



ENTHUSIA™

PROFESSIONAL RACING



KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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, including games played on the PlayStation 2 console, 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 symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

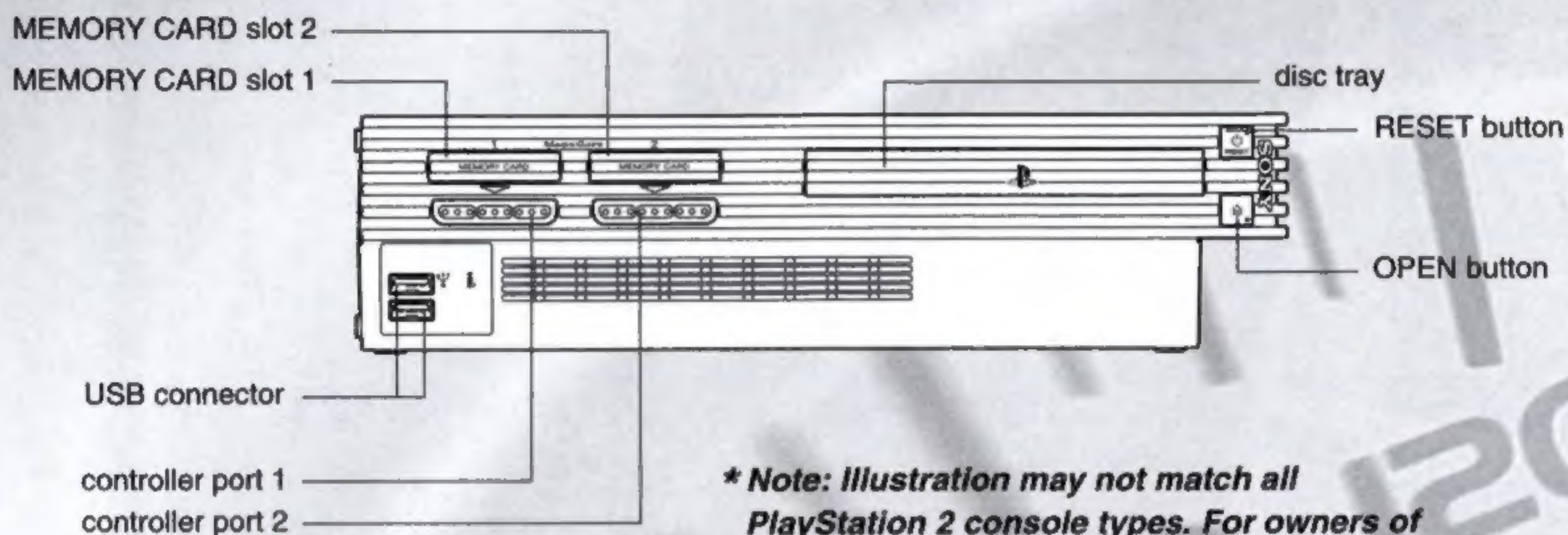
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **ENTHUSIA™: PROFESSIONAL RACING** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button: Shift down
(When in first gear,
shifts into reverse)

L1 button: Clutch
(You don't have to
press when shifting)

directional
buttons

left analog stick: Steering
(L3 button when pushed down)

SELECT button

ANALOG mode button

START button

right analog stick

(R3 button when pushed down)



R2 button: Shift up

R1 button: Side brake

- △ Change viewpoint
- Switch VGS display
- × Accelerator
- Brake

Controls for Menus:

Use the directional buttons or left analog stick to highlight a selection or move the cursor. Use the × (or ○) button to choose a selection or the □ button to cancel a selection.

*On certain menu screens, the  button opens the OPTION menu and the  button opens a help menu.

*The LED indicator (analog mode button) will always remain red. You cannot change the setting (turn off the LED indicator) for the analog mode. You may change the vibration setting in the OPTION menu.

*OPTION ► P15

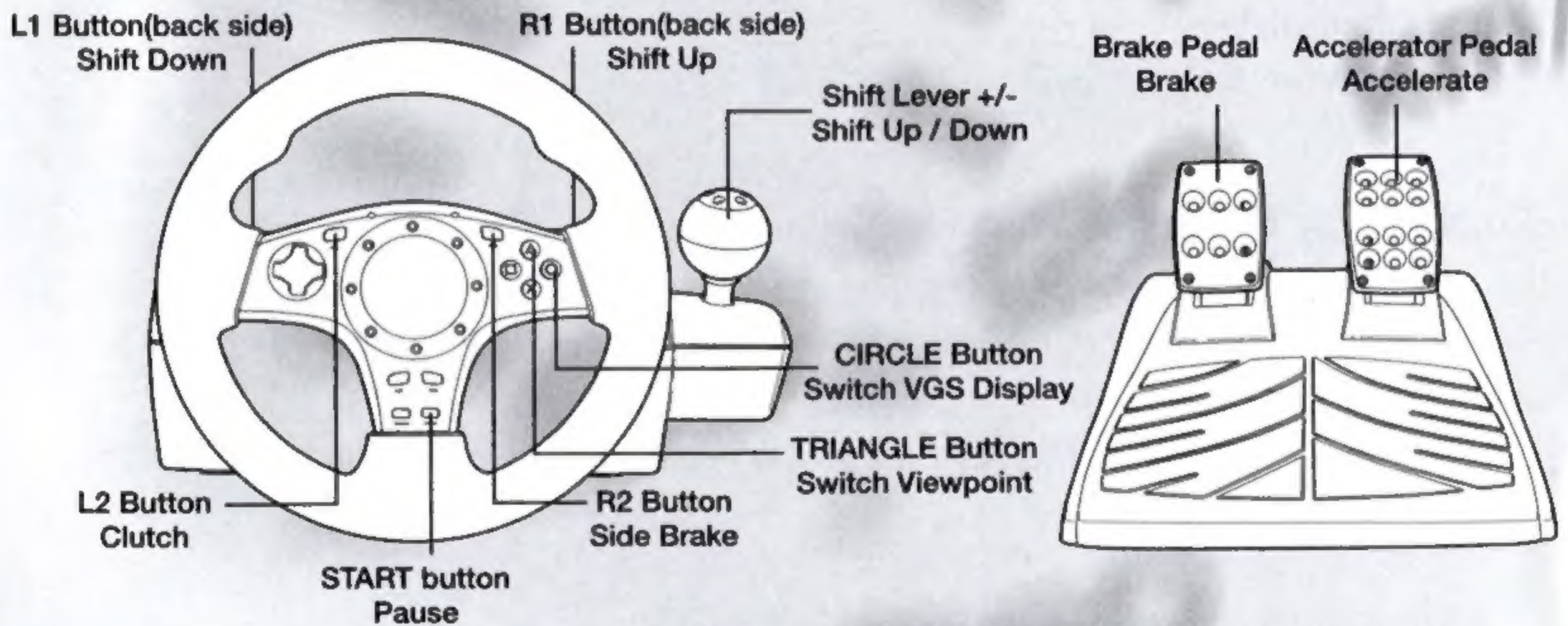
STEERING WHEEL CONTROLS

Driving Force™ Pro Steering Wheel

L1 button (back side)	Shift down
R1 button (back side)	Shift up
Shift Lever +/-	Shift up / down
○ button:	Switch VGS display
△ button	Switch Viewpoint
R2 button	Side Brake
▶ button <small>START</small>	Pause
L2 button	Clutch
Brake Pedal	Brake
Accelerator Pedal	Accelerate

On the menu screen, use the steering wheel or directional buttons to highlight a selection or move the cursor. Use the accelerator pedal (or the **×** or **○** button) to make a selection and use the brake pedal (or **■** button) to cancel a selection.

*On certain menu screens, the **▶** button opens the *OPTION* menu and the **△** button opens a help menu.



STEERING WHEEL CONTROLS

Driving Force™ Steering Wheel

L2 button	Clutch
△ button	Switch Viewpoint
○ button	Switch VGS display
R2 button	Side Brake
L1 button	Shift down
R1 button	Shift up
Brake Pedal	Brake
Accelerator Pedal	Accelerate

*On the menu screen, use the steering wheel or directional buttons to highlight a selection or move the cursor. Use the accelerator pedal (or the **×** or **○** button) to make a selection and use the brake pedal (or **■** button) to cancel a selection.*

On certain menu screens, the **START button opens the OPTION menu and the **△** button opens a help menu.*

Insert the USB cable from the steering wheel into the PlayStation®2 computer entertainment system before turning on the power. Do not remove the cable while the PlayStation®2 computer entertainment system is booting up. Connecting the steering wheel before turning on the power ensures that the PlayStation®2 computer entertainment system will automatically detect and configure the wheel. If you are only connecting a single steering wheel, make sure to use the top USB port (when the console is placed horizontally). If you are using the redesigned PlayStation®2 computer entertainment system (SCPH-7000) you will need to connect a single steering wheel using the left USB port (when the console is placed horizontally). You cannot use a USB hub.

**You can adjust the settings for steering wheel in the OPTION menu.*

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MAIN MENU

Place the disc in the PlayStation® 2 computer entertainment system and start the system to play the opening movie and display the title screen. If a Memory Card (8MB) for PlayStation®2 computer entertainment system containing game data is inserted into the memory card slot at this time, the data will be automatically loaded.



ENTHUSIA LIFE ▶ P10

Compete for the top ranking while racing different types of cars suited to your skill level.

DRIVING REVOLUTION ▶ P11

Race at designated speeds while following the lines.

TIME ATTACK ▶ P12

Challenge yourself to finish with the best overall time and best sector times.

FREE RACING ▶ P12

Select a car, race course, and number of laps.

VERSUS RACING ▶ P12

Race head-to-head against a friend.

LIBRARY ▶ P14

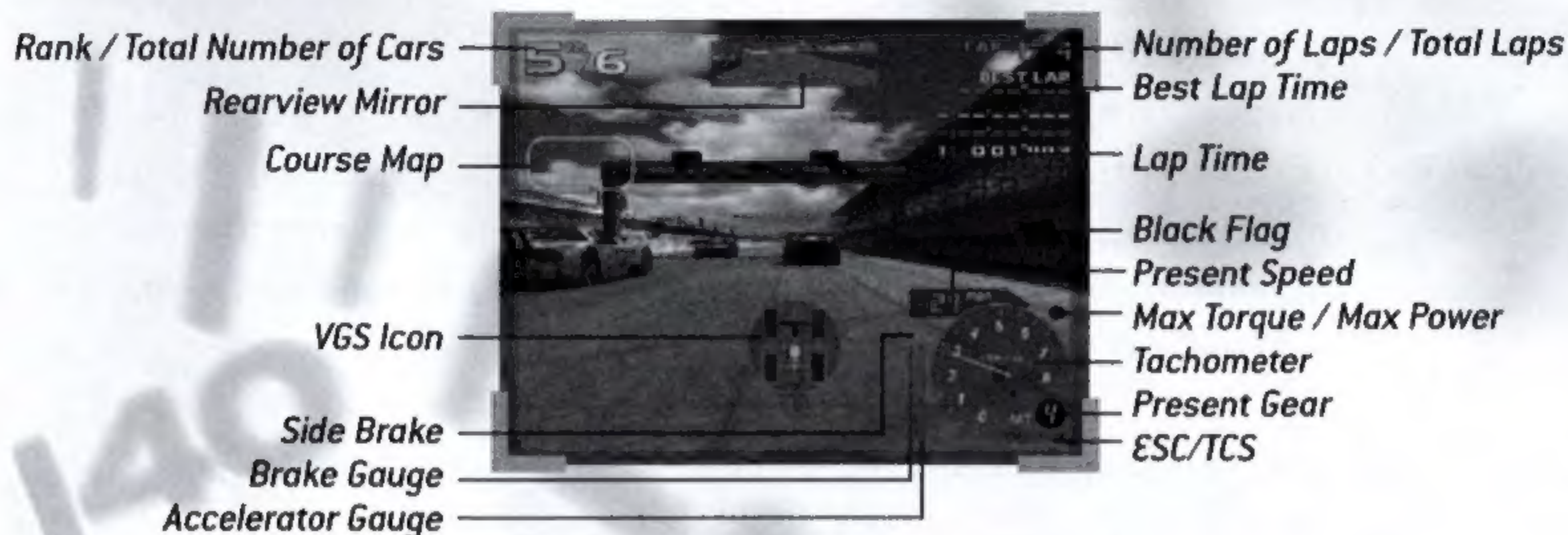
View a variety of game data.

OPTION ▶ P15

Adjust various in-game settings, and load and save game data.

RACE SCREEN

Displays important information during races. The actual screen may differ slightly from the one shown below depending on the specific game mode, type of car, and option settings.



*The black flag appears during the Time Attack mode to indicate when you drive off the course or collide into a fence or other obstacles during a race.

About Memory Card (8MB) (for PlayStation® 2)

ENTHUSIA requires at least 480 KB to create a save file (at least 157 KB is required to create a replay file.) If you do not have enough free memory on your memory card, delete any unnecessary data and try again. Do not insert or remove a memory card when saving or loading games. Also, please ensure that the memory card is properly inserted into MEMORY CARD slot 1.

VGS (VISUAL GRAVITY SYSTEM)

ENTHUSIA: PROFESSIONAL RACING is equipped with the VGS, a system for visualizing the force of gravity acting on your car. VGS information consists of the VGS Icon at the bottom center and the frame on the outer edges of the screen.



Using the VGS Icon

Indicates the angle of your tires, their effective grip, and amount of contact with the ground. The effective grip data indicates if you are getting the most from a given type of tire; white indicates the maximum effect. The tire outline will flash when a tire loses contact with the ground.

The movement of the ball indicates the direction and amount of G-force (gravity) acting on your car.

Switching the VGS display

You can press the **Ⓞ** button during a race to change the type of VGS display.



Icon: Shows tire and G-force information.



Icon + Frame: Shows tire information and amount of G-forces acting on both the car and driver.



Frame: Shows the amount of lateral G-forces acting on the car and as felt by the driver.



OFF: Completely turns off the VGS display.

*Although the VGS display can be changed while using the Car View as well, the displays differ from those in the Driver's View.

SEARCH (CAR SEARCH SCREEN)

The ENTHUSIA car-selection screen allows you to refine search parameters, making it easy to find the car you want.



Car Search Screen

Select **OK** if you want to choose a car without specifying any particular search categories.



Refined Search

Allows you to further refine a list of currently available cars corresponding to each category. Selecting each category displays a list of available cars. Check all of the desired categories for a car you want to select.

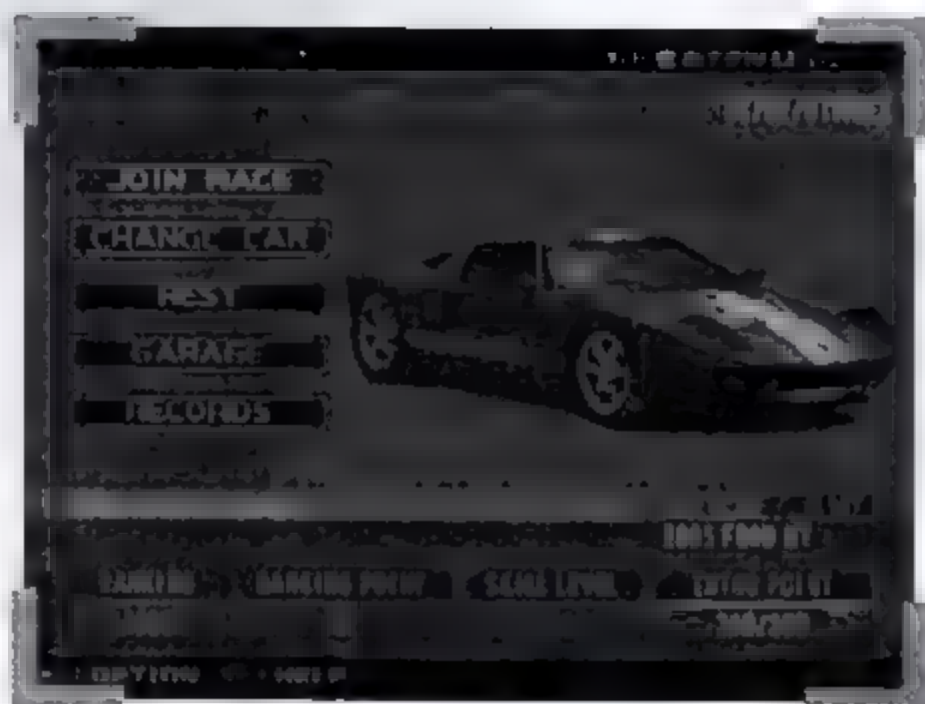


Use the **L2** or **R2** button to switch to different category pages. You can refine a search according to general data such as year and manufacturer, functional data such as drivetrain layout, curb weight, engine displacement, and physical data such as the overall length or width of a car.

Select **OK** to open a car selection screen corresponding to the categories you selected. Select **CHECK** to confirm the cars that correspond to the categories you selected. Select **SORT** to change the display order for the category you selected.



NOTE: Not all car varieties can be selected when you first begin playing. Additional cars will become available as you progress through *Enthusia Life*, *Driving Revolution*, and the other game modes. A mode that allows you to race a variety of cars in a quest for the top world ranking. In this mode, the game proceeds according to a calendar, with events scheduled every week.



Select **ENTHUSIA LIFE** from the main menu. If you wish to start a new game, select **NEW GAME**. If you wish to continue using previously saved game data, select **CONTINUE**.

ENTHUSIA LIFE:

MAIN MENU

Select a car first to proceed to the **ENTHUSIA LIFE** main menu.

JOIN RACE:

Compete in any of the races scheduled for that week.

CHANGE CAR:

Take a one-week break from racing and lets you change your car.

REST:

Take a one-week break from racing and recover Enthu Points.

GARAGE:

Tune your car and make test runs.

RECORDS:

View your record times.

Main Parameters

RANKING:

Indicates your current ranking. Increases as you gain more **RANKING POINTS**.

RANKING POINTS:

Your current number of **RANKING POINTS**. Increases as you win races.

SKILL LEVEL:

Your current **SKILL LEVEL**. Increases as you successfully complete races and gain **SKILL POINTS**.


ENTHU POINTS:

Reduced by driving outside of the set course or hitting obstacles. If your **ENTHU POINTS** reach zero, you will not be allowed to participate in next week's race.

TUNING LEVEL:

The level of tuning of your current car. Increases as you successfully complete races and gain **SKILL POINTS**.

Exit ENTHUSIA LIFE

To quit, press the  button to open the **OPTION** menu, then select **EXIT**.

*More information about the **OPTION** menu ► P15

A racing mode with special rules: you must drive at the speeds designated by special indicators placed along the track. Clearing the stage will require you to use a wide variety of driving techniques.



Level Selection Screen

Select *DRIVING REVOLUTION* from the Main Menu to open the level selection screen. Each level consists of four stages, and you must clear all of the stages before you can proceed to the next level. Once you clear a level, you will be able to select it from the level selection screen whenever you wish.

Screen Display and Rules:



The bar inside the indicator will move up or down depending on the speed of your car. The color of the indicator and bar change according to your speed as well. A green indicator with the bar at the center will earn the highest rating. A blue indicator with the bar lower indicates that you are not driving fast enough. An orange indicator with the bar higher indicates that you are driving too fast.

Some indicators have bars with a wave. These are Acceleration Indicators. You must drive through at the designated speed or faster to score the best rating. Indicators with orange marks at the top and bottom are Brake Indicators. They indicate the moment you should apply the brakes.

The DR gauge will increase when you score high ratings, and decrease when you score low ratings. It is also decreased if your car makes contact with obstacles such as fences. In order to clear a stage, the DR gauge must be at a certain level when you reach the finish line.

* VGS display is not available in the *DRIVING REVOLUTION* mode.

Exit *DRIVING REVOLUTION*

To quit, press the **START** button to open the *OPTION* menu, then select *EXIT*.

*More information about the *OPTION* menu ▶ P15

Lets you race for the top finishing time as often as you like. In addition to displaying your lap times, this mode allows you to practice racing specific sectors of a race course.

TIME ATTACK



Starting the Time Attack

Select **Time Attack** from the Main Menu to open the track selection screen. Select the track you wish to race. The car selection screen will appear. Once you select the car you wish to use, a sector selection screen will appear. Select either "1 Lap" or the sector you wish to practice and the Time Attack race will begin.

*More information about car selection ► P9



FREE RACING

A racing mode that allows you to freely select your car, the number of laps, and the competing cars.

Starting Free Racing

Select **FREE RACING** from the Main Menu to open the track selection screen. Select the track you wish to race and the number of laps. The car selection screen will appear. Select the car you wish to use, and then select **START** to begin the race.

*More information about car selection ► P9

Changing the Grid

Select **GRID** from the Main Menu screen to freely select your car and the competing cars. Select a desired grid to change the types and starting positions of the cars in the race.



VERSUS RACING

A mode that lets you race head to head with friends. You must have at least two controllers connected to your PlayStation®2 console to use this mode.

Starting Versus Racing

Select **VERSUS RACING** from the main menu to open the track selection screen. Select a desired track and the number of laps. Select your cars and then

select **START** from the menu screen to begin head-to-head racing.

*More information about car selection ► P9

RACE MODE MENU SCREENS



The menu screens for starting, exiting, and pausing differ according to each race mode.

Start/Exit Menus

START	Begin race or the current mode.
GRID	Change the types of cars and their starting position in the race.
RETRY	Start the current race over.
REPLAY	Replays the footage from a race or Time Attack race. *More information about replaying ► P14
GHOST	Loads pre-saved ghost data for the given track.
SECTOR	Select a sector for the Time Attack mode.
COURSE CHANGE	Select a race track.
STAGE SELECT	Returns to the stage selection screen in DRIVING REVOLUTION mode.
LEVEL SELECT	Returns to the level selection screen in DRIVING REVOLUTION mode.
EXIT	Exits the current mode and returns to the main menu.

Pause Menu

CONTINUE	Resumes the race.
RESTART	Restarts the race from the beginning.
OPTION	Change sound and display settings during a race.
FINISH	Ends the race or Time Attack.
RETIRE	Quit the race in progress.



LIBRARY

View previously saved replay, information about car manufacturers, and credits.

Replay Controls

- △** button Switch camera modes.
- L2 / R2** button Switch target cars.
- ▶** button Opens the replay options menu.

Replay Options

Select a desired display parameter, use the directional keys or the left analog stick to switch the parameter ON or OFF, and press the **▶** button.

Display Options

- RANK** Toggle rank display ON or OFF
- COURSE MAP** Toggle course map ON or OFF
- LAP** Toggle lap display ON or OFF
- TIME** Toggle lap time and best lap time display ON or OFF
- METER** Toggle the tachometer, speed, and acceleration gauge ON or OFF
- TARGET CAR NAME** Toggle target car name information ON or OFF

EXIT

Ends the replay.

*When you select REPLAY after completing a game to display the replay options menu, a SAVE REPLAY option will appear. Select SAVE REPLAY to save the replay data from the last race.

OPTION



Allows you to set a variety of options for the game. You can select *OPTION* from the Main Menu to adjust option settings, but you can also press the **START** button while in any mode to display a menu screen and adjust the settings from there as well. Selecting *DEFAULT* on any options setting menu will return the settings to their initial conditions.

SAVE

Saves the game currently in progress. You cannot create multiple save files of the same data.

LOAD

Loads previously saved game data. Generally speaking, game data is loaded automatically.

*More information about Memory Card (8MB) for PlayStation®2 ▶ P7

DRIVING 1

Players View

Change the initial view settings.

Assist Feature

Adjust features such as TCS and ESC.

Controller Vibration

Toggles the controller vibration function ON or OFF.

Steering Wheel Force Feedback

If you are using a steering wheel controller, this feature allows you to adjust the strength of force feedback.

DRIVING 2

VGS

Change the initial VGS display settings.

Impact Flash Effect

Toggles the special visual effects used during high-speed impacts ON or OFF.

Speed Effect

Toggles the special visual effects used when a certain speed is exceeded ON or OFF

Enthu Point Gauge

Adjust the display settings for the Enthu Point Gauge for the Enthusia Life mode

*More information about the VGS ▶ P8

TIME ATTACK

- Ghost* Toggle ghost display ON or OFF
- Ghost: Car Display* Toggle ghost car display ON or OFF. When OFF, only the shadow of the car is displayed.
- Ghost: Auto Update* Toggle ghost auto update ON or OFF
- Sector Line* Toggle sector lines (the lines indicating the boundaries of each sector) ON or OFF

FREE RACING

- Difficulty* Changes the difficulty level. The higher the level, the higher the ability level of the other drivers.
- Laps* Changes the default setting for the number of laps.

SOUND

- Speaker Setting* Switches between stereo and monaural sound.
- Interface/Movie BGM* Select the background music for the interface and movies.
- Interface/Movie SE* Adjust the sound effect volume for the interface and movies.
- Racing BGM* Select the background music for racing.
- Racing SE* Select the sound effect volume for racing.

KEY CONFIG

Allows you to change the assignments for the buttons on your DUALSHOCK®2 analog controller. Press the directional buttons or move the left analog stick up and down to select an item, and press left or right to change a button assignment.

STEERING WHEEL CONFIG

Allows you to change the assignments for the buttons on a steering wheel controller. Use the shift button to select an item, and move the steering wheel left or right to change a button assignment. Select CALIBRATION to display steering wheel adjustment instructions. Follow the instructions to calibrate your steering wheel and press the action button to complete the calibration.

DISPLAY ADJUSTMENT

Adjust and optimize display. Follow the on-screen instructions to adjust your display.

RETURN TO TITLE

Exits the current mode and returns to the main menu.

Enthusia Life

Q: I won the race, but my ranking didn't increase.

A: Were you driving a car that is more powerful than the others in the race? The odds are adjusted to compensate for the abilities of cars, meaning that more powerful cars may not always receive a higher ranking.

Q: My ranking dropped for some reason!

A: Points are only counted from the latest twelve weeks. Even if your latest results were outstanding and obtained a large number of points, you may still experience a drop in ranking after the 13th week.

Q: I can't enter a RS race during certain weeks.

A: Certain races have regulations as to the types of cars that can enter. RS races have special regulations during the even-numbered months between February and October. Please go to the Records screen, open the Calendar, and check the date.

Q: I lost a week when I changed my car.

A: Joining a race, changing cars, and using the Rest function all take one week of game time. Other commands can be used without losing game time.

Q: After changing my car, dirt race courses were no longer available.

A: Certain cars are not capable of racing on desert or dirt courses. (Generally, cars that are too low to the ground cannot race on these courses.)

Q: I changed my car and saved my game, but when I returned, it reverted back to my old car.

A: You must wait one week according to the in-game calendar after changing your car for it to be reflected in the save data.

Q: Is there any way to win a race with a relatively slow car?

A: Pay attention to the odds not just for your own car, but for all of the cars in the race. That will give you a better idea as to which type of car stands the best chance of winning, and the finishing results you can expect.

Q: My tuning level doesn't seem to increase.

A: The higher the tuning level of the car, it may take longer to reach the next tuning level.

Q: I can't unlock the car I want to race.

A: You must participate in a race with the car you want to unlock. If you can't participate in a race with that car immediately, try racing against a car that is similar to it first.

Q: I can't unlock a race car.

A: Race cars and rally cars need to be unlocked in specific races. If a car silhouette and spec appear in the details for a race, you will be able to unlock it by winning that race. The car name and manufacturer will not appear, find out what car you have unlocked by winning the race!

Q: Can I use a race car in a race with street legal cars?

A: No, the regulations prevent the mixing of race cars and street legal cars.

Driving Revolution

Q: I can't get Rank S.

A: You need to score combos on every indicator. And if you can't manage that, try to increase the number of times you hit PERFECT.

Q: I cleared every level, but I still didn't get a 100% completion rate.

A: You must obtain Rank S in every stage to attain a 100% completion rate.

Free Racing

Q: How do I get more cars in the Free Racing mode?

A: If you race at the default difficulty setting or higher, and complete at least the default number of laps, you will unlock the cars behind your finishing position, provided that you do not get any black flags. Advancing in the Driving Revolution mode will increase the number of cars available in the Free Racing mode as well. Certain types of cars can only be unlocked from the Driving Revolution mode.

Q: How do I increase the number of available courses in the Free Racing mode?

A: Progressing through the Enthusia Life mode will increase the number of courses. Also, finishing in first place during a Free Racing can unlock courses as well. (You must also make sure to race at the default difficulty setting or higher, and complete the default number of laps.)

Time Attack

Q: What is the target time on the Sector screen in the Time Attack mode?

A: This is a reference time for the car you are driving on the given course. If you can match the time, you're well on your way to becoming a top driver.

Q: I want to delete records with black flags.

A: You can delete them on the Records screen.

Q: No matter how many times I race, I can't unlock any new cars.

A: The number of cars available depends on your performance in Free Racing mode. (If you haven't unlocked any new cars in Free Racing, they won't be unlocked in the Time Attack mode, either.) Try advancing in other modes to unlock more cars.

Versus Racing

Q: No matter how many times I race, I can't unlock any new cars.

A: Similar to the Time Attack mode, you must advance in other modes to unlock more cars.

Tracks

Q: When I raced on a desert track my car stopped and would not move.

A: If you drive beyond the poles on the boundaries of the course, your car will become stuck.

Q: The desert track seems slightly different every time I race.

A: Desert tracks are generated automatically, so the layout will differ from race to race.

Q: What am I supposed to do in the Airport Square?

A: You can do anything you like. Feel free to try different driving techniques here. It's a great place to practice using your clutch for spin-turns.

Driving

Q: My car doesn't turn as much as I expect it to turn.

A: This phenomenon is called "understeering." Understeering has a variety of causes. Check the following list to correct the problem.



1. Too much speed

Most cases of understeering are caused by too much speed going into a curve. Apply the brakes to reduce your speed so that you can effectively round the corner. As you become better, try increasing your speed.

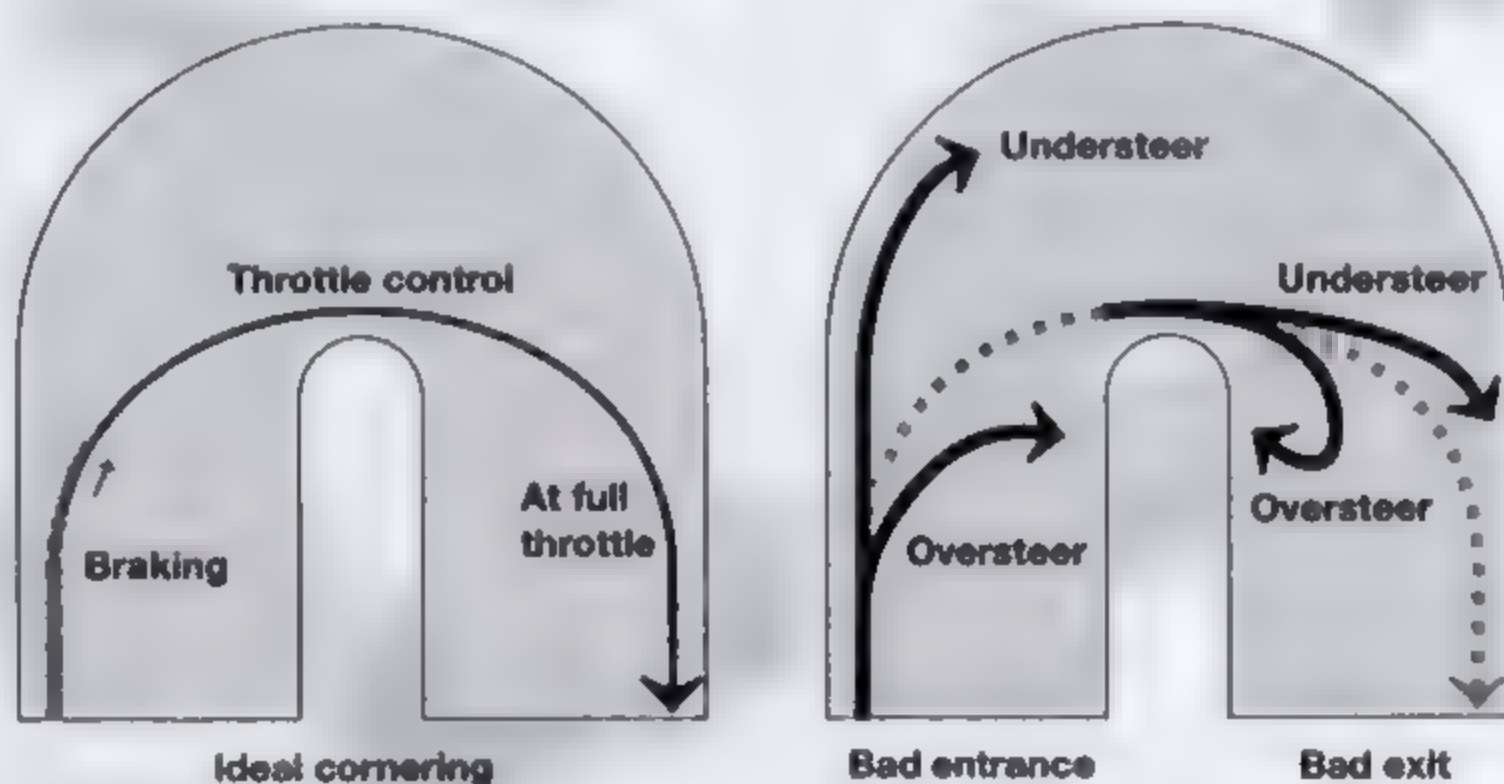
The maximum safe turning speed depends on a car's weight and tires. You will not be able to make a turn if you are driving faster than this speed.



2. Tire grip

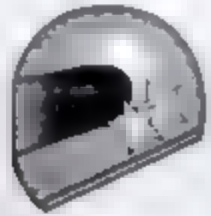
The ability of your tires to grip the road surface is divided into linear (acceleration/deceleration) and lateral (turning) components. When your tires reach the maximum gripping force in a linear direction, such as when you apply your brakes at full force or accelerate at full throttle, you will not be able to turn at all. Use the VGS system to make sure that your front tires -- and particularly the outside tires—are not at maximum grip (fully white).

To maximize turning capabilities, maintain a flat speed -- neither accelerating nor decelerating -- into a turn. This is called a "partial throttle."



3. Insufficient load on front wheels

Common sense dictates that if the front wheels are in the air, you won't be able to turn no matter what you do. Conversely, the more the front wheels are pressed against the road surface, the easier it will be for you to turn. Braking to bring the front wheels into contact with the road surface brings out the most in the tires' capabilities, but this only affects linear movement. As such, you must turn the wheel while easing up on the brakes to gradually convert linear into lateral gripping capability. This technique is referred to as "cornering." Use the center ball of the VGS system to check the load distribution across your front and rear tires.



4. Insufficient drive force

When there is no drive force on the drive wheel, you won't be able to turn well. As an experiment, try pressing the clutch while cornering. Scary, isn't it? Make sure to apply the accelerator through the turn to ensure that you always have enough drive force for cornering.

Cars need drive force to turn. This is particularly true to rear-wheel drive cars, and if conditions are met, it will begin to turn even without turning the wheel.



5. Oversteering

Although impossible in real life, if your tires could be turned 90 degrees, your car could neither turn nor drive straight ahead. It is very important to apply the right amount of steering for the direction you wish to turn your car. That angle may be far lower than you might expect.

Q: My car spins out very easily.

A: Turning more than you expected is called "oversteering." Although more common in rear-wheel drive cars, there are a variety of factors that can cause oversteering.



1. Too much acceleration

In answer 4 above, you learned that drive force alone may allow your car to turn. Applying too much power during a turn, particularly with rear-wheel drive cars, can cause a car to turn inwards too sharply. If you can control the power applied during a turn properly, you will enter a power drift; if not, your car will spin out of control.



2. Overload on front wheels

In answer 3 above, you learned that too little load on the front wheels will result in understeering. Conversely, too much load will result in oversteering. In other words, the car is turning even more easily than you anticipated. If you can control the load on the front wheels in a turn, you will be "tucking in." If not, your car will spin out of control.



3. Improper counter-steering

Making it through a turn simply by proper throttle control is ideal, but you should first concentrate on steering. If you find your car turning in too far during a turn, try carefully turning the wheel in the opposite direction.



4. Throttle control

By counter-steering, you are making the front wheels and rear wheels attempt to drive in different directions, which have the effect of making the car move straight ahead. This naturally results in a loss of linear power. Use the accelerator rather than the steering wheel to regain control after counter-steering. It is important to limit the amount of counter-steer and regain control as quickly as possible.

Q: What are the TCS and ESC?

A: These are automatic control systems on cars.



TCS: Traction Control System

Prevents wheel spin due to applying too much throttle. Particularly effective at preventing slipping when accelerating at corner exits. Turn this system off when you wish to practice throttle control techniques.



ESC: Electronic Stability Control

An assistive system designed to prevent spin-outs. Prevents your car from losing stability during braking and when driving on slippery surfaces. However, it also prevents you from pushing a car to the edge of its control envelope. Once you have gotten used to racing, try turning this system off to enjoy the raw handling of your car.

5. Using TCS and ESC

If preventing the car from spinning is too difficult, go to **OPTIONS**, and select **Assist Feature on Driving**

1. You can choose to have either or both TCS and ESC.



These icons indicate the difficulty level of the technique being discussed. A higher number indicates a higher difficulty level.

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