



Toca
RACE DRIVER™ 3
THE ULTIMATE RACING SIMULATOR

240 -

140

Codemasters 

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

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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.

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CONTENTS

<i>Installation</i>	2
<i>Game Control</i>	3
<i>Starting the Game</i>	4
<i>The Game Screen</i>	5
<i>Damage</i>	6
<i>Main Menu – Overview</i>	7
<i>Play Online</i>	9
<i>Options</i>	10
<i>World Tour</i>	12
<i>Pro Career Mode</i>	14
<i>Rules and Flags</i>	15
<i>Car Tuning</i>	16
<i>Car Upgrades</i>	18
<i>Telemetry</i>	19
<i>Thanks To</i>	20
<i>Special Thanks To</i>	20
<i>Credits</i>	21
<i>Notes</i>	22
<i>Software License Agreement & Warranty</i>	24
<i>Technical Support</i>	25



INSTALLATION

Place the ToCA Race Driver™3 disc in your DVD drive and close the disc tray. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, ToCA Race Driver™3 will automatically begin to install. If you don't have Autorun enabled, go to the Windows® Start Menu and select RUN. Type D:\setup (replace 'D' with the letter of your DVD drive) and hit **(ENTER)**.

The installation program will initialise; follow the on-screen instructions to progress through the installation. ToCA Race Driver™3 requires the presence of DirectX 9.0c on your system. You will be given an option to set up DirectX 9.0c during installation if required.

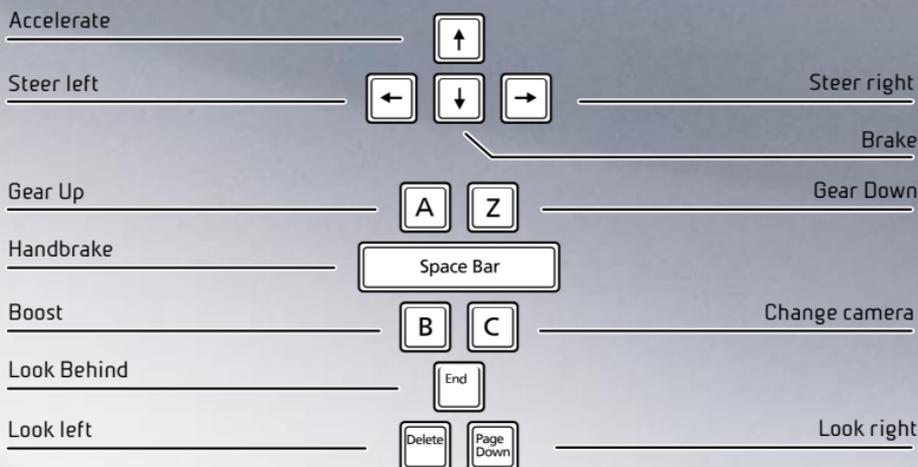
During installation, you will also be given the opportunity to register your game online. This is not a requirement – you can register your game at any time following installation at www.codemasters.co.uk/register.

If you are using a dialup connection to access the Internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.

It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.



▶ GAME CONTROL



STEERING WHEEL CONTROLLERS

This game supports the use of the Logitech GT Force, Driving Force, Driving Force Pro and Momo USB Steering Wheel controllers.

If using a USB steering wheel controller, ensure that it is connected before pressing the **START** button to begin the game. Press **START** button on the relevant controller, which must be used thereafter during that session.

If your USB steering wheel controller supports multi-turn mode, this can be activated through **Options > Driving**. For full controller configurations please see **Options > Driving > Control Assignments**.

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



Circuit Racing

Rally

- | | |
|-----------------------------|--|
| 1. Lap Indicator: | Number of laps completed so far. |
| 2. Position Indicator: | Your current position in the race. |
| 3. Current Time Indicator: | The total race time elapsed so far. |
| 4. Lap Time: | The time elapsed so far on your current lap. |
| 5. Best Time: | Shows your record lap time for the current track. |
| 6. Accelerator/Brake Gauge: | The amount of force applied to the accelerator/brake pedal. |
| 7. G Meter: | Shows the amount of g-force currently being generated. |
| 8. Gear Icon: | Your currently selected gear. |
| 9. Fuel Gauge: | The amount of fuel remaining in your tank. |
| 10. Speed: | Your speed in miles per hour. |
| 11. Mini Map: | Your position and the position of your nearest competitors on the current circuit. Your car appears as an arrow. |
| 12. Stage Progress: | Shows your progress through the Rally Stage. |
| 13. 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. |
| 14. Rally Corner Indicator: | Indicates the direction of the road ahead. |
| 15. 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 tyres 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 tyre temperature.



TYRE WEAR

As tyres wear down they begin to lose grip on the track surface. Driving across the infield will wear down tyres 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 12 & 14. World Tour gives you the freedom to jump from one motorsport discipline to another with less emphasis on rules and flags, whereas 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. Both players need to press 'start' to join the game, then Player 1 selects the options as in Free Race mode. The race commences once Player 2 has selected their car.



Network

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

Join: Enter the lobby of a game that has been created on another PC 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 once you are happy with your selection press (F1) to ready yourself. Once the host has selected **'Ready'** anyone who is not ready will have 15 seconds to press ready before the race begins.

Create: Use the options shown on screen to define the parameters of the game you are hosting. When you are finished select **'Start Session'** to go to the race lobby. Your game will appear on the Join List of any PC's running the game on the same network. You can change the session settings and which championship to race on and which cars to use from the lobby menu, by returning to the Session Settings menu.

When you are ready to hit the track, select **'Ready'**. 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.

Enter IP: Enter the IP Address of a PC hosting Race Driver 3 on your LAN.

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



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.

▶ **PLAY ONLINE**

Select **'Play Online'** to take part in a multiplayer game across the internet. The first time you play online you must create an account in GameSpy. Select **'New Account'** and follow the directions on-screen to do this.

Choose **'Select Account'** to play online using a previously created account.

Quick Game: Quick Game is the fastest and easiest way to get into a game.

It finds the first game running that you are able to join. Select **'Join'** to enter the game displayed, or **'Find Next'** to bring up the next available game.

Browse Sessions: Use this option to specify exactly what type of game you would like to join. Use the navigation controls to define the criteria for your game search, and then select **'Search'** to display a list of games running that match your preferences. Highlight a game on the list and press **(ENTER)** to join the lobby of that game.

Create Match: Select **'Create Match'** then follow the options on screen to set up your own online game for other players to join.

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 **'Ready'**, 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, select '**Reset to Default**' .

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

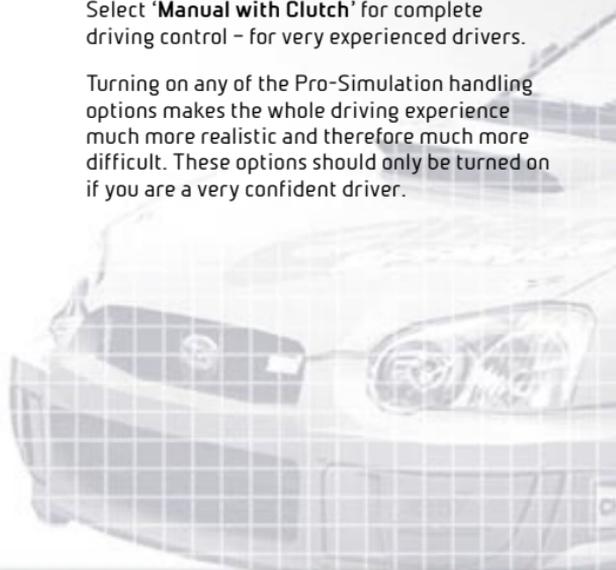
**Force Feedback/
Force Level:** Configure force feedback for enabled controllers.

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 enter or activate any Bonus Codes you have. See the back of the manual for how to obtain these codes.

Network:

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

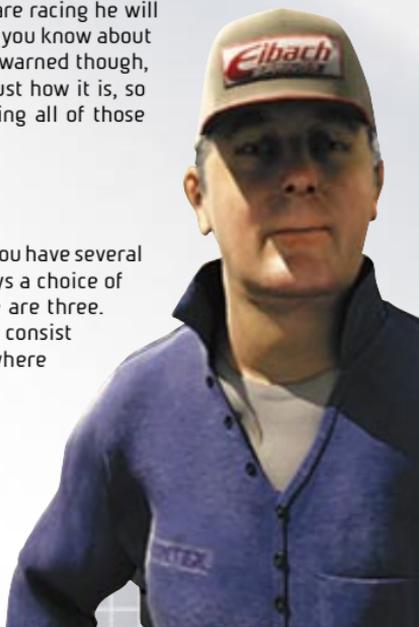
World Tour mode offers you a motorsport career taking you through a wealth of different championships. Your career will begin with the chance to compete in one of two opening motorsports on offer: the Global GT Lights and the Autosport Clio Cup. Success in these championships will enable you to climb 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 tyres 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 behaviour 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.



CAR TUNING

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.

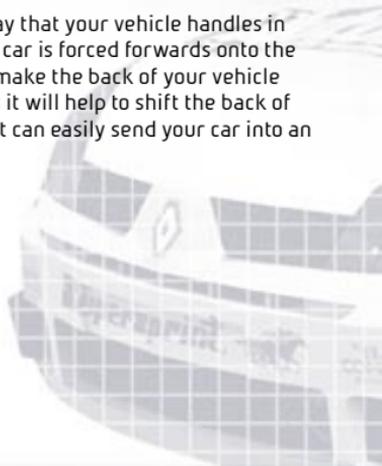
Transmission: In order to get the best acceleration the gears need to be set very close together, this however reduces the car's top speed dramatically. In turn spacing the gear ratios out improves the cars top speed but greatly reduces acceleration. To adjust your gears highlight each one individually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

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

Tyre Profile: Tyre profile is the measurement from the outer edge of the tyre to the inner rim. Compared to conventional passenger car tyres, low profile car tyres have greater width ratio to cope with the demands of higher performance vehicles. To adjust your tyre 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 tyre 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 tyre as viewed from the front of the car. If the tyres 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



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

**Tyres:**

Increase traction and decrease tyre wear

**Wheels:**

Decrease axle and tyre 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.



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Bahrain International Circuit, WA Sporting Car Club Inc, Bathurst Regional Council, Motorsport Vision, Castle Combe Circuit, Donington Park Leisure Ltd, Dover Motorsports Inc, Eastern Creek International Raceway, Hockenheim-Ring GmbH, Gold Coast Motor Events Co, Mazda Raceway Laguna Seca, Mondello Park Ltd, Motopark GmbH, Motorsportclub Nurnberg, Nurburgring GmbH, Oran Park Raceway Pty Ltd, PI Operations Pty Ltd, Melbourne Racing Club, Shanghai International Circuit Co. Ltd, Circuit of Spa Francorchamps, Exploitatie Circuit Zandvoort b.v.

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www.codemasters.co.uk

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Email

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Please include your Dxdiag.txt file with a description of your problem. To obtain this file, click the START button on your Windows Taskbar, then click RUN. Type 'Dxdiag' in the dialog box that opens and click OK. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

Email support is provided 7 days a week.

Telephone / Fax

Before calling, ensure that you have checked our website for a possible solution and have read the Toca Race Driver™3 help file which can be found on the Toca Race Driver™3 DVD-ROM.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.
2. Right-click on your DVD-ROM drive.
3. Left-click on "EXPLORE".
4. Double-click on "README".

Tel: (from within UK) 0870 75 77 881
(from outside UK) 0044 1926 816044

Lines are open:
1300-1800 Monday, Wednesday and Friday,
1400-2000 Tuesday and Thursday.

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (i.e. not having just crashed). Calls may be recorded for training purposes.

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Customer Services, Codemasters Software Ltd,
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Bonus Codes

- **Unlock all the championships in the game**
- **Unlock extra, bonus championships**
- **Leave the opposition standing with the speed boost**
- **Unlock and race high speed toy cars**
- **Get into the groove and race in the slot racing championship**
- **Make your car impervious to damage and deal out some punishment**

Cheats affecting car performance/damage cannot be used whilst playing online.

Note: all of these can also be unlocked by playing through the game.

To obtain these bonus codes log onto

www.codemasters.co.uk/bonuscodes

or call

0904 445 0044

Calls cost £1 per minute. Calls from mobiles vary. Callers must be over 16 and have permission from the bill payer.
Prices correct at time of going to press..

before you call, read through these step-by-step directions...

- 1** In your game, go to Main Menu > Options > Bonus > Unlocking information and write down the Bonus Access Code. You need this to access the Bonus Codes.
- 2** Log on or call the Hintline on the number above and follow the directions to the ToCA Race Driver™3 area.
- 3** When requested, enter the Bonus Access Code you obtained in Step 1.
- 4** If you're buying the Codes online (£2.99 paid by credit card / PayPal), the full set will be emailed to you. If you are calling the Hintline, write down the codes as they are read to you; you can access as many or as few Bonus Codes in one call as you like.
- 5** To unlock the Bonuses, go to Main Menu > Options > Bonus and enter the Code/s you've been given.

* Requires touch tone telephone and ToCA Race Driver™3 save file.



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