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SUPER 1 KARTING SIMULATION
PC CD-Rom

OPERATING PRECAUTIONS FOR CD-ROM

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INTRODUCTION

Officially licensed and developed with the Super 1 organisers Super 1 Karting Simulation is the most realistic karting simulation to date. Every aspect of the Super 1 karting season has been simulated from the circuits used to the different handling characteristics of the three kart classes.

Super 1 is the training ground for all “wanna be” Formula 1 drivers of the future, past F1 drivers include Ayrton Senna, David Coulthard and Michael Schumacher to name a few. The Super 1 season is comparable to the Formula 1 season. Each team will have two drivers, each driver will have their own mechanics and there will be a team manager. A team running in the Formula A class can spend anything up to £50,000 a season to compete through all the rounds of the season.

Your ultimate aim is to be the champion in the most difficult class, FORMULA A. To do this you will have to master the 10 of the best UK international circuits and understand how the setup works for every track.

Championship, single event and training modes are included, with varying levels of difficulty ranging from ROOKIE (EASY MODE - TKM) through to PROFESSIONAL (HARD MODE – FORMULA A). Stunning 3D graphics, superb sound, workshop facilities, crashes with cumulative damage controls, make this game a new benchmark for kart racing games.

INSTALLATION

Insert the CD-ROM into your drive. The autorun menu box should appear within a few seconds. If not double click on your CD-ROM icon or open your CD-ROM (in your My Computer folder) and double click on the autorun.exe program.

If you have not already installed the game, click on the INSTALL GAME button then follow the on screen instructions to install Super 1 Karting Simulation.

To run the game click on the PLAY GAME button.

You will need to have Direct X Version 7.0 or higher installed – if not you can install this automatically from the CD. Also ensure that you have the latest drivers for your video card. If you have access to the Internet then go to the website of your card's manufacturer. Alternatively use the drivers supplied on this CD if you have any problems. If you do not have the latest drivers you will typically get a black screen

in-game with only the panel displayed. You will hear the sound effects and be able to rev your engine. If this happens you will need new drivers.

For technical support enquiries contact: support@interactive-entertainment.co.uk

MAIN MENU

Once the game has loaded you will be taken to the MAIN MENU screen. Here you can either choose ARCADE MODE or SIMULATION MODE.

For those of you whose wish to get on with the racing action, the arcade section of this manual will describe the options before getting onto the track. For those of you who wish to experience the true SUPER 1 experience, the simulation section details the extensive kart and race setup options available.

ARCADE MODE

The arcade mode allows you to simply pick up the controls and race. The karts are easier to handle and there is no kart setup to concern yourself with.

For the quick start, click the CONTROLLER button (see CONTROLLER section). The Controller menu will appear. The currently selected controller is shown next to the words DEFAULT CONTROLLER. If you wish to use a different controller click on the arrow buttons until the correct one appears. The individual setups are shown below this.

The default setup for the different methods is as follows:

ACTION	JOYSTICK	KEYBOARD	MOUSE
THROTTLE	FORWARD	A	LEFT BUTTON
BRAKE	BACK	Z	RIGHT BUTTON
STEER	LEFT/RIGHT	< >	MOVE LEFT/RIGHT
CHOKING THE ENGINE	BUTTON 1	P	P
REPOSITION KART	BUTTON 2	L	L
REVERSE VIEW	BUTTON 3	M	M

If you wish to change any of these defaults have a look at the CONTROLLER section of the manual.

The mouse also controls the menu system by pointing and clicking to change any of the options. If an option is greyed out it is not available in that particular mode.

In the game use the space bar to pause the game. To QUIT press ESC whilst paused.

Next click on the RACE SETUP button. Select the track you wish to race at. Once you have made your choice click the RACE button.

Once the circuit has loaded you will be entered into a race. Your kart will be at the rear of the rolling start. As the karts progress around the track the timer in the middle of the screen will countdown. As the timer reaches zero control of the kart will be handed over to you.

At the end of the race you will be shown a replay of your entire race. The camera will automatically switch to the best view available. If you want to control the camera yourself press the 0 key on the number pad to cycle through the views available – this will turn off the auto camera mode. To turn the auto camera mode on again, press the DEL key on the number pad. To quit the replay, press ESC. Your final position will be shown in the race results table. Click on the OK button to be returned to Arcade menu screen.

ARCADE OPTIONS

RACE SETUP

Choose the track to race and then HIT the race button.

- TRACK SELECTION < > SHENNINGTON

Click on the buttons to cycle through the ten tracks available. There will be a small image of the track with a plan view of the track. There are a variety of tracks and these are listed in order of difficulty.

- RACE

Once you have made your track selection choice click on this button to compete at the selected track.

GAME OPTIONS

This menu controls the difficulty, number of opponents and number laps in each race. It also controls the number of players and kart selection.

- DIFFICULTY < > EASY

The difficulty settings govern the skill of the opponents. Setting the difficulty too hard will increase the skill of your opponents making the racing more demanding and exciting

- DRIVERS - + 12

By clicking the buttons you are able to set the total number of drivers in a race. If you have a slower machine or are a beginner then choose a low number.

- LAPS - + 5

Select the length of the race in laps. The maximum number of laps in a race is 20.

- PLAYERS - + 1

To set the number of players, just click on the buttons. A maximum of 4 players can play together in split screen mode. Once the number of players has been decided you will be able to enter the player's name and select the player's kart. To edit a name just click on it and type in a new name and press enter. While you are on that name you will also be able to select a kart. To do this, just click on the buttons below the rotating kart to cycle through and select. The number of this kart will appear next to the player name.

CONTROLLER

This allows you to set up your control device in exactly the way you want it. Joysticks, steering wheels, mice and keyboard controls are supported. There are separate setups for all four players.

- PLAYER 1 ☐ 2 ☐ 3 ☐ 4 ☐

Choose whether to setup the controller for Player 1, Player 2, Player 3 or Player 4. Note that Player 2 - 4 is only available in split screen mode.

- DEFAULT CONTROLLER < > STEERING WHEEL

This is the overall control setting for this player. Click on the buttons to cycle up and down the default options (KEYBOARD, JOYSTICK, WHEEL etc). As you cycle through the defaults the individual control settings for each function change.

AUTO CONFIGURE CONTROLLERS ON ☐ OFF ☐

If you have Auto Configure Controllers set to on, you will automatically get the best set of controls you have available (e.g. joystick). This will be reset every time you run the game even if you have changed the default. If you want to use a different controller to the one the computer thinks is the best, then you need to click this option to off. For example if you wish to use keys but have a joystick connected, click Auto Configure off and then select keyboard as the Default Controller. Next time you run the game you will still have keys selected as the controller.

To customise the control setup, click on an individual function setting (e.g. JOY 1 UP). You can now choose the new control device that you want for that function simply by moving or clicking that control. For example, to select joystick down for brake, click on the BRAKE box and then pull back on the joystick. Press ESC to escape from this function.

You may mix control types (e.g. key 'A' for STEER LEFT, 'S' for STEER RIGHT and joystick up for ACCELERATE) although there are some restrictions. You can choose from keyboard (A-Z), joystick (up/down/left/right and buttons), mouse (movement and buttons).

The settings you have chosen are automatically saved out to hard disk. If you make

a mistake and want to reset to a default controller, then click on the PLAYER 1 (or 2) buttons again.

The controls should be self-explanatory. REAR VIEW refers to your ‘over the shoulder’ view which you can flick to, to see if anyone is behind you.

If a control device has been selected for more than one input (e.g. Joystick 1 Button 3 for CHOKE ENGINE and REAR VIEW) you will get the message “CONTROLLER CONFLICT” at the bottom of the screen. You will also be told which device it is. Note that this conflict may be with the other player’s controller in two player mode.

- Force Feedback Controllers

If you have a force feedback controller attached, this should be automatically detected and you will have an extra button FORCE FEEDBACK on the controller menu. Click on this button to customise the force feedback effects. You will see a list of effects with slider bars. Adjust the slider bar to change how powerful the effect is. Click on the RESTORE DEFAULTS button to return to the standard settings for that controller.

DISPLAY

This menu controls the screen mode to use for the game. This is mainly of use if you have a low or high spec machine and wish to minimise or maximise speed or image quality respectively.

- SCREEN RESOLUTION <> 640x480

Select the screen resolution you wish to run the game in. You will only be able to choose modes that are available on your graphics card.

- CHROME EFFECT ON ☐ OFF ☐
- LENS FLARE < > OFF/MEDIUM/HIGH

On slower machines you may want to turn off these effects to speed up the game.

- LEVEL OF DETAIL < > LOW/MEDIUM/HIGH

On slower machines you can improve the frame rate by reducing the level of detail. The lower the level you set, the faster the game will run and the blockier the kart and driver models will be. If you have a high spec machine you may wish to set this to HIGH to get the best image quality.

- KARTS TO RENDER - + 12

This sets the maximum number of karts that will be rendered at any one time. If you have a slow machine you can reduce this number to speed up the game.

- DRAW DISTANCE - + 500 metres

On slower machines you can improve the frame rate by reducing the draw distance. The smaller the distance the less of the track you will see. If you have a high spec machine you may wish to set this to HIGH to see the entire track.

- VOLUME - + 100%

This sets the in-game sfx. The lower the number the quieter the in-game sounds will be.

NETWORK GAME

Choose the NETWORK GAME option on the menu. If there is a network game already in progress you will be able to join it. Otherwise you can host a session.

The host has control of all the game settings as normal (e.g. Difficulty, Track etc). Each player can set their karts up as normal but must bear in mind which track the Host has selected.

Players can identify themselves by entering their names in the GAME OPTION screen.

When everyone is ready to start, click on RACE in the Network Game window (if everyone is not ready at this point your machine will wait). You can now race as normal against a mixture of computer drivers and human opponents.

To leave the Network game click on LEAVE GAME in the Network Game window.

SIMULATION MODE

The Super 1 series is based on 100cc 2-stroke direct drive karts. These karts are notoriously difficult to drive. Drivers have to contend with high g-forces, whilst controlling a vehicle with an extremely temperamental engine. Coupled with this the karts have an overall performance that would rival any sports car.

In the Super 1 series there are three classes of kart, TKM, Intercontinental and Formula A. The classes are separated by what the teams are actually allowed to do to the karts, rather than the karts themselves being different.

TKM is the slowest of the kart classes. Teams are not allowed to tune the engines hence the max power output is reduced and the engine can only rev to about 16000rpm. The other main difference is that the drivers are only allowed to use hard compound tyre. These restrictions keep the class affordable and therefore relies very heavily on driver ability, this is why it is the most popular class to compete in.

ICA (intercontinental) is the middle class. Again the teams can only tune their engines a small amount to give slightly better power output. The tyres that they use are a medium compound, thus giving slightly better grip than TKM.

Formula A is the premier event. Here the teams are allowed to tune their karts for maximum performance. Engines are tuned for maximum power output at 20,000 rpm. The tyres are the softest, stickiest compounds available giving the drivers outrageous grip in every corner. This kind of setup means the driver is able to acceler-

ate from 0 – 60 mph in approximately 4 seconds and can pull 2.5G – 3G in a corner.

GAME INSTRUCTIONS

TRAINING MODE

The TRAINER mode enables the player to learn the tracks easily and quickly. In this mode the player will have to follow a computer controlled driver around the circuit trying to maintain a fixed distance.

It is also a good idea to enable the racing line, braking assist and steering assist (see HELP OPTIONS) as well as starting out with an easy difficulty level (see REALISM). As you improve you can try turning these driver aids off. If you drop too far behind or crash, the trainer will wait for you to catch up. Try not to overtake the trainer but drive as close as possible observing braking and acceleration points around each circuit. If the trainer is proving too easy to pass, then you can select a higher difficulty level. Remember, HARD – FORMULA A (see REALISM) is the top level and at this setting you can not afford to make any mistakes.

PRACTICE

Choosing PRACTICE will allow you to get to know all the different tracks without competing against other karts. On each track you will be allowed a maximum 15 minutes track time before having to return to the pits and refuel your kart. Practising is started from the start / finish line on each track. During Practice you can access the workshop from any point and effect changes immediately. To bring up the workshop, PAUSE the game (press space bar) and click on the WORKSHOP menu (or use the arrow keys to highlight the selection and then press enter).

SINGLE EVENT

To race a SINGLE EVENT you will be required to compete in three heats and a race. The three heats are to determine your grid position in the final race. Grid positions are alternated during the three heats so as to give all drivers a fair chance. Points are awarded for each heat:

1ST	= 25 POINTS
2ND	= 24 POINTS
3RD	= 23 POINTS
24TH	= 2 POINTS

The total number of points determines the driver's grid position i.e. the highest points scorer is in pole position of the rolling start.

After selecting SINGLE EVENT from the GAME SETUP menu, choose the track you would like to race. This is done by, clicking on the TRACK SELECTION buttons.

To set the level of your opposition click on the REALISM button. Click on the difficulty: EASY, and KART CLASS: TKM, to begin with (see REALISM for more details on

levels of difficulty).

Click on the RACE button. You will now see the grid line up for Heat 1 (You will be highlighted in yellow). Next press the START HEAT 1 button to enter your first race. NOTE: Once the RACE button is pressed, some of the menu buttons will be disabled. To reactivate them you will have to abandon the event.

Once the circuit has loaded you will be entered into a race. As the karts progress around the track the timer in the middle of the screen will countdown. As the timer reaches zero, control of the kart will be handed over to you.

At the end of the race you will be shown a replay of your entire race. The camera will automatically switch to the best view available. If you want to control the camera yourself press the 0 key on the number pad to cycle through the views available – this will turn off the auto camera mode. To turn the auto camera mode on again, press the DEL key on the number pad. To quit the replay, press ESC.

Your final position will be shown in the race results table. Click on the OK button to be returned to Simulation menu screen.

You can take this chance to make some valuable amendments to your kart or just go straight into HEAT 2.

There is also the tactical option of skipping heats. This will conserve your tyres if you have TYRE WEAR on (see REALISM menu).

Once you have completed HEAT 3 you will be shown the grid positions for the final race. After the final you will be able to race another track as all the menu buttons will reactivate allowing you to make changes to level of difficulty, kart class or track to race.

CHAMPIONSHIP

In the CHAMPIONSHIP mode the player will have to race all 10 different tracks in turn. A multiplayer option is also available in CHAMPIONSHIP mode.

To complete a round of the championship you will have to complete the three heats and final, before moving onto the next round. As with SINGLE EVENT, to make changes to the realism you will have to select the ABANDON CHAMPIONSHIP on the GAME SETUP menu.

Points are awarded to the player based on his actual finishing position of the final race.

1ST	= 25 POINTS
2ND	= 24 POINTS
3RD	= 23 POINTS
24TH	= 2 POINTS

The points awarded in the Drivers Championship are totalled up after each race, and the Driver is shown the race results, along with the present position in the

championship. You can view the current standings of the championship at any time by clicking on the VIEW CHAMPIONSHIP STANDINGS button on the main menu.

KART SETUP – WORKSHOP

To access the KART SETUP either do so in main menu before you race or during a practice session. When in a practice session to access the workshop, bring up the PAUSE menu (press space bar) and click on the WORKSHOP menu (or use the arrow keys to highlight the selection and then press enter).

Each track has its own setup saved for your kart, so check that the correct track name is displayed in the SETUP FOR option. For each kart class there will be a setup saved for that track, so again check which kart class you are currently in.

Also in multiplayer you can have individual settings for each player. If in multiplayer mode to choose which kart you will work on, click on the appropriate PLAYER check box. The player name will be displayed in the NAME option.

To be truly competitive at the higher levels of this simulation, you must set your kart up correctly for each track. You have control of the gearing, chassis stiffness, wheel positions, seat position and tyre pressures. Correct adjustment of these factors will be crucial to your success.

- Initial gear (9 - 10 teeth)

This sets the engine gear. There are only two choices available, these being 9 or 10 tooth gear. By choosing the 10-tooth gear you will get a quicker acceleration than if you chose the 9.

- FINAL GEAR (75 – 93 teeth)

This sets the chain drive gear setting. With such a large selection of gears to choose from it will be necessary to do a lot of testing to obtain the correct settings for each circuit. As with the INITIAL GEAR the 93 tooth gear will give much greater acceleration but a lower top speed. This is ideal for tight twisty tracks where there are few long straights. For tracks with many long straights, high top speed is essential, so picking a smaller toothed gear will give better results.

- CHASSIS STIFFNESS (soft – medium – hard)

By altering the CHASSIS STIFFNESS you can control the directness of the karts handling. So by having a chassis, which is very stiff, you will have a kart which has a good steering response but will understeer in the corner because the chassis will not be able to twist.

- SEAT POSITION (-15cm from centre to front and +15cm from centre to rear)

By moving the SEAT POSITION you will be able to balance the stability of the kart.

For instance in the rain moving the seat forward will help add traction in the corners.

- FRONT WHEEL IN / OUT (0cm to 3.5cm each side)

Moving the front wheels outwards, helps cure understeer problems encountered during wet conditions. Moving them in when conditions are dry will enable you to get the kart to oversteer easier allowing you to exit the corner that little bit quicker.

- REAR WHEEL IN / OUT (0cm to 7cm each side)

As with the front wheels, the rear wheels can be moved to help stabilise over / understeer problems. Generally in the wet bringing the rear wheels inwards, helps to maintain maximum traction. Bring them in too far and you will unbalance the rear of the chassis.

- FRONT TYRE PRESSURES (7.5 psi to 20 psi)

See table for tyre pressure for particular kart classes

- REAR TYRE PRESSURES (7.5 psi to 20 psi)

See table for tyre pressure for particular kart classes



Correct tyre inflation is a difficult thing to achieve because it is dependent on the driver, the track layout, the chassis, the weather etc. However a good starting point is to pick the mid range of psi (this depends on kart class see table below) and choose slightly more for the rear (say 2-3psi).

Usually adjust the rear tyre pressure first to cure any handling problems. This is because the front tyres need stiffness for steering response and changing their pressure can have a more dramatic effect than changing the rear pressures. So if the driver has an understeer problem, then add pressure to the rear tyres. This decreases the contact patch of the tyre causing a slight increase in rear slide. Conversely can be said if the driver is constantly fighting oversteer, decreasing the pressure in the rear will improve rear traction by increasing the contact patch.

	TKM	ICA	FORMULA A
COMPOUND	HARD	MEDIUM	SOFT
DRY CONDITIONS	22 - 30 PSI	12 - 18 PSI	8 - 14 PSI
WET CONDITIONS	16 - 32 PSI	14 - 20 PSI	14 - 20 PSI

THE MENU OPTIONS

GAME SETUP

Choose the game type, track and race length.

- GAME TYPE ☐ TRAINER ☐ PRACTICE ☐ SINGLE EVENT
☐ CHAMPIONSHIP

Select the type of race you wish to have. CHAMPIONSHIP mode races a full season. SINGLE EVENT races a single track. PRACTICE allows you to practice (with no opposition) on any circuit and change the setup of the kart. TRAINER allows you to follow another kart around any circuit.

- ABANDON EVENT / CHAMPIONSHIP

Click on this option if you are in the middle of a Single Event or Championship season and wish to restart. This option is only available in Single Event or Championship mode.

- TRACK SELECTION <> SHENNINGTON

Choose which track to race in Practice, Trainer and Single Event mode. In Championship mode you will always start from the first track in the season.

- LAPS - + 5

Select the length of the race in laps. The maximum number of laps in a race is 20. Note: This setting is also available in the REALISM menu.

At the bottom of the screen, information is shown about the weather and about the current track, including its length and lap record. If you set a new lap record, this figure will be updated.

DISPLAY – SEE ARCADE SECTION

NETWORK GAME – SEE ARCADE SECTION

If you wish to compete in a championship in a network play select CHAMPIONSHIP in the GAME SETUP menu.

REALISM

This menu controls the difficulty, damage and simulation realism levels

- DIFFICULTY < > EASY / MEDIUM / HARD
- KART CLASS TKM ICA FORMULA A

DIFFICULTY and KART CLASS are linked.

If you wish to race in EASY mode then you can only race in the TKM class (rookie level).

Selecting MEDIUM difficulty allows you to race TKM (novice level) and ICA (amateur level).

Setting the difficulty to HARD, offers you the choice of all the classes but the oppo-

nent level is upped. The available kart types are as follows: TKM (amateur level), ICA (semi-professional level) and FORMULA A (professional level).

- DRIVERS - + 12

By clicking the buttons you are able to set the total number of drivers in a race. If you have a slower machine or are a beginner then choose a low number.

- LAPS - + 5

Select the length of the race in laps. The maximum number of laps in a race is 20.

- ENGINE OVERHEAT ON ☐ OFF ☐

Turning ENGINE OVERHEAT on, means that if the driver does not “choke the engine” the engine performance will deteriorate. With the engine revving up to 20,000 RPM it is easy to see that they would overheat very quickly. Drivers have to be constantly aware of the engine performance throughout a race, which is why you will see drivers ‘choking the engine.’ This is done by, the driver placing a hand over the air-intake of the engine. Choking the engine forces fuel through the engine thus cooling the engine. This is kind of an online maintenance ensuring the engine will give 100% performance. If the driver neglects to choke the engine performance will be reduced and eventually the engine will seize. The running temperature is around 170 degrees, anything above 175 means the engine is about to seize.

- TYRE WEAR ON ☐ OFF ☐

In all the classes the drivers are only allowed one set of tyres for race day. The tyres will easily last the heats and final as long as the driver doesn’t keep driving on the grass and constantly spinning the rear wheels.

- KART DAMAGE ON ☐ OFF ☐

If you have a collision with another kart or with a barrier your kart will sustain physical damage. This may mean that the steering gets damaged and the kart pulls to the left or the right. Or if the engine has been damaged the driver may feel the kart start to under perform.

- WEATHER ON ☐ OFF ☐

Turning weather on will mean that there is a chance of rain. Check the GAME SETUP menu for the forecast. If rain is forecast you will need to alter the kart setup.

CONTROLLER – SEE ARCADE SECTION

HELP OPTIONS

The following features are available to help you in the simulation.

- Steering Assist

This helps with your steering through the corners. You can turn this off if you want complete control of the kart.

- Brake Assist

This will apply the brakes for you as you approach corners and is useful if you are learning a track. When you are more experienced you should turn this off to get the best lap times.

- Racing Line

This displays the suggested racing line on the track. This is the fastest line through the corners and you should try and follow it closely to achieve the best lap times.

- In-Game Panel

This turns the in-game panel on / off showing lap times and other information.

PLAYER NAMES – SEE ARCADE SECTION GAME OPTIONS – PLAYERS

FILE MENU

If you are in the middle of a SINGLE EVENT or a CHAMPIONSHIP and wish to save out. Click the FILE MENU button. There are 8 slots available select a free slot and click on the SAVE button. A file name will automatically be assigned to the game saved.

Conversely, if you wish to carry on from the last time you saved click the FILE MENU button and select the relevant game slot, then click the load button.



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FULBECK KART TRACK

Contact:

Lincolnshire Kart Racing Club
c/o Sharon Edwards (Club secretary)
9 Newstead Grove
Bingham
Nottingham
NG13 8RJ

LYDD INTERNATIONAL RACEWAY

Contact:

C.B. King
Herons Park,
Dengemarsh Road,
Lydd,
Kent.
TN29 9JJ
Hire karts available

TEL : 01797 321895

E-MAIL : CBK@HERONS-PARK.DEMON.CO.UK

THREE SISTERS RACE CIRCUIT

Contact:

Aintree Racing Drivers' School LTD
Three Sisters Race Circuit,
Bryn Road,
Ashton-in-Makerfield
Wigan,

Lancashire.
WN4 4DA
Hire karts available

TEL : 01942 270230

P.F. INTERNATIONAL KART TRACK

Contact:

Kartsport LTD,
P.F. International Kart Track
Brandon,
Grantham,
Lincolnshire.
NG32 2AY

TEL : 01636 626424

