

Jaguar 64 Interactive CD

World Tour Racing

Game Manual

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Let's rev and rock!

OVERVIEW

World Tour Racing is the first Grand Prix style racing game for Jaguar. Select your racer, customize its features, choose your race length, and set off to conquer the international racing world. Three different racing modes (single race, championship, and arcade) really put you in the driver's seat. Experience split screen, head 2 head competition in two player mode. The multitude of features makes each race a new experience!

GETTING STARTED

1. Insert your ***World Tour Racing*** CD into the Jaguar CD player and close the lid.
2. Press the POWER button.
3. Press any button to skip title screens and video sequences and start the game.

MAIN MENU

Single Race

Identical to Championship except there is only one Grand Prix for the player's choice. All options are the same as Championship. No points are scored. At the end of the race the player is given the option to race the same track again, or to return to the main menu.

A one or two player option is available for Single Race.

Championship Simulation

Race the entire Grand Prix calendar. The player has to race each of the Grand Prix circuits in turn. Options are available to practice each circuit and to experiment with the set-up of the car (in the workshop) before starting the qualifying session.

The player has up to twelve qualifying laps before each race to determine his start grid position. The player is racing against the clock -

the fastest driver during qualifying gets pole position etc., all the computer drivers come out during this period to set their grid-position. During qualifying he is be able to alter the set-up of his car in the workshop. If the player skips qualifying he is put last on the grid. If the player quits qualifying early, he may lose places to any faster driver who comes out later during the session. At the end of the session the player is shown the final grid-positions.

Points are awarded to the player based on his finishing position (according to the official Formula 1 rules):

1st	10 points
2nd	6 points
3rd	4 points
4th	3 points
5th	2 points
6th	1 points

The points are totaled after each race towards the Drivers Championship. The winner is the driver with the most points at the end of the season. In the event of a tie, the winner is the driver with the most race wins.

After each race the player is shown his race results and then his championship position.

An option is available to save the game via a code-number system at the end of each race.

Arcade

The player will race on each of the international Grand Prix circuits, in turn, accumulating points. The player must finish further up the field each time to qualify. The object of the exercise is to finish each track and win the last one. You can customize your tires, wings, brakes, and gearbox in this mode (see **Workshop** below).

Points are awarded as follows:

- 1 point per lap for each unit of speed
(e.g. 100 points for 100 MPH)
- 250 points per car overtaken
- 500 points lost for each car that
overtakes player

At the end of the race the player is shown his current and cumulative score.

The player must finish in the following positions or higher to continue:

Race No.: Position Needed:

1	9th
2	8th
3	7th
4	6th
5	5th
6	5th
7	4th
8	4th
9	3rd
10	3rd
11	2nd
12	2nd
13	2nd
14	1st
15	1st
16	1st

A one or two player option is available for Arcade. In two player mode, if either player fails to qualify for the next round, he loses all his points and starts the next round with zero. If both players fail to qualify the game ends.

Game Options

Race length: The number of laps the race takes is selectable from 3 to 15 laps.

Gearbox: Select automatic or manual transmission. Use up/down on joystick to change gears.

Change keys: Assign joystick button functions.

Difficulty: Select one of three modes.

Change names: Edit the name of your driver.

CAMERA VIEWPOINTS

Viewpoints provided are as follows:-

- 1 In-car - inside the cockpit.
- 2 Chase 1 - behind and above car
- 3 Chase 2 - further behind and above
- 4 Left 3/4 - looking at car 45' degrees to left rear wheel
- 5 Looking backwards down track from in front of car

- 6 Right 3/4 - looking at car 45' degrees to right rear wheel.
- 7 Fly-by - track side camera viewpoint
- 9 Toggle map on/off and large/small

Viewpoints 1, 2, 3, and 9 are selectable by user from keypad. The other viewpoints are selectable by holding down button on keypad for duration of use. When button is released viewpoint returns to previous selected.

OTHER FEATURES

Statistics

During qualifying this details the lap times and potential grid positions of you and your competitors. In the race it gives details of the current lap, best lap time, and previous

Multi-Player

Two players can race head to head on a split screen on one machine. The screen is split with

player one's display at the top of the screen, and player two's at the bottom.

Track Selection

Choose your track from 12 exciting locations including:

USA	Hungary
Germany	Brazil
San Marino	Monaco
Mexico	Canada
France	Britain
Portugal	Italy

Race Weekend Menu

Free Practice: Unlimited time on the track, learning the bends and experimenting with the cars set-up. The player starts from the pit lane. The car is guided out by the computer. The player takes over once out on the track. You can customize your tires, wings, brakes, and gearbox in this mode (see **Workshop** below).

Qualifying: Starting from the pit lane, you have to try to obtain pole position by getting the best lap time that you can. You can skip qualifying, but you will start from the back of the pack. The car is guided out by the computer. The player takes over once out on the track. You can customize your tires, wings, brakes, and gearbox in this mode (see **Workshop** below).

Race: You begin the actual race with a static grid start. Begin when the lights change to green. The results and points awarded are then displayed. Afterwards you have the option to return to the main menu or race again on the same track.

Abandon Event: Takes you back to the front end menu.

Workshop

The workshop is available to tune the features of the car in "Free practice", "Qualifying", and "Arcade" modes. After selecting the mode and leaving the pit area, press the OPTION button for the menu and select SET-UP. The workshop is

presented in 3D polygon view, with the 'camera' panning around the shop as the different car features are selected:-

Tires: Set the tire compound for each tire (Soft, Medium, Hard)

Wings: Set the front and rear wing angle

Gearbox: Customize the gearbox ratios

Brakes: Set the left/right brake balance

The default values for the above are an average setting which gives good all round performance on any track. To get the best lap times, the player has to experiment with the car's set-up (e.g. a twisty track will need lots of wing for good grip, and low ratio gears for good acceleration, a track with lots of high speed straights needs, less wing, and higher gears for good top speed performance).

With the exception of the Tires, each adjustment is made on a 'slider' using the left and right buttons on the joypad. The Tires are

selected from a menu. The effects of the settings are as follows:

Tires

- Soft tires give maximum grip, but can wear quickly.
- Medium tires give good all round performance.
- Hard tires give least grip, but last the longest.

When the tires are worn the player finds the cars roadholding noticeably deteriorating.

Wings

The ratio between wing angle and down force (and hence grip) are directly proportional. The ratio between wing angle and top speed are inversely proportional

The ratio between front and rear wing settings affects the handling of the car in terms of under-steer and over-steer. Lots of front wing and

none at the rear will give over-steer and vice-versa for under-steer.

Gearbox

The six gear ratios are all adjustable (from low to high) allowing the player to customize the box for different tracks - some tracks need fast acceleration, while top speed is more important on others.

Brakes

The ratio between left and right braking force is adjustable to allow the player to unbalance the steering of the car under braking. This allows (for example) on a mainly left handed course the player to set-up the car to pull to the left during braking to give even more over-steer and quicker turn-in rates on corners.

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