Are You Worthy?

Welcome to the world of Touring Car racing. The cars you'll be driving have been designed and tested according to strict Touring Car regulations. Each car's body, engine, transmission, suspension, wheels and tires have all been precisely engineered and assembled to produce some truly beautiful yet fierce machinery.

The world is divided into three types of people: those who watch, those who do, and those who do well.

If you've got the guts, this is your chance to get behind the wheel of a Touring Car in an attempt at taming the beast. Can you negotiate the Sega Touring Car circuits without hospital bills? Bet you can't.

CONTROLS

Click one of the following links to see the default configuration for that controller:

Keyboard (1P)

ACTION	TYPE 1	TYPE 2
Accelerate	[X]	Num O
Brake	[Z]	Num 1
Light Acceleration	[D]	Num 2
Light Braking	[S]	Num 5
Change View	[V]	Num 4
Turn Left	Left Arrow Key	Left Arrow Key
Turn Right	Right Arrow Key	Right Arrow Key
Shift Up	Down Arrow Key	Down Arrow Key
Shift Down	Up Arrow Key	Up Arrow Key
Confirm	[Enter]	[Enter]
Cancel	[Esc]	[Esc]
Start/Pause	[Enter]	[Enter]

(NOTE: Press [Cntrl]+[] to reduce the size of the game screen.

Press [Cntrl]+[+] to increase the size of the screen)

KEYBOARD (2P)

ACTION	TYPE 1	TYPE 2
Accelerate	Not Used	[N]
Brake	Not Used	[B]
Light Acceleration	Not Used	[J]
Light Braking	Not Used	[H]
Change View	Not Used	[V]
Turn Left	Not Used	[A]
Turn Right	Not Used	[D]
Shift Up	Not Used	[W]
Shift Down	Not Used	[S]
Confirm	Not Used	[B]
Cancel	Not Used	[N]
Start/Pause	Not Used	[Space]

MS SideWinder Game Pad

ACTION	TYPE 1	TYPE 2
Accelerate	Button B	Button B
Brake	Button C	Button C
Light Acceleration	Button Y	Button L
Light Braking	Button Z Button R	
Change View	Button X	Button X
Turn Left	D-Pad Left	D-Pad Left
Turn Right	D-Pad Right	D-Pad Right
Shift Up	Button R	D-Pad Down
Shift Down	Button L	D-Pad Up
Confirm	Button C	Button C
Cancel	Button B	Button B
Start/Pause	Start Button	Start Button

MS SideWinder 3D Pro

ACTION	TYPE 1	TYPE 2
Accelerate	Button 2	Button 2
Brake	Joystick Down	Button 1
Light Acceleration	Not Used	Not Used
Light Braking	Not Used	Not Used
Change View	Button 3	Button 3
Turn Left	Joystick Left	Joystick Left
Turn Right	Joystick Right	Joystick Right
Shift Up	POV Down	POV Down
Shift Down	POV Up	POV Up
Confirm	Button 5	Button 5
Cancel	Button 8	Button 8
Start/Pause	Button 7	Button 7

(POV = Point of View Hat)

Microsoft SideWinder Force Feedback Pro

ACTION	TYPE 1	TYPE 2
Accelerate	Button 2	Button 1
Brake	Joystick Down	Button 2
Light Acceleration	Not Used	Not Used
Light Braking	Not Used	Not Used
Change View	Button 3	Button 3
Turn Left	Joystick Left	Joystick Left
Turn Right	Joystick Right	Joystick Right
Shift Up	POV Down	Button C
Shift Down	POV Up	Button D
Confirm	Button B	Button B
Cancel	Button A	Button A
Start/Pause	Button 9	Button 9

(POV =Point of View Hat)

(Button 9 = Up Arrow Button)

Microsoft SideWinder Precision Pro

ACTION	TYPE 1	TYPE 2
Accelerate	Button 2	Button 1
Brake	Joystick Down	Button 2
Light Acceleration	Not Used	Not Used
Light Braking	Not Used	Not Used
Change View	Button 3	Button 3
Turn Left	Joystick Left	Joystick Left
Turn Right	Joystick Right	Joystick Right
Shift Up	POV Down	Button C
Shift Down	POV Up	Button D
Confirm	Button B	Button B
Cancel	Button A	Button A
Start/Pause	Button 9	Button 9

(POV =Point of View Hat)

(Button 9 = Up Arrow Button)

PC (Throttle) Joystick (4 buttons or more)

ACTION	TYPE 1	TYPE 2
Accelerate	Joystick Up	Button 1
Brake	Joystick Down	Button 2
Light Acceleration	Not Used	Not Used
Light Braking	Not Used	Not Used
Change View	Button 3	Button 3
Turn Left	Joystick Left	Joystick Left
Turn Right	Joystick Right	Joystick Right
Shift Up	Button 1	Joystick Down
Shift Down	Button 2	Joystick Up
Confirm	Button 2	Button 2
Cancel	Button 1	Button 1
Start	Button 4	Button 4

PC Game Pad (4 or more buttons)

ACTION	TYPE 1	TYPE 2
Accelerate	Button 1	Button 2
Brake	Button 2	Button 1
ChangeView	Button 3	Button 3
Turn Left	D-Pad Left	D-Pad Left
Turn Right	D-Pad Right	D-Pad Right
Shift Up	D-Pad Down	D-Pad Down
Shift Down	D-Pad Up	D-Pad Up
Confirm	Button 2	Button 1
Cancel	Button 1	Button 2
Start	Button 4	Button 4

PC Steering Wheel

ACTION	TYPE 1	TYPE 2
Accelerate	Accel Pedal	Accel Pedal
Brake	Brake Pedal	Brake Pedal
Change View	Button 1	Button 1
Turn Left	Steering Left	Steering Left
Turn Right	Steering Right	Steering Right
Shift Up	Button 3	Button 4
Shift Down	Button 4	Button 3
Confirm	Accel Pedal	Accel Pedal
Cancel	Brake Pedal	Brake Pedal
Start/Pause	Button 2	Button 2

Joystick/Gamepad Settings

You can play Sega Touring Car Championship using the keyboard, a joystick or a game pad. Follow the directions below to configure Windows 95 for joystick or gamepad use.

Selecting or changing the joystick or gamepad settings

Click [Start] on your Windows 95 desktop. From [Settings] , select **Control Panel** to bring up the <Control Panel> folder.

Double click on the **Game Controllers** icon. The <Game Controller Properties> dialog box appears. If you cannot find [Game Controllers] in the <Control Panel> folder, double click [Joystick] instead.

In <General>, select the type of game controller to be used. If it is not listed, click [Add] and select from the list, then click [OK]. If the device is not listed, select [Custom] and enter the appropriate values, then click [OK]. Click [Properties] to calibrate the controller.

In <Advanced>, click on Controller ID number 1 - *Sega Touring Car Championship* uses Device 1. Finally, click [OK].

In order to use a PC gamepad or joystick properly, the device must be correctly calibrated. This game is designed for use with joysticks or gamepads featuring more than four buttons. Correct performance with other gamepads or joysticks cannot be guaranteed.

Getting Started

Once this initial setup is complete, the Sega Sports Logo appears and the intro sequence begins. Press Enter at any time during the intro to choose which side of the game you wish to play: the Arcade Side or the PC Side.

CHAMPIONSHIP   If you manage to qualify in time, you are placed in a race against seven other computer controlled cars. Work your way through the courses by finishing in the rankings within the time limit.

TIME ATTACK   The track is yours. Practice for as long as you want in order to perfect your driving skills ready for race day.

MULTIPLAYER   Link up to as many as seven other computers via LAN, or play head to head via modem or serial connection.

VS MODE   Take on another player to see who really deserves the title of Touring Car Racer.

Championship Mode (Arcade Side, PC Side)

Championship Mode is where the serious racing takes place. First of all, you enter a qualifying heat in which you negotiate the Country Circuit. Finish the course before the clock runs down to get a place in the first race. The quicker you finish, the higher up in the grid you'll be placed. It's just you against the clock, so concentrate on keeping a smooth line and cool head.

If you manage to qualify, you'll be placed on the starting grid along with seven other equally hungry computer-controlled drivers. As your car enters the course for the race (and any further races you qualify for), you can see where you've been placed on the grid and the race time that got you there. Press the left or right arrow key to select the type of music you want to get the adrenalin pumping through your body during the race.

Once again, you need to finish before time runs out if you want to get placed in the next round.

TIME ATTACK (PC Side)

Want the track to yourself? Need to perfect that hairpin turn you keep losing teeth at? Here's where you can. In Time Attack, it's just you, the track and the clock.

Press the left or right arrow key to display the car of your choice and select by pressing Enter. Select Manual (MT) or Automatic (AT) transmission. If you have previously saved modified versions of the car in the Car Set Up screen, you can select one of these from the selection buttons that appear.

Now you can determine the parameters of your Time Attack excursion. Press the arrow keys up or down to highlight the current course, and left or right to change the course. Press the D-Pad down and highlight either "5 LAPS" or drive forever and ever by selecting "FREE RUN".

GHOST RIDER

This function becomes available if you choose a 5 lap Time Attack run and also have saved data from a previous 5 lap Time Attack run. With this function turned on, your best lap data for the course is used to create an image of a car actually racing as it did for that best run. You cannot collide with this car.

MULTIPLAYER

CLICK FOR:
Multiplayer Mode Initial Setup
Multiplayer Mode

Pre-play:
Before starting a game over a network connection, please be aware of the following:

You can't make any changes to display settings or window size from within Network Play mode. Make any desired adjustments to these settings before beginning a networked game.
When playing on PCs with different systems or processing speeds, you should adjust settings affecting gameplay speed to match the slower PC's specs.
Network games require a stable network environment. There may be cases where gameplay slows or breaks down due to problems with your connection.

Multiplayer Mode Initial Setup

Connection Types

LAN (TCP/IP and SPX/IPX) Connections

Before playing games over a LAN connection, you need to set up the LAN environment on your PC. If your LAN is not already set up, refer to the Windows 95 Help files, or consult with your network administrator.

For TCP/IP connection games, you also need to set your IP address before play.

Games played over a LAN are for two players only. Both players need:
1) a copy of the game software
2) a PC with a LAN connection

MODEM Connections

Before beginning a game over a modem connection, the players should confirm:
1) the starting time for the game.
2) who will be the Host and Guest player.
3) who will pay the phone line charges. (The Guest player's phone line is charged.)

Modem games are for two players. Both players need:
1) a copy of the game software
2) a Windows 95-compatible modem
(14400bps or more)
3) a phone line connection

Before play, check or set your modem configuration under Modem in your Windows Control Panel. Then, set the Port Settings for your modem under System in the Control Panel. Use the following settings:
Port: your modem's Com Port
Bits/second: set to highest capacity
Data Bits: 8
Parity: none
Stop Bits: 1
Flow Control: Hardware (RTS/CTS)

SERIAL CABLE Connections

Network games played over a serial cable (cross cable) connection are for two players only. Both players need:

1) a copy of the game software
2) a serial (cross) cable (RS232C)*

Before playing over a serial connection, make sure your serial cable is properly set up. Set the Port Settings for your connection under System in the Control Panel. Use the following settings:

Port: your cable's Com Port
Bits/second: highest capacity
Data Bits: 8
Parity: none

Stop Bits: 1
Flow Control: Hardware (RTS/DTR)

STC Multiplayer mode

1. Selecting player data

Previously saved Multiplayer mode settings can be selected in this window, or new settings can be made. Use the up or down arrow key (or mouse) to highlight a setting, or click NEW to create a new setting.
If you choose to create a NEW setting, a name entry screen appears

If you choose to load a previous setting, a connection type setup window appears.

2. Specifying your method of connection

Click the radio button corresponding to the type of connection you wish to use.
Specify your connection type as follows:
* If you wish to use an IPX/SPX LAN connection, choose [IPX].
* If you wish to use a TCP/IP LAN connection, choose [TCP/IP]
* If you wish to use a telephone MODEM, select [MODEM].
* If you wish to use a SERIAL CABLE (CROSS CABLE), select [Serial Link]

Click [OK] to move on to the next step.

3. Host/Guest Setup (non-IPX connection modes)

Entering the details of the Host and Guest player computers.
Guest Details
TCP/IP Connection
The Guest enters the Host Name and IP Address of the Host computer.

Modem Connection
The Guest enters the telephone number of the Host computer's modem.

Serial Connection
The Guest enters the Connection Port number being used. Enter the same details as in your Windows 95 Setup.

For a Serial Connection Multiplayer game, the Guest clicks Join Game to take part in the game being controlled at the Host computer. The Host clicks the Start Game button to start the game. **Selecting a Multiplayer mode partner** Highlight and select the name of the partner you wish to play against. On selection, a chat screen appears.

Chat and Game Start
In the Chat window, enter your message in the bar and press [Enter] to send it to the connected player. The Host player selects Start Game to begin the game. From this point on the game is the same as Championship mode.

Note
To end a Multiplayer game press [Alt] + [F4].
You cannot pause during a Multiplayer game.

Game Modes

Click one of the following links for information on that game mode...

[CHAMPIONSHIP](#)
[TIME ATTACK](#)
[VS MODE](#)

VS Race (PC Side)

In this mode you can test your racing skills against another player. The racing screen is split into two, with Player 1 taking the top view.

The VS RACE Car Select screen is basically the same as for the Time Attack Mode Car Select screen, except that both players' cars are displayed. Press the left or right arrow key to display the car of your choice. Select the car by pressing [Enter]. Select Manual (MT) or Automatic (AT) transmission. If you have previously saved modified versions of the car in the Car Set Up screen, you can select one of these from the selection buttons that appear. The race parameters available are as follows:

COURSE   Select the course to race on.
LAPS   Choose 3 or 5 laps.
BOOST   Choose ON to give the car lagging behind a speed/power
    boost.
DELAYED   Press the D-Pad LEFT or RIGHT to adjust the relative
START   starting times for each player.

Once you are satisfied with the race setup, press Start to commence the race.The Results screen for this mode displays both racers' cars at the top of the screen, together with the race details. The bottom half of the screen displays the LAP TIME and TOTAL TIME for the WINNER and the big LOSER.

The Menu Bar

(In full screen mode, press [Alt] to bring up the Menu Bar. Press [Alt] again to remove the Menu Bar.)

Game
Restart Game [Alt] + [F2] Returns to Title screen
Restart [Alt] + [R]   Returns to the start of the race
Pause [F3]   Pauses the game; select again to resume the game
Exit Game [Alt] + [F4]   Ends the program

Settings
Screen Mode Allows the Windows 95 screen mode to be set. Select from:

320x240, 8 bit, 256 colors
640x480, 8 bit, 256 colors
320x240, 16 bit colors
640x480, 16 bit colors
Device Settings [F5] Brings up the Controller Settings window
Game Settings [F6] Allows changes to the quality of the game's graphics
Game Options [F7] Brings up the Game Options window
Multiplayer Settings [F8] Brings up the Multiplayer Mode settings screen
Sound Test [F9] Brings up the Sound Settings window
A.I. Car File Upload saved A.I. Car data files here. But you'll have to do pretty well to get this far!
Records File Access the Records screen
Ghost File Access previously saved Ghost Car file data here

Help
About Brings up Information about the game
Help Contents [F1] Launch the Help File

Device Settings Window
First, select the type of each controller to be used by each player. Select Game Devices to change game devices or drivers. Select OK to return to the Menu Bar. Select Next to bring up the Control Configuration window (see below).

Control Configuration Window
In this screen, select the Control Configuration of your choice.

Game Settings window
Display: Switch between interlaced and non-interlaced graphics.
Texture Detail: Controls the level of graphics details. Selecting LOW results in a poorer quality of graphics, however the speed of the game increases.
Speedometer: Choose to display your racing speed in km/h or MPH.

Game Options Window
Arcade Side
Difficulty Adjust the game's difficulty level (4 levels)
Laps Select the number of race laps (2/3/5 laps)

PC Side
Difficulty Adjust the game's difficulty level (4 levels)
Laps Select the number of race laps
Boost When selected, this gives the slower player's car extra power
Damage When switched on your car(s) can sustain damage in the event of a collision.
Time Compare When activated, this displays the time difference between the lap just completed and the best lap

Sound SettingsWindow
BGM Select Choose the Arcade Side background music
Sound Test Play some of the game's sound effects
Sound Effects Here you can turn off the game's sound effects
Music Off Here you can turn off the game's background music
Voices Off Here you can turn off the voices in the game

Car Set Up (PC Side)

This mode allows you to modify various aspects of the available cars. You can also edit cars you have already modified. You can save up to four of these "TUNED" cars to memory and use them in future races.

First, highlight NEW CAR to customize a new car, or highlight CAR 1, 2, 3 or 4 to edit one of the existing TUNED cars. Press [Enter] to select. Now highlight the type of car and then the transmission type by pressing the left or right arrow key, and press a Confirm Button to select.

There are six mechanical aspects of the car that you can change, represented by six sliding scales that can be adjusted by pressing the left or right arrow key.

HANDLING Adjust from QUICK to LOOSE
FINAL GEAR RATIO Adjust from SMALL to LARGE
TIRES Adjust for hardness
F. SUSPENSION Adjust for hardness
R. SUSPENSION Adjust for hardness
BRAKE Adjust for hardness

Once you're satisfied with the setup, highlight the save bar at the bottom of the screen and select YES if you wish to save the setup data.

General

Pause

Press [Enter] or [F3] while racing to pause the game.

The following options appear:

CONTINUE Resume racing

QUIT Retire from the race and return to the
Select Car screen

RESTART Start the race again

TOP MENU Retire from the race and return to the Main Menu

Select an option by pressing the up or down arrow key and then pressing [Enter].

Name Entry screen

If you manage to scream past the finish line in one of the top ten fastest times (in your car, not an ambulance), you get to etch your name (or hip arcade nickname) in the history books for all to see and drool over.

Press the left or right arrow key to highlight a letter. Select it by pressing [Enter]. Highlight and select END or press [Enter] to enter the name.

Results

After you've finished a race, the results screen appears. If you did well enough to enter your name in the rankings, you'll see your position and the name you entered next to the type of car and transmission used. Achieving a ranking will earn you an STC Global Ranking password, displayed underneath "RESULTS".

At the bottom of the screen you are given the option of watching a REPLAY of the race you just took part in. Select YES to review your performance, or NO to give it a miss.

NOTICES