

PC DVD
ROM

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EUROSPORT

THE CARS AND THE STARS...

RACE

THE WTCC GAME



THE CARS AND THE STARS

OFFICIAL CAR MANUFACTURERS: ALFA ROMEO > BMW > CHEVROLET > SEAT > REPRESENTED CAR MANUFACTURERS: HONDA > PEUGEOT

TEAMS: BMW TEAM UK, ITALY, SPAIN, GERMANY > SEAT SPORT ITALIA, UK, FRANCE, SWEDEN, ITALY, SPAIN, DEUTCHLAND, > CHEVROLET > SEAT SPORT ESPAÑA > N. TECHNOLOGY > GR ASIA - JAS MOTORSPORT > PROTEAM MOTORSPORT
WIECHERS-SPORT > EQUIPE TEKPROM > AĚSKOSLOVENSKÝ MOTORSPORT > PEUGEOT SPORT DENMARK > DB MOTORSPORT > SCUDERIA LA TORRE > GDL RACING > ZEROCINQUE MOTORSPORT > SCUDERIA DEL GIRASOLE

CARS: BMW 320SI > SEAT LEÓN > CHEVROLET LACETTI > ALFA ROMEO 156 > SEAT TOLEDO CUPRA > HONDA ACCORD EURO R > BMW 320I > ALFA ROMEO 156 GTA > PEUGEOT 407

STARS: ANDY PRIAULX > GABRIELE TARQUINI > RICKARD RYDELL > ALESSANDRO ZANARDI > MARCEL COSTA > ROBERT HUFF > NICOLA LARINI > ALAIN MENU > JORDI GENÉ
DUNCAN HUISMAN > PETER TERTING > JAMES THOMPSON > YVAN MULLER > FLORIAN GRUBER > AUGUSTO FARFUS JR > GIANNI MORBIDELLI > SALVATORE TAVANO > MAURIZIO CERESOLI > TOM CORONEL > PIERRE-YVES CORTHALS
RYAN SHARP > FABRIZIO GIOVANARDI > LUCA RANGONI > STEFANO D'ASTE > EMMET O'BRIEN > LUCAS MOLO > JÖRG MÜLLER > DIRK MÜLLER > JIŘÍ JANÁK > JENS EDMAN > ALESSANDRO BALZAN
> ELIO MARCHETTI > RICCARDO ROMAGNOLI > EMANUELE NASPETTI > STEFANO VALLI > SIMONE IACONE > DAVIDE RODA > ROBERTO COLCIAGO



INTRODUCING THE OFFICIAL WTCC GAME



For the first time ever a game is focused on the hard hitting, intense action of the exciting WTCC championship which is exploding in popularity all over the world.

Based on WTCC, one of only three official FIA world championships next to Formula 1 and WRC, RACE will feature the complete WTCC championship season of 2006, all the cars, drivers and locations, among these several official tracks and cars brand new to the racing game genre.

The game is recreating the championship as close to real life as possible and simulates the cars and the driving style in a ultra realistic fashion.

RACE delivers several opportunities for beginners to play through step stone introductions such as competing against yourself or your friends in game modes like Ghost Racing or take on the Driver Duels.

To keep the game broad RACE ships with various difficulty levels to attract everyone, from hardcore simulation gamers to beginners level still featuring the same elements and a highly realistic driving experience.

THE CARS OF RACE

The main class in RACE is – obviously – the WTCC class. It features the complete WTCC championship season of 2006, all the cars, drivers and locations and among these several official tracks and cars brand new to the racing game genre.

As the WTCC series has no less than 6 different brands participating with 8 different car models, this ensures a massive starting grid and more than 30 different WTCC cars.

In RACE we have captured the sounds, the looks and the handling characteristics of each car, and you will be amazed when noticing the attention to detail... differences in interior from team to team, differences in handling between similar cars runned by different teams.

As the developer of the official game, we have access to telemetry data for all the cars, this allows us to recreate the vehicles to match their real life counterparts perfectly. If you can drive the car on the limit in RACE you might just have the talent needed to do it in real life.

THE INVOLVED MANUFACTURER TEAMS AND ALL THE CAR MODELS

ALFA ROMEO 156

ALFA ROMEO 156 GTA

BMW 320SI E90

BMW 320I E46

CHEVROLET LACETTI

SEAT TOLEDO CUPRA

SEAT LEÓN

HONDA ACCORD EURO R

PEUGEOT 407

THE TRACKS

RACE features all the official tracks of the 2006 WTCC championship and we are very proud to introduce race fans to several new tracks never before included in any racing titles. Exotic Curitiba, fabled Macau and challenging Puebla are completely unknown to the simracing scene, and we know that many will enjoy these new venues.

With RACE, technology has taken yet another step forward. Each track has been completely documented and built from scratch in painstaking detail to fully simulate the exact events of the WTCC races. Every curb, draingutter, bump, kink and off-camber turn is represented in the game, allowing you to get a completely realistic feel for what it is like to drive the fierce WTCC cars on venues all across the globe.

Advanced new GPS technology and 3D CAD files supplied by the tracks are used to capture the precise dimensions and elevation changes of each track from the WTCC 2006 season. The results are stunning with an accuracy down to centimeters on the tracks ingame.

A SimBin documentation team is present on all events to make video recordings of countless laps on each track, each lap focuses on special areas needed for development. This team also takes thousands of photos of each track focusing on everything from the texture of the tarmac to the paint/color on the pitwalls to the surrounding scenery and pit garages, all to make your game look and feel a 100% real.



BRANDS HATCH
UNITED KINGDOM



BRNO
CZECH REPUBLIC



CURITIBA
BRAZIL



ISTANBUL
TURKEY



MACAU



MAGNY COURS
FRANCE



MONZA
ITALY



OSCHERSLEBEN
GERMANY



PUEBLA
MEXICO



VALENCIA
SPAIN





RACE GENERAL INFORMATION

Title	RACE – The official WTCC Game	Localization	ENG / GER / FRA / ITA / SPA
Development	SimBin Development Team AB	Age Rating	PEGI 3+
Right holders	KSO – Eurosport	USK	Without restrictions
Platform	PC DVD ROM	ERSB	All
Genre	Racing Simulation	Status	In production
Pricing	Full Price	Release	To be announced
Target Groups	Motorsport and Racing fans	Multiplayer	LAN, Internet on dedicated server

www.race-game.org



SIMBIN MANTRA´S

:: SimRacing is for anyone with a heart for motorsports.

:: Simulation for us means easy to learn, hard to master.

DID YOU KNOW?

:: All SimBin game titles have received an average global rating above 90% in independent gaming media?

:: The founder and CEO of SimBin, Henrik Roos is a former race driver in the FIA GT series.

:: Together with Formula One and the World Rally Championship, the WTCC represents one of only three series the FIA has granted World Championship status!

DRIVING TIPS!

:: Front wheel drive cars accelerate, steer and brake with the front wheels, tire wear and tire maintenance is key to success.

:: The key to being fast is to be smooth with all steering inputs and to let the car do the hard work. You should just point it in the right direction.

SETUP TIPS!

:: By lowering tire pressure you will get better grip but you will likely also sacrifice top end speed.

:: Try to find a good base setup for you car and then adjust on that when entering a new track.

:: Only change one setting at a time when doing setups.



THE DIFFERENT GAME MODES

OPEN PRACTICE

Allows the player to test his abilities against the clock or just to get to know the different tracks layouts without any kind of time pressure.

QUICK RACE

Sets the player up for a quick race of a two-race format. You just pick the track and car of your choice and off you go.

RACE WEEKEND

Allows the player to participate in all the sessions during a Race Weekend, with the grand finale being the actual two races.

CHAMPIONSHIP

Gives the player the chance to compete in a full WTCC championship following the complete WTCC calendar and regulations from FIA such as the weight penalty system, reversed grid and all other ingredients.

DRIVER DUEL

In this game mode the player should try to beat the lap time record holder of each track. The real world driver's car is included as a Ghost Car.

TIME ATTACK

Here the player should try to beat his own, or someone else's best time on a specific track in classic Ghost Car racing



RACE GAME FEATURES

THE TWO-RACE FORMAT

Recreating the WTCC races in a realistic way goes all the way to the two-race format of the real race weekends. This applies all through the game from quick race to race weekend. The top eight finishers in the first race will switch places on the grid for the second race and the winner of the race session is the player who gathers the most combined points in the both races.

IMPROVED AI ASSURES SUPER TIGHT SPRINT RACE ACTION

With race sessions of only 2 X 20minutes a lot of action is a guaranteed, in this time all the competitors needs to fight their way to the podium and the AI is tough with a big T.

HIGHLY DETAILED DAMAGE SYSTEM

All cars are fully destructible and loose parts flying around can and will be damaging other cars in the race.

SUPERB ONLINE WITH UP TO 26 PLAYERS ONLINE

Online touringcar racing has never been this good, upload your various game results to the global rankings and stay "King of the hill!"

REAL WORLD DRIVERS INVOLVEMENT

Extensive use of video footage of the real world drivers will be used in the different menus of the game.

THE TV-STAR FEELING

-A close cooperation with Eurosport will assure that TV viewers of WTCC broadcasts will recognize themselves in the game and vice versa, but in this case as the star of the show, watch the replays in the game and see YOUR name on virtual Eurosport.

BUGS ON WINDSCREENS

First time in a SimBin title we imitate both dirt, rubber and actual insects hitting the window of the car during the race, this will decrease visibility for the gamer and increase the challenge.

WORKING WINDOW WIPERS

Due to the fact that we implemented bugging insects in the game we had to implement also functioning window wipers that will wipe off water during rain or insects when needed. It will take a few passes of the wipers before for flies and other critters really disappear.

DYNAMIC WEATHER

The weather will dynamically change during the race, making out for non forecasted rain that will create exiting racing.

STONE CHIPS

Stone chips might hit the window of the car and actually crack the cars window. Sometimes only the sound might be heard.

WTCC - FIA WORLD TOURING CAR CHAMPIONSHIP



After an exciting maiden season the FIA World Touring Car Championship promoted by Eurosport faces its second year in 2006 with two main goals: consolidating its position alongside the only two other world car racing championships - Formula One and World Rally Championship - and keeps on growing in terms of participation, audiences, media coverage and popularity.

Creating a successful game franchise based on the WTCC is another main goal for Eurosport to broaden the reach and target audience of the exciting championship.

The transition from European Championship to World Championship meant a big leap forward in all fields. 53 drivers from 20 different countries and at the wheel of cars built by eight Manufacturers took part in the series, resulting in an average participation of 28.4 cars per event and making the FIA WTCC the international championship with the largest and most varied grids.

A success upheld by the figures: attendance at the track increased by 67.5 per cent compared to the 2004 FIA ETCC, the number of TV viewers grew dramatically from 61 to 319 million, while 274 accredited media persons on the average attended the race meetings.

2006 brings some interesting news that is widening the FIA WTCC's horizons further.

The Championship expands to Brazil with the event in Curitiba, the involvement of Yokohama as tyre supplier has sparked a lot of interest from the Japanese industry, media and fans, more premier TV channels worldwide are airing the races live or recorded with the added value of the new HD technology.

In brief the FIA WTCC is becoming a real, global event, shaping up for the seasons to come that will see the championship expand into new markets and attract more car manufacturers. For now the focus is on the battle for the succession to the World Champion's throne, occupied by Andy Priaulx who managed to grab the title on the final race of the season at Macau.

The Briton's fellow BMW drivers and the six aces of the SEAT armada are the most accredited claimants, but the Alfa Romeo and Chevrolet men are serious dark horses.

While a bunch of top-level privateers will fight for the euro 350,000 prize money at stake in the Independents' Trophy.

All the ingredients are there for another season made of twenty breathtaking races.

THE WTCC TITLES

Two FIA World Touring Car Champion titles will be awarded at the end of the season:

- :: the FIA World Touring Car Drivers' Champion
- :: the FIA World Touring Car Manufacturers' Champion

DRIVERS' TITLE

All drivers taking part in the championship are eligible to score points for the Drivers' Championship. At each of the twenty races, points are awarded to the two highest-placed cars of each Manufacturer; all the other cars of that same Manufacturer are invisible.

MANUFACTURERS' TITLE

The registered Manufacturers are eligible to score points for the Manufacturers' Championship. At each of the twenty races, points are awarded to the two highest-placed cars of each Manufacturer; all the other cars of that same Manufacturer are invisible.

INDEPENDENTS' TROPHY

Besides the FIA titles, the Championship's promoter KSO and Yokohama, the championship's official tyre supplier, will award the:

YOKOHAMA INDEPENDENTS' TROPHY

"Reserved for the Independent drivers, who are fighting for a euro 350,000 prize money. At each event a total of euro 35,000 is awarded to the best eight drivers according to the sum of the points they have scored in the two races."

WTCC FACTS & FIGURES

:: Together with Formula One and the World Rally Championship, the WTCC represents one of only three series the FIA has granted World Championship status.

:: There are two rounds held per race weekend, with the top eight of round one contesting round two in reversed starting order.

:: The points system is the same as in Formula One (10, 8, 6, 5, 4, 3, 2, 1).

:: The 2006 FIA WTCC is made up of ten racing events. These are staged on three continents and ten countries: Italy, France, Great Britain, Germany, Brazil, Mexico, Czech Republic, Turkey, Spain and China.

:: The most successful drivers from each weekend (aggregate of both races) are given a weight handicap for the following event. The regulations allow for the possibility of also reducing the weight handicap. Weight handicaps are distributed based on the number of World Championship points won. In 2006, the maximum weight handicap is 80kg.

:: Three vehicle categories are accepted for the FIA WTCC: Touring cars with normally aspirated petrol engines in compliance with FIA Super 2000 regulations, touring cars with turbodiesel engines based on FIA Diesel 2000 regulations (introduced in 2004) and touring cars with normally aspirated petrol engines based on FIA Super Production regulations.



WWW.RACE-GAME.ORG

