

RR

TOTALIMMERSIONRACING™



EMPIRE
INTERACTIVE

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 played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic 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.

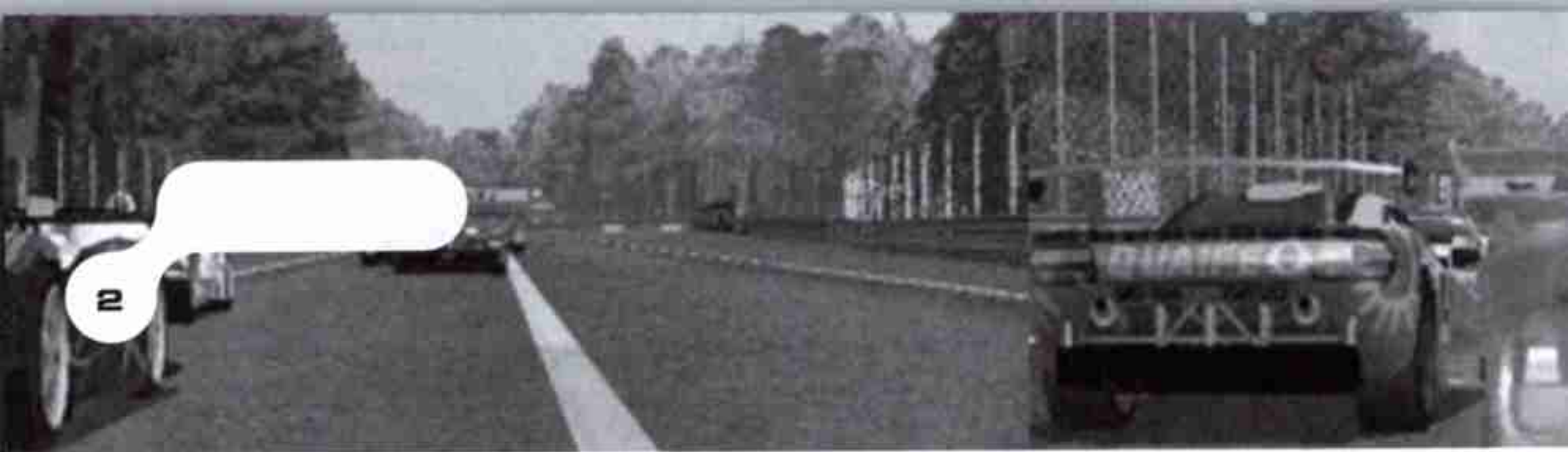
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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 extended 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.

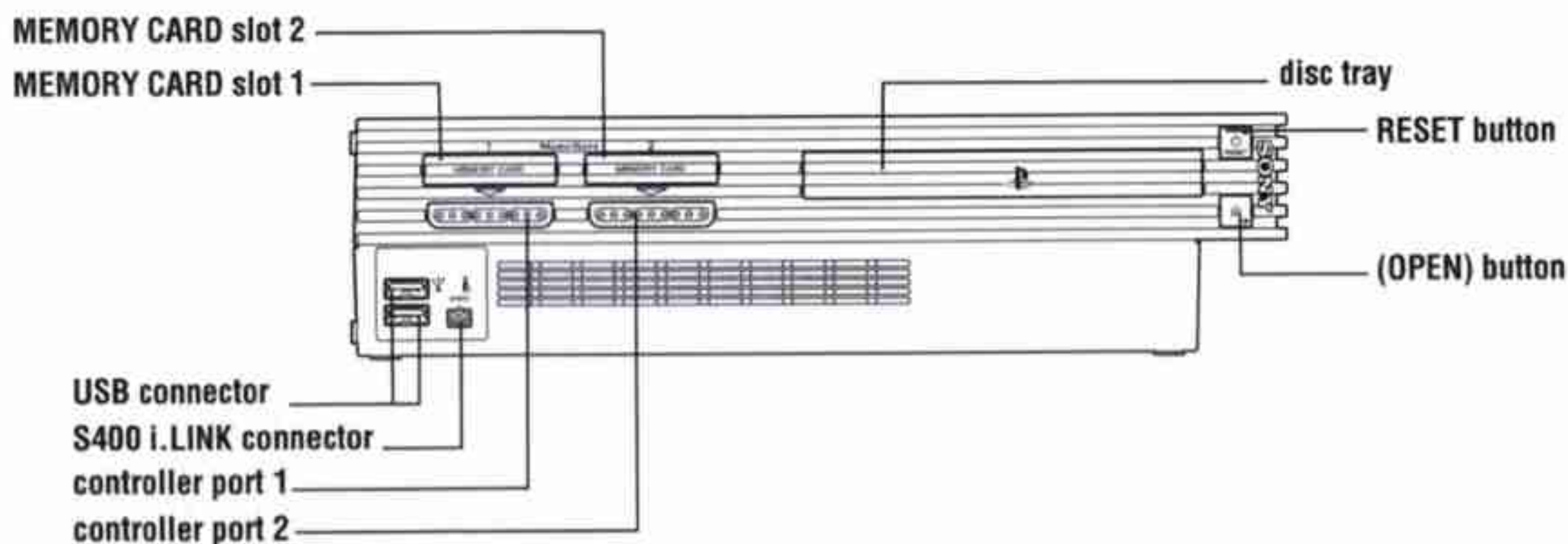


CONTENTS

Getting Started	2
Starting Up	3
Introduction	6
Loading and Saving	8
Game Display	10
Getting Started with the Game	11
Quick Start	11
Main Menu	12
Race Modes	13
Single Race	13
Career	15
Setting Up Your Car	19
Championship Points	21
Unlocking Tracks and Cars	21
Time Trial	22
Challenge	23
Options Menu	24
Credits	27
Contact Information	31
License Agreement	32



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction manual. Make sure the MAIN POWER switch (located in 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 TOTAL IMMERSION RACING disc on the disc tray with the label side up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using TOTAL IMMERSION RACING.

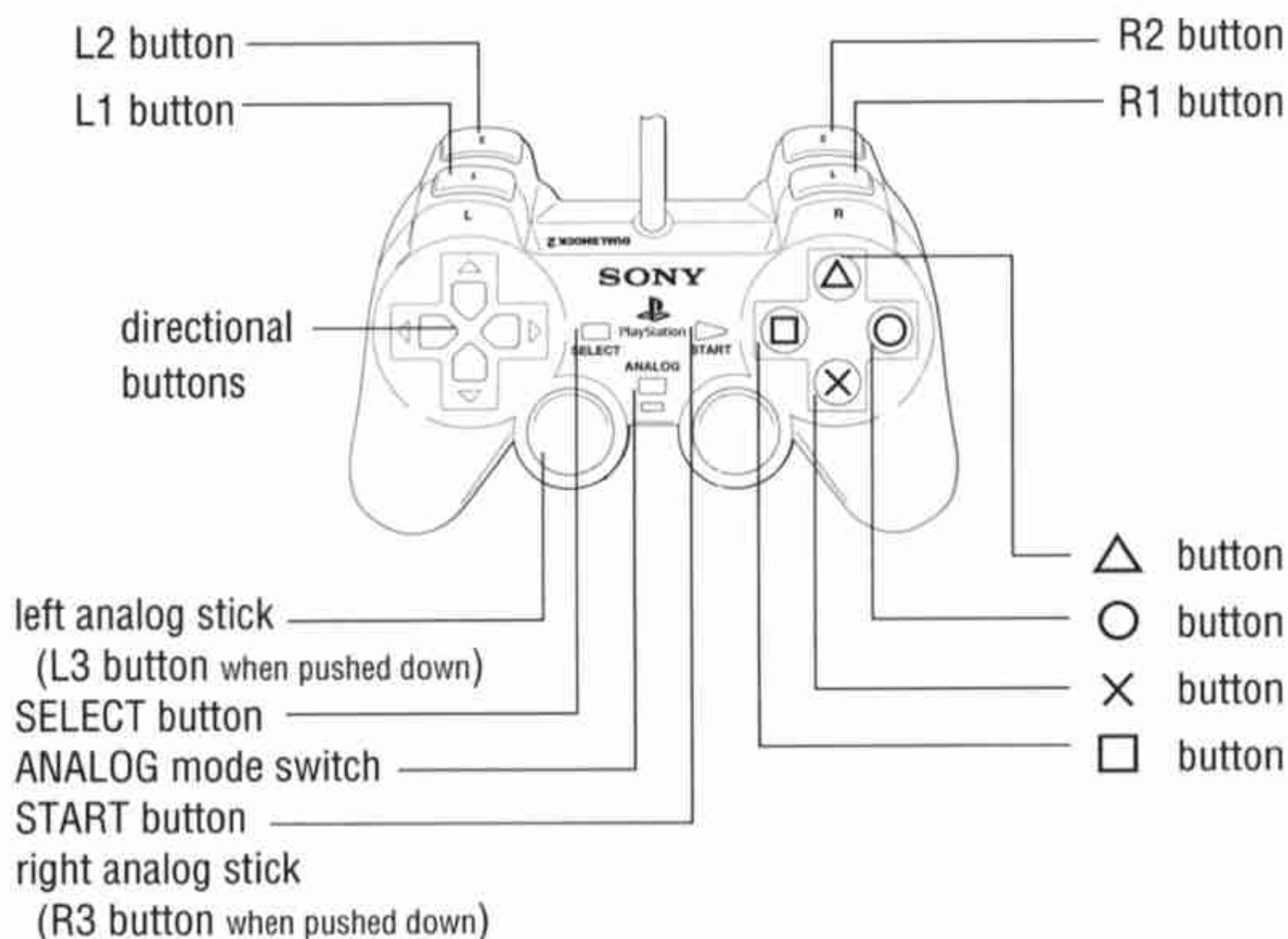
Memory Card (8MB) (for PlayStation®2)

TOTAL IMMERSION RACING lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card is required. Insert a memory card into MEMORY CARD slot 1 on the PlayStation®2 computer entertainment system BEFORE starting play. Important: Do not switch off the MAIN POWER switch, remove or insert a memory card or Controllers while saving or loading games. Doing so could damage the game data.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Button	Menu	In-Game
left analog stick	-	Steer left and right
right analog stick	-	Accelerate/Brake
X button	Accept/Confirm	Accelerate
triangle button	Back/Cancel	-
square button	-	Brake (hold down to reverse)
circle button	-	Change View
L1		Display Driver Emotion
L2 and R2	-	Gear change (manual gears)
R1	-	Look Behind
START button	-	Pause Game

Note: These are the default controls. You can change the controls to suit your own preferences in the Options Menu (see page 24).



NAVIGATING THE MENU

All menus within TOTAL IMMERSION RACING are navigated in the same way. Use the up and down directional buttons to highlight the item or option you wish to select, and then press **X** to select it. To change an item when it is selected (for example, an option setting in the Options Menu), use the left and right directional buttons. Use **△** to go back to the previous menu screen.

STEERING WHEEL CONTROLLERS

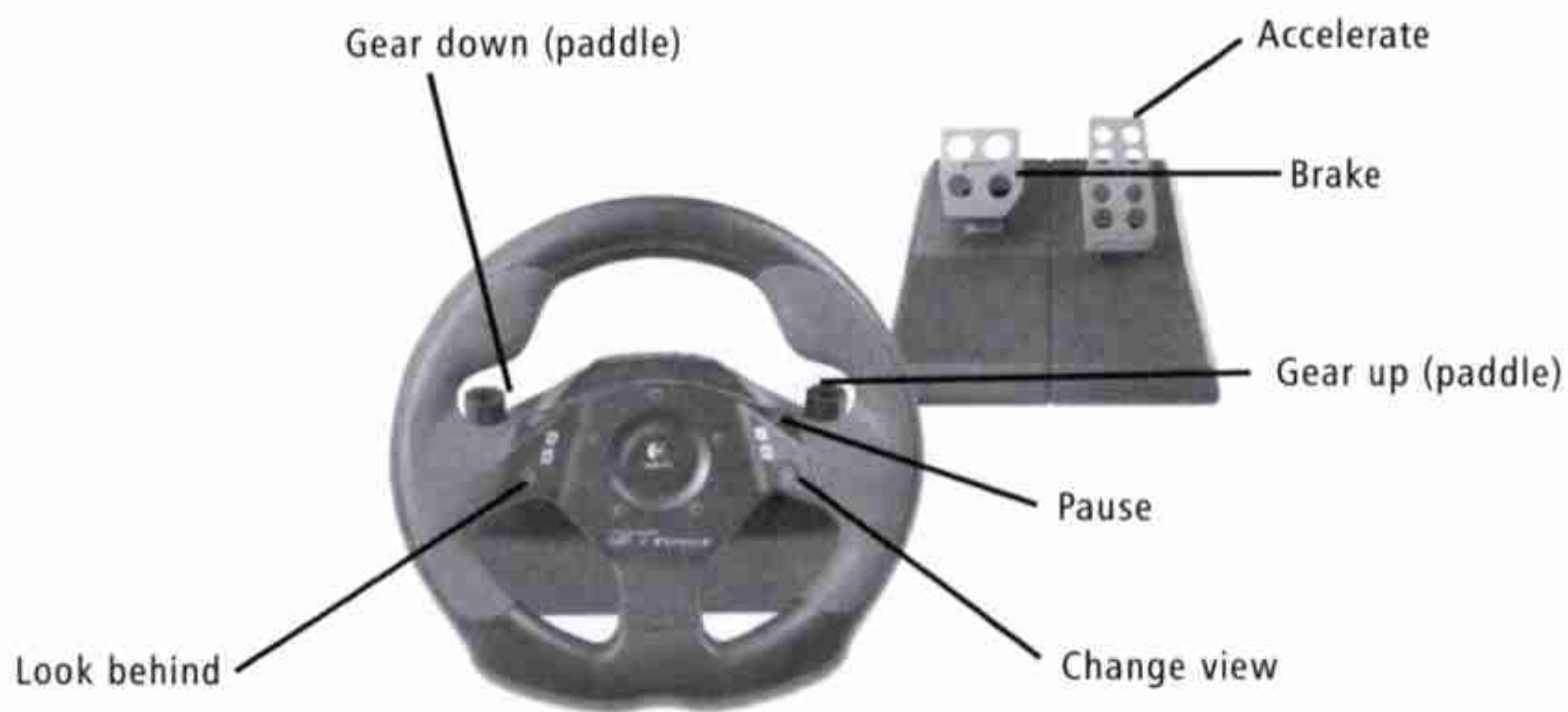
Total Immersion Racing supports the GT FORCE™ Steering Wheel Controller and includes support for compatible steering wheels. (If using a steering wheel with a MODE select button, please ensure the MODE is set to analog.)

See the OPTIONS Menu for steering wheel setup options.

GT FORCE™ STEERING WHEEL CONTROLLER

Before using the GT FORCE™, read the product's instructions on how to connect and use your controller. Use the GT FORCE™ Steering Wheel Controller to drive just like in a real car and feel the feedback through the steering wheel.

When using one GT FORCE™ only, please ensure it is inserted into the lower USB connector.



©2001 Logitech. All rights reserved.

ADDITIONAL STEERING WHEEL CONTROLLERS

The Driving Force™ wheel is also supported; see in-game options for configurations.

INTRODUCTION

With TOTAL IMMERSION RACING you will experience the challenge of the GT Car Racing series. Whether racing GT sports cars, powerful GTS racers, or the ultimate Prototype racing machines, TOTAL IMMERSION RACING takes you to the heart of motor racing.

GT RACING

While racing, you compete in one of three championship categories. Each category includes cars of similar performance. However, unlike many other forms of motor sport, each category races at the same time on the same track, with up to 18 cars competing for the podium at the same time!

In TOTAL IMMERSION RACING, other drivers will remember your actions on track. Always listen to your Team Manager for an update on your rivalries with other drivers. Be careful when you block a rival on the track or destroy the chances of a driver in another class, as they will remember your actions going into the next race and beyond. Remember that rivalries rarely die. Later on in your career you may regret angering another driver — as he may decide to get revenge by ruining your championship run.

EMOTION INDICATOR

Each driver has individual strengths and weaknesses with respect to stamina, judgment, composure, track knowledge, etc. Some of these change during a race depending on interactions that occur with other drivers, including the player. In addition, each driver's emotional states change during a race, affecting his performance:

Aggression - Increases if the driver is blocked or another driver makes contact with him, etc.

Confidence - Increases as the driver successfully blocks, successfully overtakes, or forces other driver errors. This can lead to overconfidence and poor judgment!



Defensiveness - Drivers get defensive on the last lap or in pressure situations, and they tend to protect the racing line.

Note that acute aggression will cause the driver to bear grudges against other drivers — including the player — and that these grudges are carried over from race to race.

To activate the Indicator on screen while you are racing, show the emotional state of your nearby rivals by toggling the **L1 button** on and off.



THE RACE WEEKEND

The races take place over a race weekend. On Thursday all the cars, team trucks, drivers, managers and engineers arrive at the track. Thursday gives the team valuable time to assess the competition, plan race-day strategies, and soak up the atmosphere.

Friday is practice day. It gives the driver an opportunity to take his car out onto the track for the first time and work closely with the race engineer to ensure that the car reaches its full potential. Tires, suspension, gears, ride heights and aerodynamics can all be tuned to get the best performance out of the car for any given track.

Saturday is qualifying day. The driver's only intention is to get the best lap time he can to achieve as high a starting position on the grid as possible.

SUNDAY IS RACE DAY!



LOADING AND SAVING

LOADING/SAVING A CAREER

To load a previously saved Career game, select **Resume Career** in the Main Menu. Select a memory card (8MB) (for PlayStation®2) with the directional buttons, and press **X** to confirm. You will be presented with a list of up to five saves. Select the saved game you wish to continue and press **X**.

To save your Career game, select **Save Game** in the Career screen. Select a memory card (8MB) (for PlayStation®2) with the directional buttons, and press **X** to confirm. You will be presented with a list of five empty save blocks. Select an empty save block and press **X** to save.

SAVING LAP RECORDS

If you set a new lap record at any track, you will be prompted to save your lap records when you exit the track. To save your lap record, select **yes** when prompted.



LOADING/SAVING REPLAYS

Loading and saving a race replay is much the same as loading and saving a career game. To load a race replay, select **View Replay** in the Main Menu.

To save your race replay, select **View Replay** in the Race Weekend screen; when viewing the replay, press the START button and then select **Save Replay**.

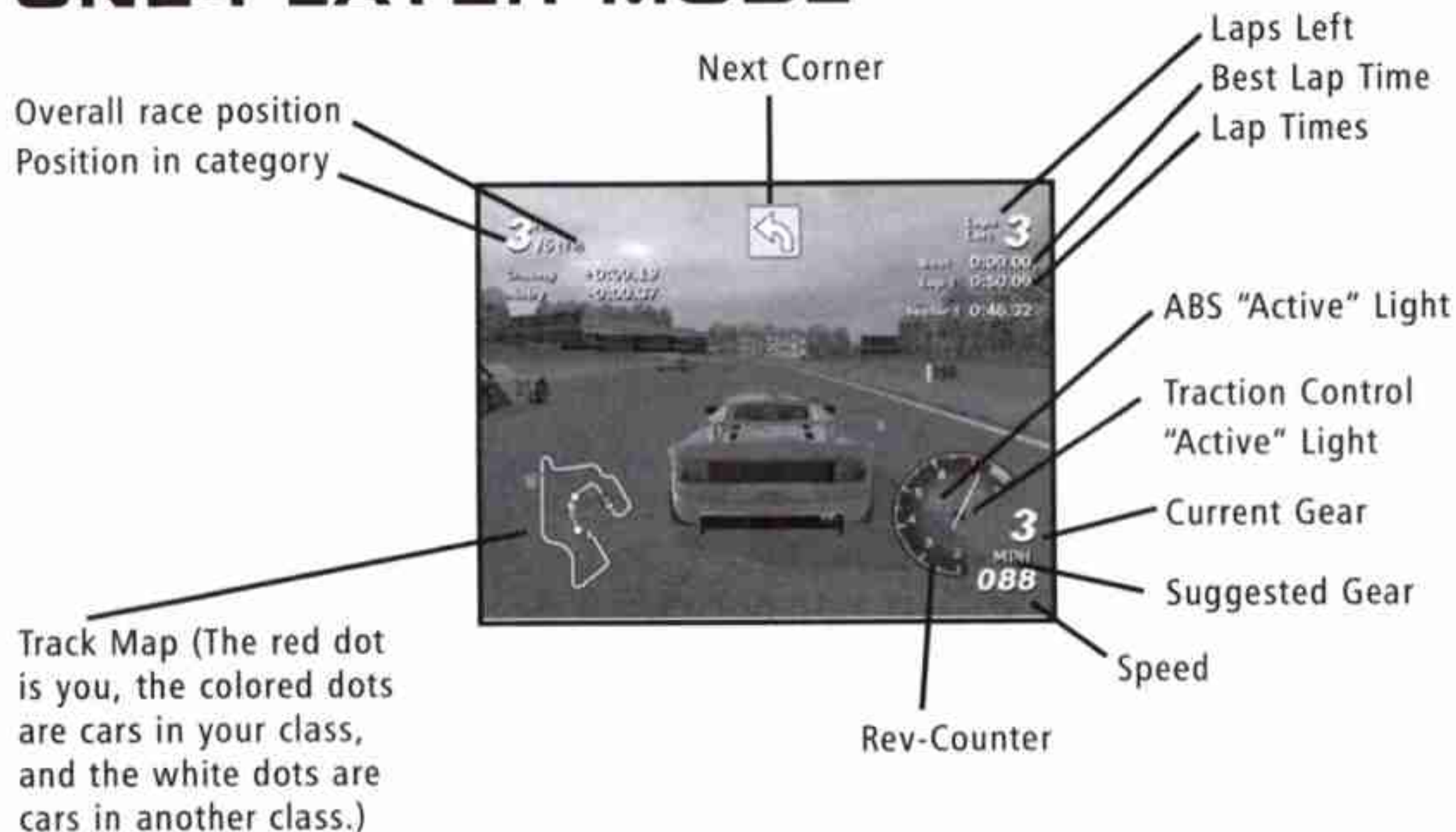
AUTO-LOADING/AUTO-SAVING OPTIONS SETTINGS

When you leave the Options Menu having changed your settings, the game will automatically prompt you to save the changes. To save the option changes, select **Yes**, then select a memory card (8MB) (for PlayStation®2) with the directional buttons, and press **X** to confirm.

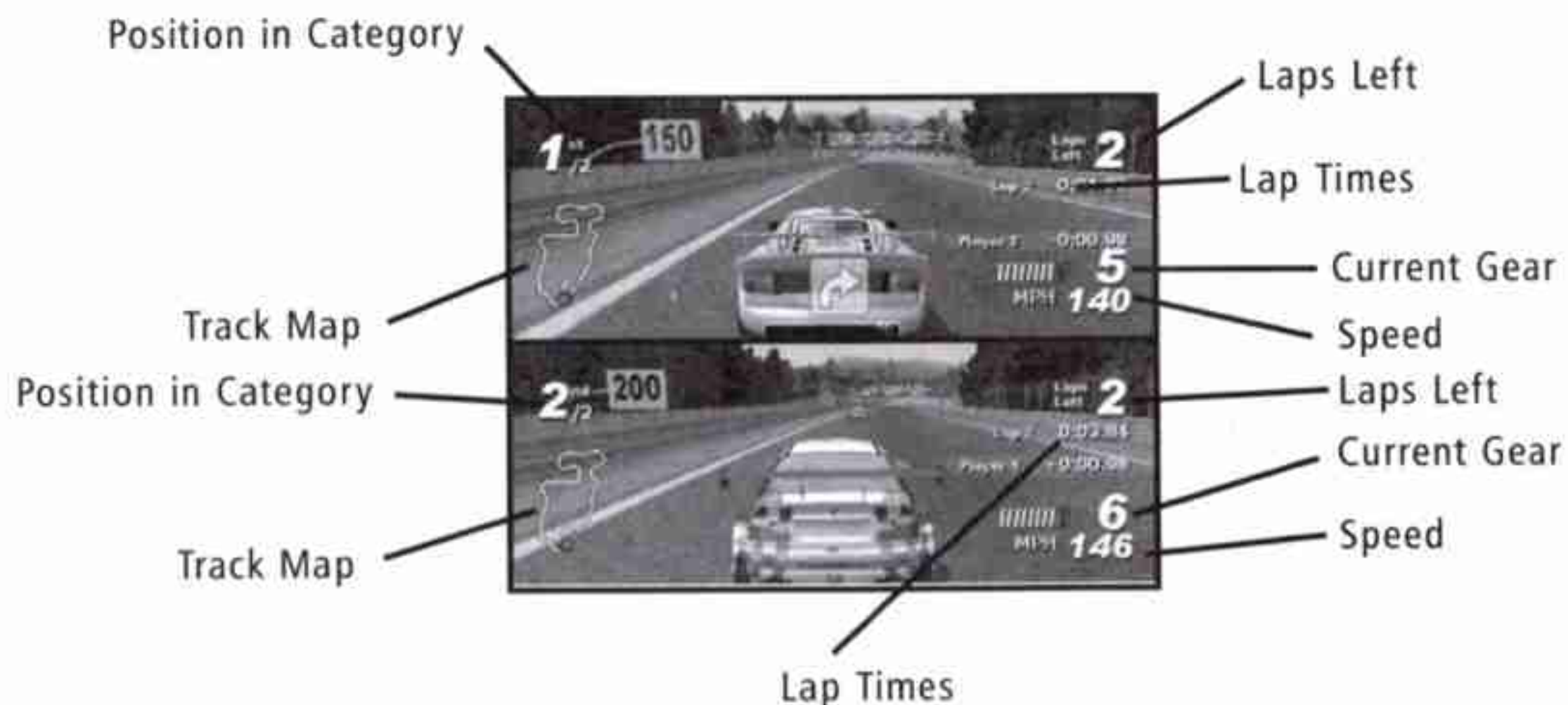


GAME DISPLAY

ONE-PLAYER MODE



TWO-PLAYER MODE





GETTING STARTED WITH THE GAME

QUICK START

To jump straight into the driving seat, select **Start Game** from the Main Menu and then select **Single Race**. Select **One Player** and then the **Amateur** skill level. You will be presented with all available cars (only those that have been unlocked in Career Mode or Challenge Mode). Scroll through the list of available cars and select the car you wish to drive. You will then be asked whether you wish to use **Automatic** or **Manual** gears: select automatic gears. A list of available tracks will appear (again only those that have been unlocked in Career Mode or Challenge Mode will be displayed). Scroll through the list of tracks and select the track on which you wish to race. The **Race** screen will appear. From here you can select the number of laps, the condition settings, and the class of car you will be racing against. Select **Continue** to proceed. The **Race Weekend** screen will appear. (See the description of the Race Weekend on page seven.) You can choose to **Practice** on the track, to **Qualify** (to determine your starting position on the grid), or to jump straight into the race (although without qualifying you will be at the back of the grid). Select **Race** to begin.

MAIN MENU

START GAME

Select Start Game to select the game mode you wish.



The available modes are as follows:

Single Race

Compete with one or two players at any track and with any class of car. (Only cars and tracks that have been unlocked in Career Mode or Challenge Mode will be available.)

Career

Join a team and race your way to the top.

Time Trial

Practice on any track to improve your lap times and your knowledge of the track.

Challenge

Compete in various events around the world.

RESUME CAREER

Continue a previously saved career game. (See the **Loading and Saving** section on page 8.)

VIEW REPLAY

View saved replays.



OPTIONS

Customize all game settings. (See a full list of options settings on page 24.)

LAP RECORDS

View all lap records.

RACE MODES

SINGLE RACE

One player or two players can compete in a **Single Race**. Only cars and tracks that have been unlocked in Career Mode or Challenge Mode can be selected in this mode.

NUMBER OF PLAYERS

Select one or two players. In two-player mode, each player can compete head-to-head in the car of his choice.

SKILL LEVEL

Select the skill level of the opposing CPU cars. For more information, see the Career Mode section on page 15.

TEAM SELECTION

Only cars that have been unlocked in Career Mode or Challenge Mode can be selected. In two-player mode, each player can select his own car.

GEAR SELECTION

Select **automatic** or **manual** gears.

TRACK SELECTION

Only tracks that have been unlocked in Career Mode or Challenge Mode can be selected.

RACE RULES

Select the number of laps (1 to 25), the condition settings, and the cars the CPU drivers will line up in.



RACE WEEKEND

- | | |
|----------------------|---|
| Practice | With an unlimited number of laps, you can practice on the track to improve your knowledge of it or to improve your race setup. In two-player mode, both players can practice simultaneously in split-screen mode. |
| Qualify | With only one lap, set your best time to get the best position on the grid. In two-player mode, both players qualify simultaneously in split-screen mode. |
| Starting Grid | This appears when the qualifying session has been completed. |
| Race | Start the race. |
| Exit | Leave the time trial and go back to the Main Menu. |

RACE RESULTS

When the race is over, all positions are listed on the Race Results screen. In two-player mode, player one appears in red and player two in blue. The fastest lap is highlighted in yellow.

POINTS TABLE

This lists all points scored. In single-race mode, if you continue to race again, the points will tally up from the previous race.



RACE OVER

When the race is over, you will be presented with the end-of-race screen. Select **Race Again** to race again on the same circuit. All points scored will be recorded from the previous race. Select **Change Track** to select the track you wish to race at. To return to the Main Menu, select **Exit**.

CAREER

When you first visit, you start as a novice driver looking to secure your place on a professional team. You start with no car and no contract, just your own driving talent. At the start of your career, you won't get many offers, but do well in your first season and better teams may be interested in hiring you! Do badly and they may ask you to move on. Your status as a top driver is in your hands! Be the best and win the PRO championship.

SKILL LEVEL

Select your skill level: **Amateur**, **Professional** or **Legend**. This will determine the pace of the opposing drivers. The number of laps also increases with higher difficulty settings. Car setup is unavailable at the Amateur skill level.

Win the PRO Championship in Professional or Legend difficulty and unlock the Extreme difficulty level!

ENTER YOUR NAME

Enter your desired driver name. Use the directional buttons to select each letter, and then press **X** to enter the letter. Use the "Sp" button to enter a space and the "Del" button to delete the last character entered. Select "OK" when you are ready to proceed.

CONTRACT OFFERS

At the start of your first season you will be given the option to drive for one of two teams: Team Audi and Noble Racing (both in the GT class). To scroll through the available teams, use the left and right directional



buttons. The team's records are displayed at the bottom right of the screen. The records list the number of cars on the team, their total points, wins, and the total number of championships won. Press **X** to confirm your selection.

TEAM MANAGER

The team manager is the key to your success as a top racing driver. Impress him and you'll go far. The team manager's job is to brief you before each race. He will point out the key events before and after each race weekend. He will also let you know what other drivers think of you, and remind you of rivalries with other drivers.

Team Managers are always on the lookout for fresh talent. If you consistently put in exceptional performances, your Team Manager will be impressed, and other Team





Managers will notice your talent. By the end of the season, you may have many other teams fighting for your services. Remember, your ambition is to progress through the different categories right to the top Prototype cars.

TEST DRIVES AND CONTRACT OFFERS

If, by the end of the season, a team manager is impressed with your results, he will make you an offer to test drive his team's car. If your results have been outstanding throughout the season, the team manager may offer you a contract immediately. To scroll through the available contract offers and test drives, use the directional buttons. Press **X** to confirm your selection.

Once a test drive has been accepted, you'll be given five laps to beat a target time at the Silverstone circuit. Different teams will set you unique times, suited to the potential they expect you to bring out of their car. If you beat the time and impress the team manager, expect a contract offer. You can accept or turn down offers at any stage.

CAREER SCREEN

Before each race, you will be presented with the main Career screen.



Next Race

Go to the next race weekend.

Championship Tables

View all championship tables for all race categories.

Career Records

View your own, and all other drivers', career records.



- Save Game** Save your career to a memory card (8MB) (for PlayStation®2). See the **Loading and Saving** section detailed on page 8 in the manual.
- Exit** Quit the current career game and return to the Main Menu.

Select Next Race to proceed to the next race weekend. Before each race weekend, the team manager will give you helpful advice about the circuit you are about to race at. Press **X** to proceed.

GEAR SELECTION

Select automatic or manual gears.

RACE WEEKEND

- View Replay** Select this option to review previous race replays.

- Car Setup** Change the setup of your car to improve its speed and handling. (See the Setting Up Your Car section on page 19.) This is only available in Professional and Legend difficulty settings.

- Exit** Leave the current race weekend. Without racing, selecting this will return you to the Main Menu.





SETTING UP YOUR CAR

The **Car Setup** screen allows you to tweak many aspects of the car in order to improve its handling and overall speed. Changing the way your car is set up is essential if you wish to beat the best cars.

RACE ENGINEER

When you select Race Engineer, you will be asked if you require assistance from your race engineer. Select "YES" and you will be given the option to select the aspects of the car setup that the race engineer will assist you with. Select any of the four settings: **Brakes, Gears, Suspension and Wings**. Then, using the left and right directional buttons, select whether you wish assistance in setting up that aspect of your car. (A "check" means the race engineer will assist you; a "cross" means that it's up to you!)

LOAD CAR SETUP

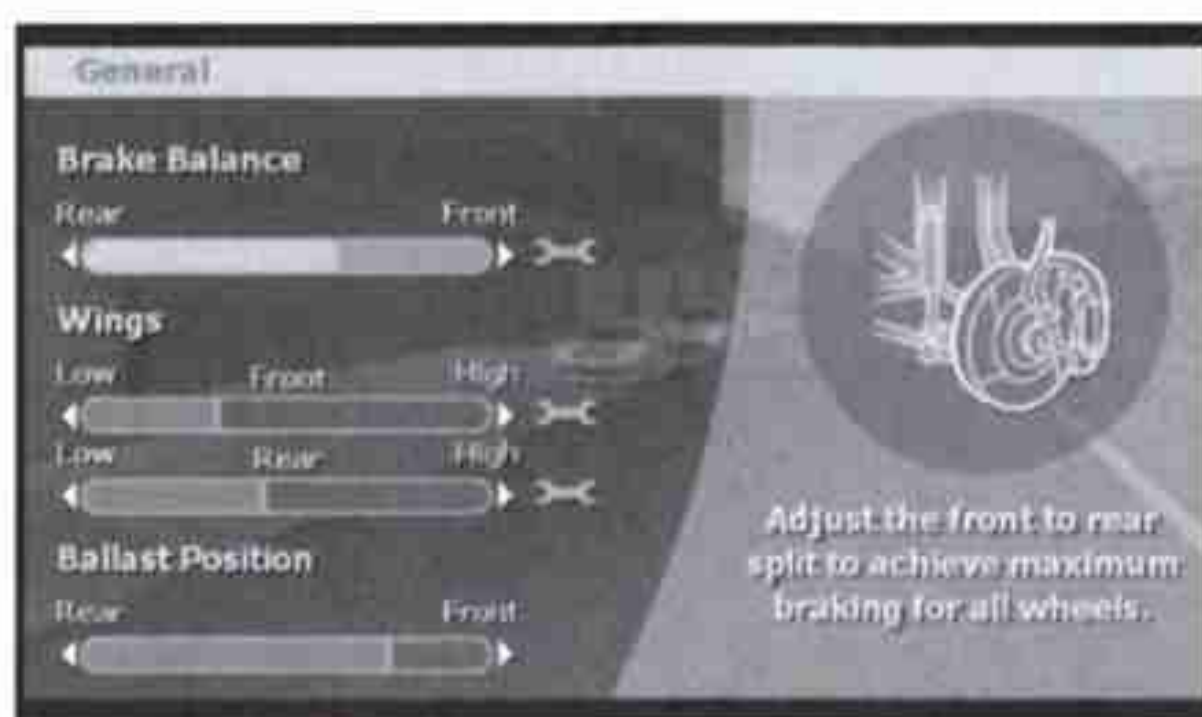
Load any car setup data that has previously been saved.

SAVE CAR SETUP

Save your current car setup.

ALTER SETTINGS

Manually adjust your car setup.





General

The General section includes the more basic setup options. Here you can change the **Brake Balance**, the **Downforce** generated with the **Wings**, and the **Ballast Position**. All these settings affect the car's grip, particularly when braking into a corner and accelerating out of one.

Gears

Changing all the **Gear Ratios** can result in faster speeds (with the side effect of slower acceleration) or slower speeds (with faster acceleration). Use the up and down directional buttons to select the desired gear, and then use the left and right directional buttons to adjust the gear ratio.

Suspension 1

In this section you can adjust the **Tire Pressures** and the **Ride Height**. Changing the tire pressures affects the steering response and grip levels. Lower pressures result in higher levels of grip at the expense of under steer. Lowering the ride height can affect cornering grip, but setting it too low can damage the undercarriage of the car.

Suspension 2

In this section you can adjust the **Anti-roll Bars** and the **Springs**. Stiffening the anti-roll bars can result in giving more work to the inside tires, allowing for improved turning. Stiffening the springs can improve the cars turning response, but if the springs are too hard the grip can suffer.

Suspension 3

The **Camber** and **Toe-in** can be adjusted here. Adjust these settings to affect the stability of the car when cornering.

Default

Restore all settings to their default settings.



CHAMPIONSHIP POINTS

The higher up the grid you finish, the more points you will score. You also get bonus points for fastest laps. Points are allocated as follows:

Position (in class)	Points
1st	10
2nd	6
3rd	4
4th	3
5th	2
6th	1
Fastest Lap	1

UNLOCKING TRACKS AND CARS

If you want to race all the cars and tracks in the Single Race and Time Trial modes, you must first unlock them by playing Career Mode and Challenge Mode. Initially, you can choose from only two GT category cars and race at one of five tracks.

TIME TRIAL

Use this mode to familiarize yourself with all the tracks and cars, tweak your car setup, and race against the clock.

TEAM SELECTION

Select the car you wish to enter the time trial with. Only the cars you have unlocked in Career Mode or Challenge Mode can be selected.

GEAR SELECTION

Select automatic or manual gears.

TRACK SELECTION

Select the track. Only the tracks that have been unlocked in Career Mode or Challenge Mode can be selected.

RACE WEEKEND

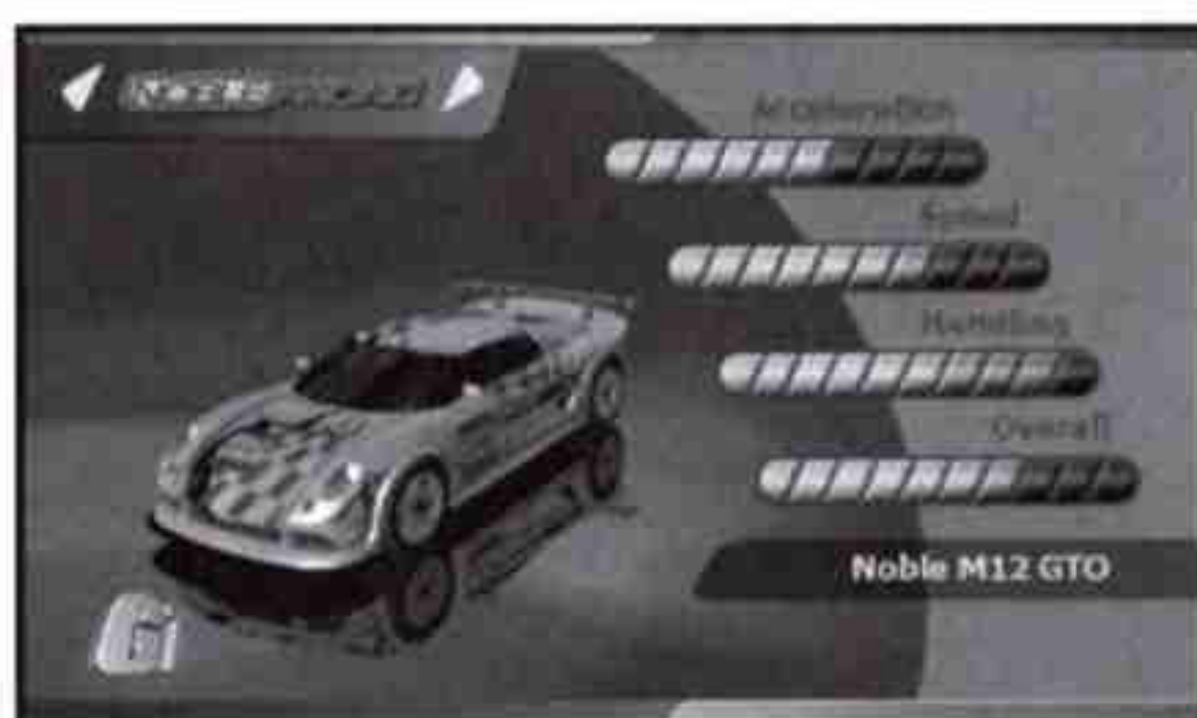
View Replay Select this option to review previous lap replays.

Car Setup Change the setup of your car to improve its speed and handling. (See the Setting Up Your Car section on page 19.)

Race Start the time trial.

LAP TIMES

When you leave the time trial session, you will be displayed with all your previous lap times and sector split times.





CHALLENGE

This mode allows you to compete in single-class events, manufacturer events, and endurance events.

CHALLENGE SELECT

Select the type of challenge event you wish to participate in; only the challenges that have been unlocked in the Career Mode or Challenge Mode will appear. (See Unlocking Tracks and Cars on page 21.)

Use the left and right directional buttons to scroll through the available challenges, and press **X** to proceed to the Team Selection screen once you're happy with your selection.

Team Selection

Select your car. Choices are limited to cars that have been unlocked in Career Mode or Challenge Mode. You will also be limited to cars of specific categories or manufacturers, depending upon your challenge selection.

Race Over

When you have completed a race in the challenge, the race-over screen will appear. From here you can view the race replay or continue to the next round.

OPTIONS MENU

VISUAL

Change the display settings of various features in game. Use the left and right directional buttons to toggle the available settings.

- | | |
|------------------------|--|
| Speed Units | Toggle to use MPH or KPH. |
| Track Map | Toggle the on-screen map of the track on or off. |
| Mirror | Toggle the rearview mirror on or off. |
| Screen | Select the screen aspect ratio: Standard (4:3) or Wide (16:9). |
| Position Screen | Customize the position of the screen to suit your TV setup. |

SOUND

Adjust the volume levels of all game sound effects and music. Use the left and right directional buttons to increase and decrease the volume levels.

- | | |
|----------------------|--|
| Sound Effects | Change the volume for all in-game sound effects. |
| Speech | Change the volume for the race engineer. |
| Menu Music | Change the volume for all menu music. |
| In-Game Music | Change the volume for all in-game music. |



CONTROLLER

- Controller Type** Toggle the type of controller you wish to use (steering wheel or DUALSHOCK®2 analog controller). The selected controller will become active when you leave this screen.
- Vibration** Toggle the vibration function for the DUALSHOCK®2 analog controller.
- Configure Controls** Select this option to customize all in-game controls. Use the left and right directional buttons to change the button allocated to each action.

DRIVER ASSISTS

Use this menu to select the driving assists you wish to use. Use the left and right directional buttons to toggle the options on or off.

- Auto Braking** The car will brake at each corner for you.
- Anti-Lock Brakes** Toggle ABS (Anti-Lock Brake System) on if you wish to enable hard braking without skidding. Like Traction Control, ABS still allows a degree of tire slip to provide a measure of adjustability under braking. However, you can still experience excessive locking of wheels if you brake too late or too severely. Toggle the ABS option off if you like to drive without electronic braking aids.



26

- Traction Control** Toggle Traction Control on to pull away without excessive wheel spin. The Traction Control still allows for a degree of slip even when on. If you drive with the Traction Control off, you will encounter wheel spin in many cars, possibly in corners if you apply power too early.
- Gear Suggest** This assist will display the recommended gear as you approach a corner.
- Corner Warning** This assist will display an arrow illustrating the direction of the next corner.

WARNING

Cars in this game may be different from the actual cars in detail, color, shape and performance. The driving depicted in this track racing game may not be realistic and may be dangerous in real life. Do not attempt any such driving maneuvers in real life and always be a safe driver.

Developed by Razorworks, a studio of Empire Interactive Europe Limited. Total Immersion Racing and the E logo are trademarks of Empire Interactive Europe Ltd. Empire is a registered trademark of Empire Interactive Europe Ltd. Razorworks is a trademark of Empire Interactive Europe Ltd. © 2000 - 2002 Empire Interactive Europe Ltd. All rights reserved.

All other Trademarks and trade names are the properties of their respective owners.



27

CREDITS

RAZORWORKS:

PROJECT MANAGEMENT

Kevin Bezant

Project Leader

ART TEAM

John Temperton

Art Manager

James Morris

Lead Artist

Paul Edwards

Graphic Artist

3D ARTISTS

Ian Maude

Simon Davies

Neil Rennison

Lee Walton

Mika Välimaa

John Collins

Jonathan Barrett

JUNIOR 3D ARTIST

Gavin Clarke

APPLICATION PROGRAMMING TEAM

LEAD PROGRAMMER

Todd Gibbs

PROGRAMMERS

Jeff Sheard

Andy Yau

JUNIOR PROGRAMMER

Graham Blackwood

TECHNOLOGY PROGRAMMING TEAM

LEAD PROGRAMMER

Dave Proctor

SENIOR PROGRAMMER

Dave Lomas

PROGRAMMERS

Dan Clarke

Elton Bird

DESIGN

Andy Cowe

Lead Designer

MUSIC BY RICHARD JACQUES

Sound libraries used: Big Beat (Big Fish Audio), Loopzilla Funk Guitar and Bass (Big Fish Audio), Total Funk (Zero G), Breakbeat 3 (Big Fish Audio), Big Beat (Uberschall), Big Beat and Electro (Beatnik), Breaks from the Nu Skool (East West), Nu Skool Breaks (Tekniks)

SOUND DESIGN – DAVE SULLIVAN.

Additional Sounds – Greg Hill of Soundwave Concepts

FOR EMPIRE INTERACTIVE

Development Director

David Pringle

Senior Executive Producer

Stephane Bonazza

Producer

Iain Hancock

Product Development Manager

Steve Wickes

Licensing Manager

Peter McDowall

Motor Sport Consultants

Lance Baber, Juststuf

QA Manager

Dave Cleaveley

Lead Tester

Mark Klocek

Testers

Gareth West, Chris Matlub,
Rich Naughten, Mark Jones,
Malcolm Lamont, Ryan Kalis
and Phil Octave

Manual

Gareth West

Art

Steve Packer, Ben Willsher

Team Manager Script

Alkis Alkivia, The Write Stuff

Race Engineer Script

Babel Media

Thanks to Greg Heath at G3 Music, Duke Video, Greenlight TV

Studio

Phil Goldfinch, Jamie Young, James Webber
Jayshree Mistry, Vitali Golev



Casting and Voice Production

Phil Morris at AllintheGame

Cast

Matt Wolf and Nigel Whitmey

Steering wheels and controllers thanks to: Logitech & Radica

Logitech: Logitech® GT Force™, Logitech® Driving Force™, © 2002 Logitech. All rights reserved. Logitech, the Logitech logo, and other Logitech marks are owned by Logitech and may be registered. All other trademarks are the property of their respective owners.

Special thanks:

Scawen Roberts (Car physics advice/discussion)

Dr. Michael C. Birse (Car physics advice/discussion)

Dave Sullivan of Minds Eye Productions (Wavey Davey)

Richard Jones (game design critique)

Lee, Alan and Mark at Noble Automotive www.noblecars.com

Rockingham www.rockingham.co.uk

Millbrook Proving Ground Ltd www.milbrook.co.uk

Quaife Engineering www.quaife.co.uk

Ascari www.ascari.co.uk

Transport Research Laboratory www.trl.co.uk

Lister Storm Team –inc. Fiona Pearce, Jamie Campbell-Walter, Andy Thorby

Mike Pilbeam, Pilbeam

Pilgrim Racing

Farboud, Marcos and Vemac for their special assistance

Jakob Ebrey and Ebrey Photographic

Jimmy Lamorticelli

Rick Reynolds

Tricia Gray

Jason Willig

Koren Buckner

Laurel Moen

Pamela Thomas

Drew Moore

LICENSES

Audi - Trademarks, design patents and copyright are used with the approval of the owner Audi AG.

Silverstone - Trademarks, design patents and copyrights are used with the approval of the owner Octagon.

Quaife - Trademark, design patents and copyrights are used with the approval of the owner RT Quaife Engineering Limited.

Rockingham - Trademark, design patents and copyrights are used with the approval of the owner Rockingham Motor Speedway.

Panoz - Trademark, design patents and copyrights are used with the approval of the owner Panoz Motor Sports Group, Inc.

Bentley - TM & © Rolls -Royce & Bentley Motor Cars Limited.

Vemac - Trademark, design patents and copyrights are used with the approval of the owner Vemac Cars Ltd.

Dome - Trademark, design patents and copyrights are used with the approval of the owner Dome Cars Ltd.

Lister - Trademark, design patents and copyrights are used with the approval of the owner Lister Cars Ltd.

Noble - Trademark, design patents and copyrights are used with the approval of the owner Noble Moy Automotive Ltd.

BMW - The BMW logo, the BMW Worldmark and the BMW model designations Trademarks of BMW AG and are used under license.

All other Trademarks, Tradedress and copyrights are the property of their respective owners.



CONTACT INFORMATION

TECHNICAL SUPPORT

Monday–Friday, 8am to 4:45pm PST

Phone: (310) 649-8049

Fax: (310) 258-0744

Internet: <http://support.vugames.com>

CUSTOMER SERVICE

Monday–Friday, 8am to 4:45pm PST

Phone: (310) 649-8048

FOR DISK REPLACEMENT

Vivendi Universal Games Attn: Disk Replacement

4247 S. Minnewawa Ave.

Fresno, CA 93725-9345

FOR REFUNDS/EXCHANGES

Vivendi Universal Games Attn: Refunds/Exchanges

4247 S. Minnewawa Ave.

Fresno, CA 93725-9345

LICENSE AGREEMENT

This software program, including any printed material, and any on-line or electronic documentation (the "Program") are the copyrighted work of Empire Interactive, Inc., or its licensors ("Empire"). All use of the Program is governed by the terms of the End User License Agreement, which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** Empire Interactive, Inc., hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on your Playstation®2 computer entertainment system.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical, compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Empire. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and Empire's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of the End User.**
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Empire.
 - B. You are entitled to use the Program for your own use, but you are not entitled to sell, grant a security interest in or transfer reproductions of the Program to other parties in any way; to rent, lease or license the Program to others without the prior written consent of Empire; or to exploit the Program or any of its parts for any commercial purpose.
4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. Empire may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. EMPIRE EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR INFRINGEMENT, ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of your use of disk or the Program remains with You, however Empire warrants the disk on which Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. Empire's sole liability in the event of a defective cartridge shall be to give you a replacement cartridge. Some states do not allow the exclusion or limitation or incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. Customer Service/Technical Support. Empire agrees to provide Customer Service and Technical Support for this Program until such time as the Program is "out of publication." The Program shall be considered "Out of Publication" one (1) year following the date that the Program is no longer manufactured and/or distributed by Empire, or its licensors. "Customer Service" as used herein may be provided to you by Empire representatives by telephone and/or by electronic message (e-mail). "Technical Support" may be provided to you by Empire by telephone, electronic message (e-mail), or by posting of information related to known technical support issues on a website. Unless otherwise stated in the Program's packaging or in the Program's user manual, nothing herein shall be construed so as to place a duty upon Empire to provide Customer Service or Technical Support via a toll-free telephone number for an unlimited period of time.

8. Limitation of Liability. NEITHER EMPIRE, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES.

9. Equitable Remedies. You hereby agree that Empire would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that Empire shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as Empire may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

10. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Games-PPG
Attn: Warranty Processing
4247 S. Minnewawa Ave., Fresno, CA 93725

Empire Interactive: 580 California Street, 16th Floor, San Francisco, CA 94104

The logo for Razorworks, featuring a stylized 'R' with a small figure of a person riding a horse or a similar creature, followed by the word 'Razorworks' in a cursive script.

Developed by Razorworks, a studio of Empire Interactive Europe Limited. Total Immersion Racing TM and the E logo are trademarks of Empire Interactive Europe Ltd. Empire is a registered trademark of Empire Interactive Europe Ltd. Razorworks is a trademark of Empire Interactive Europe Ltd. © 2000 - 2002 Empire Interactive Europe Ltd. All rights Reserved.

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. U.S. AND FOREIGN PATENTS PENDING.

7159810