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# GETTING STARTED



Le Mans 24 Hours takes you into the heart of the world motor sport legend. Imagine a race that never ends... a daring law unto itself. A mythical challenge made for true heroes.

Imagine a victory so coveted that the best drivers dream about it. Imagine the greatest cars and the greatest drivers competing year after year. Don't just imagine it, live it! Make sure you are sitting comfortably for the drive of your life.

Welcome to Le Mans 24 Hours: the game!

This game offers you a large choice of modes and options and we strongly recommend you read these instructions. For those who can't wait to get their hands on the game, contextual help is visible at the bottom of the screen every time you select a menu. Some cars and circuits are not available from the beginning of the game. To access these, it is necessary to progress in the game (in 1 player mode).

**Le Mans 24 Hours, you'll need more than 24 Hours to recover !**

## >SYSTEM REQUIREMENTS

### MINIMUM

**Operating System** Windows 98/ME/2000/XP

**CPU** Pentium II 333 minimum or equivalent

**RAM** 64 MB

**Free disk space** 670MB

**Graphics acceleration card** 16 MB Video Ram cards minimum

**Sound** Compatible DirectX 8.1

### RECOMMENDED

**Operating System** Windows 98/ME/XP

**CPU** Pentium II 600 minimum or equivalent

**RAM** 128 MB

**Free disk space** 670MB

**Graphics acceleration card** 32 MB Video Ram cards minimum

**Sound** Compatible DirectX 8.1

# GETTING STARTED

## >SETUP & INSTALLATION



- > Start Windows®.
- > Insert the "Le Mans 24 Hours" CD-ROM disc into your CD-ROM drive.
- > If auto-play is enabled, the program will start automatically.

### **If the Auto install doesn't work.**

If, for whatever reason, the Auto install feature does not work when you put the CD in the drive, here's how to start the installation program yourself:

- > Double-click your "My computer" desktop icon.
- > In the window that opens, double-click your CD-ROM drive (it's usually the D drive).
- > In the list, that appears, find a file named setup.exe and double-click it.

The installation program should begin.

- > Follow the remainder of the on-screen instructions to finish the installation.
- > Once installation is completed, click on the Start button at the bottom of the screen, and choose Programs > Infogrames > Le Mans 24 Hours > "Play Le Mans 24 Hours" to start the program.

*Note: You must have the "Le Mans 24 Hours" CD-ROM disc in the CD-ROM drive to play.*

### **>INSTALLATION OF DIRECTX™**

"Le Mans 24 Hours" requires DirectX™ 8.0 or higher in order to run. The program will prompt you to install it. If you do not have DirectX™ 8.0 or higher installed on your computer, click "YES" when asked if you would like to install it.

### **>UNINSTALLATION OF THE PROGRAM.**

You will be able to uninstall « Le Mans 24 Hours » at any time later should you want to. To do so, simply click the uninstall icon under "Programs" in the Start menu of MS Windows or use the "Add/Remove programs" option in the "Control Panel" item in the MS Windows Start menu. You can also select the uninstall option from the auto-play menu, which appears when you insert the "Le Mans 24 Hours" CD-ROM disc into your CD-ROM drive.



# BASIC CONTROLS



You can use a joystick, steering wheel or keyboard to play Le Mans 24 Hours.

## >MENU NAVIGATION & OPERATION

The Menu controls are:

MENU FUNCTION	KEYBOARD	JOYSTICK OR STEERING WHEEL
Move/Select left	Left arrow key	Left (X-axis)
Move/Select right	Right arrow key	Right (X-axis)
Move Up	Up arrow key	Up (Y-axis)
Move Down	Down arrow key	Down (Y-axis)
Accept	Button 0	Button 1
Cancel/Go Back	Button 1	Button 2

## >IN GAME CONFIGURATIONS

The in-game controls default to keyboard controls. If you want to use a Joystick or steering wheel then you will have to configure it. The default keyboard controls are:

### KEYBOARD (Player 1 Default Control Configuration)

STEER LEFT >>>>> Left arrow key  
 STEER RIGHT >>>>> Right arrow key  
 ACCELERATE >>>>> Up arrow key  
 BRAKE >>>>>>> Down arrow key  
 GEAR UP >>>>>>> L key  
 GEAR DOWN >>>>> Period (.) key  
 LOOK BEHIND >>>> PG DN key  
 CHANGE CAMERA >> PG UP key  
 PAUSE >>>>>>> P key

### KEYBOARD (Player 2 Default Control Configuration)

STEER LEFT >>>>> D key  
 STEER RIGHT >>>>> G key  
 ACCELERATE >>>>> R key  
 BRAKE >>>>>>> F key  
 GEAR UP >>>>>>> Q key  
 GEAR DOWN >>>>> A key  
 LOOK BEHIND >>>> PG DN key  
 CHANGE CAMERA >> PG UP key  
 PAUSE >>>>>>> P key

The Pit Stop menu configuration screen will be stored in the Player Control Configuration. How it is configured will depend on your personal preference. The default controls are:

#### Player 1 Default Pit Stop Configuration

PIT STOP FUNCTION	DEFAULT
Move/Select left	Left arrow key
Move/Select right	Right arrow key
Move Up	Up arrow key
Move Down	Down arrow key
Accept	Enter

#### Player 2 Default Pit Stop Configuration

PIT STOP FUNCTION	DEFAULT
Move/Select left	D
Move/Select right	G
Move Up	R
Move Down	F
Accept	Space

## BASIC CONTROLS

### >TO CHANGE THE CONTROL CONFIGURATION

1. Use the UP arrow key/DOWN arrow key to select the item you want to change.
2. Press the ACCEPT button to select the function you wish to change.
3. Press the key on the keyboard or the button on the joystick or steering wheel that you wish to use for this particular function.
4. Once you select a key it will be recorded on the configuration menu. For example, if Accelerate has been selected and you press the A key on the keyboard then the A Key will now become Accelerate. If the key is already assigned then it will cancel recording.
5. If you have made a mistake and wish to map another key instead of the one you just entered, you will have to repeat steps 2, 3, and 4.
6. When you are satisfied with your configuration then return focus to the Menu Bar and press the ACCEPT button to save it to the configuration file. If you don't want to keep this configuration then press the CANCEL button and the configuration will return to its original state before you started changing it.

Instead of following steps 1 and 2, you can double click with the Left Mouse button on the appropriate control function.

## MAIN MENU

### >LE MANS GAME MODES



Le Mans 24 Hours includes five game modes.

#### >QUICK RACE

Quick Race mode allows you to play a single race. Winning races in Quick Race mode opens up more tracks.

#### >CHAMPIONSHIP

Le Mans 24 Hours features eight championships. You must win each of these to open the next championship and to unlock new cars.

#### >LE MANS

Le Mans is the mode that gets closest to the legendary Le Mans 24 Hours. You can race either on the actual Le Mans 24 Hours circuit or on the "Petit Le Mans" (Road Atlanta) track in the USA.

To win these races you will have to complete more rounds than the other competitors, within 24 hours (Le Mans) or 10', 30', 100', 10 hours (Petit Le Mans -Road Atlanta).

*If you want to unlock all the year 2000 cars (Le Mans 2000), exclusively available in this game mode, you have to win these 2 Le Mans races (Petit Le Mans-Road Atlanta & Le Mans 2000).*

#### >MULTIPLAYER

Two players will be able to compete against each other on all tracks and cars unlocked in the previous game modes (except the cars from the year 2000 race, which are only available in the Le Mans 2000 mode).

#### >TIME TRIAL

This offers you the best chance of beating the records! Beat our goal time on each unlocked track to win new cars. For further details on the game modes please refer to the chapter "Game modes".



# MAIN MENU

## >OPTIONS



**GENERAL:** This menu allows you to change the game's general options.

- Speed Display: KMH, MPH.
- Initial Camera: Front, In Car, Behind, High.
- Language: This option allows you to choose the language of the displayed text (English, French, German, Spanish, Italian).

**RACE:** This menu allows you to choose between all the different options available (number of laps, tyre wear, fuel usage, weather) on game modes (Quick Race, Le Mans 2000 and Petit Le Mans, Multiplayer and Time Trial).

**CONTROLLER:** This menu allows you to change the controller and the Keyboard configuration and access vibration control.

**GRAPHICS:** This menu allows you to change the graphic detail configuration.

- Draw Distance: Slider
- Car Shadows: None, Low Detail, Player Car, Close Cars, All Cars
- Dust Lifetime: Slider
- Texture Quality: Slider
- Reflection Mapping: On, Off

**AUDIO:** This menu allows you to change the sound options.

- Game Music: Volume Slider
- Sound Effects: Volume Slider
- Menu Music: Volume Slider
- Radio Station: K-Rock, C-Breeze.
- 3D Sound: Choose the 3D setting if your sound card handles 3D sound. 2D sound cards (stereo) can use the 2D setting, or emulate 3D sound with the 3D Emulation

High or 3D Emulation Low settings. The 3D sound emulation will affect game performance.

- Sound: Stereo, Mono.

**PROGRESS:** This menu allows you to check your progress in the Quick Race, Championship, Petit Le Mans, Le Mans 2000 and Time Trial modes of the game. As your performance improves, more and more zones will be unlocked, revealing new circuits and cars.

**RECORDS:** This screen displays your best times in each class for the different circuits in Le Mans 24 Hours.



## THE CARS

Le Mans 24 Hours includes over 70 cars, plus extra bonus cars, in three categories:

- **LMGT (LE MANS GRAND TOURING)**: The LMGT class features road cars such as Vipers and Corvettes.



Viper GTS-R

- **LMP (OPEN PROTO)**: This LM class includes the open-topped prototypes like the BMW V12 LMR and the Audi R8R.



Panoz Spyder LMP

- **LMGTP (CLOSED PROTO)**: These LM class cars are closed top prototypes. This class includes the Mercedes CLK and the Audi R8C..

*Please note that not all of the cars are available at the beginning of the game. You have to take part in a number of races in Championship mode, Time Trial and Le Mans before you can drive the fastest prototypes in the game. The cars from the Le Mans 2000 race are only available in the mode Le Mans 2000.*

## THE CIRCUITS



Le Mans 24 Hours includes 12 circuits: Le Mans, Petit Le Mans (Road Atlanta), Road Atlanta National, Bugatti, Brno, Donington National, Donington Grand Prix, Catalunya National, Catalunya Grand Prix, Suzuka East, Suzuka West and Suzuka Grand Prix.



- **LE MANS**

The longest and most difficult circuit in the game.

Country: France

Length: 13.605 kms



- **BUGATTI**

Bugatti is a circuit contained in the Le Mans circuit.

Country: France

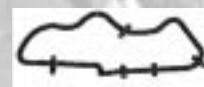
Length: 4.435 kms



- **BRNO**

Country: Czech Republic

Length: 5.403 kms



- **DONINGTON NATIONAL**

Country: United Kingdom

Length: 3.1 kms



- **DONINGTON GRAND PRIX**

The grand prix version of the Donington circuit, with two extra hairpin bends.

Country: United Kingdom

Length: 4.023 kms

*The tracks of Brno, Donington National and Donington Grand Prix are also available as reverse tracks in Quick Race, Time Trial and Multiplayer game modes..*

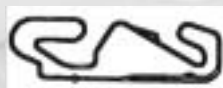


## THE CIRCUITS



### • CATALUNYA NATIONAL

The birthplace of the Spanish Grand Prix.  
Country: Spain  
Length: 3.06 kms



### • CATALUNYA GRAND PRIX

Country: Spain  
Length: 4.7 kms



### • SUZUKA EAST

Country: Japan  
Length: 2.4 kms



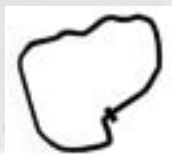
### • SUZUKA GRAND PRIX

Suzuka is Japan's most famous circuit and home of the National Grand Prix.  
Country: Japan  
Length: 5.8 kms



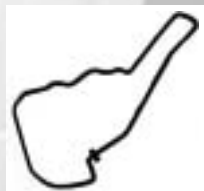
### • SUZUKA WEST

Country: Japan  
Length: 3.2 kms



### • ROAD ATLANTA NATIONAL

Country: USA  
Length: 3,8 kms



### • ROAD ATLANTA

Road Atlanta is America's premier sport car racing track and the home of the Petit Le Mans race.  
Country: USA  
Length: 4.064 kms

## GAME MODES

### >QUICK RACE MODE



Quick Race mode allows you to unlock new circuits. You have to participate in Championship and Time Trial modes to win new cars.

In this mode, you can use all the cars that you have unlocked in Championship and Time Trial modes.

There are four circuits immediately accessible in Quick Race mode:

- LE MANS
- SUZUKA EAST
- DONINGTON NATIONAL
- ROAD ATLANTA NATIONAL

You will race against up to 20 other cars in each race. The other cars will always be in the same category as the one you have chosen. For example, if you choose a prototype, the other cars in the race will also be prototypes.

### >CHAMPIONSHIP MODE

The Championship mode plays an incredibly important role throughout the entire game.

In addition to unlocking most of the cars in the game, this mode will teach you the art of endurance racing.

Championship mode is divided into eight different championships.

- |                  |                    |
|------------------|--------------------|
| • ROOKIE GT      | • CLOSED PROTOTYPE |
| • PRO GT         | • PROTOTYPE ENDURO |
| • GT ENDURO      | • SUPER ENDURO     |
| • OPEN PROTOTYPE | • WINTER CHALLENGE |

*Please note that only the Rookie GT championship is available when you start the game. You can enter the other championships only after a victory in the previous championship.*

## GAME MODES

### >CHAMPIONSHIP MODE



#### • *ROOKIE GT*

To participate, you have to choose your car from the selection offered. You will race over three circuits (Suzuka East, Donington Nat., Road Atlanta Nat.).

This championship gives you the opportunity to familiarise yourself with the game – it's the easiest championship and there are only a few competitors. Your aim is to be the overall leader after the three races. Each of these races is 5 laps long.

#### • *PRO GT*

Congratulations, you have won the Rookie championship! Welcome to the Pro GT championship. You now have a choice of new cars to race over the championship's three circuits (Suzuka West, Catalunya Nat., Road Atlanta ). Each of these races is 5 laps long.

#### • *GT ENDURO*

The GT Enduro is the first of the endurance championships. Although you will have to take part in only two races (Donington G.P, Bugatti), each of these races is 10 laps long and you will be required to make a pit stop at least once.

#### • *OPEN PROTOTYPE*

After three GT championships you now reach the first prototype championship. The Open Prototype championship is raced across three circuits (Brno, Catalunya G.P., Suzuka G.P.). All of the cars available in this championship are LM open prototype cars.

Each of these races is 10 laps long.

#### • *CLOSED PROTOTYPE*

This championship takes place over three long circuits (Bugatti, Donington G.P., Road Atlanta).

In each race, you will battle it out over 10 laps. At the beginning of the championship, you will be able to choose your car from all of the closed prototypes that you have unlocked.

#### • *PROTOTYPE ENDURO*

The Prototype Enduro takes place on three circuits (Catalunya G.P., Road Atlanta, Suzuka G.P.).

All of your open and closed prototypes are able to take part in this championship. However, at 15 laps, these races will tax even the most skilled player.

#### • *SUPER ENDURO*

This is the most complete championship in the game. Here, you will have to race against all types of car at the same time, paying particular attention to the wide variation in speed of the other cars.

This championship takes place over five circuits (Suzuka G.P., Brno, Catalunya G.P., Bugatti, Donington G.P.).

#### • *WINTER CHALLENGE*

The final championship in Le Mans 24 Hours will test all the skills and techniques you have learnt in the previous championships. In addition to tyre wear, fuel usage, long races and a mixed field of competitors, you will also have to deal with a new challenge – constant rain.

The Winter Enduro takes place on three tracks in the rain (Road Atlanta, Brno, Suzuka G.P.).

## GAME MODES

### >LE MANS, TIME TRIAL & MULTIPLAYER MODES



#### • *LE MANS MODE*

Le Mans mode lets you live the legend of Le Mans.

Driving over the actual Le Mans 2000 and Petit Le Mans (Road Atlanta) circuits, you will have to race against all car categories simultaneously.

Unlike the other races, the Le Mans race is about the number of laps covered, rather than best time. The winner is the car having covered the most laps once the race time limit has been reached.

You should note that the legendary Le Mans 24 Hours and Petit Le Mans (Road Atlanta) races have a rolling start, unlike all the other races in other modes. This mode is a real simulation of the Le Mans 24 Hours race so you will have to cope with the changes in light from night to day.

- On Petit Le Mans (Road Atlanta), you can drive : 10', 30', 100' or 10 hours.
- On Le Mans, race for : 10', 24', 240' or 24 hours !

To play this mode to your best advantage, you will have to unlock the best cars in Championship and Time Trial mode.

#### • *TIME TRIAL MODE*

This is the ideal training mode.

This mode consists of trying out a new car or a new course, without being hindered by other competitors. You race over a pre-selected number of laps.

All the courses that you have unlocked in Quick Race mode are available in this mode. Additionally, all the cars that you have unlocked will also be available.

Each track in the game has a Goal Time, you must beat this time to have a bonus.

#### • *MULTIPLAYER MODE*

This mode allows two players to play together on a split screen. You can play on all tracks and cars unlocked in the other game modes (except the cars from the year 2000 race, which are only available in the Le Mans 2000 mode).

The controls for both Players will default to Keyboard Controls. If either player wants to use a controller it will need to be configured.

Both Players 1 and Player 2 Configurations are entered selecting the following:

- **Main Menu > Options > Controller**

Or

- **Multiplayer > Player1/2 Select Car > Player 1/2 pre race options (controller) > Race**

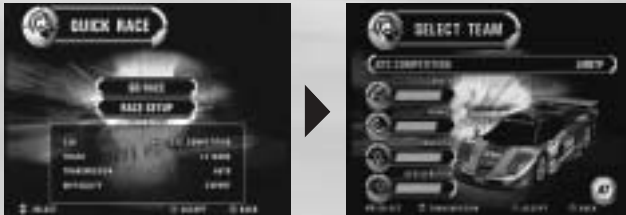
Or

- **Main Menu > Multiplayer > Select Class (P1) > Select Team Car (P1) > Select Difficulty (P1) > Select Class (P2) > Select Team Car (P2) > Select Difficulty (P2) > Select Track (P1) > Controller Menu (P1) > You are then able to configure your keys.**

## PRE-RACE OPTIONS



### >CAR SELECT SCREEN



You can select your car (GT, Open Prototype or Closed Prototype) and transmission type on this screen. Press the Select left or Select right keys/buttons to cycle through the cars and adjust the transmission by pressing the Select Up or Select Down keys/buttons.

### >DIFFICULTY SCREEN

Le Mans 24 Hours has three different difficulty levels: Amateur (with auto braking and driving aids), Intermediate (no auto braking but with driving aid) and Expert (neither auto braking nor driving aid). You can also set the Artificial Intelligence difficulty: Easy or Normal.



### >TRACK SELECT SCREEN

The Track Select screen allows you to choose a track. Press the select left or select right keys/buttons to cycle through the tracks.



### >WORKSHOP

In all modes but Quick Race you have access to the Workshop. Players can alter some of the car's parameters or accept the default parameters. To effect any changes, select the required option and scroll through the choices using the select up/down/left/right keys or buttons. Confirm by pressing the ACCEPT/ENTER key or button.

**Players can add a personal touch to:**

- > **Fuel:** choose the quantity of fuel in your tank.
- > **Downforce:** Lowering the ailerons increases the speed of your car but makes the handling more difficult, raising the ailerons gives your car better road holding but also slows it down.
- > **Gearbox:** automatic or manual.
- > **Tyres:** You have a choice of Soft slicks, Hard slicks, Intermediates and Wet weather tyres. Hard tyres are the most resistant but they are slower in bends than softer tyres. Soft tyres give a better grip, but wear out faster. Intermediate (Int) tyres are slower than slicks but perform better in the wet. Wets are the best tyres for racing in the rain, but they are much slower in the dry.
- > **Gear ratio:** Choose between the following settings: Acceleration, Top Speed, Balance.
- > **Engine:** Endurance, Sprint, Balance.





# THE RACE

## >ON-SCREEN INFORMATION

As you are racing, several items of information are displayed on your screen:

### NUMBER OF LAPS

### LAP TIME

(AS WELL AS YOUR  
INTERMEDIATE TIMES)

### BEST LAP TIME

### RECORD

### POSITION



### TRACK MAP

(WITH YOUR POSITION AND  
THE POSITION OF THE OTHER  
COMPETITORS)

### FUEL GAUGE

### TACHOMETER

### SPEED

### GEAR



## > PAUSE MENU

In all game modes, you can press the button mapped to the PAUSE function. This gives access to a certain number of options, depending on the game mode you are in. You can: Resume, Restart Session, Quit Session

## > CAMERAS

During the race you can choose your view by pressing the button mapped to the CAMERA function. Your options are: Front, In Car, Behind and High.

## > REPLAYS

The replay starts automatically at the end of each race. There are a number of different views available: Normal cam(era), TV cam, Orbit cam, Wheel cam and Front cam. By pressing the button mapped to the CAMERA function, you can move from one camera view to another. You can press the ENTER key to end the replay.

Use the Up and Down arrow key or button to select the cars on the track and the key or button mapped to the PAUSE function to display or hide your cars information.





## PIT STOPS AND ADVICE



As Le Mans is a race of endurance, in most game modes you will have to make pit stops to change the tyres, to modify the downforce and refuel. If you want to win, you should plan your pit stops carefully and strategically, as every second is vital.

As soon as you enter the pit, a menu will be displayed:



You can select the options by using the directional buttons mapped to the UP and DOWN functions and change them by using the directional buttons mapped to the LEFT and RIGHT functions. Once you have made the changes, confirm them by selecting confirm using the button mapped to the ACCEPT/CONFIRM function. The time spent in the pits will depend on the number of operations you carry out on your car:

- **TYRE CHANGE: 12 SECONDS**
- **DOWNFORCE CHANGES: 2 SECONDS**
- **REFUELLING: 5 TO 13 SECONDS (DEPENDENT ON QUANTITY)**

### >ADVICE

#### **Before starting the race:**

Some of your car's settings can be modified in the 'Workshop'.

• **FUEL:** the more fuel you take the heavier, and the slower, your car will be. Careful: if the race is long, it is preferable to fill up your tank. Refuelling stops can cost precious seconds... It's up to you to adapt your strategy to the race.

• **DOWNFORCE:** lowering the ailerons increases the speed of your car (at the cost of reduced handling); raising the ailerons gives your car better road holding but also makes it slower.

• **TYRES:** hard tyres are more resistant, but less rapid in the corners than soft tyres. Soft tyres hold the road better but wear more quickly. Intermediate tyres are slower than 'slicks' but offer better performance in wet conditions. Rain tyres are very slow on a dry track.

• **GEAR RATIO:** in Acceleration mode (with a low gear ratio) you can get up to high speeds in a short time. This is a useful choice for races with few laps where you will need to overtake your competitor quickly over short distances. Top Speed mode (high gear ratio) is ideal for longer endurance races, like the Le Mans 24 Hours.

• **ENGINE:** the Sprint engine will help you climb quickly through the field. Be advised though: this engine uses more fuel. For long races over 24 hours, the Endurance engine is a better choice.



## PIT STOPS AND ADVICE

### In race:

- **QUALIFYING:** For some races, such as Le Mans, you have the option of competing in the qualifying stages. Don't ignore this chance to familiarise yourself with the track, and remember, at Le Mans, it's better to start out front!
- **THE START:** in a standing start, don't accelerate too quickly - wheel-spins will cost you crucial seconds. Accelerate gently, slide progressively into third and away you go!
- **OVERTAKING:** when you want to overtake in a race, don't hesitate to sit behind the car in front for a few seconds to benefit from the slipstream. Then, pull out, and watch him eat your dust!
- **BRAKES:** in this game, you will only be driving super powered racing cars. Speeding along at 190 mph, you will frequently need to brake violently. Insider tip: after the first lap you will see the tyre marks on the track from hard braking. Use these marks to anticipate your braking.

## SAVING

### >SAVING A "LE MANS RACE"

In Le Mans mode you can save your race when you go into the pits. Hit the button that has been mapped to the ACCEPT/CONFIRM function when SAVE is highlighted and your game will start being saved



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A game made in Infogrames Melbourne House.**

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