

RACE LOG

***PRO
RACE DRIVER***

Codemasters® 

GENIUS AT PLAY™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with Playstation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

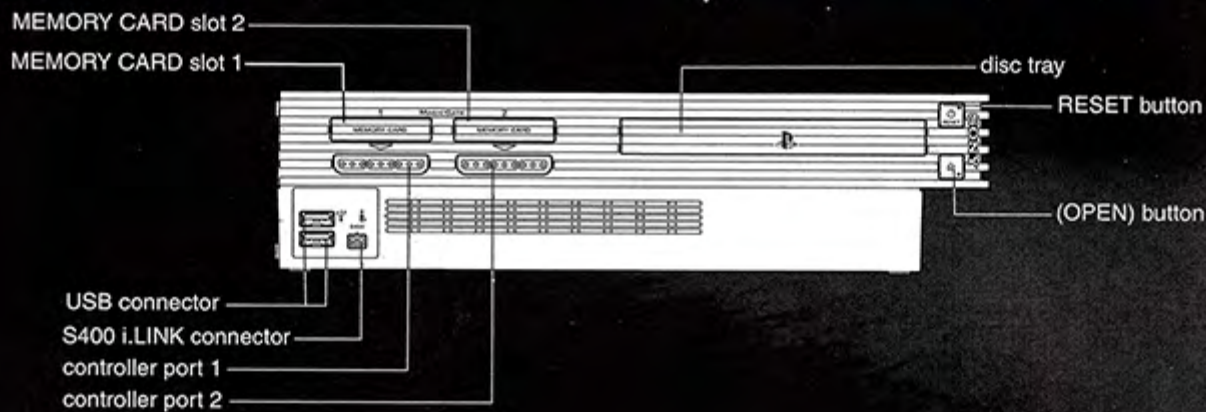


CONTENTS

➤	<i>Firing Up</i>	2
➤	<i>Behind the Wheel</i>	3
➤	<i>Introduction</i>	4
➤	<i>Supported Controllers</i>	6
➤	<i>In-Race</i>	9
➤	<i>Drivers' HQ</i>	10
➤	<i>Options</i>	14
➤	<i>The Garage - Getting Ready to Race</i>	16
➤	<i>The Drivers Lounge</i>	20
➤	<i>Pause Menu</i>	24
➤	<i>Cameras</i>	24
➤	<i>Action Replays</i>	25
➤	<i>Damage & Pit Stops</i>	26
➤	<i>Donnie's Driving Guide</i>	27
➤	<i>Credits</i>	30



FIRING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Pro Race Driver™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

LOADING THE GAME

Throughout game loading and the menu system, the controller inserted into controller port 1 is primarily in control. As the game is loading, you will see the LANGUAGE SELECTION screen followed by a number of credits screens. Select your language with the left and right directional buttons, then press the X button to confirm the choice and continue to the MAIN MENU.

MEMORY CARDS

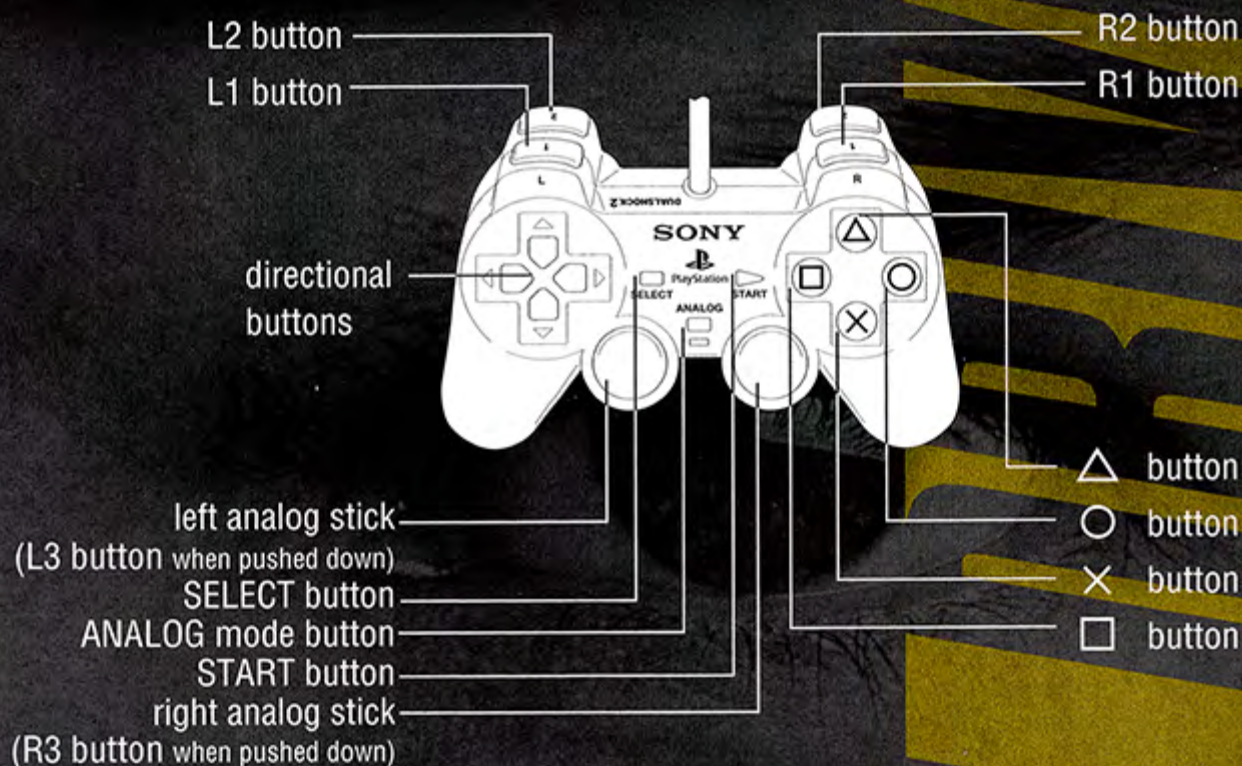
Within this booklet, the term 'memory card' is used to describe the Memory Card (8Mb) (for PlayStation®2) – (product code SCPH-10020 E). Any other Memory Card such as Memory Card (SCPH-1020 E), which is designed for use with PlayStation® system, is not compatible with this game or hardware.

Make sure there is sufficient space on your memory card before commencing play.



BEHIND THE WHEEL

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU NAVIGATION

When navigating menus, controller inserted into controller port 1 must be used.
The controls are as follows:

Highlight option: left analog stick or directional buttons.

Select: × button.

Back / Cancel: △ button.

7/4/002
Wimberings
Hey Ryan,

Looks like you finally made it up here
to the Competition level.

The old man would be proud of you.
- I bet you wish he could be here
to see this.

Take some advice and watch your back,
don't you go the same way (like you ever
listened to your brother anyway!)
wall

Take care out there kid.
Donnie



Donnie American All stars
Champion 1999





Fuel capacity: 100 litre

Inset lamp 02

Halsogen 12V X2



Melanie...

Power

M-Sp

300 bhp at
550 Nm at 2,000 rpm

Inset lamp

FREI
COI

THE

5 PIECES
LIVY

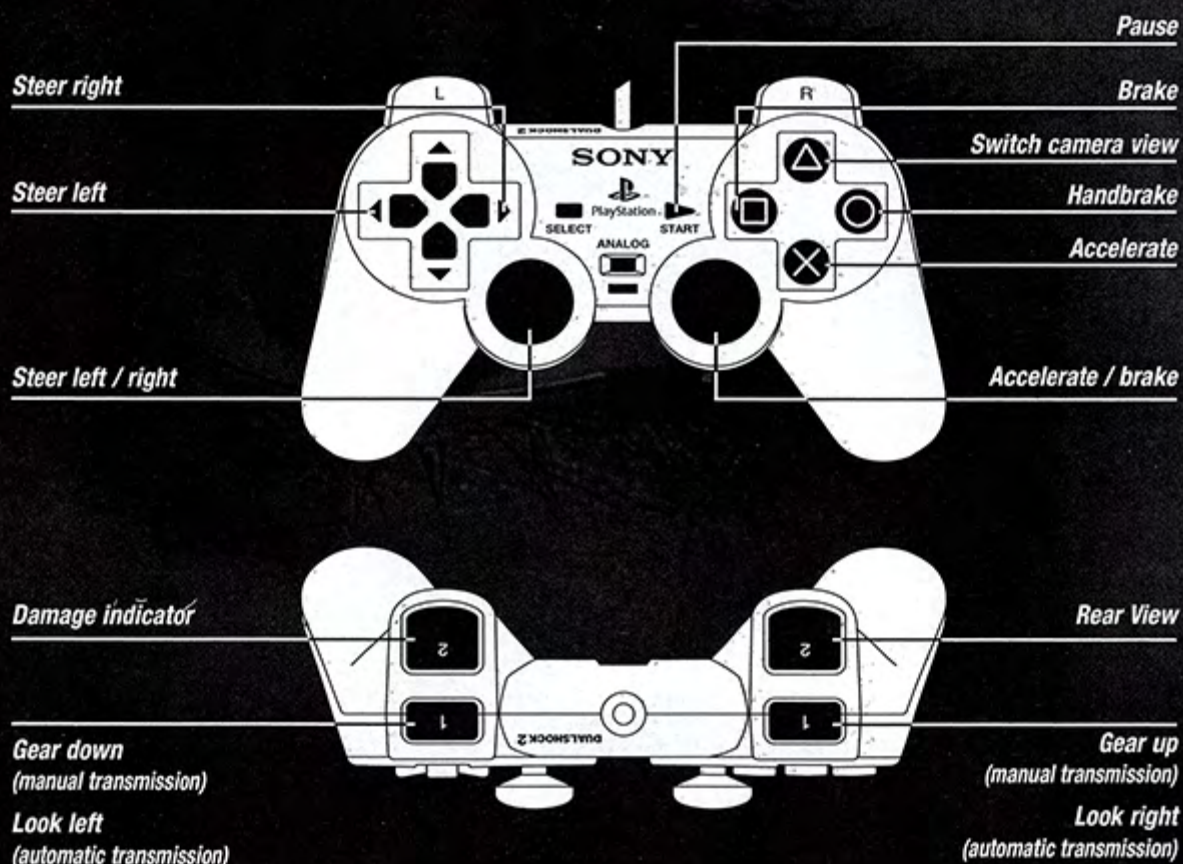
As

2



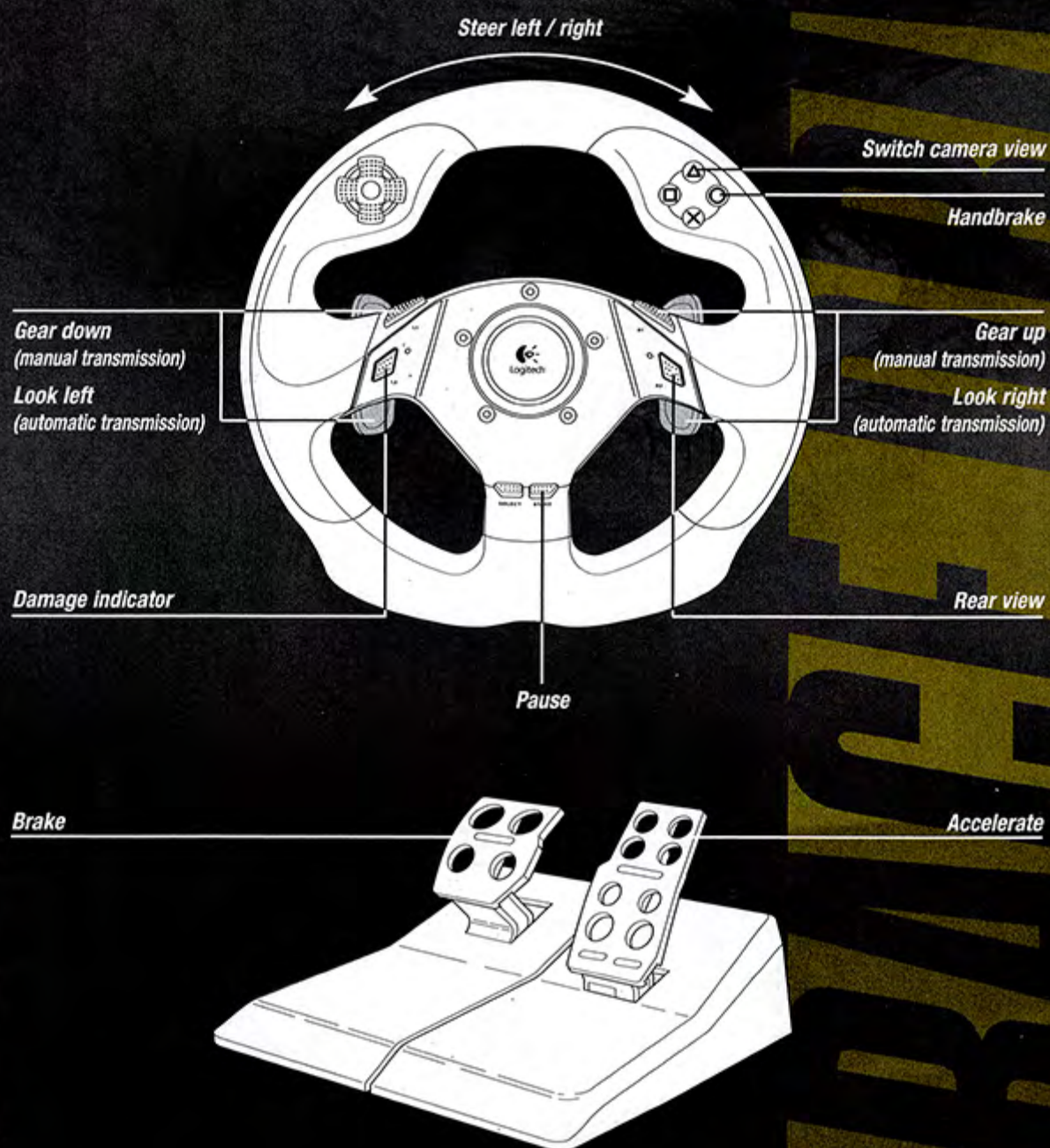
SUPPORTED CONTROLLERS

DUALSHOCK®2 analog controller



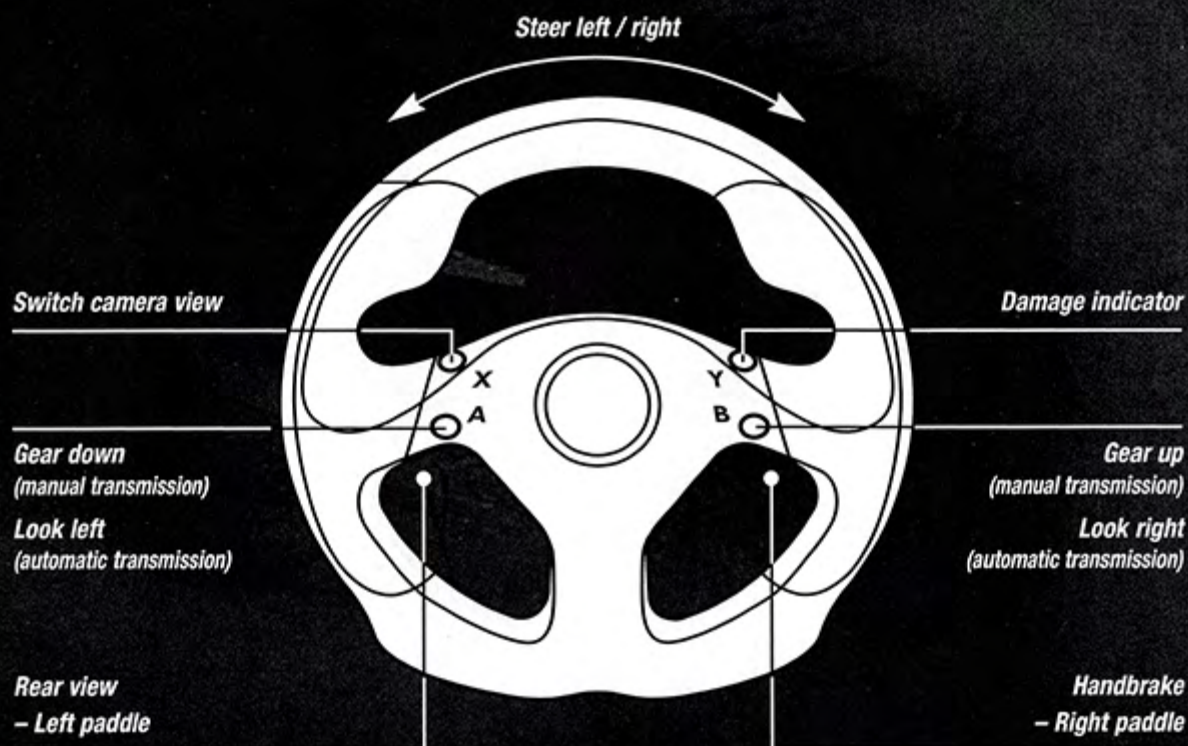


Logitech Driving Force



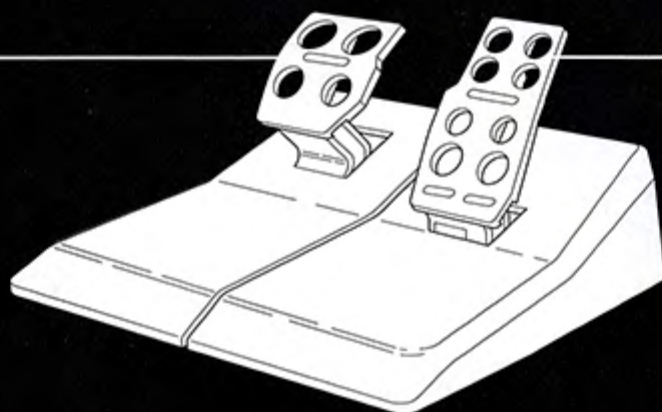


Logitech GT Force



Brake

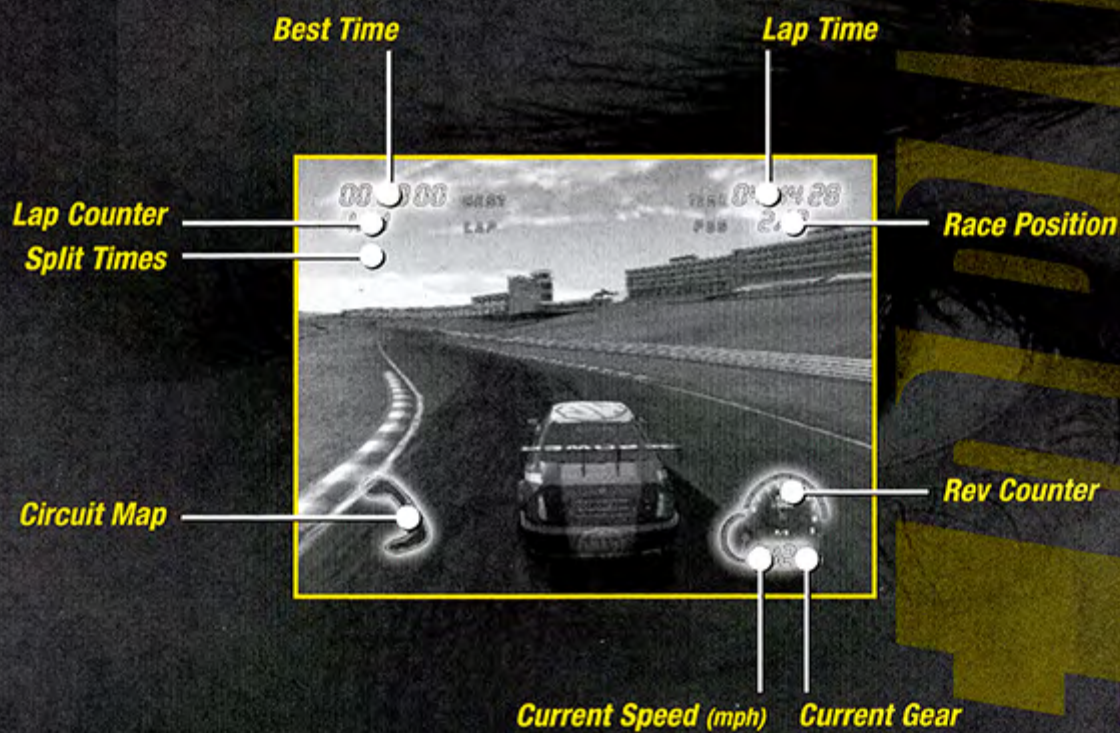
Accelerate



NB: Use of this wheel also requires the presence of an DUALSHOCK®2 analog controller inserted into controller port 1 to enable menu navigation.



IN-RACE

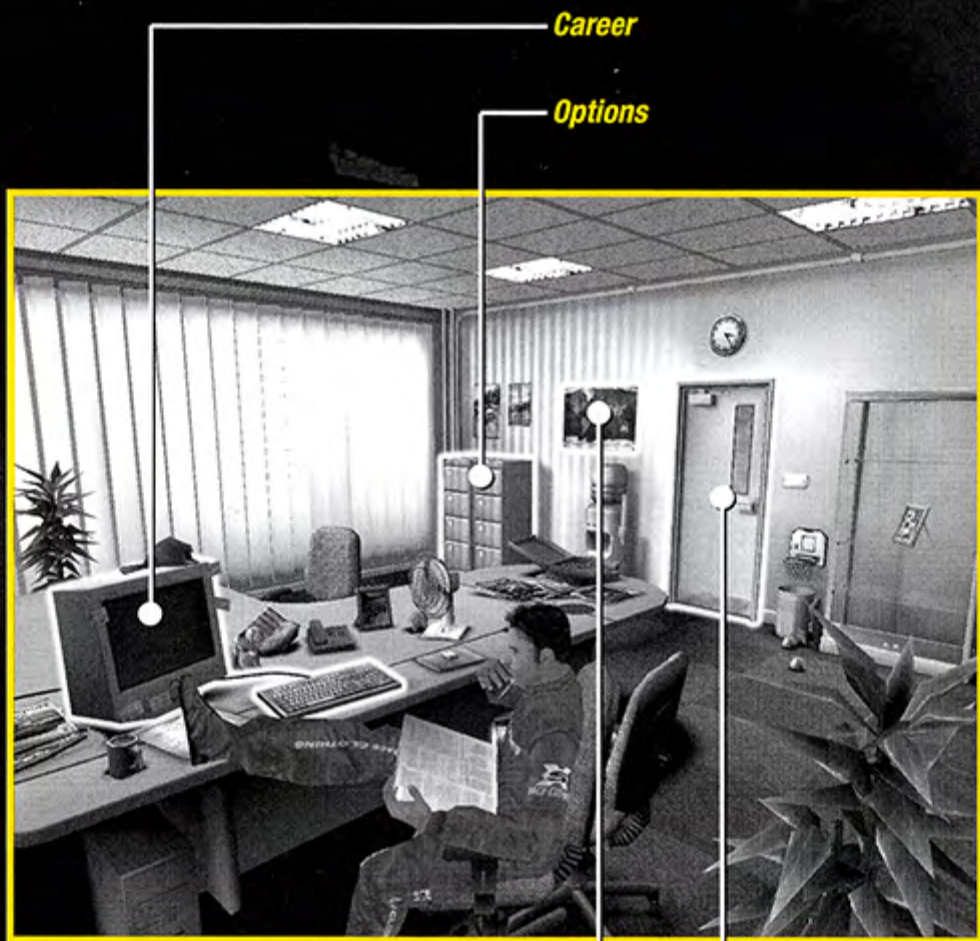




DRIVERS' HQ



Hi there, I'm Bobby Scott. Welcome to the HQ. Come in and sit down, grab a 7 UP, have a look around. Just to help you get settled in, I'll give you a quick tour of the place:



Career

Options

Pro Race Driver Map

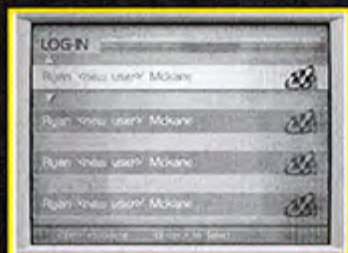
To Drivers' Lounge - Free Time



DRIVERS' HQ

CAREER

Here's where you manage your entire career, get job offers, etc.
First of all, let's set you up with a user name so you can get at your mail:



Driver Profile

In the Drivers' HQ, highlight the Computer Terminal and press the **X** button. Next, highlight a 'New User' slot to create a new profile, or choose a profile you've already created and press the **X** button.

New User

Enter your name by highlighting each letter in turn with the directional buttons; press the **X** button to enter each letter into the title bar when it is highlighted. Select 'âââ' if you want to add accents to the previous letter you entered, or 'Aa' to change the case of the next letter you enter. To delete characters you've entered select '←'; when you're finished select 'Done' to continue to the Desktop.



Email Offers

All your incoming messages land in your Inbox. These will include notifications of Single Day Events, Job Offers and, of course, your Personal mail too.

Look through your mails using the up and down directional buttons; as you highlight the mail title on the left of the screen, the contents of the message will display on the right. If you receive a job or test drive offer that you want to act on immediately, highlight the message so you can read it, then press the **X** button to accept.



DRIVERS' HQ

Progress



The Progress screen gives you the line-up of the entire Championship structure, right from the Super Sports Tier, through to the World Championship.

To check out the details of any of the unlocked race series or to review your performance in series you've already driven, highlight the series logo using the directional buttons and press the **X** button.

Log-off

Select 'Log-off' to close down the computer and return your attention to the Drivers' HQ, or press the **△** button to leave the computer without logging off.



OK, so now that you know how to use the computer, you need to know how to manage your career. I can see it in your eyes; you're aiming high. I get the feeling that you're not going to be satisfied with anything less than the Number One spot in the World Championship. But you know, you're going to have to work really hard to get there – we both know you've got the talent, you've just got to let it run free.

Managing your Career

Test Drive

First up, we need to get you onto a team and that means a Test Drive to prove how good you can be. If you manage to meet the team's Test Drive criteria, they'll most likely offer you a position for the rest of the series.

In the world of racing, you're only as hot as your last performance (or so they say) and the Test Drive offers that'll turn up in your Email Inbox will reflect this. Perform well and you'll get good offers (you may even get a job based on your reputation alone); perform poorly and only the lesser teams will want to know you.

Anyway, once you see an offer that interests you, open it up and accept it.

Before you know it, it'll be race day and you'll be in the garage waiting to hit the track (see Getting Ready to Race).



DRIVERS' HQ

Progressing Your Career

You're soon going to realize that the Test Drive was the easy part. You want your career to progress, don't you? Well, in order to do that, you have to score points and to do that you have to finish the race in the top six places – points are given out like this:

Winner:	10 points
2nd place:	6 points
3rd place:	4 points
4th place:	3 points
5th place:	2 points
6th place:	1 point

Take a look back at the Championship structure under 'Progress' on the HQ computer and you'll see how many points you need to get onto the next tier of the Championship. Pick up contracts for the individual series through your email and keep racing until you get enough points to move up. Keep your finishing position high in those top six and you'll get to play with the big boys, no problem.

As you race through your Career, all of your successes, failures and scores are saved into your profile on the computer in the HQ. These are loaded up each time you log onto the office computer.

With each Career success, you'll open up more elements to use in other game modes – more cars, more tracks, etc. Keep racing and keep winning to get the full set.

PRO RACE DRIVER MAP

Take on the best drivers in the world. Don't worry about contacting them, if you're good enough to pose a threat, they'll be in touch with you.



OPTIONS

LANGUAGE

Use the left and right directional buttons to change the language option for your game.



BONUS

If you acquire a Bonus Code, enter it here. Use the directional buttons to highlight each letter pressing the **X** button to enter each one and spell out the code.

GRAPHICS

Use the left and right directional buttons to change, activate or deactivate on-screen settings. Select 'Reset to Defaults' to restore the game's original settings.

SOUND

Use the directional buttons to adjust your game's sound settings.

CONTROLLERS

To set up controllers for each player, first select the player name to enter Controller Options. 'Player 1' refers to the controller inserted into controller port 1 or controller port 1-A when a Multitap is used (or the first occupied controller port), 'Player 2' – the controller inserted into controller port 2 (or the next occupied controller port), etc.

Controller Type

Use the left and right directional buttons to select the controller type for that player – only those controllers detected by your PlayStation®2 computer entertainment system will be available.

Control Assignments

Use 'Control Assignments' to reconfigure your controller if desired. First highlight the action you want to change with the directional buttons, then press the **X** button. Next, press the button you want to assign to that action; the button is reassigned. To restore the original settings, select 'Reset Controls'.

Note: When a button is reassigned, the action with which it was previously associated will have no button related to it. If you do not assign a new button to this action, it will be unavailable in-game.



OPTIONS

Vibration

Switch controller vibration function on or off.

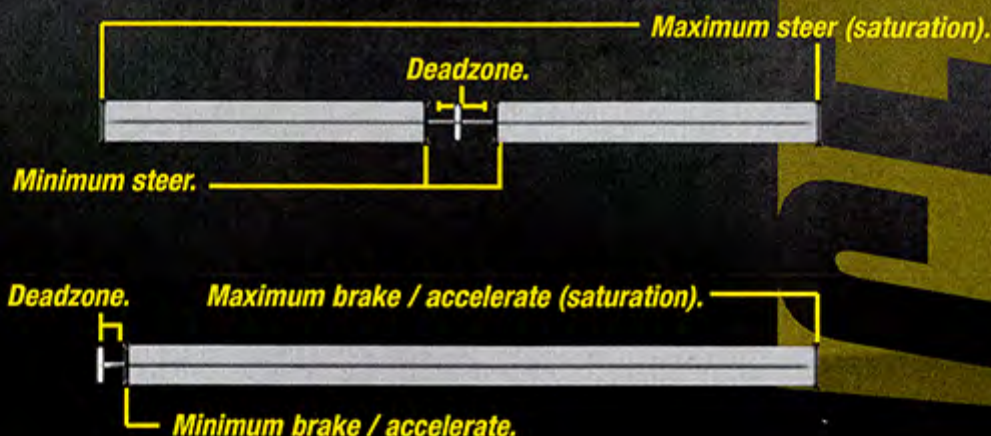
Force Level

Where a force-feedback steering wheel is selected under 'Controller Type', use 'Force Level' to define the strength of the force-feedback function.

Advanced (Advanced Users Only)

Enter 'Advanced' if you want to change the way your car reacts to input from your controller. 'Deadzone' defines the left and right points at which input from your left analog stick or steering wheel begins to cause your car to steer, or the up and down points at which braking or acceleration occurs (right analog stick or pedals). The 'space' between these points is the 'deadzone' where no steering, acceleration or braking will occur.

Conversely, 'Saturation' refers to the left and right points at which input from your left analog stick or steering wheel causes your car to hit its steering lock (maximum steer), or the up and down points at which maximum braking or acceleration occurs on your right analog stick or pedals.



Though the default settings have been gauged to suit most players, you may want to adjust these settings to suit your driving style or preferred controller. To restore the original settings, select 'Reset to Default'.



THE GARAGE

GETTING READY TO RACE



OK now, before you hit the track, you'll want to check out the details of your car, the race and the Championship.

You can get all this piped straight to the garage floor:



Championship Progression

Grid Positions

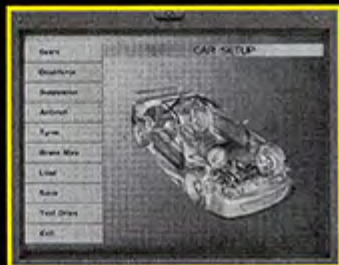
Race

Car Setup

CAR SETUP

Most drivers like to tweak the specs of their vehicles from race to race so that they can get the optimum performance out of their car for their driving style and the track conditions, though many drivers also top the Championship with just the factory specs. With a little experience, you'll get to know what specs suit you and the car best.

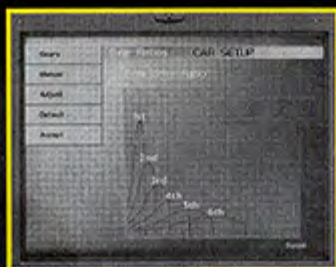
Highlight the Laptop on the garage bench and press the **X** button to enter Car Setup. Next, select the part of the car that you want to adjust from the column on the left. Once you have made an adjustment and pressed the **X** button to enter it, you must select 'Accept' in the sub-menu to apply that change to your vehicle. Alternatively, select 'Default' to discard any changes that you have made and restore your car to its factory settings.





THE GARAGE

GETTING READY TO RACE



Gears

Initially, you can choose between 'Automatic' and 'Manual' gearboxes. 'Automatic' will give you a better chance to avoid opponents and concentrate on keeping your racing line; indeed some of the World's most accomplished champions won't use anything else. However, 'Manual' will ultimately give you greater control and performance once you've got a bit of practice under your belt.

Gear Ratios

Once you've chosen your gearbox type, you'll also have the option to set its ratios.

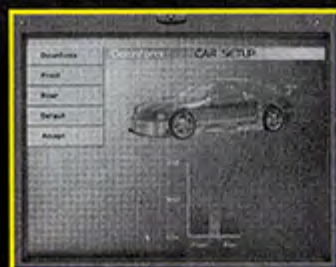
A high ratio will give you an improved top speed, but these adjustments will also reduce your ability to accelerate at lower speeds. The reverse is also true – a low gear ratio will improve your acceleration, but your top speed will suffer as a result.

The current or default ratios are represented on the graph on the right of the screen.

When you select 'Adjust' from the Gear Ratios Menu, the first adjustable ratio is highlighted in white. While the highlight is white, press the left or right directional buttons to switch between the gear ratios shown. When the one you want to adjust is highlighted, press the $\times$ button.

The highlight will turn yellow, indicating that the ratio can now be edited using the left and right directional buttons to change the shape of the curve. Press the $\times$ button when you're satisfied.

Note that as the maximum speed of that gear is increased, the torque (pulling power) is reduced.



Downforce

Adjusting your spoilers affects the aerodynamics of your car and defines how much they will use the pressure differential of the passage of air over the car body to force your wheels down onto the road. The more downforce, the more grip, but there's a cost – the more grip, the more it will increase your rolling resistance and reduce your straight-line speed.

Select 'Downforce' from the Car Setup Menu to adjust your car's spoilers. Choose 'Front' or 'Rear' from the Downforce Sub-Menu, then use the up and down directional buttons to raise or lower the downforce gained from the spoiler.



THE GARAGE

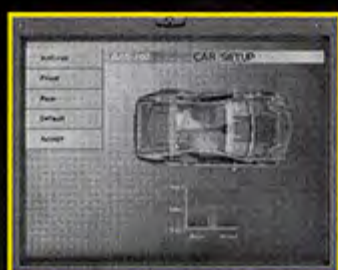
GETTING READY TO RACE

Suspension

Adjusting your car's suspension will affect its road holding and ability to take corners at speed. A vehicle with soft overall suspension will not be troubled by roughness in the road surface, as each wheel is allowed to be more responsive. The cost of this however, is a marked tendency to roll over if a bend is taken too quickly. Conversely, hard suspension will improve corner-taking ability, but you may be in for a rather bumpy ride with potentially less grip.



Ride Height allows your suspension more room to do its work. A high Ride Height maximizes the range your shocks can compress and expand through, allowing more major surface inconsistencies to be handled with ease, but at a cost to downforce and grip.



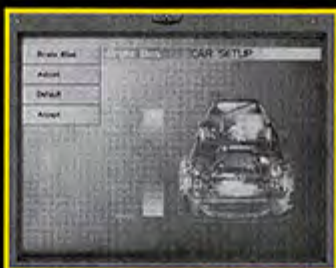
Anti-roll

Anti-roll settings are used to correct understeering or oversteering problems; if your car understeers too much, soften the front suspension or stiffen the rear; if it oversteers too much, soften the rear or stiffen the front.

Select 'Anti-roll' from the Car Setup Menu, then either 'Front' or 'Rear' from the Anti-roll Sub-Menu. Use the up and down directional buttons to adjust the suspension before selecting 'Accept' to apply the changes.

Brake Bias

Brake bias settings, in addition to Anti-roll, will affect the way your car handles in cornering. When any decelerating force is applied to a moving vehicle, momentum forces the car's weight forwards onto the front wheels, increasing grip, and lightens the load on the back wheels, decreasing grip. This can help steering into tight bends, though too much speed combined with light rear wheels can easily send the vehicle into a spin when your rear tires fail to keep the back of your car anchored.



You'll need to be careful with this tuning – overdoing the forward brake bias could mean that your front wheels will lock up more easily. Does it need mentioning that once your wheels are locked, your steering will go to pot? Avoid this at all costs.



THE GARAGE

GETTING READY TO RACE



Tires

Though your pit crew will automatically fit the most appropriate type of tire for the race, you may want to override their decision. But do check out the weather forecast before choosing your tires; fit 'Slicks' for totally dry asphalt, 'Intermediates' if conditions are damp, or 'Wets' when it's raining.

Load

Load a previously saved Car Setup from memory card.

Highlight the saved setup using the directional buttons then press the X button.

Save

Once you have found a Car Setup that suits your driving style, select 'Save' and follow the directions on-screen to save it to memory card for re-use later.

Test Drive

Give your newly re-engineered car a spin around the track and try out your adjustments.

CHAMPIONSHIP PROGRESSION

Review a summary of your current Championship (and career) position.

GRID POSITIONS

Check out the run-down and grid positions of the drivers in your upcoming race.

RACE

Highlight the garage door and press the X button to begin the race.

DRIVERS LOUNGE



I know how tough the stress can be, when you're succeeding on the track to such a degree that the heights you're reaching are making you dizzy. This is where you get to kick back, relax and lose a bit of that tension between races.



TV & Video

Free Race

Back to Drivers' HQ

Time Trial

Multiplayer

FREE RACE

Race a series, construct a custom series or set up your own one-off race.

First choose your track or series from the grid; only those you've unlocked through your Career will be available. If you've selected a track rather than a set series, you'll see a snapshot of the track with several options to set up for the race:





DRIVERS LOUNGE

Conditions:

Choose the weather conditions that you want to drive under.

Laps:

Select the number of laps you want to race on this circuit from 1 to 60.

Pit Stops:

Set Pit Stops to 'On' to have your race include a mandatory stop (for races of 5 laps or more only).

Remove Track:

Remove the last track you added to a custom Championship

Add Track:

Select 'Add Track' to set up another track to be raced when the first competition has been completed. Repeat this to set up multiple tracks to form a custom Championship – you can select up to seven tracks in total.

Race:

Select 'Race' to proceed to Car Selection.

When you have completed your track selection/s, highlight 'Race' and press the **X** button to set up the remaining options for your race.

Note: In Free Race mode only, the points you'll score and the style of race will vary according to the series you select.



Car Selection

Select your car using the directional buttons to highlight the key ring of the car you want to drive from those you've unlocked, then set up its team colors (livery) and transmission.

Note: Throughout the World, only certain cars race on certain tracks. Therefore only those cars appropriate to the track you've chosen will be selectable.

Opposition

Select 'Opposition' to view the teams and drivers assigned to the track you've chosen.

If you want to change the opposition line-up, select 'Custom' on-screen, then pick the team you want to compete against in the same way as you select your car. Choose the key ring of the team from those unlocked, then select their team colors. The relevant drivers will be added to the race line-up.





DRIVERS LOUNGE

TIME TRIAL

Take a Time Trial to pit yourself against your record and try to beat your fastest time. Before you begin, select your track, car and team colors (livery) from those you've unlocked in Career Mode, then proceed to the garage and set up your vehicle. When you're ready, select 'Race' to hit the track.

In order to help you maintain a level of continuous improvement in your performance, in Time Trial you race against the Ghost Car. Simply beat this to improve your record.

The first time you hit the track for a Time Trial, you are joined by the Default Ghost Car which will complete a lap in a preset time. If you fail to complete a lap faster than the Default Ghost Car, you'll continue to race it until you do beat it.

When you beat the Default Ghost Car, you can save your record lap as a Custom Ghost Car which is loaded instead of the Default Ghost Car the next time you take a Time Trial on the same track. Beat this and your latest record is saved as a new Custom Ghost Car.

You can access and restore the Default and Custom Ghost Car through the Time Trial Pause Menu (START button).

TV & VIDEO

Sit back and relax to a few bonus videos from Codemasters.

Highlight a video name using the up and down directional buttons or the left analog stick, then press the X button to play it. To stop playback at any time, press the X button or the Δ button.



DRIVERS LOUNGE

MULTIPLAYER

OK, you're well into your Career and you consider yourself something of a hotshot on the track. Now's the time to show it by racing against your buddies to prove who's the real king of the hill.

Before entering Multiplayer Mode, make sure each player's controller is set up as appropriate (see Options). If all is OK, highlight the sofa in the Drivers' Lounge and press the **X** button to enter Multiplayer.



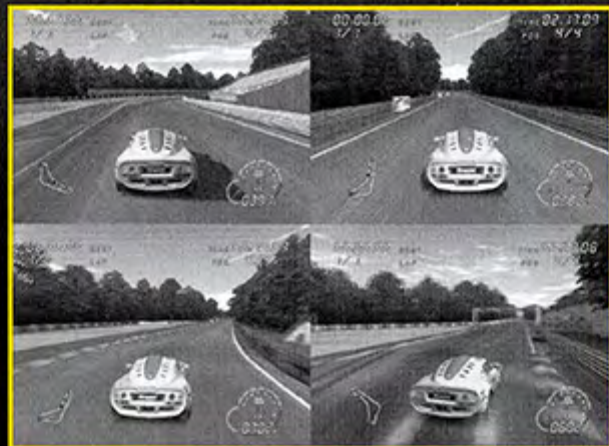
As directed on-screen, each player who wants in on the action (except Player 1) should now press the **START** button to join.

When all players have joined, it's Player 1's turn to press the **START** button and select the Series, Track/s and Race Conditions (see Free Race). Next, Player 1 selects 'Continue' to proceed to car selection.

Each player selects their car, transmission and team colors (livery) in turn, beginning with Player 1 who also sets up the Opposition (for 2-player races, up to four AI drivers may be added) as in Free Race.

After all players have chosen their vehicles, hit the track and get ready to burn rubber.

Player 1



Player 2

Player 3

Player 4

Note: Each player's window is color-coded to match their car indicator on the Circuit Map.



PAUSE MENU

At any time during your race, press the **START** button to halt the action and enter the Pause Menu (note: not all options will appear on the Pause Menu in all game modes):

- Continue:** return to the race.
- Sound:** adjust the sound options for your game.
- Ghost Car:** turn Ghost Car On/Off and load your default or saved custom Ghost Car.
- Restart:** return to the grid to begin your race over.
- Retire:** retire from your test drive.
- Retire Race:** quit your race and return to the garage.
- Retire Championship:** retire from the series and return to HQ.
- End Session:** end Car Setup Test Drive.
- Quit:** end the race and return to Ryan's place.



CAMERAS

At any time during your race, press the **Switch Camera** button to cycle through the cameras mounted on and within your car to get a whole new perspective on the action:

Chase cam
(default view)



Bonnet cam



Cockpit cam



Bumper cam





ACTION REPLAYS

At the end of each race, press the **X** button to continue on, the **△** button to restart the race, or the **□** to check out a replay of the action. During the replay, the remote control helps you to get the best view of the race:

Show/hide remote control
(**SELECT** button)

Cycle through slo-mo modes
(**START** button)

Stop and eject

Rewind to
beginning
of replay

Fast forward

Pause / play replay

Cycle cameras

Pan camera
(left analog stick)





DAMAGE & PIT STOPS

Now understand this, these cars are expensive! Your team boss is going to be extremely annoyed if you cruise round the track smashing up your vehicle. You're also not going to get very far in your career as a driver if you persistently wreck your wheels – every bit of damage you take is going to affect your car's handling and drivability. It goes without saying that you won't win many races if you're trying to drive at speed with parts hanging off your car.

If you do get to a stage where you can't even keep to a straight line, you'll need to take a trip to the pits. As you enter the pits, set how many repairs get completed, depending on the damage you've taken. Each repair is allocated a time; you need to decide how much time you can spare and whether it's worth holding up your re-entry to the track.

Once repairs are complete, you're back in the race. Try not to total it again, your team boss is not going to be happy if you keep writing-off his cars and nobody wants a driver who can't keep his wheels on the ground.

»» **DONNIE'S DRIVING GUIDE**



Get off the grid fast – every time.

Don't get too enthusiastic, if it's not a rolling start, keep your revs just under the red as the lights go green or you'll wheel-spin on the spot and lose valuable seconds (I used to make that mistake all the time when I was just starting out).



Turn hard, nose down. Anything that decelerates the car when you're travelling forward at speed, will shift your weight forward onto your front wheels. This downforce gives you more grip so you can turn quicker. Obviously the opposite is true too; accelerate fast and your weight shifts back – less grip for your front wheels. Jeez, even a rookie knows that!



Brakes lock, control lost. Well duh! – if you brake too hard and allow your wheels to lock, you will have zero control of your car. Stop your brakes from locking by pressing and releasing them rather than just stomping hard on the pedal.



Hand on – butt out. If the bend is sharper than you predicted, a quick burst of handbrake will whip out your back end. You'll lose speed and a second of control, but recovery is quicker than digging yourself out of the gravel pit. Also remember this move on tight street circuits & really sharp corners.



Point the right way. If you've got a RWD car, you can use sheer power to spin round to face the right way.



Crests kill – and I'm not losing my baby bro' on his first outing. Watch you don't drive over the top of a hill too quickly. If you've caught air, you've no control over the vehicle. Stop this from happening by touching the brakes and turning just before the top.

DONNIE'S **DRIVING GUIDE**



- **Find the line.** The racing line will give you fastest time around the track, but don't forget to use the whole width tactically – including the rumble strips (but not the grass or the gravel pit OK?).
- **Get a gear.** Once you've got through 'automatic' driving school, for more professional driving switch to a manual gearbox for better performance (though this isn't essential to reach the top).
- **Know your car.** Make sure you're aware of what you're driving – it can make a big difference. A FWD car may be more forgiving, but with a slight hit to your power; a RWD car will give you the power but will slap you for every mistake you make.
- **Channel your anger – chill out.** You're going to get knocks and bumps, and you're going to give them out too. But be ready for the reprisals. You run someone off the road, they'll want revenge and remember, you're the new boy – you don't know the dirtiest tricks yet, but they do.
- **Curb your impatience.** When you can't get past the slowpoke at the back of the pack, bide your time. The best way through is usually to out-brake them at a bend and pass on the inside of the corner.

➤➤ PIRACY WARNING

Copying commercial games such as this, is copyright infringement and is a criminal offense. Copying and re-supplying games can lead to a term of imprisonment.

Think of a copied game as stolen property.

This Codemasters game is protected by the FADE™ protection system. If you purchase an illegal copy of the game, you will be able to play it – but not for long. As you play, the gameplay of a pirated copy will degrade.

Make sure this doesn't happen to you.

Purchase only genuine software at legitimate stores.



CREDITS

WITH THANKS TO

Pepsico International Limited, AC Car Group Limited, General Motors, Daimler Chrysler, DPRS, Equity Management Inc., Fiat S.p.A, Lola Cars International Limited, Joester Loria Group, Koenig Specials, Group Lotus Plc., Marcos Sportscars Limited, MG Rover Group Limited, Mitsubishi Motors Corporation, Nissan Motor Company Limited, Perusahaan Otomobil Nasional Bhd, Saab Automobile AB, Fuji Heavy Industries Limited, Toyota Motor Corporation, TVR Engineering Limited, Ring Management, Rennstrecken Betriebs-GmbH, International Management Group of America Pty Limited, Brands Hatch Leisure Group, Circuit de Catalunya, Circuit Dijon-Prenois, Fuji International Speedway Company Limited, Hockenheim-Ring GmbH, Société du Circuit de Nevers Magny-Cours, Motor Events Sweden AB, Autodromo Hermanos Rodriguez, Autodromo Nazionale Monza, Motopark Oschersleben, Nürburgring GmbH, Rockingham Motor Speedway, Las Vegas Motor Speedway, Sears Point Raceway, Bristol Motor Speedway, Lowe's Motor Speedway, TI Circuit Co. Limited, Autodromo Di Vallelunga, Molstar Sports and Entertainment, Zolder Racing Circuit, Speedway Properties LLC, Brembo S.p.A, Superchips Inc, OMP Racing, EPTG Limited, Koni BV, Federal Mogul, Collins Performance Engineering, Hella, Sparco S.r.l, K & N Engineering, Inc, Mark Horsburgh (Edge Photographics), Paul Jansen (Pettaras), Sophie Sheen, i10Q, Rob Lord, Ross Pelling, Marty Bales, Chris Graves, Tracey London-Rowell, Suzi Scott, Shirley Clark, Glen D'Souza, Alan Kading, Tonia Andrew, Naomi Moran, Alan Smith, Steve Hills, Brian DePouli, Steve Beeby, Chris Giardina, Jim R. Sperry, Takuji Nishihara, Torrey Cipriani; Kings Chrysler Dealership, Leamington Spa; Rover Dealership, Leamington Spa; Claremont Corvette UK Kent; Bauer Millett Chevrolet, Manchester; Auto Nation Proton, Coventry.

SPECIAL THANKS TO

*Frauke Meyer
WM GmbH*

The Board Members of the ITR e.V

The DTM Championship and all of the teams, drivers, car manufacturers, circuits and sponsors associated with the series.

*Tracey Benton
Basil Scaffidi*

*The Board Members of Australian Vee-Eight Supercar Company Pty Ltd (AVESCO)
Australian V8 Supercar Championship and all of the teams, drivers, car manufacturers, circuits and sponsors associated with the series.*

Nigel Mihell

ToCA Tour Limited

British Motorsport Promoters Limited

The British Touring Car Championship and all of the teams, drivers, car manufacturers, circuits and sponsors associated with the series.

Approved and Licensed Product of Group Lotus Limited. All trademarks and copyrights used with permission. CAMARO, CAVALIER, MONTE CARLO, CORVETTE, Z06, Emblems and vehicle model body designs are General Motors Trademarks used under license to The Codemasters Software Company Limited. This product is manufactured and distributed under license from International Management Group of America Pty Limited.



In-game music
sourced by i10Q

Original Music Composed And Arranged by Rob Lord

Ash "Death Trip 21" written by Tim Wheeler and Mark Hamilton

Taken from the album "NU-CLEAR SOUNDS"

Used by Kind permission of Universal/Island Music Ltd.

Produced by Ash, Chris Kimsey and Owen Morris.

Mixed by Owen Morris and Ash

(P) 1998 the copyright in this sound recording is owned and licensed courtesy by Infectious Records

"So You're Leaving" by Al Green

Used by Kind permission of Rondor Music Ltd on behalf of Irving Music Inc / Burlington Music Co. Ltd.

(P) 1971 Cream / Hi Records Inc, USA. Issued under license from the Demon Music Group Ltd.

"The Sea" written by Paul Godfrey, Ross Godfrey, Skye Edwards

Performed by Morcheeba

Licensed courtesy of Warner Strategic Marketing UK. Published by Chrysalis Music Limited

"Cowboy Song" by P.Lynott/B.Downey.

Performed by Thin Lizzy

Courtesy of Mercury Records Limited (London). Used by Kind permission of Universal Music Publishing Ltd. Licensed by Kind permission from the Universal Film & TV Licensing Division.

"Sweet Home Alabama" by E.King/G.Rossington/R.Vanzant.

Performed by Lynyrd Skynyrd

Courtesy of Universal-MCA Music (UK) Limited. Used by Kind permission of Universal Music Publishing Ltd. Licensed by Kind permission from the Universal Film & TV Licensing Division.

"Search And Destroy" written by Iggy Pop (James Osterberg Music (admin by Bug Music) & EMI/Fleur Music), James Williamson (Straft James Music (admin by Bug Music))

Performed by Iggy And The Stooges

Courtesy of Columbia Records by arrangement with Sony Music New Media Licensing

Additional material and assistance from :

Greg Hill - Soundwave Concepts

TECHNICAL SUPPORT

Lines are open between 8:00am and 5:00 pm Monday through Friday, Pacific Time

**Codemasters Inc.
P.O. Box 2150
Oakhurst, CA 93644
Tel (559) 683-4468
Fax (559) 683-3633**

URL: <http://www.codemasters.com>

E-mail: support@codemastersusa.com

The Codemasters Software Company Limited Software License Agreement

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED. ("CODEMASTERS"). BY OPENING THIS PACKAGE, AND/OR INSTALLING OR OTHERWISE USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT AUTHORIZED TO USE THE PROGRAM AND YOU SHOULD RETURN THE PROGRAM TO THE VENDOR FROM WHICH YOU OBTAINED THE PROGRAM AND REQUEST A REFUND.

THE PROGRAM is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. **Limited Use License.** Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use on a single computer.
2. **Ownership.** All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

- Copy the Program.
- Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited to use in a service bureau, "cyber cafe", computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export the Program or any copy or adaptation in violation of any applicable U.S. export restrictions or other laws or regulations.

LIMITED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase, Codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements, Codemasters Inc., P.O. Box 2150, Oakhurst, CA 93644

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTER'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Codemasters Inc., P.O. Box 2150, Oakhurst, CA 93644

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, contact Codemasters at:

The Codemasters Software Company Limited, PO Box 6,
Leamington Spa Warwickshire CV47 2ZT United Kingdom.
Tel +44 1926 814 132, Fax +44 1926 817 595.



BONUS CODES

GET A HEADSTART ON THE COMPETITION AND UNLOCK ALL CARS AND TRACKS, PLUS MANY MORE EXTRA GAME FEATURES. CALL...

900-990-6640

CALLS COST \$1.99 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 Options > Bonus and write down the Bonus Number. You need this to access the Hintline Codes. If you don't see a Bonus Number on screen, go to Career and create a Driver Profile. This also creates the Bonus Number shown in Bonuses.
- 2** Call the Hintline and use the telephone keypad to follow the directions you're given to the Pro Race Driver area.
- 3** When the Hintline asks you to, punch in the Bonus Number from the game on your telephone keypad.
- 4** The Hintline will give you the Codes to unlock Pro Race Driver™ special features – write them down. You can access as many or as few feature Codes in one call as you like.
- 5** Hang up the phone.
- 6** To unlock the new features, go back to Bonuses under the Options Menu, and enter the Code/s you've written down in the space shown on screen.

***Requires touch tone telephone and Memory Card (8MB)(for PlayStation®2) with Race Driver save file.**

IMPORTANT: Bonus Codes supplied are unique to your console, game and memory card saves.

TOCA DTM



Codemasters Software Company limited, Stoneyporthorpe, Southam, Warwickshire, CV47 2DL, United Kingdom.

© 2002 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® and the Codemasters logo are registered trademarks owned by Codemasters. "Race Driver"™, "FADE"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. "TOCA" is a registered trademark of TOCA Tour Limited. All copyrights, trademarks, designs and images of car manufacturers and/or liveries featured in relation to the game are being used by Codemasters under license. All other copyrights or trademarks are the property of their respective owners and are being used by Codemasters under license. All rights reserved. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited. © 2002 Logitech. All rights reserved. Logitech, the Logitech logo, and other Logitech marks are owned by Logitech and may be registered.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

9400287
T0CARDPS2US