

EPILEPSY WARNING

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 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 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.

INSTALLING AND LAUNCHING THE GAME

1. Installation

Hardware Requirements

To play **Cycling Manager 3**, you need AT LEAST:

- a 350 Mhz processor
- 128 Mo of RAM
- a fully DirectX compatible 3D video card with at least 8 Mo of RAM
- a 2xCD-Rom drive,
- DirectX 8

However, for a better experience we recommend the following hardware:

- 700 mHz processor or higher
- 3D video card with 32 Mo of RAM
- 256 Mo of RAM

Operating System

The game is compatible with Windows 98, 2000, ME and XP (Pro and Home).

Music

Cycling Manager 3 provides an internal MP3 player. You can launch, stop or skip any MP3 file. To include your own MP3 files, just copy them into the game's MP3 directory on your hard drive.

Multiplayer

Cycling Manager 3 is playable in multiplayer mode via internet or a LAN (Local Area Network). To play on the internet, you'll need an internet connection and you will have to install the 'GameSpy Arcade' program that is on the game's CD. GameSpy Arcade will let you host or join internet games.

Note: You don't need a premium account to play the game. It's completely free!

Installation

To install the game, insert the **Cycling Manager 3** CD in your CD-Rom drive. The installation will start automatically if the automatic insert notification is activated. If not, start the "setup.exe" program that is located on the CD. (Is there 2 CD's, if so you may want to put CD 1).

Recommendations

We recommend not to overclock your processor or any other component of your computer. Indeed, you may damage your computer and experience difficulties running the game or other software.

Close all other applications before running Cycling Manager 3.

If you experience video problems, go in the options screen to lower the video details.

If the display is incorrect, try to install more recent drivers for your graphics card.

If the game is slow or if you get blank screen, it may be because your video card is not supported by Directx 8 anymore, please try the special executable that you will find in the DirectX7 directory of the Cycling Manager 3 workgroup on your desktop.

An active firewall may freeze the screen on some configurations. De-activating the firewall while playing can solve this problem.

2. Launching the game

To start the game, double-click on the « Cycling Manager 3 » icon on your desktop or in the Start menu.

The first time the game is started, a set-up screen will be displayed. Select the parameters corresponding to your hardware (modem, video card), choose a language and a video mode. Then, click on "OK" and the game will start.

INTRODUCTION

« Success is not an end, but a means to aim higher »

Pierre de Coubertin

This quote fits the Cycling Manager series to perfection: the success of the first two editions allowed Cyanide, the development studio, to aim higher and offer a whole new and improved Cycling Manager 3. Cycling Manager 3 is now more graphically impressive, more detailed, more user-friendly.

Building on the experience and expertise of the developers, the support of professional cyclists and feedback from devoted fans of the Cycling Manager series, Cycling Manager 3 offers many new innovations while keeping most of the features that made it a great success eg. the greatest cycling races rendered in 3D, the most prestigious teams and riders, advanced strategy and management possibilities.

This edition sees the appearance of « moto camera » during races (meaning you can follow 2 groups at the same time on-screen !!!), historic monuments and deeper landscapes, a whole new and much more user-friendly interface, the 2003 pro teams, national championships and a worldwide ladder system “powered by GameSpy”.

Have fun!

SHORTCUTS SUMMARY

Numerical Keypad 1,...,9 : selects the nine riders on the team individually

Numerical keypad 0: selects all your team riders

CTRL+1,..., CTRL+9: create a group of riders

Keys 1, 2,...,9: selects groups 1 to 9

F1: open/close the main panel

F2: open/close the profile panel

F3: open/close the options panel

F4: open/close the cyclist info panel

F5: open/close the chat window

F6: open/close the moto camera

F7: camera setting 1

F8: camera setting 2

F9: camera setting 3

F10: camera setting 4

F11: camera setting 5

F12: camera setting 6

CTRL + F7...F12 : saves the current camera as a default camera setting

E : attack

R : counter-attack

T : sprint

Y : counter-sprint

D : relay

F : infinite relay

G : go to the head of the group

H : no order

Right click : select a rider on the 3D display without modifying the cyclists selected in the orders' panel

Shift+Click son the box of a rider in the orders' panel : de-select a rider from the selection

P : Pause

Up and down arrows : cycle through your team's riders.

Page Up and Page Down to cycle through groups.

Left and right arrows : to cycle through all riders.

Space : display/hide the name of your

Alt + left click : rotates camera

Alt + mouse scroll : zoom in / zoom out

MANAGEMENT SCREENS

1/ TYPE OF GAME

You will take control of a professional cycling team which implies important decisions. This section of the manual describes the options at your disposal in terms of team management.

2.1 Selecting a Game Mode

You select between 4 different game modes in solo play.

The *Career* mode lets you manage a professional cycling team over multiple seasons. It is the most advanced mode as you will have to manage finances, training, recruiting and make tough decisions on your team's objectives and strategy.

The *Tour* mode lets you manage a team for the duration of a multi stage race eg. The French Tour, Giro, etc. You will not have to manage finances. The focus is on the racing part.

The *Stage* and *Classic* mode lets you control a team for just one race. The *Stage* mode lets you select a specific stage of a Tour (see above), while the *Classic* mode offers the opportunity to participate in the greatest one-day races eg. Paris-Roubaix.

2.2 Selecting a team and objectives

Whichever mode you choose, your next decision will be to select which team you would like to control among the 40 teams offered in the game (spread between two divisions). The lower the budget of your team, the more difficult it will be to reach the top. Click on the tabs to switch between Division 1 and Division 2 teams.

Once you have validated your selection by clicking on "Create", you will have to decide on a list of season objectives (Career mode only). There are 8 lists of objectives to choose from (ranging from easy to hard). The lists difficulty rating is dependant on the difficulty of the individual goals defined within each list. The higher the difficulty the higher the rewards when the goal is achieved.

You will have to achieve a minimum of your goals if you do not want to be fired at the end of the season!

Once these choices are made, you are taken to the main interface of **Cycling Manager 3**.

2/ INTERFACE

2.3 Main Interface (Carbon frame)

2.3.1 Description

It is represented by the bar on the upper part of the screen. It lets you access all the main screens of the management section of the game.

The 5 icons on the left of this bar ("Team", "Cyclists", "Equipment", "Races" and "Results") give you a list of additional screens that you can access by simply clicking on it.

The name of the screen currently displayed also appears at the top of the screen.

Finally, on the upper right, you will find the current game date, the amount of cash in the bank and two buttons which will let you move either forward a day or a week once you have made your choices.

On all tables, some text will appear in yellow which means there is a hypertext link attached to this text. Clicking on it will open a pop-up window with additional information.

2.3.2 TEAM Screens

2.3.2.1 News

This screen displays all the news that might be of interest to your team. News is classified in 4 categories (*Teams*, *Cyclists*, *Finances* and *Races*). You can sort news by categories by clicking on the corresponding tabs. To read a message, you just have to click on it.

2.3.2.2 Staff

This screen lets you manage your technical staff which includes : trainers, scouts and physicians. This screen has 4 tabs :

List :

This tab displays all the technical staff currently on your payroll. You can get important information such as fame, salary or contract duration of any staff member. Fame represents the “quality” of a staff member and is ranked from Regional (low) to Mythical (best).

In this section you can also hire, fire or renegotiate contracts by using the buttons on the lower part of this screen.

Trainer:

This tab lets you decide which riders will be trained by your trainer or by yourself. If you don't have any trainer, you will have to train your riders yourself! You can only have one trainer on your staff.

Scout:

This tab displays all the riders currently followed by your scouts. The ratings are the potential of the rider currently being scouted. You can hire up to 3 scouts.

Physician:

This tab displays all the injured riders on your team. To have a physician follow a cyclist and reduce his time on the injured list, you must select the rider on the table and use the “*assign physician*” button on the lower part of the screen. If a physician is currently assigned to another rider, you can select this other cyclist and then use the button on the lower part of the screen to have the physician stop following this rider.

2.3.2.3 Finances

Monthly and annual statements :

Use the *Monthly* and *Annual* tabs to get statements about your financial situation. The table will help you identify where you are spending money and how much you receive from sponsors and race bonuses.

Loans:

By clicking on this tab, you get access to the « loan request » table which lets you ask your bank for a loan that can range from 10 000 to 200 000 euros (click on “borrow”). You can change the repayment period from 3 to 9 months. The longer the duration the higher the interest rate will be. As you change the amount you want to borrow and the duration, the game will automatically update the monthly repayments and the interest rate. If you want to validate a loan offer, you just have to click on “ok”.

Tip: clicking with the mouse right-button lets you increase/decrease the amount more rapidly.

2.3.2.4 Goals

This screen displays the list of objectives you chose at the start of the season. When a goal is achieved, a check symbol appears next to the objective and the number of points is updated. On the upper part of the screen, you can see the financial contract you currently have with your sponsor.

2.3.3 CYCLISTS Screens

2.3.3.1 Roster

This screen displays the rosters of all the teams in **Cycling Manager 3**. The arrows let you change the team currently displayed. Teams are sorted alphabetically. A quick search is possible using the third button (next to the right arrow). Clicking on this button will take you to the selection panel displaying all the teams' jerseys. Clicking on the jersey of the team you are looking for will take you directly to the team's roster.



Ratings:

This tab displays the ratings of each rider. If a rating is good, it is displayed in orange. If it is great, it is displayed in red.

Season:

This tab summarizes the records of the cyclists and pictorially displays their strengths (Leader, Climber, Sprinter, Time trialist). If the rider is good, the icon appears in silver. If he is great, the icon is gold.

Icons:

Crown: Leader

Mountain: Climber

Cyclist: Sprinter

Clock: Time-trialist

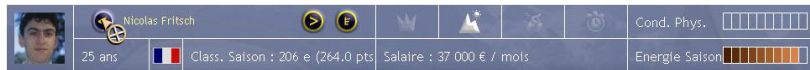
Condition :

This tab shows the current physical state of your riders. You can check the physical condition (PC), fatigue, race energy and some special comments.

2.3.3.2 Training

This screen lets you control the training of any of your cyclist if you wish to do so. The arrows let you select any rider on your team. The third button (next to the right arrow) brings up a pop-up with the riders' names and photos. Just click on a photo to select a cyclist.

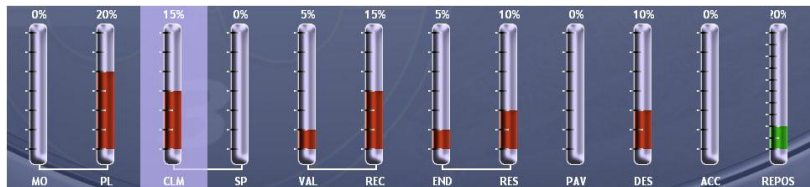
The button "Train this cyclist" lets you take control of the training regimen of a specific rider.



The interface pictured below lets you adjust the training of each cyclist. The green bar represents the time not allocated yet (rest). The red bars represent time allocated to training in a specific rating. To adjust time allocation, simply click on the bar you want to adjust.

You can use the "Copy" and "Paste" buttons to copy a training template to other riders.

Tip: Be careful! If you don't leave enough rest time, your rider will accumulate fatigue more rapidly.



Rating:

This tab displays the level and the progress of a rider's ratings as histograms.

Improvement diagram:

This tab displays the level and progress of the rider's ratings graphically.

Impact:

This tab displays the positive and negative impact of the current training regimen on the fatigue and physical condition of the rider. By paying 5000 euros and using one of your scouts, you can unveil a rider's potential and gain access to information about the impact of a training schedule on the rider's ratings.

Physical condition:

This tab displays the level and progress of the rider's physical condition graphically.

Fatigue :

This tab displays the level and progress of the rider's fatigue graphically.

2.3.3.3 Injuries

This table provides information on the type and recovery time of injured riders. You can assign a physician to an injured cyclist to reduce his recovery time. To do so, select the rider and click on "Assign physician" on the pop-up window.

It is also possible to ask a physician to stop following a rider to whom he was assigned before at any time.

2.3.3.4 Contracts

This section provides information on salary and contract duration for all riders on your team as well as some feedback on the current state of mind of the cyclist.

You can also renegotiate contracts with any of your riders, putt hem on the transfer list or, if you need cash very badly, ask for a quick sale. The latter will not let you get a fair value for your rider. In addition, a rider must have been under contract over 3 months to be available for a quick sale.



When you renegotiate a contract, you can modify the signing fee, the base salary and the contract duration. The rider will instantly let you know what he thinks of the current offer but will take a few days before answering formally.

2.3.3.5 Search

This screen lets you search for riders to scout or recruit. You can check the physical condition of any rider, ask a scout to follow him for a few weeks and compute a report before you decide to recruit him or not.



To help you identify the type of rider you are looking for, you can use filters. Click on the "Filter" button and check the box next to any factor you want to use in a filter. Then adjust the filter with the "+" and "-" icons. You can filter based on any rating, nationality, age,...

Plaine	☐	☐	50	+	↓
Montagne	☐	☐	50	+	↓
Vallées	☐	☐	50	+	↓
Pavés	☐	☐	50	+	↓
Descente	☐	☐	50	+	↓
Contre-la-montre	☐	☐	50	+	↓
Sprints	☐	☐	50	+	↓
Accélération	☐	☐	50	+	↓
Agilité	☐	☐	50	+	↓
Endurance	☐	☐	50	+	↓
☒ Ok					

Résistance	☐	☐	50	+	↓
Récupération	☐	☐	50	+	↓
Age	-21 / 21 / 26 / 29 / 30				
Nationalité	☐				
Liste des transferts	☐				
Division	CL* ☐				
*CL : Coureurs Libres					
Effacer					
☒ Annuler					

Transfer information :

This tab displays the nationality, age, team and contract duration of the cyclist. You can also see if a rider is on the transfer list or not.

Ratings :

This tab lets you access the ratings of all listed riders.

2.3.4 Equipment screens

These screens let you acquire equipment for your team. The new equipment that you purchase is technically more advanced (and supposedly better) than its predecessor. In *Cycling Manager 3* you can buy frames, wheels and helmets to give your riders the edge.

NATIC	Kayrium Elite	Kayrium SL	ID 5 Batone	Cosmic Carbone	Comète
CAMPAGNOLD	Zonda	Neutron	Ghibli	Bora	Hyperon
AMBROSIO	Radar	Onda	Diapason	X-Carbo	X-Disk
SHIMANO	WHR540	WH17D1	WH17D1 Carbone		

Matériau : Aluminium		SHIMANO WH17D1
Masse : 1.7		Prix : 80000
Rouleur : ●●●●○		☒ Acheter
Montagne : ●●●●○		
Contre-la-montre : ●●○○○		

Different colors are used to represent the equipment's availability. The equipment that you already own is displayed normally, equipment you can buy is on a green background, equipment that is currently displayed has a purple background and equipment that you cannot access yet is "grayed". To get info on equipment that is grayed you need to acquire its predecessor on the list. The small clock icon means that the equipment is used for time-trials.

A grade from 1 to 6 (best) is awarded to each equipment piece so that you can evaluate its quality in the following categories: riding, mountain and time trial. When you purchase equipment, its costs and a button "buy" are displayed.

2.3.4.1 Buying frames

This screen lets you purchase all the models and brands of frames offered in ***Cycling Manager 3***. Each purchase has a cost and you will have to evaluate it against the performance bonus it will give to your riders.

2.3.4.2 Buying wheels

This screen lets you purchase all the models and brands of wheels offered in ***Cycling Manager 3***. Each purchase has a cost and you will have to evaluate it against the performance bonus it will give to your riders.

2.3.4.3 Buying helmets

This screen lets you purchase all the models and brands of helmets offered in ***Cycling Manager 3***. Each purchase has a cost and you will have to evaluate it against the performance bonus it will give to your riders.

2.3.5 Race screens

2.3.5.1 Calendar

This screen provides information on the dates of the races in ***Cycling Manager 3***. Your team is registered to all races for its division.

2.3.6 Results screens

2.3.6.1 Latest results

This screen displays information on the last race that took place for each of the two divisions. You can check the results of the last stage, the overall classification, the points and mountain rankings as well as the team classifications.

2.3.6.2 Season standings

UCM Season Classification :

This tab lets you access the different rankings for the season: individual and team classifications for both divisions. This classification takes into account the results of all the races. The higher the category of the race, the higher the amount of points awarded to the ranked riders.

World Cu :

This tab displays the Team and Individual classifications for the World Cup. This competition is made of the 10 biggest classics of the season. You can review all classification rankings from all the prior seasons you have played since beginning your career.

Wins:

This tab displays the rankings of individual riders and teams in terms of how many wins they obtained for a given year. You can review these rankings from all the prior seasons you have played since beginning your career.

2.3.6.3 Race records

This tab displays the yearly podiums of all races included in Cycling Manager 3.

2.3.6.4 Season statistics

This screen displays a dozen stats and results to give a brief overview of the main results of any given season.

2.3.6.5 Team results

This screen gives access to the yearly results of the 40 teams in the game. For any team, you will be able to check its UCM rank, the rank of its best rider, the number of wins and podiums.

2.3.6.6 Manager results

This screen provides a list of all your achievements as a Team Manager. The Classics and Tour tabs will let you sort your main performances. All your best results can be accessed through this screen.

2.4 Secondary interface (Wheel)

At the bottom of the screen, you can find the interface, which lets you access the secondary functionalities of the game.

2.4.1 Options

Graphical options :

This section allows you to tune the graphical options to fit your computer's hardware for optimum performance. By reducing the level of details, the clipping and the color details (16 or 32 Mbits), you will enhance the game's smoothness on lower end computers.

Clipping distance and level of details have the most impact on the game's frame rate. If you don't feel confident fine-tuning yourself, just use the default values: mini, low, average and high.

Sound options :

This section lets you set the sound volumes.

2.4.2 Help

On the lower left part of the screen, click on the « ? » button to get some help on what are the possibilities of the current screen.

2.4.3 Chat

On the lower right, click on the « Chat » icon to open the chat window for the multiplayer mode.

2.4.4 Quit

After clicking on the « x » button, a pop-up window appears asking you whether you want to get back to the main menu, quit to windows or cancel.

3/ EXPLANATION ON RATINGS

Here are a few explanations on the ratings and how they are used in the game:

Flat (FL) : ability to ride on flat roads

+++ : Breakaway specialists

++ : Classics riders

+ : Teammates, sprinters

Mountain (MO) : ability to climb long slopes

+++ : Climbers

++ : Stage race specialists

Hills (HIL) : ability to climb short and steep climbs.

+++ : Classics riders

++ : Breakaway specialists

+ : Sprinters

Downhill (DH) : ability to go downhill.

+++ : all riders !

Time-trial (TT) : ability for time-trial stages

+++ : Time-trial specialists (!!!)

++ : Stage race specialists

Endurance (END) : influences the race energy for a race (green bar during the race)

+++ : Classics riders

++ : Stage race specialists

Resistance (RES) : influences the in-race punch (blue bar during the race)

+++ : Climbers, Stage race specialists, Classics riders

++ : Time-trial specialists

Recovery (REC) : determines the rate of recovery between stages

+++ : Stage race specialists

++ : Climbers, breakaway specialists

Cobblestones (COB) : ability to ride on cobblestones sections

+++ : Classics riders

++ : Sprinters

Agility (AG) : influences chances to fall during the race.

+++ : all riders !

Sprint (SP) : ability to sprint before the finish line and for intermediary sprints.

+++ : Sprinters

Acceleration (ACC) influences the in-race punch (blue bar during the race)

+++ : Climbers, Stage race specialists

++ : Classics riders

THE RACE

Race information

Camera views :

Press F7 to F12 to switch to one of the 6 preset cameras.

It is possible to move the camera freely. To do this, you can either use the camera control panel that can be accessed through the options panel (see below) or use the ALT + left mouse click + mouse movement to rotate the camera and ALT + mouse wheel to zoom in and out.

After setting a camera angle, it is possible to save this setting by pressing CTRL + F7 to F12. Be careful, this will delete the previous setting for this key.

Main panel :



1. Open / Close the main panel (shortcut : F1)
2. Distance to finish line.
3. Display / hide the min camera (shortcut : F6) which lets you check on another part of the race
4. Display / hide the overall time ranking (tours only)
5. Display / hide the best climber ranking (tours only)
6. Display / hide the points ranking (tours only)
7. Display / hide the best young rider ranking (tours only)
8. Display / hide the stage profile and time gaps between groups (shortcut: F2)
9. Distance to next mountain sprint
10. Distance to next points sprint
11. Cyclist currently highlighted in the race. Clicking on the rider's name will open an info box (shortcut F4)

Options panel :

Click on the arrow on the lower right part of the screen (shortcut F3) to open the options panel. This lets you access the MP3 player settings, the chat, the game speed settings and the camera control panel.

Pause :

To pause the game, press the « P » key on your keyboard.

Controlling your team:

To control your riders, you need to use the panel on the lower left of the screen.

Action panel :



Attack (shortcut : E).



Counter attack (shortcut : R) ; the highlighted rider will counter the attack of the rider you will click on next (left click). To be effective, this order must be used just when the other rider is attacking. This will let your rider take the wheel of the attacker and save some energy!



Sprint (shortcut : T).



Counter sprint (shortcut : Y) : the highlighted rider will counter the sprint of the rider you will click on next (left click). To be effective, this order must be used just when the other rider is starting his sprint. This will let your rider take the wheel of the sprinter and save some energy! It can be used on one of your other riders to prepare for a sprint.



Relay (shortcut : D) : takes a relay at the head of the group for a few seconds.



Infinite relay (shortcut : F) : takes a relay for as long as possible.



Move to the head of the group (shortcut : G).



No specific order (shortcut : H). Lets the artificial intelligence handle the rider within the group. The rider won't make the decision to attack or sprint by himself!



Allows you to set the effort level (from 1 to 99)

All the actions only affect riders currently selected and active (those who appear in the panel next to the action panel). By default, when you select a rider, he is active. To change his state from active to inactive, use the CTRL + left click command on his info box. Inactive selected riders will have their box slightly transparent.

Cyclist info panel :



x % represents the current effort level of the rider (here 65%)

The icon just below this is the current action of the rider, which corresponds to its equivalent on the action panel (here "relay")

The number on the right is the current speed of the cyclist. By clicking on the button just below this number, you can toggle between the info on the speed and the rider's heart rate.

The letter (« P » here) is the name of the group where the cyclist currently is.

Buttons 1-2-3-4 are the food rations of the cyclist. Clicking on one will ask the rider to use this food ration so that his energy increases a little.

- Green bar: the rider's energy. The bar slowly decreases as the race takes place. Food rations will help this bar increase a bit.
- Blue bar: the rider's punch. Used for attacks and intense efforts. This bar gets "refilled" when the rider is going downhill or when the pace is slow. It's impossible to attack when this bar is empty.
- Red bar: the rider's sprint. The bigger the bar, the more efficient and effective the sprint will be.

Selecting riders :

- Left click on the box above the rider's name. The cyclist info panel will then be displayed in the lower part of the screen which means he is now selected.

- Keep the mouse's left button compressed and move your mouse to open a selection area. The cyclist info panel of all riders on your team selected in this area will appear at the bottom of the screen.
- Press « 0 » to select all your riders
- Press 1 to 9 to select any individual rider

Creating groups :

To quickly access any group of riders on your team, it is possible to define custom groups during the race (9 max).

To create a group, you need to select the riders you wish to have in this group. When all the riders you want appear in the bottom of the screen, press CTRL + a key from 1 to 9.

Later on, you'll be able to quickly re-select this group by just clicking on the keys (1 to 9) to which the group was assigned.

It is possible to have a rider assigned to different custom groups but he will only apply the last order received.

To move within the groups :

- The mouse wheel or the arrow (left and right) keys lets you cycle among riders.
- The up and down arrows lets you cyclist through the riders of your team only.
- Page up and Page down keys to move from one group to another.
- Left click on a rider to select him (cancels the current selection of riders at the bottom of the screen!)
- Right click on a rider to select him (does not cancel the current selection of riders at the bottom of the screen!)

MULTIPLAYER

1/ LOCAL AREA NETWORK GAME (LAN)

Start Cycling Manager 3. Once on the main screen, select *Multiplayer*. A dialog box pops up and ask you for a nickname. Enter one and validate.

You can then select any of 3 tabs:

- New game
- Load a game
- Join a multiplayer game (the default tab that is activated)

1.1 New game

Enter a game name on the upper left box.

Then, select a mode: season, stage race, stage or classic.

Select a division (1, 2 or custom) and then a database that was created with the editor or downloaded from the internet. The database must be in the DataCM/Database/Custom directory.

Click on *Next* to go to the race selection screen.

You reach a waiting screen with the list of players. You can kick a player out of the game by simply using the *Kick* button after highlighting the player's name. Once all players are in the "game room", click on *Launch*. Every player gets to choose his team in a random order.

Once everybody has selected a team, the game starts and the players can now access the *Stage info*, *Roster* and *Equipment* screens.

Players who click on the *Next* button in the equipment screen will be taken to a waiting screen and the race will start once everybody has validated his (her) selections.

1.2 Load a game

You can load a multiplayer game (which was automatically saved at the end of your last race). To do so, highlight the game you want to load and just click on *Load*.

You will be taken to a waiting screen with the list of players in the game and proceed as for a newly created game from then on.

1.3 Join a multiplayer game

Highlight the game you want to join on the table.

Under the table, you can see some info on the game: stage and players connected.

You reach a waiting screen with the list of players. You can kick a player out of the game by simply using the *Kick* button after highlighting the player's name . Once all players are in the

"game room", click on *Launch (same as before)*. Every player gets to choose his team in a random order.

Once everybody has selected a team, the game starts and the players can now access the *Stage info*, *Roster* and *Equipment* screens.

Players who click on the *Next* button in the equipment screen will be taken to a waiting screen and the race will start once everybody has validated his (her) selections.

1.4 End of race

Once the race is over, the results will be displayed. The game's host can export the results into an excel table (saved in the Exported Results directory). In a Season or Stage Race mode, click on *Next* to continue.

2/ INTERNET GAMES

Cycling Manager 3 can be played online through GameSpy Arcade which is provided with the CD. If you did not install Gamespy when you installed the game, you can do so at any time by inserting your Cycling Manager 3 CD Rom and use the Gamespy Arcade setup that you'll find in the Gamespy Arcade directory.

Once Gamespy Arcade his installed, follow these instructions to play online ;

- **Starting GameSpy Arcade and choosing the Cycling Manager 3 room.** To do so, Click on the Gamespy Arcade link in your Start Menu (or on your desktop). When the program starts, a list of games installed on your machine will be displayed on the left. Click on Cycling Manager 3 in this list to enter the room.
- **Creating or joining a game.** When you enter the room, you can see a list of players in the room that you can chat or compete with. A list of games currently created is also displayed with the number of players allowed and whether the game is public or private. If you want to set up a new game, click on the *Create Room* button and wait for other players to join your room. If you click on the Ladder box, it means, that your game will count as an official game for the Online Cycling Manager 3 Ladder. To join a game, just highlight a game and click on *Join Game*.
- **Starting a race.** After joining or creating a game, you are taken to a waiting room where you can chat with other players in your game. When you feel ready, click on the *Ready* button. When all players have clicked on this button, the host can start the game. Gamespy Arcade will then start Cycling Manager 3 and your game will start!

To see your online ranking on the ladder, visit <http://ladder.cyanide-studio.com>

CREDITS

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