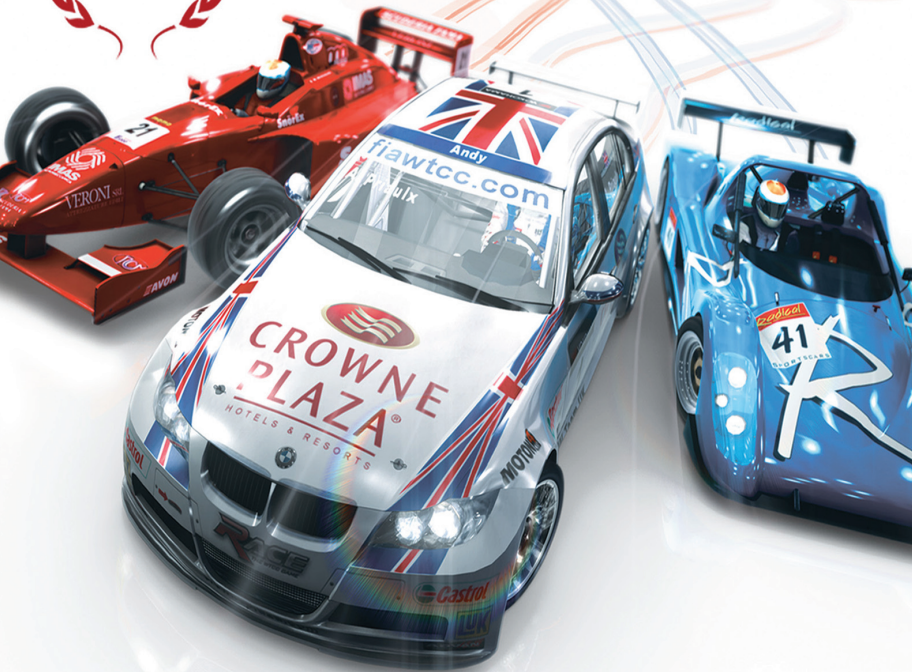


RACE™

OFFICIAL WTCC GAME

07



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REAL RACING



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NOTES

ABOUT PHOTOSENSITIVE SEIZURES/EPILEPSY WARNING

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 computer 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: light headed, 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 further from your monitor, using a smaller monitor, 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.

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SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

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WORLDWIDE CUSTOMER SERVICE CONTACTS

www.race-game.org & www.viva-media.com

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INTRODUCTION

RACE 07 - The WTCC Game features the full FIA WTCC seasons of 2007 and 2006 including all cars and tracks. It comes with a number of new tracks and added track variations including several new street circuits, alternate track layouts and reversed track options.

For the first time ever, SimBin is also presenting single seater action: race the incredibly fast Formula 3000 or Formula BMW cars. Similar in behaviour to the formula cars: the Radical sports car models SR3 and SR4. To support these new race classes you are offered the choice of one or two-race formats. The highly detailed damage system is also adapted to give the Formula cars the vulnerability they have in real life.

All in all RACE 07 features more than 300 cars in 9 different classes on 32 real life racing tracks and street circuits from all over the world.

WTCC
FIA World Touring Car
Championship

International MASTERS
F3000

BMW
Formula BMW

WTCC 87

Radical

MINI

SETUP & INSTALLATION

RACE 07 – The WTCC Game comes with the option of installing an Online or Offline version of the game. The Online version requires online activation through Steam during installation. The Offline version has no Multi player or LAN possibilities and does not require any third party tools or online activation. You are able to install both versions of the game by repeating the steps as described below.

- 1) Start Windows ® XP
- 2) Insert the **RACE 07 – The WTCC Game** DVD-disc into your DVD-ROM drive. If AutoPlay is enabled, a launcher will appear. Select **Online** or **Offline installation** and follow the instructions.
- 3) If AutoPlay is not enabled, or the installation does not start automatically, double-click on the **My Computer** icon on your desktop, then double-click on your DVD-ROM drive icon to begin the installation. Follow the installation instructions. If the title screen does not appear, right-click on the DVD-ROM icon and choose **Explore** from the pull-down menu, and then double-click on **Race07Launcher.exe** to launch the installation.
- 4) After the installation, the graphics configuration program will start. You will need to complete the configuration in order to run the game. If you want to change your graphics settings at a later time, run the **Config.exe** in the game folder.

There will be **Corner Markers** appearing in the top centre of your screen. These contain coloured arrow indicators regarding the corner you are approaching. The arrows are colored from red – yellow – green – blue. A red arrow indicates that you are approaching a very tight corner which requires heavy braking. A blue arrow indicates you approaching an easy corner which can be taken in higher speed.

In addition to the arrow indicator there is also a suggested gear indicator. The number presented corresponds to the gear we suggest using when negotiating an approaching corner.



The corner markers are calibrated for Novice players. Experienced players will find that some corners can be negotiated faster and in a higher gear than suggested by the corner marker.

GETTING STARTED

The first time you start the game, you will be prompted to enter a name for your profile. This is the name that will appear in the high scores as well as the name that will be seen by others when you play online. When you have entered a name you are free to explore the game and try out its different game modes.



One of the features in RACE 07 – The WTCC Game is the Performance Monitor. The Performance Monitor helps you make the best of the game on your computer. You can read more about the Performance Monitor under the **Visual Settings** section in this manual..

COOL THINGS TO TRY

Try out the new 2007 WTCC cars and choose which driver you want to cheer for or drive with, maybe the driver from your own country.

Don't be discouraged by the insane speed of the Formula 3000 cars, and take them out for a spin. The feeling of speed in these cars is incredible!

Try some of the new classes: Caterham, Radical SR3/SR4, F3000 or Formula BMW.

Take a ride with one of the open cars and try out the Helmet View, including tear-offs.

Go mad with one of the formula cars and crash it at high speed to see all the parts coming off (make sure that the damage sensitivity is set to 100%).

Create a custom car filter and mix several classes together.

Drive in the rain in both closed and open cars to see the rain effects on wind shield and Helmet Cam. Don't forget to turn the wipers on!

While on the track, press the Page Up key and use the numpad keys to rotate around the car with the camera for some cool screenshots.

Try the new action camera with HUD on for the ultimate feeling of speed.

Hold the left or right mouse button down and move the mouse to adjust your seating position when using the cockpit camera.

Try the Online Time Attack and take your favorite car out on your favorite track. Decide whether to compete against your own ghost car or the ghost cars of other RACE 07 players. You can upload and download ghosts from within the game.*

Want to be famous? Try the Online World Rankings (requires internet connection), click the Online World Rankings button in the main menu and you will be ready to compete for a spot on the World Leader Boards.*

GAME MODES

Race 07 – The WTCC Game has many different game modes, and all of them are accessible through the Main menu and the Additional Events menu. This section will briefly describe what each game mode is about.

Race Event

Thanks to the Race Event mode, you are only a few clicks away from sitting on the grid, waiting for the race start. It can also be a complete racing experience featuring all sessions and options of a real life race weekend. You are able to select which settings and sessions to use, to customize the race weekend to your liking.

Just select the track, class, car and driver and the game puts you directly onto the grid with no need to worry about practice, qualifying or warm-up sessions.

However, during a real life championship season, each race event is organized over a weekend. The weekend starts on Saturday with two separate practice sessions. A few hours later, the qualifying session is held, and on the Sunday the race itself takes place, preceded by a short warm up session. In the Race Event game mode, you can customize your own event and choose which sessions you want to enable, and which rules to apply. Please note that the available settings depend on the difficulty level you choose.



In the class selection screen you are able to access the **Car Filter menu**. You can read more about the Car Filter under the **Options** section in this manual.



Please refer to **Race Rules** section in this manual for more detailed information about the dual-race format that is used in WTCC.

Championship

The **Championship** game mode is the main event of the game. This is where you pit yourself against the AI through a full simulated WTCC season, visiting all the tracks around the world, eventually crowning the touring car world champion.

This mode enables you to participate in 2007 season championship model or make a custom championship.

Custom championship enables you to pick any number of tracks available in the game to include in your own championship. The **Custom championship** also provides the **car filter** to include other classes than the one you have picked for yourself. If you decide on not using the car filter you will be racing against your own class by default.

The 2007 FIA World Touring Car Championship is made up of eleven separate racing events staged in eleven different countries across three continents.

As you advance through the championship, your progress is saved automatically as you move between the sessions of each individual race weekend.

Please note that only one championship can be active per driver profile.



Please refer to **Championship Rules** section in this manual for more information about the rules and regulations of the WTCC Championship.

The tracks of the 2007 WTCC Championship

CURITIBA - Brazil

ZANDVOORT - The Netherlands

VALENCIA - Spain

PAU - France

BRNO - Czech Republic

PORTO - Portugal

ANDERSTORP - Sweden

OSCHERSLEBEN - Germany

BRANDS HATCH -

United Kingdom

MONZA - Italy

MACAU

Time Attack

In the Time attack game mode, the objective is to make the fastest lap time around the selected track with the car of your choice. When you cross the finish line after your first lap, you will see a “ghost” representation of your car on your previous lap. This way you can see how you drove your last lap, identifying the areas you can improve upon. Please note that you will only see the ghost of your best lap, so the ghost will only be updated when you beat your fastest time.

If you want, you can save your best ghost lap to race against it later. When you have completed a lap that you want to save, just return to the garage menu and press **Save ghost lap**. To load a ghost lap, press **Load ghost lap** in the same menu and choose which ghost lap you want to load.

Apart from being a great training tool this is also a very social gaming mode,

To share Time Attack with your friends you can either take turns driving with one profile or you can create additional profiles to match the number of participants.

RACE 07 - The WTCC Game includes the option of having multiple controller profiles. The default controller profile varies with the player profile being used. Controller profiles can be created or swapped between on the fly during a racing session by entering the garage menu.

In order to switch between player profiles you must first leave the event and enter the player profile menu located in the options menu (the options menu can be found through the main menu). Load the preferred profile and return to the Time Attack event.

Online Time Attack

In addition to competing against ghosts saved locally on your computer you can also download ghosts made by other RACE 07 players. To do this, you simply press the Online Time Attacks button in the Time Attack garage menu. Click the ghost file of your liking and then press the **Download** button.

In order to share your own ghost laps you must first save your ghost file locally before uploading it for other players to compete against.

The Online Time Attacks menu features filter options that allow you to compete against ghosts of players using the same settings as yourself. To change the filter settings you must click the Filter button at the bottom of the screen in the Online Time Attack menu.

The default filter always matches the settings used by the player.

Note: The Online Time Attack feature is only available in the Online version of the game.

Practice

This is the perfect game mode to improve your skills on a specific track with the car of your choice. Learn the fastest lines and get comfortable with your braking points or experiment with the Car setup to see what effect it has on your handling. There is no time limit, so you are free to practice for as long as you want.

Practice allows you to practice a car or track without any strings attached.

World Ranking

The online version of **RACE 07 - The WTCC Game** allows you to rank your performance on the various tracks included in the game. The hot laps are recorded on special ranking servers which automatically upload lap times to a database. The results are then displayed on ranking websites. For your performances to be ranked, you are required to register.

For more information see www.race-game.org/worldranking

MULTIPLAYER

In the Multiplayer game mode, you can race against your friends on your local area network (LAN) or go online to face the competition from racers around the world. When you click on **Multiplayer** in the **Main Menu**, a screen will appear where you get to choose whether to play on your LAN or through the internet.



Please note that this game mode is only available in the **Online Version** of the game.

Joining a game

When you select either **LAN game** or **Internet game** in the multiplayer menu, you will be presented with a list of available games. To join a game, simply click on it in the list to select it, and then press Join game at the bottom of the screen. Before attempting to join, please make sure that the game is not full.

Hosting a game

To host your own game, you press either LAN game or Internet game in the multiplayer menu. Your choice will decide whether you will host a LAN game or an Internet game. In the following menu, press the Host game button at the bottom of the screen. This will bring up a menu with settings for your session.

Select your settings for the session. If you want your game session to be private, just enter a password in the password field. Other users will then have to enter that same password to join your game. Once you have set the race conditions and pressed Continue, you will be prompted for a game name. This will be the description other users see in the game list. When you have chosen a name for your session, select which car and driver to use and then press Create game to start the session. Please note that the game will not be available for other people to join until the session has loaded.

When the session has loaded, you will be alone in your game, waiting for other players to join. When enough players have joined, you can choose to advance to the next session – at this point, no more players will be able to join the game.



By choosing 'yes' on **Spectator** you can join a server as a member of the audience, provided the grid is not full.



You can also start a dedicated server by running the **RaceDedicated.exe** file in the game folder. Please read the **RaceDedicatedServer.txt** file located in the games folder for directions on setting up a dedicated server.

RACE RULES

Using a 1-race format, the driver with the fastest lap time in the qualifying session gets the best grid position for the race. Points are awarded to the top eight drivers at the end of the race. The winner gets 10 points, the following seven drivers receive respectively 8, 6, 5, 4, 3, 2 and 1 point.

Using a 2-race format, the driver with the fastest lap time in the qualifying session gets the best grid position in the first round of the race. Points are awarded to the top eight drivers after each round. The winner gets 10 points, the following seven drivers receive respectively 8, 6, 5, 4, 3, 2 and 1 point.

In the second round, the first eight grid positions are reversed. This means that the driver that wins in the first round will start in 8th position for the second round – and vice versa. From 9th onwards, the grid reflects the finishing order of the first round. When the second round of the race weekend is over, the points given from both rounds are added and the overall winner of the event is named.

CHAMPIONSHIP RULES

The **2007 season of the World Touring Car Championship** consists of eleven separate racing events. You will score points in each event based on your finishing position in the first and second race round. The winner of the championship is the driver with the highest amount of points after the last race.

A handicap weight system is in place where drivers have to carry added weight in their car if they finish in the top positions of a race weekend. In the first race of the season each driver will start with a 20 kilo handicap weight. A driver's handicap weight is then either increased or decreased throughout the championship season, based on his results in each individual race weekend. The handicap weight of each driver can be seen in the timing screen.

Extra weight in a car will affect its performance in many ways, such as tire wear, fuel consumption, car balance, and acceleration. An added 80 kilos makes a dramatic difference to the way a finely tuned racing machine feels and drives.

A car that continually finishes in the top 3 will have its ballast increased until it reaches the maximum allowed for the WTCC series, which is 80 kilos. A car that carries a weight penalty and fails to finish in the top 3 will have its ballast reduced depending on how far down the order it finishes.

Handicap Weights:	1st place.....	+20 kg
	2nd place.....	+15 kg
	3rd place.....	+10 kg
	4th place.....	+10 kg
	5th place.....	+10 kg
	6th place.....	+5 kg
	7th place.....	+5 kg
	8th place.....	+5 kg
	9th place.....	-5 kg
	10th place.....	-10 kg

FLAG RULES

Blue flag - Displayed when a driver does not yield to a car that is lapping him. 1st time is a warning, 2nd time indicates the driver must yield immediately, and the 3rd time earns a stop and go penalty.

Yellow flag - Slow down and do not pass. There is a dangerous condition on the circuit. If you pass under yellow you will be penalized or even disqualified.

Black flag - You have been disqualified for unsporting behaviour, for a technical fault dangerous to the other drivers or for failing to take a stop and go penalty.

CONTROLS

RACE 07 - The WTCC Game includes presets for many of the most common controllers. However, if you start your computer with only a keyboard and mouse attached, the below control settings are set as default.

Driving

Accelerate.....	Up Arrow
Brake.....	Down Arrow
Steer left.....	Left Arrow
Steer right.....	Right Arrow
Shift up.....	Q
Shift down.....	A
Headlights.....	H
Window wipers / Helmet Tear offs.....	W
Change camera.....	Tab
Look left.....	V
Look right.....	N
Look behind.....	B

Game

Driver name tags.....	D
Pause.....	P

Extra

Toggle mirror.....	1
Toggle HUD.....	2
Realtime chat.....	C

Mouse Steering

Accelerate.....	Left Mouse Button
Brake.....	Right Mouse Button
Shift up / down.....	Mouse Wheel Up /Down



Most of these keys can be re-assigned by choosing **Options** in the main menu or Garage menu, and then choosing **Control settings**. There are many actions that do not have a shortcut key assigned to them by default, so do check out the list of actions to see if there is something that you would like to assign to a specific key by creating a new controller profile.

CONTROLLER SETUP

If you are not happy with the preset profile settings you can easily create a new customized one. This is also what you have to do if your specific controller is not included in the preset profile list. This is done by clicking the **Create** button just below the **Profiles** list. You are then able to choose a name on your profile and assign your preferred actions to specific keys.

*Example: click on **Accelerate** and then your right side pedal to assign that pedal to work as the gas.*

After this you should double check your presets in the **Test Zone** by clicking the **Advanced** button on the bottom right corner of the menu to see that your presets are working the way you prefer.

If you are using a steering wheel that utilizes Force Feedback, click the **Advanced** button and then also the **Force Feedback** button in the bottom right corner of the menu to set it up.

RACE 07 - The WTCC Game includes specialized Force Feedback effects for a number of devices. Basic effects are recommended if your controller isn't listed in the profile list. You may also have to enable Reverse effects depending on your device.

Force Feedback is set to "Off" by default provided it is not included in the preset profile list as a force feedback enabled wheel.

Advanced Controller Setup

By clicking the **Advanced** button under Control Settings you are able to fine-tune your controls. Here's an explanation of each of the options available:

Mouse-steering: enable/disable the option of using your mouse for steering.

Left button accelerate: enable/disable the option of using your mouse to accelerate.

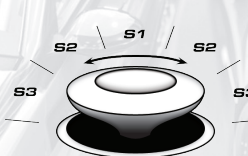
Right button brake: enable/disable the option of using your mouse to brake.

Shift with wheel up/down:

Hold button for gear:

Speed Sensitive Steering:

Analog Sectors 1 to 3:



Sensitivity:

Dead zone:

Force Feedback:

enable/disable the option of shifting gears by scrolling up or down with the scroll wheel on your mouse.

this function needs to be on in case you are using a controller with a gated shifter, such as the alternate shifting option on the Logitech G25.

this setting controls the decrease in controller sensitivity relative to the cars speed. This means that at a low speed you will have more steering lock than at high speed.

these are the 3 sectors of the analog stick on a joypad, ranging from center to outer extreme. 1 being the first 3rd of the sticks range, 2 being the second 3rd of the sticks range and 3 being the final 3rd of the sticks range. By fine-tuning these settings you can set up the sensitivity of the analog stick to your personal preferences.

Suggested Sector Settings:

S1: 1.8x, **S2:** 2.0x, **S3:** 2.2x

this setting determines how sensitive the analog controller is for each component. High number equals high sensitivity, low number equals low sensitivity.

this setting determines the amount of dead zone for each component. High number equals high dead zone, low number equals low dead zone.

this setting enables you to fine-tune your Force Feedback settings.

VISUAL SETTINGS

The vehicle settings enable you to change the visual settings specifically for of your car, while the environment settings are about fine-tuning your general graphic settings.

AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE

Race '07 uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® 7 Series graphics cards. On an NVIDIA GeForce 7600 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game

Vehicle Settings

- Car Deformation:* this setting enables /disables the car deformation when crashing.
- Rear View Mirrors:* this setting lets you choose between realistic or virtual mirrors. Virtual mirrors are always visible, even when real mirrors might not be.
- Visible Steering Wheel:* this setting enables /disables the ability to view the steering wheel in cockpit view.
- Maximum Visible Vehicles:* this setting determines the number of maximum displayed vehicles (1-25). System performance improves by lowering the amount of vehicles.
- G-force simulation:* this setting determines the level of the visually simulated G-force (0-100%). The cockpit will shake less with lower values.
- Look-to-apex:* this setting determines how much the driver turns his head when driving into a corner. The higher the value, the more the driver looks towards the inside of the trajectory (0-100%).

Cockpit Camera Movement:

this setting is about the camera movement in the cockpit view. The higher the value, the more the cockpit will shake (0-100%).

Disabled Collision Car Visibility:

this setting determines how to display other cars in multiplayer when collisions are disabled. There is a choice between normal presentation of the car or shown as ghosts.

Real Seat Positions:

When leaving Real Seat Positions in the off position you are allowed to move the seat position outside the preset boundaries of the car used; this can have an affect on the visual presentation of the car's interior and the animated driver.



Having the **Real Seat Positions** setting in the off position may have a negative effect on the visual presentation of the car's interior and animated driver.

Environment settings

- General Detail:* this is an overall preset for the environment. It affects all the elements according to the preset you choose.
- Special Effects:* this setting controls special effects such as smoke and particles.
- Reflection Effects:* this setting controls the amount of reflections.
- Shadows:* this setting controls the amount of shadow. Game performance improves by lowering the amount of shadow.
- Shadow Quality:* this setting controls the quality of the shadows. Game performance

- Texture Quality:* improves by lowering the shadow quality.

this setting controls the quality of the textures in the game.
- Draw Distance (Track):* this setting controls the draw distance of the objects on and around the tracks. Game performance improves by lowering the draw distance.
- Draw Distance (Mirrors):* this setting control, the draw distance of the objects in your rear-view mirror. Game performance improves by lowering the draw distance.
- Field of View:* this setting controls the perspective in the game. Changing this setting can dramatically change the look and feel of the game and should be treated with caution.
- Level of Detail:* this setting controls the level of detail on the cars and tracks. Increasing this number means increased detail, decreasing this number means decreased detail. Changing the level of detail can affect the performance of the game.

One of the features in **RACE 07 – The WTCC Game** is the performance monitor which can be found in the Environment section.

The performance monitor is designed to help you find the best compromise between visual appearance and game performance. Once you have enabled the performance monitor and set a target frame rate, the game will suggest the best suitable graphics settings after having monitored the games performance during a race session. The target frame rate is measured only in race

sessions because those are the most demanding sessions in the game. After the race session the performance monitor will, based on the frame rate reached during the race, suggest lowering or increasing your graphics settings. If the Auto Change Settings option is enabled, the game will inform you of the changes it will make before automatically changing the settings.

AUDIO SETTINGS

This is where you are able to set the general volume levels for cars and menus.

PROFILE SETTINGS

This is where you create, load and delete profiles. Watch their statistics and check their records.

CAR FILTER

This is where you can manage your custom car filters. The car filter is disabled by default, which means that if you select a certain class, your opponents will automatically come from the same class. If you wish to mix classes or create single make races, you can create new filters in the Car Filter menu.

To create a custom car filter, you have to enable the **Car Filter** by clicking the car filter on button at the top of the screen. After this you will need to click the **Create** button to create a new car filter, which you then can customize to your liking by selecting cars or classes from the list.

You can add as many filters as you like. You can rename or delete a filter by clicking the filter you want to rename/delete and press the **Rename** button at the bottom of the screen.

- 1) Red means a car/class is disabled.
- 2) Yellow means a class is enabled, but not all cars from this class are.
- 3) Green means a car/class is enabled.

DIFFICULTY SETTINGS

Before starting a racing event, you can choose what difficulty setting you want to drive with.

There are four available difficulty settings – Novice, Semi-pro Professional and Custom. The difficulty setting determines which driving aids are available, how much damage your car will suffer when colliding with other cars or objects, as well as the minimum skill level of your AI opponents.

Difficulty level information

Novice

With the Novice setting, you will be able to use ABS (anti-lock brakes), Traction control, and Stability help at their highest setting. The Damage sensitivity setting can be set as low as 30%, and the lowest Opponent strength is 70%.

Semi-Pro

With the Semi-pro setting, you will not be allowed to use Stability help, and the setting for ABS and Traction control will be restricted to Low. The lowest setting for Damage sensitivity is 80%, and the lowest Opponent strength is 80%.

Professional

With the Professional setting, you will not be allowed to use any driving aids – so your car will handle just like its real world counterpart does. Damage sensitivity is set to 100%, and the lowest Opponent strength is 90%.

The professional setting is a challenge even to seasoned simulation racers, and if you are new to this type of game you will most likely find it a frustrating experience at first. But once you learn to handle the car as it behaves in reality, you will feel a great sense of achievement and satisfaction from your new learned skills.

Custom

There are no restrictions when it comes to Custom setting. With Custom setting, you are able to change any setting as you wish.

DRIVING AIDS

ABS:

ABS – or anti-lock brakes – is a system that enables you to brake hard without the brakes locking up. If you are not using ABS, you will need to be more gentle when applying the brakes in order to avoid locking them up.

Traction Control:

Traction control is a system that helps prevent individual wheels from losing tractions when accelerating or making a hard turn.

Stability Help:

Stability help is a system that compare the driver's intended direction in steering and braking in put to the vehicle's response. The system then brakes individual front or rear wheels and/or reduces excess engine power to help correct understeer (push) or oversteer (loose).

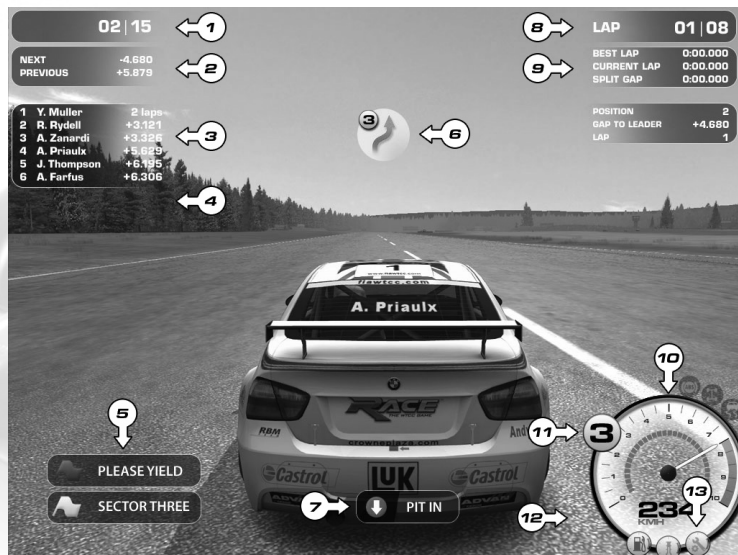
Braking and Steering Help:

Braking help is a system that assists with the braking, when otherwise you might have overshoot the corner. Steering help provides steering assistance which is especially helpful for keyboard users.



Feel free to experiment with the driving aid settings to get a feel for what they do. After a while you may feel that you can drive without a certain type of aid.

HEADS UP DISPLAY



1. Shows your current position in the race.
2. Real time measurement of the gap to the car in front of you and the car behind you.
3. The virtual pit board appears for each time you pass the starting line and shows your current position in the race, your gap in time to the leader, and which lap you are currently on.
4. When the leading car passes the start/finish line you will receive information on the position of the following cars.
5. Appears when a flag is in effect.
6. Shows the direction of the upcoming curve, as well as which gear is recommended for taking it.

7. The pit in indicator is shown when your team manager has decided that you need to come in for a pit stop. This can be due to car damage, mechanical failure, or a change in weather.
8. Shows which lap you are currently on, as well as the remaining amount of laps.
9. Shows your best lap time, your current lap time, and real time feedback on your current split times compared to your best lap of the session.
10. The tachometer shows the engine revs. Once the dotted line turns yellow you should prepare to shift to a higher gear. When it turns red you are close to hitting the rev limiter and finally when the gear indicator number turns red you are on the rev limiter.
11. The gear indicator shows which gear you are currently in.
12. The driving aid indicators show which driving aids are enabled. The icons flash when a particular aid is in use.
13. The mechanical problem indicators will light up if you are running low on fuel, the engine gets too hot or you have suffered a mechanical failure.

CUSTOM SKINS

The custom skin feature supports the creation of custom car liveries, driver suits and helmets. The skins are easily used in the game and shared with others. Just follow the instructions on how to create your custom skin and how to define it in order to use it in game. The skins can then be shared with other players for them to use and for them to be able to see your custom skins, for example while playing online.

For more info on how to create a custom skin, see the **CustomSkinTemplate.txt** included in the CustomSkins folder or visit www.race-game.org for more info.

FREQUENTLY ASKED QUESTIONS

Q: Does RACE 07 support DX7 and DX8 graphics cards?

A: No, RACE 07 only supports DX9 compatible graphics cards.

Q: Is an internet connection required in order to play RACE 07?

A: No, RACE 07 gives you the option of installing an online and/or offline version of the game. The online version requires you to be online for activation, but enables you to race offline afterwards if you wish. The offline version does not require any online activation, nor does it include any online multiplayer possibilities.

Q: Why is my hard disk space reducing while playing RACE 07?

A: There is option called Timestamp Replays enabled by default. This option saves all replays which allocates space on your hard drive. This setting can be disabled under Options > Game Settings.

Q: My game just crashed. What are these minidump files mentioned in the error text? Where do I find these?

A: Minidump files are helpful for the support when finding out possible reasons for your crash/failures. These can also be useful for developers when fixing possible bugs. The dump files can be found in a folder named Minidump under the game root folder if the crash occurred while playing the offline version. If the crash occurred while playing the online version the file can be found under \Steam\steamapps\YourAccountName\Race 07\Minidump

Q: How do I access the configuration program in the online (Steam) version of the game?

A: Right click on RACE 07 – The WTCC Game in the “My Games” list in Steam. Left click on “Race07 Video and Languages Options”.

Q: Why can I not give gas and brake at the same time when I am using a wheel with separate brake and gas pedals?

A: You have not enabled dual axis (the opposite of combined

pedals on Logitech products), enable dual axis (or disable report for combined pedals on Logitech products) and you will be able to brake and give gas at the same time.

Q: Which ports are used for hosting RACE 07 dedicated servers on the internet?

A: TCP+UDP 48942 – 48957 and UDP 26900-26907.

Q: I am on a firewall protected LAN and wish to host a race for other users on the same LAN. Which ports do I need to open?

A: TCP+UDP 48942 - 48957 and UDP 48958-48973

For further support, please visit www.race-game.org

CUSTOMER SERVICE

For technical support, information and updates, please visit our website at www.viva-media.com

This game may incorporate dynamic ad serving technology, such as that offered by IGA Worldwide INC., which enables the game to receive advertising messages that appear within and in context with the game environments to enhance the realism of the game. In order to select the content that is displayed during use, IGA uses the IP address of the computer on which the game is played. The IP address is used to determine the player's country or city, the game being played, the size and length of time that content is displayed within a game, and the length of a game session. IGA does not use IP addresses to ascertain the identity of any individual game user. This ad serving technology is integrated into the game; to refuse use of the technology, do not play the game while connected to the Internet. For more information see our privacy policy at www.viva-media.com



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