

IMPRESSUM:



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Homepage "Michael Schumacher World Tour - Kart":
<http://www.msworldtour.com>

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HEALTH AND HELP INFORMATION

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

INSTALLATION

Insert your Michael Schumacher World Tour (MSWT) - Kart CD into the CD-ROM Drive. Wait a couple of seconds until the drive is ready. Ensure that **Autorun** is enabled. Click on **"Install"** 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 MSWT - Kart CD. Select the file **"autorun.exe"** and click on the button **"Open"**.

After the installer has been verified, select a language out of the drop down list. Now the Licence Agreement will appear. To accept the conditions select **"I Agree"** to continue.

Choose the game components you wish to install. MSWT - Kart game files will always be installed, but the Start Menu link is optional.

Press **"Next"** and choose the directory you wish to install the game in. If you wish to keep the default directory just click on **"Install"**. 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 **"Install"**.

If DirectX9 is not yet installed on your machine you should do so before starting the game. Choose to install DirectX9 out of the AutoPlay screen by pressing the **"Install DirectX 9.0b"** button. This will start the setup program from Microsoft. Follow the onscreen instructions to proceed. If DirectX9 is already installed on your system, this button will be disabled.

To manually install DirectX9, browse to the **"DirectX9"** folder on the MSWT - Kart CD and run **"dxsetup.exe"** to start the setup program.

After the installation the game can be run via Programs in the Start menu, unless you have chosen not to install the Start Menu link. You can also start the game by pressing the **"Play"** button in the AutoPlay screen.

To delete **MSWT - Kart** from your computer, select **"Uninstall"** via Start Menu -> Programs -> MSWT - Kart or click on Start -> Control Panel -> Add/Remove Programs, select MSWT - Kart and click on **"Add/Remove"**. The de-installation program will then remove the game files from your hard disc after pressing the **"Uninstall"** button to proceed.

You can also choose to uninstall the game by pressing the **"Uninstall"** button in the AutoPlay screen.

More AutoPlay options

You can look at the manual that's on the CD by pressing the **"Manual"** button. This will automatically show the PDF manual.

Note: to be able to view the manual, Adobe Acrobat Reader should be installed on your system, which can be found on the **MSWT - Kart** CD.

To find all the latest news and extras about the game, press the **"Web"** button to go to the official **MSWT - Kart** web site.

SYSTEM REQUIREMENTS

Minimum System Requirements:

Processor 500 MHz, 128 MB RAM, Win 98, ME, 2000, XP
 32MB DirectX9 compatible AGP 3-D graphics accelerator card
 DirectX Sound Card
 DirectX 9
 640x480x16 pixel resolution, 15" Monitor
 300MB free hard disk space
 8x speed CD-ROM drive
 Mouse, Keyboard
 Internet access, 56K modem

Recommended System Requirements:

Processor 900 MHz, 256 MB RAM, Win 98, ME, 2000, XP
 64MB DirectX9 compatible AGP 3-D graphics accelerator card
 DirectX Sound Card
 DirectX 9
 1024x768x32 pixel resolution, 19" Monitor
 300MB free hard disk space
 24x speed CD-ROM drive
 Mouse, Keyboard, Joystick or steering wheel with foot controls
 Internet access, ISDN, broadband

CONTROLS

Game controls can be configured and re-assigned in the **Options /Controls Options** Menu. You can undo all changes by pressing **Defaults** button at the bottom of each settings screen. This will reinstate the original factory settings.



DEFAULT KEYBOARD CONTROLS:

Steer left	-	Left arrow key
Steer right	-	Right arrow key
Accelerate	-	Up arrow key
Brake/Reverse	-	Down arrow key
Rear view	-	Right Shift key
Change Camera	-	F1 key
Menu Up	-	Up arrow key
Menu Down	-	Down arrow key
Menu Select	-	Enter key
Menu Cancel/Pause	-	Esc key

CONTROLLER MAPPING:

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

Prior to configuring it in the game, the input controller should be installed correctly on the operating system and can be tested via the Control Panel -> Gaming Options / Game Controllers menu.

To change a preset, select it from the list, press Enter and press the desired input once. The new assignment is now shown and active.



Input axis

If the input axis is inverted after you have assigned a controller like a joystick or game pad, you can invert the assignment by checking the check box next to the button name in the column named "Inv."

To test the input, the text in the left "Test field" window will light up when the input is used.

STEERING ADJUSTMENT

Here you can change the default steering settings for your kart. The settings depend on the user's preference with regards to his controller. On the left side of the screen you can see a steering wheel. It will react to the steering just like the karts during the race. Use this to test different settings while you adjust the steering to your taste.



ROUND/SHARP

Adjust how the kart reacts to the movement of joysticks and steering wheels. A round setting is sensitive around the center position of the controller. A sharp setting is more sensitive towards the ends.

This setting does not have any effect if you play with keyboard or a digital joypad.

SLOW/FAST

Adjust how fast the kart reacts to the steering. A slow setting is recommended for keyboard, joypad and joystick. A faster setting is recommended for steering wheels.

DEADZONE

Adjust the neutral position of your joystick and steering wheel. If you experience too much steering drift while the joystick or wheel is centered you might want to increase the deadzone slightly.

This setting does not have any effect if you play with keyboard or a digital joypad.

WHEEL MODE

Turn this option on if you drive with a steering wheel to allow better control. Turn it off if you drive with a joystick.

This setting does not have any effect if you play with keyboard or a digital joypad.

FORCE FEEDBACK EFFECTS:

Here you can change the default setting for Force Feedback support. Note that these options only apply to input devices that support Force Feedback. Consult the manual of your controller to find out.



EFFECTS ENABLE

Enables or disables the Force Feedback effects.

EFFECTS REVERSED

If the effects are the wrong way around on your controller you can check this option to reverse them (left becomes right and vice versa).

EFFECT STRENGTH

Adjust the strength of the Force Feedback effects to your taste.

AUTOMATIC CENTERING

Adjust the strength of the automatic centering effect.

Note: Some controllers also have a built in automatic centering effect. If you use the game's automatic centering you may want to disable the centering of your controller. Consult the manual of your controller how to do this.

Tip: If have problems getting the force feedback effects to work make sure you have the correct drivers installed and the power supply is attached. Consult the manual of your controller.

PLAYING THE GAME

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

Kart is the ultimate 3D kart simulation with 3 different race classes and karts, 17 tracks and a realistic driving experience.

The way the kart handles has been programmed to recreate the tense and fast driving style found in real kart racing. 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 and the online multiplayer mode even allows you to beat them face to face!

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.

FEATURES

- Experience driving realistic karts on 17 tracks around the world.
- Unlock new tracks and the more difficult faster classes by beating skilled AI competitors.
- Take your kart for a fast spin in the Quick Race mode or practice your skills in Practise Mode with a ghost feature.
- Take your earned karts and tracks to find new challenges online or challenge your friends in a LAN race.
- Show off your best Lap and Track times in an online ranking on the game's website.

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 Kart Championship and the European Championship.

His great passion for karting is still alive and well. Whenever his albeit very tight schedule allows, he will seat 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.



To contact Michael Schumacher's kart tracks in Germany:

MS Motorsport GmbH
 Michael-Schumacher-Str. 5
 50170 Kerpen - Sindorf
 Phone: + 49 (0)2273 - 6019-0
 Fax: +49 (0)2273 - 6019-120
 e-mail: info@ms-kartcenter.de

You will find lots more useful information on the website:

www.michaelschumacher-kartcenter.de

Very valuable information on the technical side of karting sport can be found on DUNLOP's web site

<http://www.dunlop.de>

MAIN MENU

The main menu will automatically appear after the intro sequences once you have started Michael Schumacher World Tour - Kart. 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 driver name and/or create a new one. **All progress will be automatically saved to the currently selected profile.**
- **Practice:** Here you can practice driving the fastest laps against your own virtual opponent (ghost). Share your best lap times in the online ranking.
- **Quick Race:** To get into the game fast choose **Instant Race** or compete the best track times in the **Time Challenge** mode to challenge friends or share them in the online ranking.
- **Career Mode:** Race against the best computer drivers and qualify for the top class. Start out in the FUN class and unlock the faster classes where Michael Schumacher awaits the pleasure of racing against you.
- **Multiplayer:** Challenge friends or real online opponents in LAN or internet races.
- **Online Scores:** Submit your records to the online ranking system.
- **Options:** Configure the sound, graphics, controls, language and see the credits.
- **Exit:** End the game and return to Windows.

DRIVER

Here the player can create a personal profile, in which all game progress will be saved automatically. The selected driver's Career progress is displayed in the left window.

You can also allow your friends and family to play the game as well so everyone will have their own personal settings at all times.

To create a new profile, select an empty slot and press the **New Player** button to create a new driver name. Just enter a name with the keyboard and press Enter. Your new career will begin here.

If you press the **Delete Player** button, the selected profile will be deleted. You can select previously defined profiles by cycling through the driver names up and down.

When Enter or the **Select** button is pressed, the selected profile is then used to play MSWT Kart.



PRACTICE

Here you can practice getting the fastest lap times against yourself as an opponent.

Choose any of the unlocked classes you want to practice with and choose a track in the next menu by cycling through them. The track's name and description will be displayed in the left window.



When a track has been chosen the current **Lap Records** will be shown in a list and your time best time is shown below it if set earlier.

Press the **Next** button or Enter to proceed to the customisation menu. Here the cart can be customised or the race can be started by pressing "Start".

Now the training session starts. After the camera finishes circling your cart in the start sequence you can drive off. As soon as you cross the finish line, your first lap time will start to count.

After the first lap time is set a 'ghost' cart will appear at the start line which will repeat your best lap time. 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.

When a lap record has been set the track will have a green tick next to it in the track overview screen.

ONLINE RANKING

When a new lap record has been set it can be submitted to the online ranking via the **Online Ranking** menu (for details see **Online Ranking** chapter).

IN GAME HUD

In the top left the lap times of all rounds are displayed. In the top centre the **Lap Record** time is counting down while you drive, with your last best lap time beneath it. (This will only appear if a lap time has been set before). The top right displays the current **Lap Record** itself.



The bottom left always displays a mini map of the track with the driver's position and the bottom right the driver's current speed.

You can interrupt, continue, restart and end a practice round by using the escape (ESC) key. The game will pause and a menu will appear showing these options.

QUICK RACE

In the **Quick Race** mode you will get instant action whenever you just want to do a casual race or want to focus on getting the best **Track Time** possible.



Instant Race

To take your kart for a quick spin, choose **Instant Race** and press the **Next** button or Enter. In the next screen choose any of the classes you have unlocked with the Career Mode and then pick a track to race on. You can turn **Qualification** on or off. To qualify, you have to finish one lap within the set qualifying time, any time below that will lower your starting grid position. If qualification is skipped you will always start the race

at the last grid position (see the **Career Mode** chapter for more details on qualification).

Time Challenge

In the **Time Challenge Mode** you can try to set the best **Track Record** possible, without any disturbance of other karts on the track. This is the place to show off your skills to your friends or post them in the **Online Ranking** (for details see **Online Ranking** chapter).

Choose any of the unlocked classes. Now a menu will appear where you can select the track. Select one of the tracks by clicking on it and to proceed.

The next screen will display the names of those that have got into the best times ranking. Press the **Next** button or Enter and the **Customization** screen will be shown. Here you can still change your kart's looks and/or tyres before a race (see **Customization** chapter for details). Press the **Start** button or Enter and the **Time Challenge** will commence.

You can interrupt, continue, restart and end a race by using the escape (ESC) key. The game will pause and a menu will appear showing these options.

CAREER MODE

This mode allows you to work your way up in the world of karting. You start out in the slower and easier **FUN** class and by winning races you can gradually unlock the faster classes by winning race points. The ultimate goal is to win the **FSA** class championship in which a virtual Michael Schumacher competes against you to be a world champion.



To start your **Career**, choose the **FUN** class, the other classes will still

be locked until enough race points have been gathered. The amount of race points needed to unlock the next class is displayed here, as well as the points already reached. Press the **Next** button or Enter to continue.

A menu will appear which shows the available tracks in this championship. Behind the track name, the number of race points gathered on this track is displayed. Below the list the total points are shown as well as the total points needed. Select one of tracks by clicking on the names or scrolling through with the arrow keys or controller. A short description of the track will be displayed in the left window. Press the Next button or Enter to race on the selected track.



The next screen will show you the latest lap records. Click on the **Track Records** button to see them. Here you can also choose to skip qualification, press the **Qualification** button to turn it on or off. Press the Next button or Enter to proceed.

Here you can choose to change the looks and tyres of your cart before each race. Press the **Customize** button to go to the **Customization** screen (see **Customization** chapter for details). Press the **Start** button or Enter to start the race or qualification.

QUALIFICATION

To qualify, you have to finish one lap within the set qualifying time, any time above that will lower your starting grid position. If qualification is skipped you will always start the race at the last grid position.



When the qualifying lap has ended your qualifying time and resulting starting position will be shown. If you're content with the grid position choose **Continue**, or choose **Restart** to try to get a better result.

In game HUD

In the top left the lap times of all rounds are displayed. In the top centre the required **Qualifying Time** is counting down while you drive. The top right displays the current Lap Record.



The bottom left always displays a mini map of the track with the driver's position, the centre shows the total number of laps and the lap you're in and the bottom right the driver's current speed.

You can interrupt, continue, restart, skip and end qualification by using the escape (ESC) key. The game will pause and a menu will appear showing these options.

RACING

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

Your aim is to get into the point's grid in all races of the Championship in order to unlock the next Championship Class. (See **Track Overview** in this manual for more information.)

After the race the final results and your position will be displayed. From here you can either continue to the track selection menu or choose to restart the race to get a better result.

The points are awarded according to the official FIA rules:

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 no points will 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.

In game HUD

In the top left the lap times of all rounds are displayed. In the top centre the current race position is displayed and the top right displays the current Lap Record.



The bottom left always displays a mini map of the track with the driver's position, the centre shows the total number of laps and the lap you're in and the bottom right the driver's current speed.

You can interrupt, continue, restart and end a race by using the escape (ESC) key. The game will pause and a menu will appear showing these options.

OPTIONS

This menu enables you to configure all of the game's options. The options are saved to your Driver profile and will be automatically used once you choose your profile.



AUDIO OPTIONS

- **Sound Volume** Adjust the volume of the sound effects in percentages.
- **Music Volume** Adjust the volume of the game music in percentages.
- **Audio Mode** Choose between stereo or mono sound.
- **Invert Stereo** Invert the stereo audio channels in case your speakers are reversed.
- **Music** Choose how the music tracks are played during the races. **Per Track** fixes a certain song to a certain track and **Shuffle** will choose the songs randomly each race.

VIDEO OPTIONS

- **Resolution:** Choose an appropriate screen resolution according to your computer's performance.
- **Gfx. Detail:** Choose the appropriate graphics detail according to your computer's performance.
- **Reflections:** This turns the in game reflections on or off. Turning them off is less demanding on your system.
- **Colour Depth:** Choose the appropriate colour depth according to your computer's performance. Setting it to 16bit on older computers can enhance the game's performance.

LANGUAGE

Here you can change the default language used in the game to any other in the list.

CONTROLLER OPTIONS

Here the game controls can be configured and re-assigned. You can undo all changes by pressing the **Defaults** button at the bottom. This will reinstate the original factory settings. See the **Controls** chapter for further details.

ONLINE SCORES

Here you can choose to turn off the online ranking feature build into the game, in case your computer is not connected to the internet.

CREDITS

Choosing this will display the credits list scrolling through the screen. Press any key or click the left mouse button to return to the **Options** menu.

MULTIPLAYER

In **Multiplayer** mode you can challenge your friends and family in a direct race over your home network (LAN) or the internet. Press the **Multiplayer** button in the main menu and you will be presented with the client/server setup screen.



The first thing you should do is choose between LAN and internet by pressing the LAN button. Choose LAN (Local Area Network) if you want to play on your home or office internal network. Choose internet if you want to play against others using your internet connection.

Game news

Press the **News** button to see if there's any news on patches, tips, online tournaments or general announcements.

TO JOIN A SERVER

Any MSWT Kart server should be automatically detected on the network. When found, their details are listed in the top window. The list can be refreshed by pressing the **Refresh List** button. Click on a server in the list to select it. More details will be displayed in the two centre windows. Now press the **Join Game** button to join the server. If a server is protected by a password, you will be requested to type it in the message window before you can connect.

If a server is not detected or you want to find a specific server, you can enter the IP address manually. Press the **Manual IP** button, fill in the IP and port number in the pop up window and press Enter. You are then connected directly with the server.

CHAT ROOM

When connected to a server, you will proceed to the chat room screen, where you have to wait until the race starts. This is also the screen all players will return to after each race. The name of the next track you're waiting for is displayed in the top left window. All other players already connected are listed in the top right window.



Chat to other players

The central window is used to chat to the other players connected to the server. Their messages will be displayed after their name. You can create a message by selecting the blue coloured window below the message window and typing the text followed by Enter. It will then appear in the message window above for all others to read. Chat messages are displayed in green.

Server messages

Various server messages will also be displayed in the message window. Examples are: a player has joined or left the game, a track vote has been passed, etc.

Server messages are displayed in yellow.

Kick Vote

Press the **Kick Vote** button to start a vote among all players that a certain player should be removed from the server. The top left window will then display all player names in green. To vote, tick the box next to the desired name. A green tick will appear and the name will turn to red. You will also see green ticks behind the names others have voted for. All players can change their selection until everyone has voted for the same name. The kick vote is then passed and a player will be kicked (removed) from the server. A message will appear in the message window afterwards.

Note: the player hosting the server cannot be voted for, nor can a player vote for himself. These names will thus have no tick box.

When someone else has started a vote, the Kick Vote button will blink in your screen as a request for you to vote. Press the button to do so.

Track Vote

Press the **Track Vote** button to start a vote among all players which track should be used for the next race. The top left window will then display all track names in red. To vote, tick the box next to the desired track name and a green tick will appear. You will also see green ticks behind the tracks others have voted for. All players can change their selection until everyone has voted for the same track. The track vote is then passed and a message will appear in the message window. The actual track change is automatically done by the game after a successful vote.

When someone else has started a vote, the Track Vote button will blink in your screen as a request for you to vote. Press the button to do so.

Garage

Press the **Garage** button to customize your cart before the race. This will take you to the **Customization** screen, see **Customization** chapter for details.

Cancel

To leave the server before the race, press the **Cancel** button.

Start the race!

When you feel you are ready to start the race, press the **Ready** button. Your player name in the top right window will then turn green, as a sign to all other players that you are ready to go. When all players have pressed the **Ready** button the player hosting the server can start the race by pressing the **Start** button in his screen (the **Ready** button changes in the **Start** button when selecting it).

Note: the race can be started by the server without all players being in ready mode.

TO CREATE A SERVER

Press the **Create** button to proceed to the **Create Server** screen. Here you'll find all the options to set up your own game server according to your wishes.



Server Name

Type in the name you want your server to have. Other will see this name in their server list when the server is created.

Password

If you want you can protect your server with a password so only players can join who know the password. The password will be requested to them when they try to join your server. Leaving this input blank will result in creating a server without password protection.

Server Port

Advanced users can choose a different port number in they want. If unsure, just leave it at the default 31000.

Bot Players

If turned on, the race grid will be filled up by computer opponents next to the joined human opponents. When turned off, no computer player will join the race. Click the check box to turn it on or off.

Internet-Server

Turn this on if you want your server to be presented on the internet. When turned off, the server will only be available on the Local Area Network (home of office internal network). Click the check box to turn it on or off.

Randomize Tracks

When turned on the server will randomly cycle through the selected tracks, when turned off the tracks will be presented in order of the track list. Click the check box to turn it on or off.

Max. Players

Here you can limit the maximum number of players that can join your server. To change the number, click on it and press a number on your keyboard.

Max. Laps

Here you can choose the number of laps every race will be, the maximum being 9 laps. To change the number, click on it and press a number on your keyboard.

Start Order

Here you can change the way the grid positions are determined before every race. The server will compare each player's best local track times and determine the grid order accordingly. Put this button on **Random** to ignore the ranking and have a random assigned grid each race. Select **Best First** if you want the player with the best times to have pole position and select **Best Last** to give the pole position to the weakest player, which might give you a more challenging race. Click on the button several times to cycle through the 3 options.

Available Tracks

Here you can select the tracks that you want your server to host. All of the tracks are listed in this window below. To select a track, tick the box next to it by clicking on it, to deselect a track, click in the box to remove the green tick. By clicking on the tick box next to the class, you can select and deselect all the tracks in the class at once.

To reset all options to the predefined defaults, press the **Defaults** button. To return to the server list menu press the **Cancel** button.

If you're happy with all the options for your server, press the **Accept** button to create the server and proceed to the next screen.

This is the chat room area of the server where you can wait until other players have connected. When you want to start the race, press the **Ready** button to show the others you are ready for it. This button will then change in the **Start** button, which you can press to really start the race.

For further details on all chat room options see the **Chat Room** section in this chapter.

EXIT

Leave the game by clicking on **Exit**. The game will ask you to reconfirm this. If you choose **Yes** the game will exit to Windows.

CUSTOMIZATION

In the **Customization** menu, you can change the looks of your cart and driver before the start of each race. You can also change the tyre type when new tyres become available. Customization is categorised in these groups:

- **Racing suit:** various different sponsor designs in a multitude of colours.
- **Helmet:** various different sponsor designs in a multitude of colours.
- **Visor:** various types.
- **Chassis:** various different sponsor designs in a multitude of colours.
- **Wheels:** various types of Dunlop cart tyres.

Click on any of the categories in the list to open up a menu with all of the different choices. When you select a design or tyre by clicking on it, the name will be displayed below the window. Press the **Accept** button to accept the change and return to the category menu.



You will start out with a limited choice in each category and upon winning races in the Career mode more options will be unlocked gradually.

ONLINE RANKING

To show off your talents, the game can upload your latest Lap and Track Records to the official **Online Ranking** on the MSWT - Kart website.

First you have to create an account on the game's website, which you can then use in the game to submit your scores.

Go to www.msworldtour.com where you will find the details on how to create an account.

To submit your scores, the **Online Scores** button in the main menu. This will open the screen where you can submit your scores to the ranking.



Here you will see if you have set any new records that can be submitted. To submit the displayed records, type in the username of the



account you have created on the website, followed by the matching password. Press the **Submit** button or Enter to confirm.

If connected to the internet correctly, your computer will now automatically upload the data to the web server.

When you go to the website afterwards, your name and scores should be listed in the ranking. Try to get on top!

This option can be turned off in the Options menu if you don't want your computer to use the internet or you have no internet.

CARTS AND CLASSES

You can drive three different cart types from three different racing classes in **Michael Schumacher World Tour - Kart**.

FUN CLASS

The FUN cart only has a 200cc engine, but it's a 4-stroke. This makes acceleration slower and it's a good start for any player to get his cart skills under control.

This is the cart of the original Michael Schumacher indoor kart track in Kerpen-Sindorf.

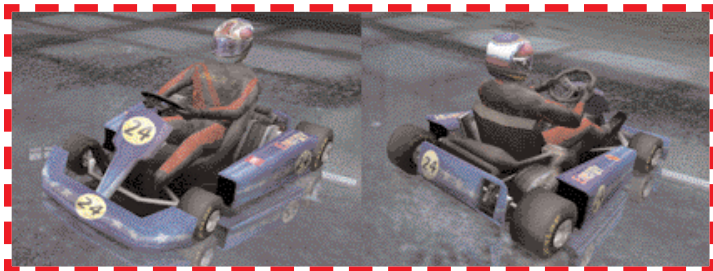


- 4-stroke engine
- centrifugal hydraulic clutch
- 6 Horsepower
- top speed 70km/h
- unladen weight 95kg

This is an absolute beginner's vehicle to pass the initial aptitude test. If you get this cart under control you will be ready to make the step up to the next class.

ICA CLASS

The ICA Junior 100cc 2-stroke cart with which Schumacher had his first great carting successes between 1984 and 1985 (**German Junior Karting Champion, Junior Vice World Champion**).

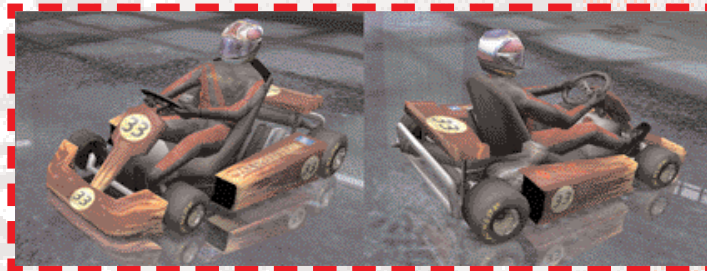


- 2-stroke engine
- piston actuated
- centrifugal dry coupling clutch
- 22 HP
- top speed of 115km/h
- 0-100km/h in 5 sec.
- unladen weight 70kg

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

FSA CLASS

The Formula Super A 100cc 2-stroke, the cart that Schumacher drove in the 2001 Kerpen Kart World championship against the rest of the world's carting elite.



- 2-stroke engine
- rotary or membrane actuated control • Maximal 18000 U/min.
- maximum of 21000 revs/min.
- 32HP
- top speed of 160km/h
- 0-100km/h in 4 sec.
- unladen weight 70kg

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

TRACK OVERVIEW

FUN CLASS 4-STROKE 200CC

Race points needed to unlock next class: 32

Cuba City, Cuba
Length: 710 m
Time: Afternoon

Venice Beach, USA
Length: 680m
Time: Morning

Miyajima, Japan
Length: 810m
Time: Morning

Shetland Islands, Great Britain
Length: 790m
Time: Noon

ICA CLASS 2-STROKE 100CC

Race points needed to unlock next class: 45

Sydney, Australia
Length: 1080m
Time: Evening

Verbier, Switzerland
Length: 1010m
Time: Afternoon

Miyajima, Japan
Length: 810m
Time: Night

Machu Picchu, Peru
Length: 1090m
Time: Noon

Bochum, Germany
Length: 1230m
Time: Night

FORMULA SUPER A - FSA CLASS 2-STROKE 100CC

Race points needed to become world champion: 80

Verbier, Switzerland
Length: 1010m
Time: Evening

Bochum, Germany
Length: 1230m
Time: Evening

Sydney, Australia
Length: 1080m
Time: Night

Miyajima, Japan
Length: 810m
Time: Morning

Machu Picchu, Peru
Length: 1090m
Time: Evening

Venice Beach, USA
Length: 680m
Time: Noon

Cuba City, Cuba
Length: 710m
Time: Evening

Shetland Islands, Great Britain
Length: 790m
Time: Morning

HINTS AND TIPS

Michael Schumacher isn't the only great German cart driver who went on to become a professional: Stefan Bellof, Bernd Schneider, Heinz Harald Frentzen are just a few who also trod this path.

If you have caught the carting bug, your best bet is to go to the nearest indoor carting track. If you are keen at getting into a real racing cart then talk to the motor sport associations (DMSB, DMV, ADAC) and you could also look on the homepage of the German cart magazine www.motorsport-xl.de.

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

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 carting fun,

Yours,
Michael Bellmann
(German Karting Champion)

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MICHAEL SCHUMACHER WORLD TOUR- KART



A 10tacle Studios AG Production

Developed by Inverse Entertainment GmbH

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PACK AND MANUAL-DESIGN:www.vkundk.com

TECHNICAL ASSISTANCE AND CUSTOMER SERVICE

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 latest drivers.

Please ensure that DirectX 9 is installed onto your computer! DirectX9 can be found on the MSWT - Kart CD and can be installed via the **Autorun** menu.

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

We will be pleased to help; here are the ways to contact us:

Phone:

Tipps und Tricks: 01908 -82 415 (7 Tage die Woche erreichbar)

Technische Helpline: 01908 -82 416 (7 Tage die Woche erreichbar)

1,86 EUR/Minute aus dem deutschen Festnetz

Online:

<http://www.msworldtour.com> (Support-area)

