

▶ GAME CONTROLS ◀

Accelerate	↑	
Steer left	←	Steer right
	↓	Brake
	→	
Gear Up	A	Gear Down
	Z	
Handbrake	Space Bar	
Boost	B	Change camera
	C	
Look Behind	End	
Look left	Delete	Look right
	Page Down	

Menu Navigation

Highlight Menu Item:	Arrow Keys
Change menu option where available:	Arrow Keys
Select highlighted menu item:	ENTER (where applicable)
Cancel/exit menu:	ESC (where applicable)

TOCA RACE DRIVER™ 3

THE ULTIMATE RACING SIMULATOR
FOR THE MAC



Precautions

- Do not touch the surface of the disc when handling – hold it by the edge.
- To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free.
- Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture.
- Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

Health Warning

WARNING: READ BEFORE USING YOUR COMPUTER GAME

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a monitor while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before 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.

- This game disc is intended for use exclusively on Macintosh computers with the minimum configurations specified on the system requirements of the game purchased.
- Sit a good distance away from the monitor.
- 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.

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INSTALLATION

1. Insert the *Race Driver 3 DVD* into the DVD drive and wait for the *Race Driver 3 DVD icon* to appear on your desktop.
2. Double click on the *Race Driver 3 DVD icon* to open it.
3. Before doing anything else, read the file called *ReadMe* found in the *EN folder*.
4. Drag the *Race Driver 3 folder* from the DVD to the *Applications folder* that appears next to it. It will start to copy across.
5. Once the copy has finished, the *Race Driver 3* installation is complete.

Installation is a one-time process that will only take a few minutes.

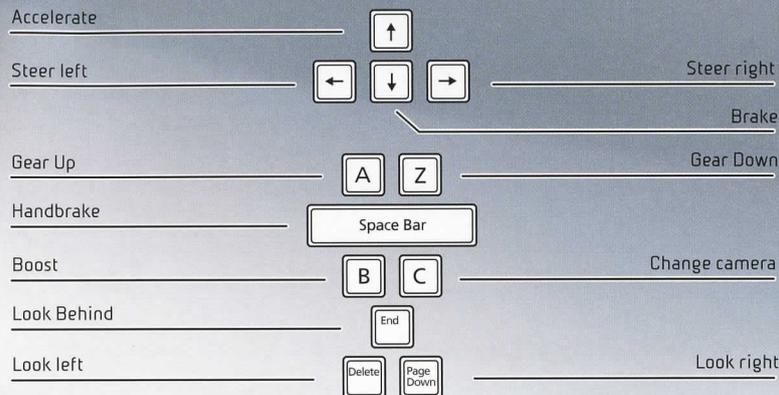
Playing Race Driver 3 for the first time

1. Insert the *Race Driver 3 DVD* into your computer's DVD drive and wait for its icon to appear on the desktop.
2. Double-click on the *Race Driver 3 application icon*. By default this is to be found in the *Race Driver 3 folder* within the *Applications folder* on your computer's hard drive.
3. The pre-game Options screen will appear. Click on the **PLAY** button.

The game will launch.

4. After the intro movie the Start screen will appear. Press **ENTER** to continue. Now the Select Profile screen will appear.
5. You must now create a profile. Select **NEW** and press **ENTER** twice. A default profile will appear.
6. Now use the keyboard arrows and Enter key to register your driver name and nationality. You may also select the language you wish to play in and customize the game's keyboard shortcuts. To confirm your choices select **DONE** and press **ENTER**. The Options screen will appear.
7. If you wish to further customize your game settings, you may do so in the Options screen. However, it is recommended that first time players stick with the default settings. Select **BEGIN** and press **ENTER**. You will be thrown into a race!
8. The race is the final lap of a German DTM (touring car) race. Take control and see how high up you can finish. Once you have finished the race, you will meet your mentor - Rick.
9. You will now be returned to the Main Menu. It is recommended that you start by playing the World Tour mode. You will start in the lower leagues of racing and graduate to more challenging motor sports as your skills improve.

GAME CONTROL



CONTROLLERS

If using a USB controller, ensure that it is connected before starting the game. Press any button on the USB controller you wish to use.

Most USB wheels and pads will work with *Race Driver 3* but we recommend Logitech Formula Force GP and Logitech Momo series steering wheels as well as Logitech Rumblepad 1 & 2 and Mad Catz USB gamepads.

Check the support area of Feral's website for the latest information on gamepad and steering wheel support.

Menu Navigation

Highlight Menu Item:	Arrow Keys
Change menu option where available:	Arrow Keys
Select highlighted menu item:	ENTER (where applicable)
Cancel/exit menu:	ESC (where applicable)

Other keys are also used to navigate through some of the menu screens. The button bar along the bottom of the screen indicates which buttons to use.



STARTING THE GAME

Player Profile

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

Creating a New Profile

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

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

Your Racing Career

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

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

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

In Pro Career mode you earn cups for winning each of the championships. One cup is awarded for completing the championship in normal mode, another for hard mode and one for setting the fastest lap on each of the tracks in that championship (time trial only). These cups can then be used to unlock additional bonus content.



THE GAME SCREEN



- Lap Indicator:** Number of laps completed so far.
- Position Indicator:** Your current position in the race.
- Current Time Indicator:** The total race time elapsed so far.
- Lap Time:** The time elapsed so far on your current lap.
- Best Time:** Shows your record lap time for the current track.
- Accelerator/Brake Gauge:** The amount of force applied to the accelerator/brake pedal.
- G Meter:** Shows the amount of g-force currently being generated.
- Gear Icon:** Your currently selected gear.
- Fuel Gauge:** The amount of fuel remaining in your tank.
- Speed:** Your speed in miles per hour.
- Mini Map:** Your position and the position of your nearest competitors on the current circuit. Your car appears as an arrow.
- Stage Progress:** Shows your progress through the Rally Stage.
- Split Time:** Represents the fastest recorded time through each section of the rally. If it's green you are currently the fastest, if it's red then a quicker time has been recorded.
- Rally Corner Indicator:** Indicates the direction of the road ahead.
- Damage Indicator:** Illuminates from yellow (minimal) through to red (serious) as components of your car start to become damaged. You are able to repair your car in the Pits (where available) but if your car becomes seriously damaged to the point that you are unable to complete the race, you can opt to retire (via the Pause Menu).

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

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

DAMAGE



GEARS

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



STEERING

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



SUSPENSION

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



ENGINE

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



WHEELS

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



TIRE WEAR

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



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

MAIN MENU - OVERVIEW

The Main Menu is where you can start your motor-racing career. Here you can access the Simulation modes as below, as well as the main World Tour and Pro Career modes described later on pages 14 & 16. World Tour gives you the freedom to jump from one motorsport discipline to another with less emphasis on rules and flags, while Pro Career focuses on truly mastering an individual motorsport at a time.

Simulation Modes

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

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

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

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

Championship Set-up: Having selected the type of race, the tracks and the car you wish to use you can now adjust the finer details of your Championship. It is here that you can turn on/off which rules or flags you wish to have, as well as changing the number of laps, how many opponents will be competing with you, how you want grid position to be determined.

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

Multiplayer: A chance to play on any of the circuits in two-player split-screen mode. Player 1 selects the options as in Free Race mode. Then Player 2 selects their car. Both players need to press **CONTINUE** to start the game.



Network

Select **NETWORK** to start or join a multi-player game across a Local Area Network (LAN).

Create: If you want to host a game select **CREATE (F1)**. Use the options shown on screen to define the parameters of the game. When you are finished click on **ENTER** to go to the Race Lobby. Your game will appear on the Join List of any Mac running the game on the same network. You can change the session settings, which championship to race in and which cars to use from the Race Lobby, by returning to the Lobby Options menu (**F2**).

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

Join: If you want to join a game select **JOIN**. Enter the Race Lobby of a game that has been created on another Mac connected to your LAN by selecting one of the sessions shown in the on-screen list. Change your car, team and driver if you wish and then press **F1** to ready yourself. Once the host has selected **START** you have 15 seconds to press **READY** before the race begins.

Network Options: Use **NETWORK OPTIONS** to redefine your player name and configure your connection speed.

▶ PLAY ONLINE

To play *Race Driver 3* online you will need to have *GameRanger* installed on your computer. *GameRanger* is a Mac utility that allows you to find other *Race Driver 3* games over the internet. You can download a copy free at <http://www.gameranger.com>. When playing we recommend you choose the most powerful machine as the host as it has more work to do than the client computers.

Important: Before opening *Race Driver 3*, launch *GameRanger*.

Server Instructions - to host a game

1. Click on the **HOST** button. The Host Game window will appear.
2. You now have a number of options to complete.
 - a. **Game** - Select *ToCA Race Driver 3* from the drop-down menu.
 - b. **Max Players** - Select the maximum number of players you wish to host.
 - c. **Description** - Write the name of the game.

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

- d. **Ladder** - Competition Option (*GameRanger* Membership Required).
 - e. **Password** - Enter a word or phrase if you want to password protect the game you are hosting.
 - f. **Allow Late Joiners** - Allow people to join after the game has begun.
 - g. **Allow Friends Only** - Only allow friends in your Buddy list to join.
 - h. **Allow Gold and Silver Members Only** - Restrict players to *GameRanger* Premium Players only.
3. Click on **OK** and wait for people to join your game.
 4. When enough people have joined click on **START** to start the game.
 5. *Race Driver 3* will automatically launch.
 6. The Load Profile screen will appear, then the Game Lobby. For more details on the options on this screen see the Lobby and Spectator Mode listings below.
 7. Press **START (F1)** to start the game.

Client Instructions - to join a game

1. Look through the list of games for a *Race Driver 3* game.
2. Once you have found a game, double-click to join it.
3. Once the host player is ready he will select **START**.
4. *Race Driver 3* will then open automatically on your Mac.
5. The Load Profile screen will appear, then the Game Lobby. For more details on the options on this screen see the Lobby and Spectator Mode listings below.

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

Spectator Mode: If you join a game session where others are already racing you can watch the progress of their race by pressing **F1**.



➤ OPTIONS

Profile

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

Driving

Select Driving to define your driving style and controller preferences.

Control Assignments: To re-define a control, highlight the function name and press **ENTER**, then press whichever button you want to re-assign to that function. If at any point you want to restore everything back to the default settings, press **F2**.

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

**Force Feedback/
Force Level:** Configure force feedback for enabled controllers.

Gearbox: Select **AUTOMATIC** and gears will change automatically – great for novices.

Select **MANUAL** to give you full control over when you change gear.

Select **MANUAL WITH CLUTCH** for complete driving control – for very experienced drivers.

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

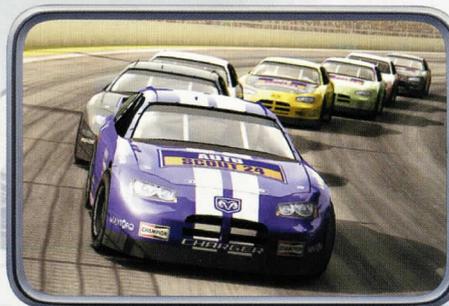
Graphics: Select Graphics to determine which on-screen display elements you wish to have on or off.

Sound: Select Sound to set the Volume of the various sound elements.

Bonus: Select Bonus to activate cheats which unlock extra modes and cars.

Network Options: Change any of the available Network Configuration Options.

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



WORLD TOUR

Overview

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

Meet Rick

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

Tiers

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



Flexibility

In World Tour you can progress your career up and down through the tiers that you have already completed. In order to qualify for a new tier you must complete at least one of the objectives on the previous one. Once you have completed a championship you unlock it along with the car that you raced and the tracks that you raced on. It is also possible to unlock tiers by competing in online races.

Championships

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

Pit Stops

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



PRO CAREER MODE

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



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



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



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



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



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



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



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



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

RULES AND FLAGS

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



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



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



The Yellow Flag is displayed as a warning of an accident ahead. Overtaking is forbidden whilst the yellow flag is out.



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



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



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



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

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



In Time Trial, Free Race and Pro Career modes you can tune your vehicle to adjust its performance. Although races can be won by just using the standard settings in order to set the very best lap times you may find that you need to tweak your settings slightly. If you press **F1** after selecting any of the components, you will be provided with a detailed description of the ways in which they affect your car.

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

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

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

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

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

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



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

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

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

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

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

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



CAR UPGRADES

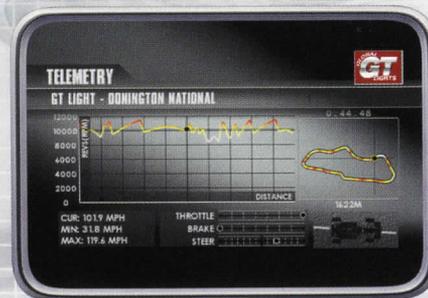
In certain Championships you are able to upgrade the various components of the car. Such upgrades increase the overall BHP of the car, (at the expense of fuel efficiency) brake strength, engine performance, structural stability, etc. To install the upgrade that you want, scroll left or right to highlight it and press **ENTER** to install. Below each icon it tells you how many slots each upgrade will take. The total upgrade slots you have available are shown in the top left of the screen. If you press **F1** on this screen it will provide you with a detailed description of how the various upgrades affect the performance of the car.

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

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

TELEMETRY

After completing a qualifying session or test drive on any track you can view the telemetry data, which shows your speed at each part of the track, as well as when you were applying the brake or throttle. You can then compare data from previous attempts to find areas where you can improve. Pressing **F1** zooms in so you can see the data in more detail and **F2** is used to load the car tuning data from previous attempts.



WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

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Feral Returns
3 St. George's Court
131 Putney Bridge Road
London SW15 2PA
UK

Please state your full name and address (including ZIP code/postcode), as well as the date and location of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Feral Interactive Ltd. rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product. As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

CREDITS

Original development by: The Codemasters Software Company Limited

Originally published by: The Codemasters Software Company Limited

Macintosh development by: Robosoft Technologies Pvt. Ltd.

Macintosh publishing by: Feral Interactive Ltd.

TECHNICAL SUPPORT

Every effort has been made to make *Race Driver 3* compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information MUST be obtained BEFORE contacting Support:

1. The error message displayed when the problem occurred (if any).

2. A *Race Driver 3 Report.txt* file, this contains:

An Apple System Profiler Report of your Mac.

Any Crash logs that exist for *Race Driver 3*.

List of all the files in the relevant game folder.

All the information required can be obtained by loading *Race Driver 3* and clicking on the Support tab in the Options window. In the Support tab click on the **Generate Report button**. Once the report is generated it will appear as a file on your desktop. Now click on the **Send e-mail button**. Remember to attach the report called *Race Driver 3 Report.txt* to your e-mail.

Online Support:

Visit our website at:

www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-mail Support:

If you cannot find an answer to your question on the website, email to the following address:

rd3support@feralinteractive.com

The subject line of your e-mail must include the words "Race Driver 3". Remember to include a report from the profiler with your email.

Phone Support:

If you prefer to speak with a member of the support team, call on the following numbers:

If you are in the UK – Tel: 020-8875-9787

If you are outside the UK – Tel: +44-20-8875-9787

Telephone support is available between 9 am and 6 pm GMT. Outside of these hours, please leave a message with your name, telephone number and the game for which you are seeking support.