after you exit from the support car championship high score table.

SINGLE RACE



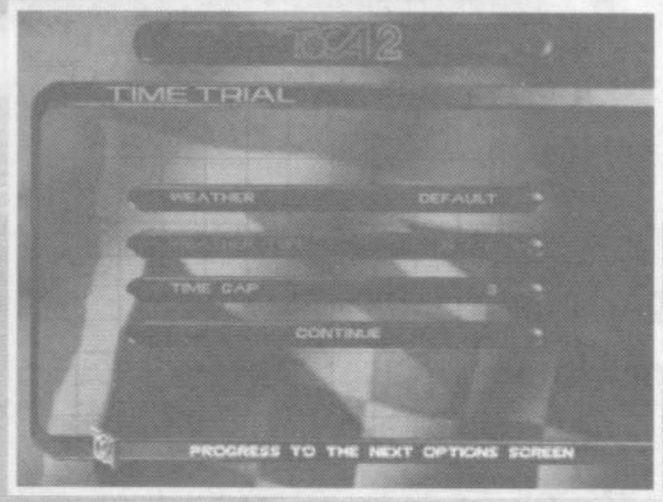
Players: Select 1 or 2 players
Laps: Select the race duration
Computer Cars: Race with or without computer cars in 2 Player mode
Qualify: Qualify or start at back of grid
Weather: Choose between Default, Sunny, Cloudy, Rain, Foggy or Storm

In single race mode you can qualify if you wish, 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 the game, including any of the special bonus tracks.

TIME TRIAL

Standard Time Trial: This mode enables you to race around any of the tracks in the game.



After the first lap a ghost car of your fastest lap will appear, which will race around the track as a marker.

You are allowed to alter the weather conditions in this mode.

Time Trial Challenge: Similar to Challenge mode, players will be pitted against the clock. The aim is to complete as many laps as possible before the timer runs out. Extra time awarded by crossing the start line will decrease with each lap completed.

You can alter the weather conditions in this mode.

2 Player Pursuit Mode: This mode is a time-lag based race. 2 players race on the track at the same time. When the first player crosses a checkpoint then a countdown appears and the second player must cross this checkpoint before the countdown reaches 0. When one player fails to make a checkpoint then the other player is awarded a win.

You can alter the weather conditions in this mode as well as the time gap that is allowed between players crossing the checkpoints.

LINK-UP

The link-up option allows you to connect two **PlayStation** consoles together in order to play with up to four people in one race. The game modes supported in link-up mode are:

Challenge (2 Players)
Single Race (2-4 Players)
Championship (2 Players)
Time Trial (2 Players)

The first **PlayStation** to enter link-up mode will be given all the main choices about game mode, weather and the number of laps. Once all the choices have been made, the race will begin.

Two copies of the game, one link cable, and two PlayStations are required for this option.

Test track

The test track allows you to select one of eight unique routes around which you can race any car, and try out different car setups.

These routes are:

Short
Medium
Medium 2
Long
Dusty Road
Skid Pan
Runway
Oval

GAME VIEWS



When racing, you can choose between five different views:

Behind Car (close)

Behind Car (far)

HeadCam™

Bonnet

Interior TV view

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

GAME OPTIONS

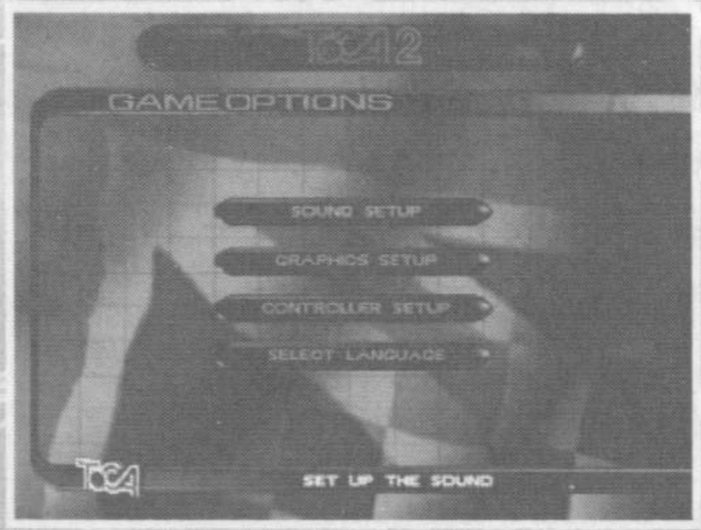
Selecting Game Options from the main menu takes you to the following menu:

Sound Setup: Alter the sound settings for the game

Graphics Setup: Alter the graphics settings for the game

Controller Setup: Configure your Controller

Select Language: Choose your language



sound setup



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

The Stereo SFX option should be selected as 'no' 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.

The commentary can be set to 'on' or 'off' for championship mode.

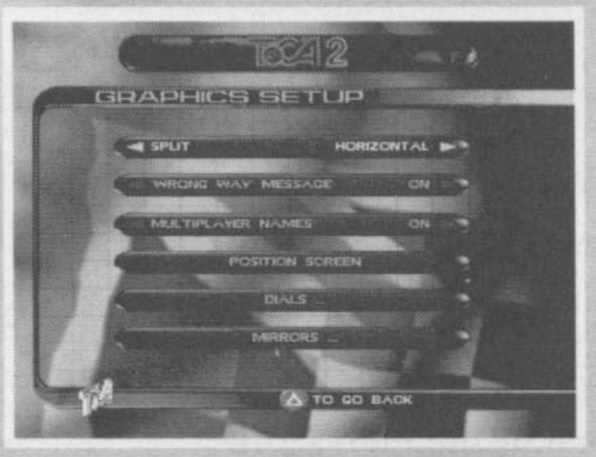
graphics setup

Split: Toggle this option to determine which way the screen is separated in 2-Player mode.

Wrong Way Message: This can be set to 'on' or 'off' for a visual indication in game.

Position Screen: Select this option and you will be able to re-position the display on-screen with the Directional buttons.

Dials: This allows you to change the look of the on screen display within the game



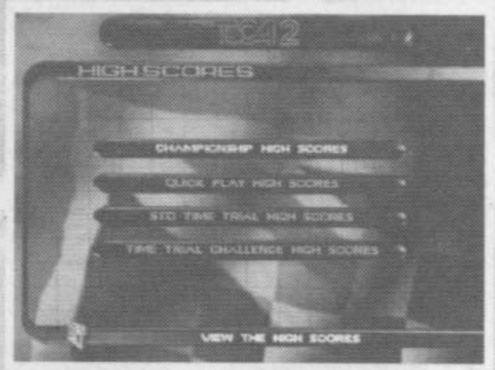
controller setup

See pages 2-3 for instructions on how to re-configure the buttons, or use other Controllers.

select language

Selects the language for in-game text and speech.

High scores



Championship high scores
Challenge high scores
Standard TT high scores
TT challenge high scores

TOCA Touring car Hall OF Fame

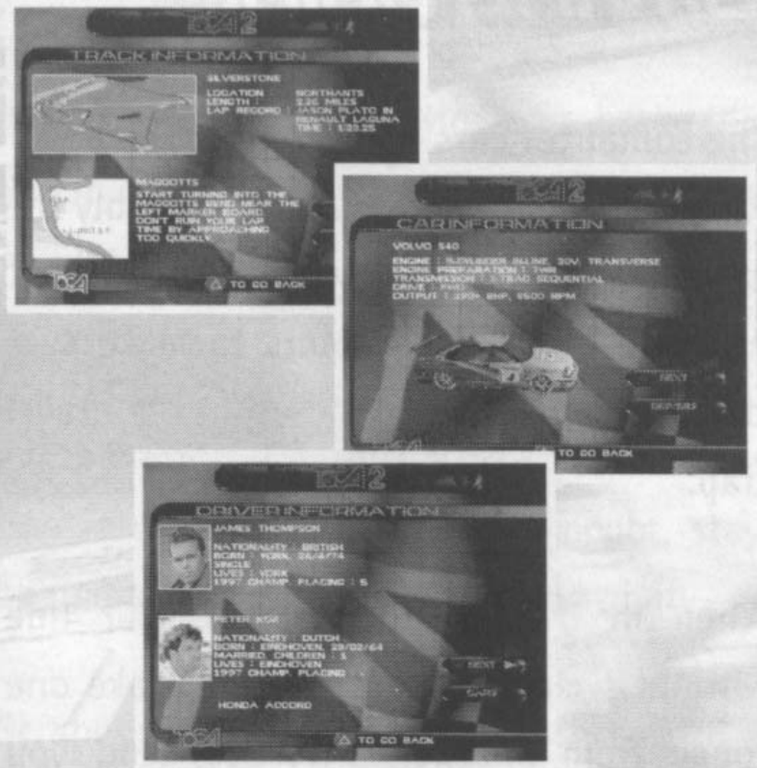
If you have access to the internet and you have a Time Trial time that you think is a world beater, then visit the Codemasters Web Site at:

http://www.toca2.com

There you will find the TOCA 2 Touring Cars 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.

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!

INFORMATION



Tracks: Allows you to view all the tracks for the championship and gives help and advice on how to take the corners on each circuit.

Cars: Gives you the technical information of each make & model of car used for the championship.

Drivers: Shows the current 1998 season details of the drivers for each team.

LOAD DATA

Allows you to load previously saved high scores and tracks unlocked in championship.

SAVE DATA

Allows you to save high scores and tracks unlocked through progression in the championship.

secrets and cheats

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

Battle Quick Play Mode

In this mode your car starts just in front of the normal track's start lines facing the wrong way down the track. The computer cars start at set points around the track (facing the correct way).

The aim is to race one lap around the track backwards avoiding the computer cars in the fastest time possible.

Bonus Tracks

There are some extra hidden tracks which can be unlocked as you progress through the game, including tracks in Germany, the Alps and the USA.

Bonus Cars

These cars can also be unlocked (see page 13 for full details) and include the TVR Speed 12, AC Superblower, Jaguar XJ220 and the Formula Ford.

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 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 manoeuvre may result in disaster so, if in doubt, stay behind and wait for a better opportunity.

Scrapes and barging is very much part of a Touring Car race but don't over do it as you may enrage another driver who may 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 (See the information option in the game for a more detailed description)

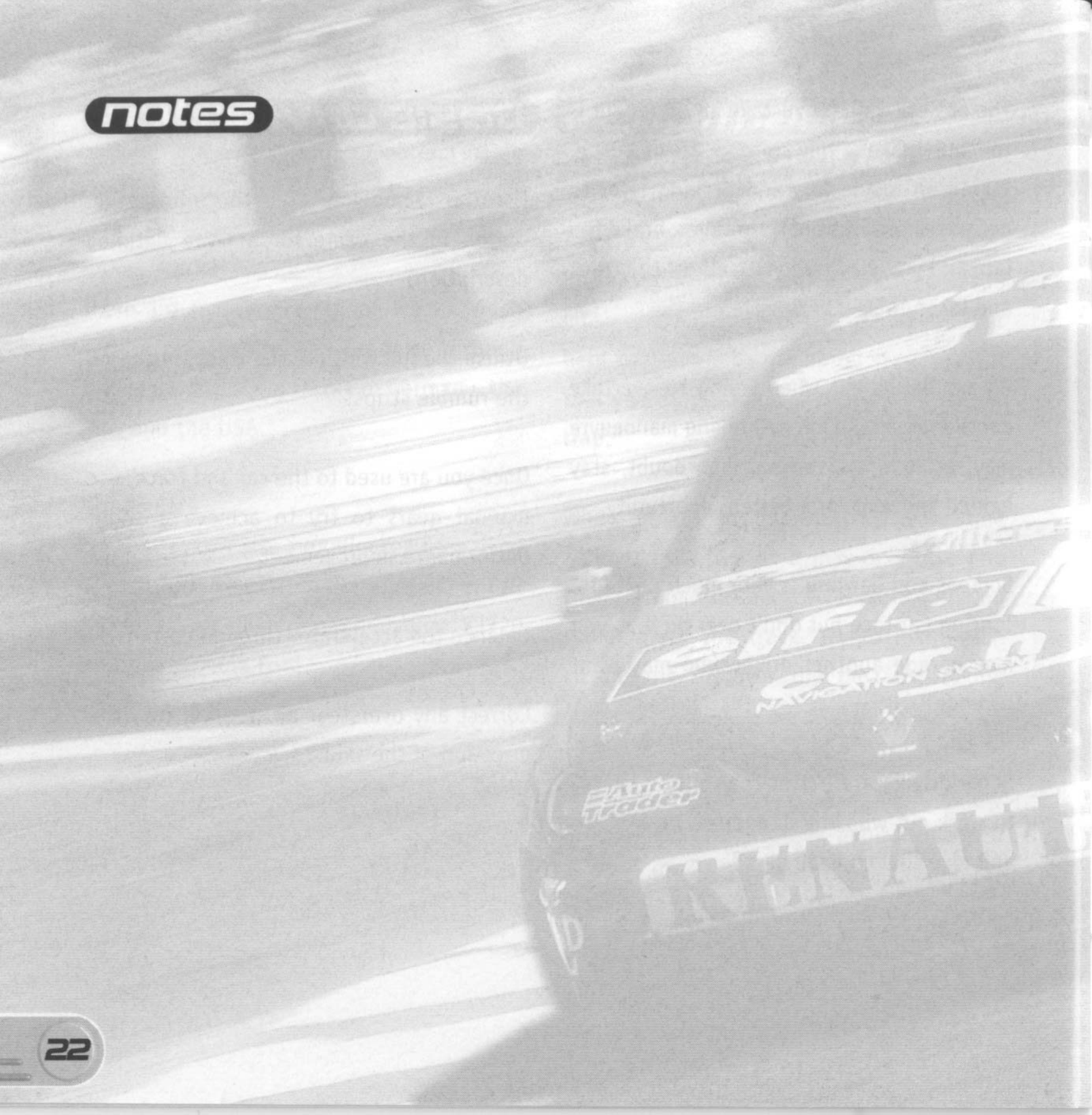
Utilise the full width of the track, including the rumble strips.

Once you are used to the car and track, use manual gears to try to achieve a slight performance improvement.

Balance the accelerator through corners.

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

notes



TOCA 2 TOURING CARS™

TOCA 2 Hotline

CALL - 0930 555 999

or (00 (1)284 496 2610*) if calling from outside the UK.

Over fifteen incredible cheats; how to increase the power and speed of your car; cheat your way to the championship final and many other special features are revealed on the TOCA 2 Touring Cars hotline.

Stay one step ahead - call now!

Calls cost 50p per minute at all times. *International rates apply.
Callers must have the permission of the bill payer to call.
Prices correct at time of going to press.

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