

TOURING CAR CHALLENGE

Contents

GETTING STARTED

NEW GAME

LOAD EXISTING GAME

CHOOSING YOUR TEAM

SIGNING A TYRE MANUFACTURER

SIGNING DRIVERS

MAIN MENU

WEATHER

CAR SETUP

TYRES

ENGINE POWER

SUSPENSION

PIT CREW

DRIVERS

CHANGING A DRIVER

CHAMPIONSHIP

TRACK DETAILS

RECORDS

GAME OPTIONS STATISTICS

RACE / NEXT PLAYER

LOAD/SAVE

NEWS

QUALIFYING

THE RACE

RACE OPTIONS SCREEN

RACE HIGHLIGHTS

TYRE GRIP AND WEAR BAR

REQUEST PITSTOP

SKIP RACE

PITSTOPS

RACE OVER

SEASON OVER

NEW SEASON

LOADING AND SAVING GAMES

SAVING

LOADING

PLAYING TIPS

Getting Started Firstly, decide whether you wish to start a new game or load an existing game.

NEW GAME GAME OPTIONS Drivers in correct teams - selecting yes will put the drivers into their correct teams for this seasons championship, as they are in real life. Driver skills have an effect - each driver has a different driving style which may or may not benefit you in the race depending on how you set your cars up. Selecting no will turn driving styles off, so all drivers behave the same. Once the options are set as you require, select done to continue. Select the number of players from 1-4 and then enter the players name together with the skill level for that player. Each player has their own skill level so you can set experienced players on a harder level to even things out.

LOAD EXISTING GAME See the load / save instructions if you are unsure on how to load in your existing saved game. Once loaded the game will continue from where you left off.

CHOOSING YOUR TEAM Having entered the player names and skills levels, you need to select which team you are going to manage from those teams involved in this years championship. Select a team for each player, they are all the same and no one teams is better than any other, it all comes down to how well you can now manage that team.

SIGNING A TYRE MANUFACTURER The next step is for each team to sign a tyre manufacturer for that season. The tyre manufacturers are listed in order, with the best first. The difference being that the better manufacturers tyres will grip slightly better and wear out slightly slower, although the difference is small, it may make a difference over the whole season.

SIGNING DRIVERS You are now almost ready to start racing, one last task is to sign two drivers for your team, one for each car. Only drivers not already signed for other teams and that you can afford to sign are available to you. Your financial director will prevent you from overspending or making a poor decision money wise.

Main Menu Here are the screens selectable from the main menu, these are indicated by graphical pictures in the game, which correspond as follows:

Weather

Championship

Statistics

Car Setup

Track Details

Race

Drivers

Records

Load/Save

When you get to this screen the usual first steps are to look at the weather and track details to help you decide on your car setup.

WEATHER This gives you the temperature and weather conditions the race will start under, followed by a weather forecast for the race. The main thing to take note of is the weather conditions as this is the most crucial factor when deciding on your tyre choice. Also shown is the race state, i.e. whether the race is declared a wet race (more than 1/2 of the cars on rain tyres), a mixed race (more than 1/2 of cars on intermediate tyres), or a dry race (more than 1/2 of the race on dry racing slicks). Since Touring Car races are short sprints of 20 or so, there is usually no point in making a pitstop so choosing the correct tyres from the offset is critical.

CAR SETUP This screen is split into two, the top half for your 1st car and the bottom half for your 2nd car. It shows the setups for your two cars. Clicking on the white buttons next to tyres, engine power, suspension and pit crew will take you to the separate sections for each of these things. Clicking on the tyre or suspension setting buttons with the right mouse button will advance you through the settings without going to the separate screens. This is a quicker way to set up your car for more experienced players.

TYRES Tyres are one of the hardest things to understand and get right, so when you grasp this then you will have a much better chance of winning the championship. Here is a list of suggested tyre choices for the conditions, but this should only be used as an estimation:-

Conditions	tyre compound	Thunderstorm	Rain
Heavy Rain	Rain	Rain	Rain
Drizzle	Int. (Intermediates)	Overcast	A
Mild	A/B	Sunny	B/C
Heatwave	C/D		

Only experience will allow you to make the correct judgement under all circumstances, but this guide should help all beginners to the sport. Your tyre selection plays a huge part in the outcome of the race, so correct selection is vital. Example: The weather is sunny. If you choose a D compound you will have lots of grip which means more speed, but your tyres will wear out quickly and the grip level will drop off. If you had chosen a C you'd have less grip than a D compound tyre, but your tyres won't wear out so quickly and may therefore give better overall performance over the complete race distance. Tyre selection depends upon the weather, the temperature, the configuration of a track and the total race distance.

ENGINE POWER This determines how well developed your race engines are from the standard specification. Each percentage of engine development you carry out will improve the total power output of your engine. Every 1% increase in development will cost you £10,000. Clicking on the engine development button will develop your engine by 1% at a time. When you start to reach the maximum development of your engine, it starts to become more difficult to maintain such a high level, costing you more.

SUSPENSION In the real world of Touring Car racing, suspension setup is a highly technical business, as having the best setup can be the difference between winning and losing a race. Making the suspension stiffer will reduce the amount a car rolls in corners and so enable it to corner faster, however making the suspension too stiff will effectively make a car take off when the car hits a bump, this will cause a loss of traction with the circuit, reducing steering control and grip. It is therefore an optimum setting between the suspension being stiff and too stiff that touring car teams are aiming for at each circuit. To aid you in your suspension setup decision you should examine the track diagram and its statistics. You must determine how twisty the track is and set your suspension accordingly.

Here is a rough guide to suspension setup :

Circuit style	Suspension setting
Fast (Wet weather)	Medium/Wet
Fast	Medium
Normal	Hard
Twisty	Solid

When choosing your setup you must also take into account the weather conditions, for instance, if it is raining your lap times will be slower due to the lack of grip, therefore a softer suspension setup will increase traction by keeping your tyres in contact with the track more often. This is where the Medium/Wet suspension setting comes into its own, for instance, if you think the circuit is a fast circuit (with few sharp bends) and you are planning to run a medium setup, but then you find out from the weather report that it is raining, you should then run a softer setup such as Medium/Wet. Since you cannot change suspension settings during the race you will need to predict the weather conditions and decide whether to gamble on using a relatively soft or hard setting.

PIT CREW This setting works similar to engine power, but it is for the pit crew skill for your whole team rather than just one car. 1% improvement costs £500. The pit crew skill influences how quickly you will be able to make a pitstop. The lower your pit crew skill the lower chance you have of making a good pitstop. Unless there are exceptional reasons for making a pitstop, then you should avoid doing so as they cost valuable time which you won't make backup in the sprint style races. Therefore, your pit crew skill is the least important factor that you have influence over, so concentrate on improving everything else first.

DRIVERS Here you can view the skill level and records of your drivers, or view details of other drivers or even replace one of your existing drivers. The screen shows the points, skill level, number of racewins and polepositions for your drivers. The left hand figures are this seasons racewins, pts. and polepositions; the figures to the right of these are the career totals for each driver.

CHANGING A DRIVER Click the up arrow to change your 1st driver or the down arrow to change your 2nd driver. You will have access to 40 drivers and their details. Your existing drivers will be highlighted. Clicking the right mouse button on the highlighted driver you will get information on that drivers career records, etc. (Right button again to deselect). You can only sign a driver that is not already signed to a team and assuming you have sufficient money. To sign a driver, highlight the driver you require and click the left mouse button. To exit this screen without sign a new/replacement driver click the left mouse button on quit. Note: The drivers are very randomly sorted into skill order, so only

experience of playing the game or from following real life racing will help you decide whether a driver is worth signing or not to some extent. Roughly though the best drivers are at the top left and worst at the bottom right.

CHAMPIONSHIP This will show you the drivers and then the constructors championship standings. Click the up and down arrow buttons to move through the lists.

TRACK DETAILS Gives you numerous details on the next race circuit, including a details track diagram to help you with you decide upon your suspension settings. Click through the screens to return to the main menu.

RECORDS Can only be viewed after the completion of the first race of the season as it shows the top 10 finishers in all rounds completed this season. Click on the up and down arrow buttons to move through the circuits completed this season.

STATISTICS Displays four tables showing; the highest number of career points of drivers, most career race wins, most career polepositions and best pitstop times by human players.

RACE / NEXT PLAYER If there is another human player to follow you then this will end your turn and go to the next human player, otherwise it will begin the race. You must setup your cars before you can continue or race.

LOAD/SAVE For Loading and Saving game positions to disk. For more instructions see Loading and Saving games later in this manual.

NEWS Once all human players have setup their cars and RACE has been chosen from the main menu the game continues. Reports on various news relating to the race that has a distinct effect. Maybe its the illness of a particular driver or the poor performance of a team in practice or any number of other events that could change the course of the race. Click to continue to qualifying.

QUALIFYING The cars are displayed in their qualifying positions and the qualifying time for each drive is displayed. The top left car displayed is in poleposition. The grid will scroll automatically up and down to show all qualifiers. Click to continue to the race.

THE RACE The cars line up on the grid. After a few seconds the lights will turn red, and less than two seconds later to green and the race to the chequered flag is on. The scoreboard shows the positions and time behind the leader of each driver still in the race. The lower half of the screen shows the cars going past in order (unless race highlights are selected). Cars moving slowly along the bottom of the screen have retired on that lap due to some failure. Holding the left button for about a second will take you to the race options screen. If the pits indicator in the bottom right corner of the screen turns red then you will have to wait for that lap to finish before the options screen is displayed. If the pits indicator is still green then try holding the mouse button down again whilst the cars are zooming past or the scoreboard is being updated.

Race Options Screen RACE HIGHLIGHTS Clicking Race Highlights will toggle the race highlights on/off. With race highlights on, you will not see the cars zoom past unless one of the cars is retiring from the race. The car retiring will travel slowly along the bottom of the track.

TYRE GRIP AND WEAR BARS At the top of the race options screen will be all the drivers for the players teams that are still in the race. Next to each driver are two coloured bars. The green bar shows tyre wear and the red bar shows tyre grip. The grip bar is the all-important one, keeping the grip high is vital to keep your car going at a fast rate. The closer the red grip bar is to the green tyre wear bar the better your choice of tyres for the current conditions. If both bars are equal then you probably have too soft a tyre compound and your tyres will wear more quickly. You should aim to keep the grip bar between 70% and 90% of the green wear bar for maximum performance of the tyres. A pitstop should be considered when your grip bar falls below 50%.

REQUEST PITSTOP Next to each driver is a request pitstop button. Clicking this will call that driver into the pits. You can only bring one car per team into the pits per lap as you only have one pit crew!

SKIP RACE When selected you will return to the full race screen and the cars will not zoom past at all. Only weather changes will be reported and the positions on the scoreboard are not updated. The race is still being computed behind the scenes, but at a much faster rate, this option should be considered to finish the race more quickly when all the players cars are out of a race. Holding down the left button will exit from this mode once selected. The current weather conditions can be seen from the race options screen and also by looking at the colour of the sky above the scoreboard on the race screen. Note: When on the race options screen the game is paused

Pitstops Pitstops are rare in Touring Car racing due to the short length of the races and should only be taken in exceptional conditions. Once you have requested a pitstop you will be told who is coming into the pits and you will be given a choice of tyres to fit (Rain, Int., A, B, C, or D). After seeing your car come into the pits you will see an up-close picture of a wheel. You must click at the centre of the wheel as quickly as you can. If you miss the time will continue to tick by and you will have to click once

more to reverse the drill, before clicking at the centre again. The time ticks away at the bottom of the screen in seconds.

RACE OVER The race winner gets their moment of glory and then the race result is declared and points awarded as follows:

Position	Points	Position	Points	Position	Points
1st	24	5th	8	9th	2
2nd	18	6th	6	10th	1
3rd	12	7th	4		
4th	10	8th	3		

Following this you will then see the drivers and constructors championship standings. You will then return to the main menu ready for the next race/round unless the season is over.

SEASON OVER The seasons race winners are displayed and your best scores in the drivers and constructors championships are recorded. Your sponsors award you an extra bonus ready for the next season.

NEW SEASON You now have to sign a new tyre manufacturer deal and sign your drivers for the new season. Drivers are signed by each team depending on the finishing positions in the constructors championship, so the constructors champions get first choice and so on. If you were last then you will be last in line to sign your drivers. Better luck next time! If you haven't made enough money to continue for the next season then your sponsors may help you out. They will only help out a few times though, before losing confidence in your abilities as team manager.

Loading and Saving Games All games are saved with a TCC extension so that you can easily identify them as saved games. The Save Game option has been rewritten to be far more friendly than on previous versions and now asks you to save to a position 1-5.

SAVING 1. Have a formatted disk ready for your saved games 2. Click on the Save button 3. Swap disks if necessary and insert your blank disk. Wait a couple of seconds for the disk to be recognised. 4. You can save five saved games on one disk - press key 1-5 to choose the position. Your position will be saved to disk. 5. When saving has finished, re-insert the Touring Car disk 2.

LOADING This is similar to saving. Press key 1-5 to select the position to load from. After loading a TCC saved game, replace the original TCC disk 2 otherwise you may encounter problems at a later stage.

Playing Tips Here are a few playing hints to get you going. The more you already know about Touring Cars the better, but by playing and experimenting with this game you will gain more and more experience at setting up your cars and then hopefully win the drivers and/or constructors championships.

- Don't bother too much with the tyre manufacturers in your first few seasons (choose the cheapest!) and save the money for a better driver.
- Don't spend much money on a good driver and next to nothing on engine development. Try and compromise a little, so that you do have a bit left for engine development at the start of the season.
- Learn who the high skilled drivers are. The drivers list is randomly ordered, but experience will allow you to pick up better drivers at bargain prices.
- If making a pitstop keep your finger off the mouse button until you are in the centre of the tyre as an accidental click will cost you valuable seconds.
- Select the easiest difficulty level to start with so that you can get started and enjoy the game without too much pressure. Use the difficulty levels to even the game out a bit between human players or to cheat when your friend isn't looking!!
- As the races are short sprints, making a tyre change will very rarely give an advantage.

Credits

Designed by: Amivision Software

Creator & Programmer: Steven Rennocks

Graphics: David Rennocks

Sound & Music: Ruben Monteiro, Steven Rennocks

Testing & Quality Assurance: James Carr, David Rennocks

For OTM Publications & Promotions Ltd.

Documentation: Jane Kinson

Box Design & Artwork: Tolputt Keeton