

MANUAL



Michael Schumacher

RACING WORLD

KART 2002



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www.jowood.com

Homepage „Michael Schumacher Racing World - Kart 2002“:
www.ms racingworld.com

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Epilepsy Warning:

Some people are prone to epileptic fits when they see flashing lights or particular patterns in the surroundings. These people can be susceptible to epileptic fits when they watch television or play computer games. Even players who have never been affected before can suddenly find themselves affected.

Find out from your doctor if you or a member of your family has ever tended towards epileptic fits before you start playing computer games. If you suffer any of the following symptoms stop playing immediately and seek medical advice: dizziness, sight disturbances, eye or muscle spasms, confusion, loss of consciousness and/or spasms.



Installation:

Insert your Michael Schumacher Racing World (MSRW) – Kart 2002 CD into the CD-ROM Drive. Wait a couple of seconds until the drive is ready. Ensure that autorun is enabled. Click on "Run Setup" when the AutoPlay screen appears and follow the onscreen instructions.

Should the CD not start automatically, click on the START menu button, select Run and then "Browse". Open the CD drive in which you put the MSRW – Kart 2002 CD. Select the file "startup.exe" and click on the button "Open." Then follow the onscreen game install instructions.

Now the Licence Agreement will appear. To accept the conditions select "Yes" to continue. General information will then be displayed. Please read this carefully.

Next choose the directory you wish to install the game in. If you wish to keep the default directory just click on "Next"/"Continue". To change the directory select "Browse" and insert the directory you want to install the game to. When you are happy with the directory name click on "Next/Continue".

You can then create a shortcut on your desktop or just start the game normally via Programs in the Start menu.

To delete MSRW – Kart 2002 from your computer, select "Start Setup" via Start Menu -> Programs -> MSRW – Kart 2002 -> Start Setup. You can then choose from three options: Change Setup, Repair and Uninstall. Or click on Start -> Settings -> Control Panel -> Add/Remove Software and select MSRW – Kart 2002 and click on "Add/Remove". The deinstallation program will then remove the game files from your hard disc.

We recommend that you take a look at the Readme file before you start up MSRW – Kart 2002. You will find all the up to date information about the game there.



System Requirements

Minimum System Requirements:

- Pentium III 450 MHz, 64 MB RAM, Win 98, ME, 2000
- 16MB Direct3D compatible AGP 3-D graphics accelerator card
- DirectX Sound Card
- DirectX 8
- 640x480x16 pixel resolution, 15" Monitor
- 380MB free hard disk space
- 8x speed CD-ROM drive
- Mouse, Keyboard
- Internet access, 56K modem

Recommended System Requirements:

- Pentium III 700 MHz, 128 MB RAM, Win 98, ME, 2000
- 32MB Direct3D compatible AGP 3-D graphics accelerator card
- DirectX Sound Card
- DirectX 8.1
- 1024x768x32 pixel resolution, 19" Monitor
- 380MB free hard disk space
- 24x speed CD-ROM drive
- Mouse, Keyboard, Joystick or steering wheel with foot controls
- Internet access, ISDN



Controls:

Game controls can be configured in the Options Menu/Controls and new keys assigned! You can undo all changes by pressing on the "Default" button at the bottom. This will reinstate the original factory settings.

Initial Digital Controls (Keyboard etc.):

Turn left	-	left arrow key
Turn right	-	right arrow key
Accelerate	-	up arrow
Brake/Reverse	-	down arrow
Brake	-	STRG
Rear view	-	Spacebar
Change Drive Camera	-	C
Pause game	-	ESC



Initial Analogue Controls (Steering Wheel/Pads etc.):

Turn left	-	- X Axis
Turn right	-	+ X Axis
Accelerate	-	- Y Axis
Brake/Reverse	-	+ Y Axis
Brake	-	Button 1
Rear view	-	Button 3
Change Drive Camera	-	Button 2
Pause game	-	ESC



Important:

You can change and/or configure all settings for Gamepads, joysticks, steering wheels etc connected to your computer via the Options menu -> Controls.

If you have a steering wheel connected please open the system Control Panel and select Gaming Options. You will be able to configure and test the controllers in this menu. Please ensure that the Option "multiple pedals" is selected.

Graphics or sound problems:

Should you experience any problems with the sound or graphics, please ensure that you have the most recent drivers for your sound or graphics card installed. Please contact manufacturer for the newest drivers.

Please ensure that DirectX 8.0 is installed onto your computer!



Playing:

Relive the beginnings of the F1 Star Michael Schumacher's career. Experience first hand the atmosphere of the best international kart tracks and challenge drivers from all over the world to compete against you online.

Kart 2002 is the ultimate 3D kart simulation with 3 different race classes and karts, 16 tracks and a realistic driving experience.

The way the kart handles has been programmed to recreate real conditions in order to be really true to life. The driving experience is similar to the real kart tracks, where the difficulty of courses and opposition you face is continuously increasing. Online ranking allows you to compare your performance with that of other drivers.

Choose your racing outfit, the colour and design of your kart, the name of your racing driver and much more. Create your very own racing ace!

Learn how to drive your kart in realistic conditions and follow the footsteps of the legendary Michael Schumacher. You can train and improve your abilities as you progress through the different tracks and classes. Compete against drivers from all over the world in the Championship.

Features:

- 3D kart racing game
- 3 different racing modes and Internet competitions with great prizes
- Racetracks and scenery inspired by the best known courses
- Level of difficulty increases as you progress through the game dependant on the experience of the player
- Physically accurate recreation of kart and track dynamics
- 3 different kart classes (FUN, ICA, FSA) with differing handling/difficulty levels
- Create your own ghost drivers to race against
- Intelligent computer opponents



Michael Schumacher's Kart Career

Michael Schumacher's Kart Career:

Michael Schumacher started kart racing very early. Even though his father was less than enthusiastic about his son's capital-intensive karting ambitions, local benefactors who offered their financial support every now and again preserved Michael to the sport. It was his father, who built Michael's first vehicle and who enrolled him at the Kerpen-Horrem Kart Club.

Michael's enthusiasm for kart racing grew as the years went by. In 1980 the members of the Kerpen karting club built a new racetrack in the Mannheim district of Kerpen. Michael and later his brother Ralf drove here as often as they could.

Michael was however too young to enter the championship races and had to wait until 1983 before getting his German karting licence. He immediately went on to win the title of German Junior Champion in 1984. In 1985 he won the German Junior Championship again, and was declared junior vice-world champion of Le Mans.

He first took part in the German Kart Championship in 1986 and got into third position in the rankings, as well as finishing in third position in the European Championship. In 1987 he had his first big success: Michael Schumacher won the German Karting Championship and the European Championship.

His great passion for karting is still alive and well. Whenever his albeit very tight schedule allows, he will sit himself in a kart and race a couple of laps.

The fact that he is still taking part in the Kart Championships of the Formula Super A class (FSA) on his home track of Kerpen in Germany in 2001, shows that the fun and challenge of kart racing hasn't been lost to him. He also intends to take part in future kart championships.

In parallel Michael Schumacher is running several kart centres in Germany. Here budding and current racing fans can enjoy themselves with the 200cc 4-stroke engines.



Michael Schumacher's Kart Career



To contact Michael Schumacher's kart tracks in Germany:

**MS Motorsport GmbH
Michael-Schumacher-Str. 5
50170 Kerpen - Sindorf
Phone: + 49 (0)2273 - 95 55 41
Fax: +49 (0)2273 - 95 55 43
e-mail: info@ms-kartcenter.de**

You will find lots more useful information on the website:

www.michaelschumacher-kartcenter.de



Start Screen:

The main menu will automatically appear after the intro sequences once you have started Michael Schumacher Racing World – Kart 2002.

Here you can change the settings to create your own personal profile as well as choose the various game modes. Use the Options menu to optimise the game to suit your PC's configuration.

Find detailed descriptions of the individual menus on the following pages.



Driver: Choose your outfit, the appearance of your kart as well as your driver name.

Training: Here you can practise driving the fastest laps against virtual opponents (ghosts) and save your best times on each track which you can share with other players via the internet.

Time Trials: The objective here is to get the best track times you can, upload these onto the web online ranking and then take part in the Internet Trophy Race. There are some great prizes to be won.

Championship: Race against the best computer drivers and qualify for the top class. Here Michael Schumacher awaits the pleasure of racing against you.

Options: Configure the sound, controls and resolution.

Exit: End the game. Credits.



Driver Mode:

Choose your driver's outfit, what your kart looks like, as well as what name you are going to drive under. In other words create your personal profile.

Select "New" to create a new driver's name. You can also allow your friends and family to play with this as well.

Just enter a new name and your new career will begin. Select "Delete" and the profile will be deleted. You can select predefined profiles by cycling through the driver's names to the left and right. You can then use your selected profile to drive through MSRW – Kart 2002 – .

Outfit Menu: personalise your driver's outfit, as well as the helmet design by clicking on the arrows to the left and right.

Kart Menu: personalise the design and colour of your kart, by clicking on the arrows to the left and right.

You can change your personal settings at any time and then race off in Michael Schumacher Racing World – Kart 2002 with your brand new livery.



A FUN class kart is used as a model!



Training Mode:



Here you can practice getting the fastest lap times against trained opponents and save your best track times.

Choose a track from the beginner's FUN class. Now a menu will appear where you can select any of the FUN class tracks. Choose one of the tracks by clicking on it.



You will see a track description and a rough diagram of the track on the top right-hand side of the screen, as well as the class that you are in currently and the ghost driver's time that you have to beat. Bottom middle you can use the arrows to the left and right of "Track Overview" to toggle through the track overviews in each class. You can get back to the main overview of all classes by clicking on the "Track Overview" button itself.

Bottom right you will see the green "GO" button. Once you have chosen your track click this to start.

Now start your training. After the camera finishes circling your kart in the start sequence you can drive off. As soon as you cross the finish line, your virtual ghost driver will drive against you. This is repeated each time you cross the finish.

Now try to follow the ghost and to overtake it. You will not be able to collide with it. If you cross the finish line before the ghost, the system will automatically save your time and driving lines and transfer them to the ghost. This enables you to view your driving style and try to improve it with each passing lap.

Every time you cross the finish with a new ghost time or have achieved a new and personal best lap time a requester will appear amidst cheers to announce "Lap Record" and/or "Track Record".

Now the track will have a green tick next to it in the class overview screen. It shows that you have completed this track successfully. Once you have beaten all the required speeds/ghosts in one class, you will qualify to enter



into to the next highest class.

Once you have beaten the pre-set ghost, this information is saved in a directory as a file (e.g. "fun_01_jpn.ghost" for the first track). You will find this in your windows directory (with default install path) in:

C:/Windows/Programme/JoWooD/Kart2002/Ghost/Default
or „YourPlayerName“

You can upload this file onto the website www.msrracingworld.com once you have created your own driver's profile there (max. of three files) or send it to other players via email. This enables you to race against other real opponents on each of the tracks.



Picture Info: Above left you will always see the last lap times. In the top middle you see your actual time, as well as the required time beneath it. (The last time will appear if you have gone over the set amount of laps). Top right is the last lap best time and bottom right is your kart speed. The red dot is your position and the green dot is that of the ghost driver.

Note: Never attempt to change the ghost's file name yourself. If you copy a file into your ghost directory and subsequently achieve a faster time than previous, the old file will automatically be updated! We do however recommend that you save a copy of your original files into a separate directory on your hard disk.

You can reinstate the original settings of the ghost at any time, by clicking on "Reset Ghost" on the track overview screen. This can never be deleted.

Using the "Reset Ghost" button does not alter any of the game positions, classes or tracks that you have qualified for.

You can interrupt, continue, start and end a new race by using the escape (ESC) key. Using this will always get you back to the menu.



Time Trial Mode:



Here you can achieve the best lap times against real opponents by enabling you to upload your file and compare your best times in an online ranking. You can also race against friends and family locally (offline). You have to beat the minimum track times to qualify for the next highest class.

Choose a track from the starting class FUN.

Now a menu will appear where you can select any of the FUN class tracks. Choose one of the tracks by clicking on it.

You will see a track description and a rough diagram of the track on the top right-hand side of the screen, as well as the class that you are in currently and the ghost driver's time that you have to beat. Bottom middle you can use the arrows to the left and right of "Track Overview" to toggle through the track overviews in each class. You can get back to the main overview of all classes by clicking on the "Track Overview" button itself.



You will see the names of the top 10 opponents in the middle of the screen, as well as the names of those that have got into the best times rankings. You will see the green GO button in the bottom right-hand corner. Choose a track and click on it.

Now the Time Trials start: after the camera finishes circling your cart in the start sequence you can drive off. As soon as you cross the finish line the lap stats. are generated.

If you have driven a new and personal best lap time, this will be indicated after crossing the finish by a requester and loud cheering announcing "Lap Record" and/or "Track Record".

Your position will be shown automatically in a table in the middle of the screen. This appears once you have crossed the finish after completing the required amount of laps for that particular track. Click on "Continue" to go back to the Time Trial requester.



If you have attained the minimum time required, the track will have a green tick next to it in the class overview screen. It shows that you have completed this track successfully. Once you have reached all the required speeds/ghosts in one class, you will qualify to enter into to the next highest class.

You will manage the minimum times in the first FUN and ICA classes after a bit of training practise round the various tracks. Now it's time to do the same thing online so you can register your times on the web ranking system.

Driving Online: If you select Time Trial Mode you will see an "Online" button appear at the top of the screen. Click it to make two further buttons appear "Super Series" and "Trophy Race".

Super Series: This allows you to race in the Championship as prescribed by the game progression (FUN, ICA, FSA). You have to have qualified for a class in the time trials, before you will be able to enter this class and/or track in the Online Super Series.

Trophy Race: This is a racing season managed by an online moderator via the Internet. Sponsors determine the racing tracks, amount of laps, as well as the timeframe of the races. You can read the terms and conditions for entering on www.msrracingworld.com under "Trophy Races".

Now choose one of the racing series and select a track. The log on requester for the MSRW – Kart 2002 – server will appear. Enter your nickname and password as requested and ensure that you have an online connection established! After pressing Enter please wait a moment until the connection to the ranking server of Kart 2002 is made. You will see this confirmed in the LOG-IN status box top right.

Internet Password access: If you do not have a password for the server yet, please log onto the www.msrracingworld.com site and go to "Profiles" to register. Your access code will be emailed to you straight away and you can then join the online ranking.

Now all your online driving times (lap and track) will be transferred to the server as soon as you cross the finish. Only the best times for each track will be used. If you have a slower than usual track time for some reason, this will not be registered in the ranking.



Main Menus

The LOG-IN connection to the MSRW server will automatically be broken if you select another game mode! However the connection to your ISP will remain open and must be closed manually via Windows.

You can look at the lap and track best times on the www.msrracingworld.com website under "Rankings". Here you will find many different ways of comparing your lap times and track times with those of other players.



Picture Legend: Top left you can see the lap times. In the top middle you can see your current time, as well as the required time. Top right is the latest lap record and the latest track record and on the bottom right you will see your kart's speed. Under this you will see your current lap and the number of complete laps required for this track. The red dot is your current position.

You can interrupt, continue, start and end a new race by using the escape (ESC) key. Using this will always get you back to the menu.

Championship Mode:



This mode allows you to compete against computer opponents to drive the fastest lap times. The aim is to end up in first position and to get into the points table. Qualify in trials to get a good starting position in the grid.

Choose a track from the starting class FUN. Now a menu will appear where you can select any of the FUN class tracks. Choose one of the tracks by clicking on it.



You will see a track description and a rough diagram of the track on the top right-hand side of the screen, as well as the class that you are in currently and the ghost driver's time that you have to beat. Bottom middle you can use the arrows to the left and right of "Track Overview" to toggle through the



track overviews in each class. You can get back to the main overview of all classes by clicking on the "Track Overview" button itself.

Qualifying:

If you leave the red tick next to "Qualify" then you will drive the first lap alone. Try to get round this single lap in the shortest possible time. The time you take for this will determine your position on the starting grid in the next race on that track. If you remove the tick (just click on it) then the race will start as soon as you have pressed "GO". However you will be in the last position on the starting grid and will therefore need to overtake everyone.

You will see the names of your ten top opponents in the grid in the middle of the screen, as well as if they have got into the fastest times table. Bottom right you will see the "GO" button. Choose a track and then click on this to start.

Now the qualifying rounds start. The camera will circle your kart in the starting sequence and then a visual and aural count down starts preparing you for the off. As soon as you cross the finish line the time stats are compiled. The best time is already displayed in the middle of the screen at the top. You have got to get as close as possible to this in order to get the best position on the starting grid. You have got to beat this best time in order to get in pole-position.

Your position on the next race's starting grid will automatically be displayed after you have crossed the finish. Please click on "Continue" to start the next race or push your accelerator pedal down.

Racing:

You will now find yourself back in your last position. After the normal starting sequence, put your foot down hard, as the clock will now start immediately after the countdown has finished!

Your position on the next race's starting grid will automatically be displayed after you have crossed the finish. Please click on "Continue" to get back to the Championship menu.

Your aim is to get into the point's grid in both FUN and ICA class Championships, in order to qualify for the highest Championship Class the FSA. Here you will have Schumacher as your opponent. (See Track Overview in this manual for more information.)



Main Menus

To do this you have to try and get into one of the first three places. If you have managed to do this on a particular track then you will see a little trophy displayed in the overview menu (3rd Bronze, 2nd Silver, 1st Gold), as well as the relevant number of points awarded. The total number of points you have got is shown bottom right, and the total amount of points you need to qualify for the next highest class are shown bottom left.

The points are awarded according to the following:

1st Position	=	10 Points
2nd Position	=	6 Points
3rd Position	=	4 Points
4th Position	=	3 Points
5th Position	=	2 Points
6th Position	=	1 Point

If you have finished a race with a slower time than you have previously driven this will not be counted! Only your best time is used. If you win the same race more than once, these are not added together. Only the last and best placing on a particular class's track is used.

If you have reached the required amount of points in a particular class then you will qualify to enter into the next highest class. Please also refer to "Track Overview" in this manual.



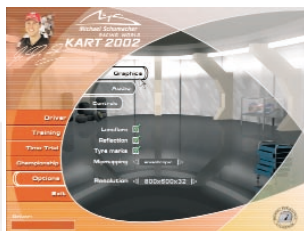
Picture legend: Top left you can see the lap times. Under this is your current position in the race. In the top middle you can see your current time. Top right is the latest lap record and the latest track record and on the bottom right you will see your kart's speed. Bottom left is a track overview and under this you will see your current lap and the number of complete laps required for this track. The red dot is your position and the blue dot is that of your opponent.

You can interrupt, continue, start and end a new race by using the escape (ESC) key. Using this will always get you back to the menu.



Options:

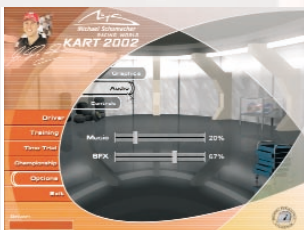
This function enables you to configure the game to create optimum performance on your PC. Please refer to the chapter "Installation" for further information.



Graphics:

Adjust the graphics settings. The red tick shows the graphic options currently selected.

Selecting all the options lens flare, reflections, tyre marks and mipmapping will give you the optimum game experience, however are extremely demanding on your graphics card!



Audio:

You can adjust MSRW -Kart 2002's music and sounds in seamless increments from 0-100%.

For the SFX you can adjust the engine noise, tyre squeals and the crowd noises from the stands.



Controls: You can adjust the settings for the control devices you are using to play Kart 2002 in the control menu. Configure individual joystick, steering wheel and key presses here. The standard settings can be activated by clicking on the black menu buttons, and changed by selecting the relevant field and then immediately pressing the relevant key or input device button you wish

use for this function. You can reinstate the game's factory default set-



things by clicking on "Default". Please also refer to the section "Installation" in this manual.

Exit:

Leave the game by clicking on Exit. The game will ask you to reconfirm this just incase. After you have exited the game, you will be shown the credits.



Karts and Classes:

You can drive three different karts from three different racing classes in Michael Schumacher Racing World – Kart 2002 – .

The karts have a driving dynamic that was specially developed specifically for this game and they therefore react in a realistic way. For instance the software programmers were sent to a real kart racing circuit to race under the instruction of a karting professional in real racing karts, just like the kind that you will be racing here.

The differences between the karts can be seen in the following areas: acceleration, braking control, weight and drift control. The cockpit camera angle follows the inside of the curve. This makes driving around tight bends on the kart circuits a lot easier.

Although the FUN kart only has a 200cc engine, but has a 4-stroke engine. This makes acceleration slower. The significantly more aggressive 2-stroke engines of the ICA and FSA classes rev much faster and because of the greater HP reach higher speeds.

The engine characteristics are reinforced through the real sound tracks that were recorded live directly from the karts on the track.



1. **FUN Class (200cc 4-stroke) ca. 6 HP**
2. **ICA Class (100cc 2-stroke) ca. 22 HP**
3. **FSA Class (100cc 2-stroke) ca. 32 HP**



Karts and Classes

Technical information about the individual kart classes:

FUN 200cc:

The kart of the original Michael Schumacher indoor kart track in Kerpen-Sindorf.

4-stroke engine, centrifugal hydraulic clutch, 6HP, top speed 70km/h, unladen weight 95kg.

Absolute beginner's vehicle to pass the initial aptitude test. If you get this kart under control you will be ready to make the step up to the next class.

ICA Junior 100cc 2-stroke:

The kart with which Schumacher had his first great karting successes between 1984 and 1985 (German Junior Karting Champion, Junior Vice World Champion).

2-stroke engine, piston actuated, centrifugal dry coupling clutch, 22HP, top speed of 115km/h, unladen weight 70kg, 0-100km/h in 5 sec.

Here F1 pros learn everything they need to have a great motor sporting career – driving technique, strength and the will to win.

Formula Super A 100cc 2-stroke:

This was the kart that Schumacher drove in the 2001 Kerpen Kart World championship against the rest of the world's karting elite.

2-stroke engine, rotary or membrane actuated control, maximum of 21000 revs/min., direct drive, 32HP, top speed of 160km/h, unladen weight 70kg, 0-100km/h in 4 sec.

Every year the 30 best karting talents of the world use this to rate themselves. These karts have got extremely good grip because of their special tyres, but the engines are terribly hard to tune – definitely only for pros!



Track Overview Kart 2002 – Qualifying Training (Ghost), Championships as well as Time Trials and Super Series

General Circuit Overview

FUN 4 stroke 200cc Laps: 3-4	<i>Qualifier for ICA Class</i>	ICA 2-Stroke 100cc Laps: 4-6	<i>Qualifier for Formula Super A-class</i>	Formula Super- A FSA 2-Stroke 100cc Laps: 5-7	<i>Formula Super - A Winner</i>
	26 Points 2 x 1. Position 1 x 2. Position Min. Time Ghost		42 Points 3 x 1. Position 2 x 2. Position Min. Time Ghost		71 Points 5 x 1. Position 3 x 2. Position or 2 x 2. Position 1 x 3. Position

FUN Circuits	ICA Circuits	Formula Super - A FSA Circuits
JAP – Japan	GBR – England	GER – Germany
FRA – France	AUT – Austria	ITA – - Italy
NOL – Holland	NOL – Holland	GBR – England
	FRA - France	AUT – Austria
	USA – USA	USA – USA
		GER – German
		ITA – Italy
		HUN – Hungary



Circuit Overviews

General Circuit Overview:

FUN Class 4-Stroke 200cc

Japan 366 metre
Kobe "Mitzuma"

Small indoor circuit on two levels with tight corners. Here you need skill in third. Remember the circuit well, otherwise you'll come off the track... and that costs time!

France 524 metre
Dijon "LeCombe"

Fast outdoor circuit running through a small French town. Watch out for the occasional tight bend and look for the best line. Varying surfaces make driving tricky.

Holland 627 metre
Amsterdam "Erasmuspark"

Medium outdoor circuit through picturesque Holland. Watch out for the sharp, tightening bends and the rapid incline variations.

ICA Class 2-Stroke 100cc:

England 640 metre
Castletown "Isle of Man"

Fast outdoor circuit through the island's highlands. Sharp, steep bends reduce grip quickly and the weather also doesn't always play ball.

Austria 622 metre
Salzburg "Salzachbahn"

Fast indoor circuit on three levels with sharp, steep turning bends and a helix. Watch that you don't lose speed going uphill! Remember the track well otherwise you might have one or two surprises!

Holland 627 metre
Amsterdam "Erasmuspark"

Medium outdoor circuit through picturesque Holland. Watch out for the sharp, tightening bends and the rapid incline variations.



France 524 metre
Dijon "Le Combe"

Fast outdoor circuit running through a small French town. Watch out for the sometimes-tight bends and look for the best line. Varying surfaces make driving tricky.

USA 643 metre
Las Vegas "Desert View"

Medium outdoor circuit through the hot Las Vegas desert. Watch out for the sharp, often repetitive bends and the sandy surface that doesn't offer much grip!

Formula Super - A FSA Class 2-Stroke 100cc:

Germany 1165 metre
Berlin "Grüne Meile"

Extremely long and fast outdoor circuit. Be extremely vigilant about your speed going into the bends. Hugging the curbs will pay dividends here!

Italy 837 metre
Aquila "Bagnaria Arsa"

Long and very beautiful outdoor circuit through picturesque Italy. The watchword here is to maintain speed! Driving serpentine is difficult!

England 640 metre
Castletown "Isle of Man"

Fast outdoor circuit through the island's highlands. Sharp, steep bends reduce grip quickly and the weather also doesn't always play ball.

Austria 622 metre
Salzburg "Salzachbahn"

Fast indoor circuit on three levels with sharp, steep turning bends and a helix. Watch that you don't lose speed going uphill! Remember the track well otherwise you might have one or two surprises!



Circuit Overviews

USA ca. 643 metre
Las Vegas "Desert View"

Medium outdoor circuit through the hot Las Vegas desert. Watch out for the sharp, often repetitive bends and the sandy surface that doesn't offer much grip!

Germany 1165 metre
Berlin "Grüne Meile"

Extremely long and fast outdoor circuit. Be extremely vigilant about your speed going into the bends. Floodlights on at night, changed course!!!!

Italy 837 metre
Aquila "Bagnaria Arsa"

Long outdoor circuit through picturesque Italy. The low-lying sun can easily dazzle you!

Hungary 1115 metre
Budapest "Sasad Airport"

Extremely long and fast outdoor and indoor circuit through a sports airfield. Keep your line and watch out for the differing surfaces.

Trophy Race Series (Time Trials):

If you go into Time Trial mode online, you can take part in the Trophy Races. (Also refer to the chapter Time Trial Mode).

The way the circuits are organised as well as the amount of laps needed are determined by online moderators and are not bound to any hard and fast lists. The period in which the Trophy Race is being held can be seen on the list or on the website www.msrracingworld.com.

Go take a look, and join one of the competitions! You will always find cool prizes on offer here.



Hints and Tips:

Guide and insider information on kart driving, cornering, technique, etc.

Some background information about karting:

If you have caught the karting bug, your best bet is to go to the nearest indoor karting track. If you are keen at getting into a real racing kart then talk to your local motorsport associations.

Karting needs a lot of practice and is very demanding. Firstly you will need a good level of fitness and concentration, great technical knowhow, talent, high motivation, controlled aggression, and last, but not least experience. Whoever makes it to the top of karting, has got all it takes to achieve great things in racing.

Our motto is: "Karting makes you hard."

One of the key factors in achieving good lap times is of course your cornering technique and the so-called racing line. It's really important to get a feel for the correct angle to exit a bend.

"Clean, but hard braking – driving into the bend late, but still hitting the apex correctly – hitting the accelerator early, but not too early, accelerating away without losing too much grip" could be a short summary of cornering technique. You'll have to find out the rest for yourself!

Wishing you lots of karting fun.

Yours,

Michael Bellmann

(German Karting Champion)



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Michael Schumacher

Racing World - Kart 2002 -

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A Paraworld AG product

Developed by Terratools GmbH



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Technical Assistance and Customer Service:

Are you having problems installing the software or are you are stuck playing the game and want some help?

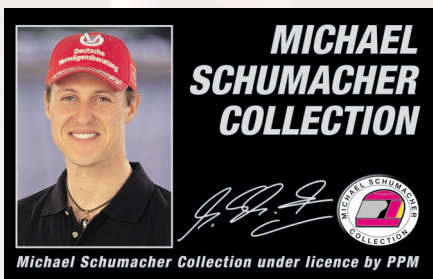
The JoWoodD Productions Hotline Team will be pleased to help you.

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VIDEO

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