

# Bonus Codes

- Unlock all the championships in the game
- Unlock extra, bonus championships
- Leave the opposition standing with the speed boost
- Unlock and race high speed toy cars
- Get into the groove and race in the slot racing championship
- Make your car impervious to damage and deal out some punishment

Cheats affecting car performance/damage cannot be used while playing online.

Note: All of these can also be unlocked by playing through the game.

To obtain these bonus codes log onto

[www.codemasters.com/bonuscodes](http://www.codemasters.com/bonuscodes)

or call

## 900 990 2633

### Calls cost \$2.99 per minute

Calls from mobiles vary. Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press.

#### before you call, read through these step-by-step directions...

- 1 In your game, go to Main Menu > Options > Bonus > Unlocking information and write down the Bonus Access Code. You need this to access the Bonus Codes.
- 2 Log on or call the Hintline on the number above and follow the directions to the ToCA Race Driver™3 area.
- 3 When requested, enter the Bonus Access Code you obtained in Step 1.
- 4 If you're buying the Codes online (paid by credit card / PayPal), the full set will be emailed to you. If you are calling the Hintline, write down the codes as they are read to you; you can access as many or as few Bonus Codes in one call as you like.
- 5 To unlock the Bonuses, go to Main Menu > Options > Bonus and enter the Code/s you've been given.



PRO3XBUS05

XBOX

LIVE ONLINE ENABLED

# TOCA

## RACE DRIVER™3

THE ULTIMATE RACING SIMULATOR

Codemasters

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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## XBOX CONTROLLER S



## GAME CONTROLS



### Menu Navigation

Highlight Menu Item:

Directional pad or left thumbstick

Change menu option where available:

Directional pad or left thumbstick

Select highlighted menu item:

**A** or **↵**

Cancel/exit menu:

**B** or **⏪**

## GETTING STARTED

### Player Profile

Once the game has loaded, either select an existing player profile or create a new one. You will need to create a new profile if you are loading the game for the first time.

### Creating a New Profile

First select a save slot to store your profile in. As you continue through your driving career, all of your progress and the features that you have unlocked will be saved to this profile.

Next set up your profile details and then select 'Done'. Finally complete your profile by defining your game options (see Options for more information). When you have finished, select 'Begin' to start your career.

### Your Racing Career

This is your chance to make a name for yourself in the racing world. Along the way you will take part in a wide range of very different championships featuring a wealth of cars, each providing unique challenges.

Success will not come easily. Not only will you have to adapt to very different racing styles, you will also have to be aware of other drivers who want to claim the crown for themselves.

The World Tour mode is where it all starts and making your way up the career ladder is one of the ways that you can unlock more vehicles and tracks that you can then use in the other game modes.



In Pro Career mode you earn cups for winning each of the championships. One cup is awarded for completing the championship in normal mode, one for hard mode and one for setting the fastest lap on each of the tracks in that championship (Time Trial only). These cups can then be used to unlock additional bonus content. It is also possible to unlock Championships by competing in on-line races.



## THE GAME SCREEN



### Circuit Racing



### Rally

<b>Lap Indicator:</b>	Number of laps completed so far
<b>Position Indicator:</b>	Your current position in the race
<b>Current Time Indicator:</b>	The total race time elapsed so far
<b>Lap Time:</b>	The time elapsed so far on your current lap
<b>Best Time:</b>	Shows your record lap time for the current track
<b>Accelerator/Brake Gauge:</b>	The amount of force applied to the accelerator/brake pedal
<b>G Meter:</b>	Shows the amount of g-force currently being generated
<b>Gear Icon:</b>	Your currently selected gear
<b>Fuel Gauge:</b>	The amount of fuel remaining in your tank
<b>Speed:</b>	Your speed in miles per hour
<b>Mini Map:</b>	Your position and the position of your nearest competitors on the current circuit. Your car appears as an arrow
<b>Stage Progress:</b>	Shows your progress through the Rally Stage

- 1 - Lap Indicator
- 2 - Position Indicator
- 3 - Current Time Indicator
- 4 - Current Lap Time
- 5 - Your Best Time
- 6 - Accelerator/Brake Gauge
- 7 - G Meter
- 8 - Gear Icon
- 9 - Fuel Gauge
- 10 - Speed
- 11 - Damage Indicator
- 12 - Mini Map
- 13 - Rally Corner Indicator
- 14 - Stage Progress/Split Time

#### Split Time:

Represents the fastest recorded time through each section of the rally. If it's green you are currently the fastest, if it's red then a quicker time has been recorded.

#### Rally Corner Indicator:

Indicates the direction of the road ahead.

#### Damage Indicator:

Illuminates from yellow (minimal) through to red (serious) as components of your car start to become damaged. You are able to repair your car in the Pits (where available) but if your car becomes seriously damaged to the point that you are unable to complete the race, you can opt to retire (via the Pause Menu).

Although all vehicles suffer damage they are all affected differently. For example Open-wheel cars are much more fragile and more susceptible to damage to their tires and wheels. Trucks on the other hand are much more robust and can take much more punishment. It is important to be mindful of these differences and adapt your racing style accordingly.

NOTE: If you receive terminal damage and components can no longer function then you are automatically retired from the race.

## DAMAGE



### GEARS

Damage to your gearbox can prevent your car from reaching its top speed. Damage to this component can also reduce your ability to change from gear to gear. The gearbox can be damaged by either the player changing down incorrectly through the gears (in manual mode), or by a head-on impact.



### STEERING

Steering damage will reduce vehicle responsiveness. Severe damage will cause the vehicle to pull in one direction, making it difficult to control at high speeds. The steering can be damaged by front or side-on impacts, or by driving the vehicle across the infield at high speeds.



### SUSPENSION

Suspension damage will affect road holding and cornering ability. Severe damage will increase the possibility of the car bottoming out. The suspension can be damaged by the vehicle being involved in impacts or by the player driving the vehicle across the infield areas at high speed.



### ENGINE

Engine damage will seriously reduce vehicle performance, reducing top speed and acceleration. Engine damage occurs during collisions and once damaged, the time taken for the engine to overheat will decrease. A bar underneath the engine icon shows its current temperature.



### WHEELS

Damage to the wheels reduces the stability and handling of the car. The loss of a wheel can lead to you being unable to complete the remainder of the race. A bar underneath the wheel icon shows the current tire temperature.



### TIRE WEAR

As tires wear down they begin to lose grip on the track surface. Driving across the infield will wear down tires faster and should be avoided.



Damage to cars' bodywork is not purely cosmetic. It also affects the aerodynamic profile of the car, which in turn impairs its ability to reach its top speed. Damage to the wings will also have a serious impact on handling.

## MAIN MENU - OVERVIEW

The Main Menu is where you can start your motor-racing career. Here you can access the Simulation Modes as below, as well as the main World Tour and Pro-Career modes described later on pages 12 & 14. World Tour gives you the freedom to jump from one motorsport discipline to another with less emphasis on rules and flags, whereas Pro-Career focuses on truly mastering an individual motorsport at a time.

### Simulation Modes

In the Simulation Menu you can choose from the following options:

**Free Race:** This mode allows you to play through any of the Championships that have been previously unlocked in World Tour or Pro-Career mode. In Free Race you can set up the Championship to your own specification, down to the smallest of details such as selecting which tracks to race on, which rules and flags will be used, which opponents to race, etc. You can also switch on full race events, and play through the entire Race Calendar for that Championship, including all of the practice and qualifying sessions.

**Select Discipline:** Scroll left or right to select which discipline you want to race in. Above each discipline is a description detailing what sort of racing to expect.

**Championship Select:** After selecting the discipline you are now ready to start setting up your Championship. Scroll left/right to select the type of Championship that you want. You can then select which tracks you would like to race on, or select to race on the entire calendar. Once you are happy with the selected tracks you can choose which car you would like to use.

**Championship Set-up:** Having selected the type of race, the tracks and the car, you can adjust the finer details of your Championship. Here you can set which rules or flags you wish to have, as well as the number of laps, how many opponents will be competing with you and how you want the grid position to be determined.

**Time Trial:** Use Time Trial to set your best lap times on any of the circuits that you have unlocked from any of the Championships.

**Multiplayer:** A chance to play on any of the circuits in two-player split-screen mode. Both players need to press **D** to join the game, then Player 1 selects the options as in Free Race mode. The race commences once Player 2 has selected their car.



## System Link

Select 'System Link' to start a multi player race against other players on linked Xboxes. The following options are available:

**Join:** Enter the lobby of a game that has been created on another linked Xbox console. Change your car, team and driver if you wish and once you are happy with your selection press **X** to ready yourself. Once the host has selected 'Ready' anyone who is not ready will have 15 seconds to press ready before the race begins.

**Create:** Make your own multi player session using the options on the Session Settings screen. Once you are happy with all the settings select 'Start Session'. Your game will appear on the session list of any linked Xbox for other players to join as above. You can change the session settings and which championship to race on and which cars to use from the lobby menu, by returning to the Session Settings menu.

When you are ready to hit the track, select 'Ready'. This starts a 15 second countdown to race start, visible on all players' screens. Players who do not select ready before the countdown ends will be left out of the race.

**System Link Options:** Use the System Link Options menu to redefine your name and to de/activate or define voice output.

## XBOX LIVE

### Take TOCA Race Driver™3 Beyond the Box

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your Friends to play, and talk to them in real-time as you play.

### Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).

Select 'Xbox Live' to take part in a multiplayer game on Xbox Live. You must previously have created an Xbox Live account and Gamertag. Refer to the instructions supplied with Xbox Live for information on how to do this.

Use 'Select Account' to choose an existing Gamertag and proceed, or 'New Account' to return to the Xbox Live Dashboard and create a new account.

**Quick Match:** Quick Match is the fastest and easiest way to get into a game. It finds the first game running that you are able to join. Select 'Join' to enter the game displayed, or 'Find Next' to bring up the next available game.

**OptiMatch™:** OptiMatch allows you to specify exactly what type of game you would like to join. Use the navigation controls to define the criteria for your game search, and then select 'Search' to display a list of games running that match your preferences. Highlight a game on the OptiMatch Results screen and press **Y** to join the lobby of that game

**Create Session:** Select 'Create Session' then follow the options on screen to set up your own online game for other players to join. If you want allow anyone to take part, select the session type 'Public'. However if you only want players from your Friends Lists to join the game make it a 'Private' session and invite other players to join.

**Lobby:** Before the start of an Xbox Live race all players enter the lobby to prepare. From here you can choose your team/car. The host can also decide whether they want Full Race Rules and Flags to be used in the session or not. Once you are happy with all the selections that you have made select 'Ready' to indicate to the host of the game that you have finished setting everything up and are raring to go. If any players are not ready 15 seconds after the host has selected 'Ready', the game will begin regardless of whether other players have selected 'Ready' or not.

**Spectator Mode:** If you join a game session where others are already racing you can watch the progress of their race by pressing **X**.

**Driver Rating:** If you take part in a game that has been set-up as a 'Rated Game' by the host, your performance in that game will contribute to your driver rating and this in turn will affect your position on the Leader-boards.

**Elimination Mode:** A new and exciting online mode. At the end of each lap, the player, or players who are last over the finishing line will be disqualified. The winner of the game is the last car remaining on the track.



## ➤ OPTIONS

### Profile

Select Profile to give yourself a name that can be used in career and other race modes. You can also select which language you want the game to be displayed in as well as your nationality.

### Driving

Select 'Driving' to define your driving style and controller preferences.

**Control Assignments:** To re-define a control, highlight the function and press the **A** button. Then press whichever button you want to re-assign to that function. If at any point you want to restore everything back to the default settings press the **Y** button.

**Advanced:** Adjusts your controller's dead zone and saturation settings.

**Vibration:** Turn vibration on or off.

**Gearbox:**

- Select 'Automatic' and gears will change automatically – great for novices.
- Select 'Manual' to give you full control over when you change gear.
- Select 'Manual with Clutch' for complete driving control – For very experienced drivers.

**Pro-Simulation:** Turning on any of the Pro-Simulation handling options makes the whole driving experience much more realistic and therefore much more difficult. These options should only be turned on if you are a very confident driver.

**Graphics:** Select Graphics to determine which on-screen display elements you wish to have 'on' or 'off'.

**Sound:** Select Sound to set the Volume of the various sound elements. You can also select the sound type (mono, headphones, stereo or surround).

**Bonus:** Select Bonus to enter or activate any Bonus Codes you have. See the back of the manual for how to obtain these codes.

**Xbox Live Options:** Change any of the available Xbox Live options.

➤ **Pro-Simulation Handling:** With this turned on your car will not only be more tricky to drive, it will also suffer from much more realistic damage. This mode is for elite drivers who want the full authentic experience.



## Overview

World Tour mode offers you a motorsport career taking you through a wealth of different championships. Your career will begin with the chance to compete in one of two opening motorsports on offer: the Global GT Lights and the Autosport Clio Cup. Success in these championships will enable you to climb the career ladder, getting an opportunity to take part in a diverse selection of motorsport such as the British GT, DTM and V8 Supercar Championship Series. Success in these will ultimately provide you with the chance to drive for the BMW WilliamsF1 Team.

## Meet Rick

Rick will manage you as you make your way through your career. He will keep you on your toes and make sure you are getting the best out of the cars you will be competing in. Whilst you are racing he will keep in contact with you through the pit radio, letting you know about any problems and relaying important info to you. Be warned though, Rick doesn't pull any punches! He will tell it to you just how it is, so the only way to keep him happy is to keep on winning all of those Championships!

## Tiers

The mode consists of multiple tiers. Within each tier you have several championship options to choose from. There is always a choice of at least two championships and in most cases there are three. There is an exception to this rule; the last two tiers consist of championships featuring WilliamsF1 challenges where there are no other choices.

## Flexibility

In World Tour you can progress your career by moving up and down through the tiers that you have already unlocked. In order to qualify for a new tier you must complete at least one of the objectives on the previous one. Once you have completed a championship you unlock it in other game modes.

## Championships

All of the main championships featured in the game are in the World Tour mode. The championships do not all feature the full race calendars and formats. If you want to play races with full Calendars and rules head over to the Pro Career mode.

## Pit Stops

If your car is suffering from damage or you are running low on fuel it is time to come into the pits. For each repair there is a time allocated so you can see how long it will take. In addition an overall pit stop time is given. You can alter the time of the pit stop by changing the level of repairs and how much fuel is going into the car. In certain Championships there will be mandatory pit stops. This means that you must come into the pits to either change your tires or refuel. Rick will tell you which laps you should come in on.





## PRO CAREER MODE

The Pro Career mode allows you to pick a motor racing discipline and play through each championship in a realistic manner with full race rules, calendars, flags etc.



The classic discipline allows you to compete in some of the most famous racing cars ever raced. From the 1930s championship winning Mercedes W25 to the powerful muscle cars of the '70s.



Race some of the most prestigious and exotic sports cars in the GT discipline. Take part in multi-class races, and get to grips with some of the most powerful racing cars in the world of motorsport.



From dirt ovals, to the legendary Indianapolis Motor Speedway, experience the excitement of the world's fastest professional motor sport.



The Touring Car discipline is about aggressive, high-octane, pack racing. Ultimately aiming to earn a place in either the DTM or V8 Supercar Championship Series.



From Rally, to Baja, Nissan Dakar to Rally Cross, experience every level of Off Road racing in the Off Road discipline. The challenge in this thrilling style of racing is to not only master your vehicle, but also the environment.



Perhaps one of the most technically difficult disciplines, Open Wheel demands that drivers fully understand the nuances of each track and vehicle. The secret here is all about the racing line, and taking great care to avoid contact in these fragile machines.



Compete in a series of time trial events at the 400-acre Bedford Autodrome Complex. Each event takes place in a different car and circuit at the site.



This discipline features a selection of unique and challenging Championships, pitting players in a number of different Honda cars and vehicles.

## RULES AND FLAGS

In Free Race and Pro Career mode you can opt to use full race rules and flags. Below is a list of the flags used in the game and what they indicate. These flags and the rules associated with them can be turned on or off on the Championship Set-up screen.



Commonly referred to as the passing flag and indicates that a driver should be aware of a faster car attempting to lap them.



The black flag indicates that the driver has received either a timed or pit penalty.



The yellow flag is displayed as a warning of an accident ahead. Overtaking is forbidden whilst this flag is displayed.



The green flag (waved after yellow) signals the end of a caution period. Drivers can resume to race speed.



The white flag indicates that the driver has commenced their last lap of the race or can mean (in certain championships) that there is a much slower vehicle on the sector of track controlled by that flag post.



A black and white diagonally divided flag is shown to drivers for unsportsmanlike behaviour on the track, such as careless driving or corner cutting.



A black flag with an orange circle is shown to drivers whose vehicles have mechanical problems. Drivers shown this flag must return to the pits as soon as possible.



**Shootouts:** In some Championships after the initial qualifying round a shootout (or Super-Pole in DTM) takes place. This is when the top ten drivers from the first qualifying round complete a single timed lap, which determines the top ten places on the grid.



In Time Trial, Free Race and Pro-Career modes you can tune your vehicle to adjust its performance. Although races can be won by just using the standard settings in order to set the very best lap times you may find that you need to tweak your settings slightly. If you press **X** after selecting any of the components, you will be provided with a detailed description of the ways in which they affect your car.

Note: Car Tuning is not available in all Championships and not all set-up options will be available to all vehicles.

**Downforce:** Downforce is created when air is channelled over the vehicle body. Downforce increases grip, but also increases drag, which can reduce top end speed. To adjust downforce highlight the front or rear of the car and use the left thumbstick or directional pad to adjust the setting of each.

**Transmission:** In order to get the best acceleration the gears need to be set very close together, this however reduces the car's top speed dramatically. In turn spacing the gear ratios out improves the cars top speed but greatly reduces acceleration. To adjust your gears highlight each one individually and adjust its values.

**Anti Roll:** An anti-roll bar is a metal bar that links both wheels on the same axle to the chassis making it harder for the driver-side and passenger-side suspensions to move in opposite directions. This reduces the vehicles roll and greatly increases its grip. To adjust anti roll highlight the front or rear of the car and use the left thumbstick or directional pad to alter the setting of each.

**Tire Compound:** Tire compound is a measure of how hard or soft the tire is. Softer tires afford more grip but wear out quicker and provide slightly less steering response. Harder tires produce less grip but last much longer and give slightly better steering response. To adjust your tire compound move the slider left or right depending on whether you want it to be hard or soft.

**Tire Profile:** Tire profile is the measurement from the outer edge of the tire to the inner rim. Compared to conventional passenger car tires, low profile car tires have greater width ratio to cope with the demands of higher performance vehicles. To adjust your tire profile highlight the front or rear of the car and use the left thumbstick or directional pad to adjust its values.

**Brake Bias:** Adjusting brake bias affects the way that your vehicle handles in the bends. When you decelerate, the weight of your car is forced forwards onto the front wheels. This will increase frontal grip but will make the back of your vehicle light. This can improve steering into tight corners as it will help to shift the back of the car around, but combined with too much speed it can easily send your car into an uncontrollable spin.

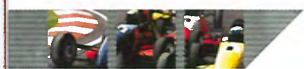
Care is needed in putting too much bias on the front wheels as it can make your brakes lock more easily, and when this happens it is impossible to steer. To adjust your brake bias move the slider left or right depending on whether you want it to be toward the rear or the front of the car.

**Ride Height:** Adjusting ride height changes the working range of the car's suspension. A high ride height gives the greatest range to the shocks, but also increases the likelihood of body roll along with reduced downforce and grip. To adjust the ride height, highlight the front or rear of the car and use the left thumbstick or directional pad to adjust the values of each.

**Suspension:** Suspension affects the car's road holding abilities and the ability to handle cornering at speed. Setting the suspension to 'soft' will allow the car to cope better with uneven surfaces, as each wheel is able to maintain contact with the ground for longer. If it is too soft though, your car will be susceptible to body-roll on bends. Hard suspension improves your corner taking ability, but on rougher terrain you will find your grip markedly reduced. To adjust the suspension highlight the front or rear settings and use the left thumbstick or directional pad to adjust the values of each.

**Toe and Camber:** When the wheels are set so their leading edges are pointed slightly towards each other they are said to have toe-in. If they are set pointing away from each other they are said to have toe-out. Toe settings affect tire wear, straight-line speed and stability, and there is a trade-off between the straight-line stability afforded by toe-in and the quick steering response promoted by toe-out. To adjust the toe, highlight the front or rear settings and use the left thumbstick or directional pad to adjust the values of each.








Camber is the tilt of the tire as viewed from the front of the car. If the tires tilt toward the center on the car you have negative camber and if it tilts away from the center you have positive camber. Adjusting camber can have a dramatic effect on the steering of the car. To adjust the camber, highlight the front or rear settings and use the left thumbstick or directional pad to adjust the values of each.



## CAR UPGRADES

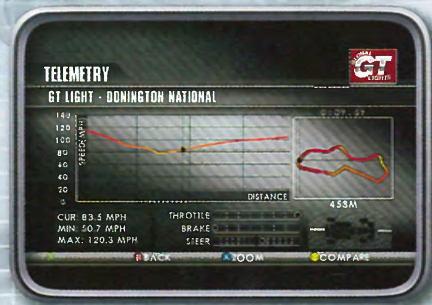
In certain Championships you are able to upgrade the various components of the car. Such upgrades increase the overall BHP of the car (at the expense of fuel efficiency), brake strength, engine performance, structural stability, etc. To install the upgrade that you want, scroll left or right to highlight it and press **A** to install. Below each icon it tells you how many slots each upgrade will take. The total upgrade slots you have available are shown in the top left of the screen. If you press **X** on this screen it will provide you with a detailed description of how the various upgrades affect the performance of the car.

	<b>Induction Kits:</b>	Increase BHP - Decrease Fuel Efficiency
	<b>Brake Kits:</b>	Increase brake strength
	<b>Brake Hoses:</b>	Increase brake strength
	<b>Cams:</b>	Increase BHP - Decrease Fuel Efficiency
	<b>Clutches:</b>	Increase BHP
	<b>Dump Valves:</b>	Increase BHP
	<b>Electronics:</b>	Increase BHP - Increase Fuel Efficiency
	<b>Engine Tuning:</b>	Increase BHP - Increase Fuel Efficiency
	<b>Engine Hoses:</b>	Decrease engine overheating
	<b>Exhausts:</b>	Increase BHP - Increase Fuel Efficiency
	<b>Flywheels:</b>	Increase BHP - Increase Fuel Efficiency
	<b>Ignition Kits:</b>	Increase BHP - Increase Fuel Efficiency
	<b>Intercoolers:</b>	Increase BHP - Decrease Fuel Efficiency

	<b>Oil Coolers:</b>	Decrease engine overheating
	<b>Roll Cages:</b>	Increase performance and resistance to mechanical damage
	<b>Seats:</b>	Increase structural stability
	<b>Strut Braces:</b>	Increase performance and resistance to mechanical damage
	<b>Suspension Kits:</b>	Decrease suspension damage
	<b>Transmission Kits:</b>	Increase Gear Speed and performance
	<b>Turbochargers:</b>	Increase BHP - Decrease Fuel Efficiency
	<b>Tires:</b>	Increase traction and decrease tire wear
	<b>Wheels:</b>	Decrease axle and tire damage

## TELEMETRY

After completing a qualifying session or test drive on any track you can view the telemetry data, which shows your speed at each part of the track, as well as when you were applying the brake or throttle. You can then compare data from previous attempts to find areas where you can improve. Pressing the **X** button zooms in so you can see the data in more detail and the **Y** button is used to load the data from previous attempts.



## THANKS TO

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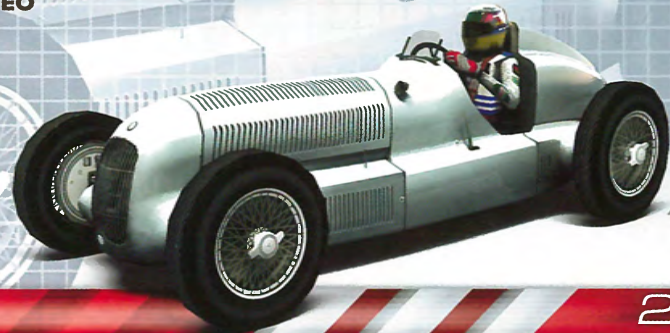
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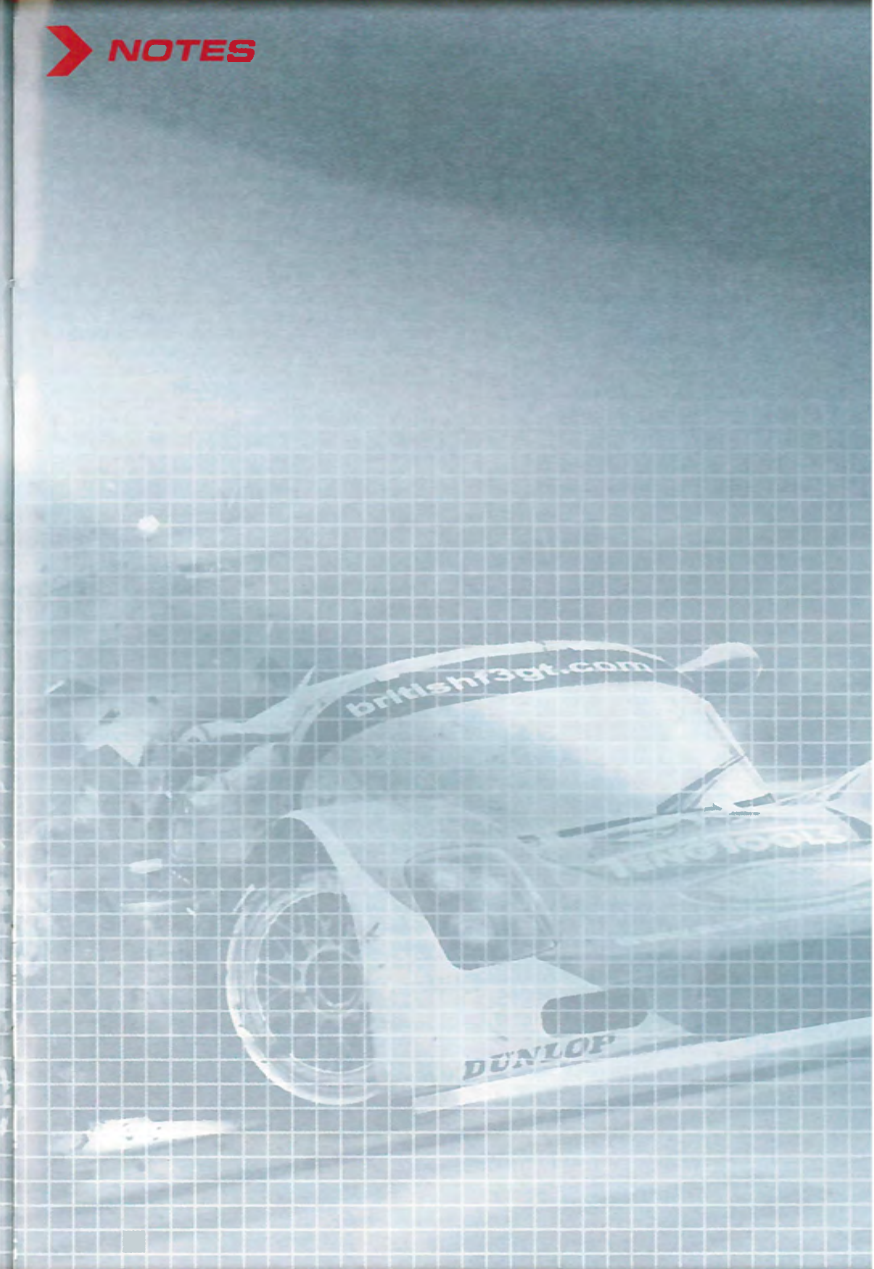
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