

LE MANS 24 HOURS



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

Le Mans 24 Hours® takes you into the heart of the world of motor sports.

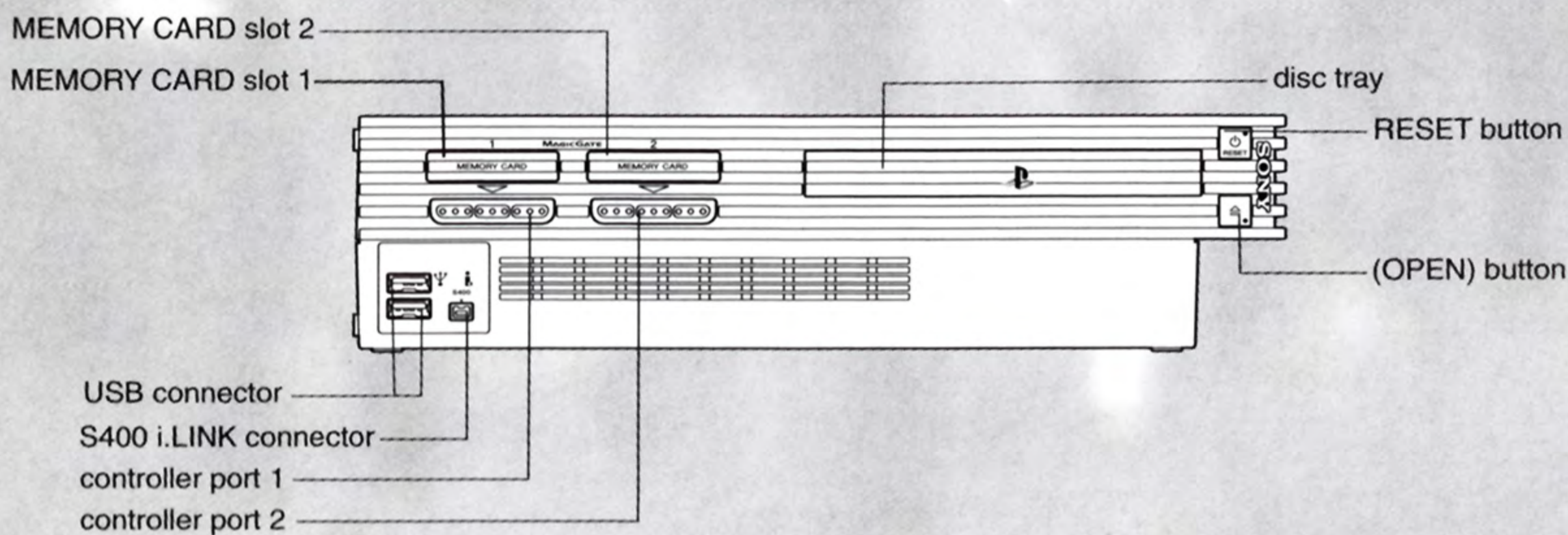
Imagine a race that never ends ... an exciting world unto itself, a mythical challenge made for true heroes.

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! Buckle up and start your engine for the drive of your life.

Welcome to Le Mans 24 Hours!

This game offers you a large choice of modes and options and it is strongly recommended you read these instructions. For those who can't wait to get into the game, on screen help is visible at the bottom of the screen each 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 through the game (in 1 player mode).

Le Mans 24 Hours, astonishingly fast, amazingly life-like and expertly tuned racing perfection.

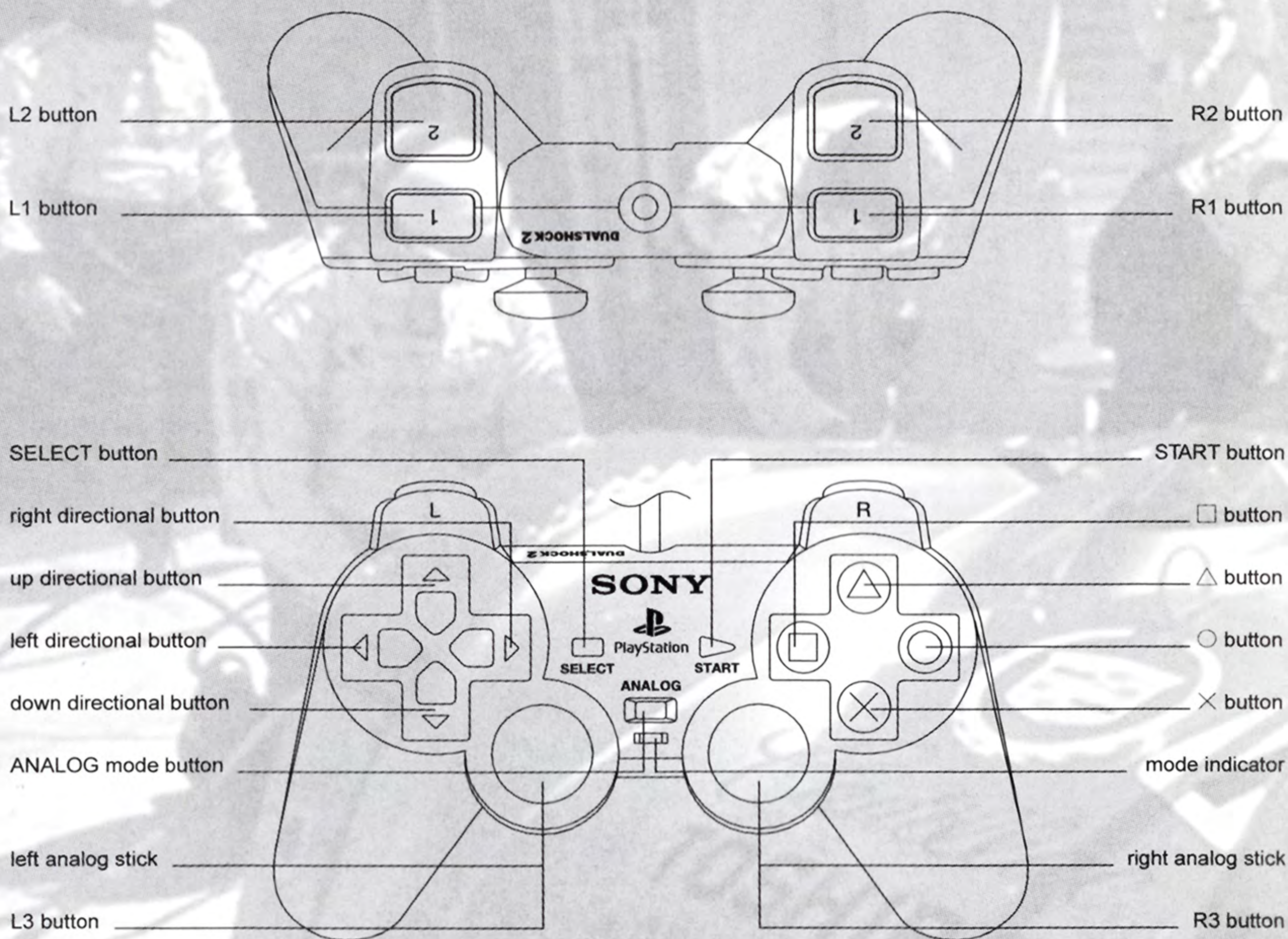


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Le Mans 24 Hours 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.

BASIC CONTROLS

>DEFAULT CONFIGURATION

>DUALSHOCK™2 ANALOG CONTROLLER





>DIGITAL MODE:

Navigation in the Menus:

- | | |
|--------------------|-------------------------|
| X button | > Confirm |
| △ button | > Back to previous menu |
| Directional button | > Navigate Menus |

>DURING THE RACE: (Default configuration)

Automatic Mode:

- | | |
|---|----------------------|
| X button / R1 button /
Right Analog Stick up | > Accelerate |
| □ button / L1 Button /
Right Analog Stick down | > Brake / Reverse |
| START button | > Pause game |
| Directional button
or Left Analog Stick | > Steer Vehicle |
| △ button | > Change camera view |
| ○ button | > Rear view |

Manual Mode:

- | | |
|----------------------------|----------------------|
| X button | > Accelerate |
| or Right Analog Stick up | |
| □ button | > Brake |
| or Right Analog Stick down | |
| START button | > Pause game |
| Directional button | > Steer Vehicle |
| or Left Analog Stick | |
| R1 button | > Change gear up |
| L1 button | > Change gear down |
| △ button | > Change camera view |
| ○ button | > Rear view |

MAIN MENU

Use the directional button (up and down) to move in the menus.

Press the $\times$ button to confirm your choice. Use the $\triangle$ button to go back.

The procedures for navigation in the menus are displayed at the bottom of the screen.

>LE MANS GAME MODES

Le Mans 24 Hours includes five game modes.



QUICK RACE

This 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 mode gets you 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 laps than the other competitors, within 24 hours (Le Mans) or 10 minutes, 30 minutes, 100 minutes, or 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 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

Time Trials are your best chance of beating the records! Beat the goal time on each unlocked track to win new cars.

For further details on the game modes please refer to the section titled "Game Modes".

MAIN MENU



OPTIONS

- **GENERAL:** This menu allows you to change the game's general options. Speed Display: KMH, MPH. Vibration: On, Off. Initial Camera: Front, In Car, Behind, High. Language: This option allows you to choose the language for displayed text (English, French, German, Spanish, Italian).
- **RACE:** This menu allows you to choose between all the different options available (number of laps, tire wear, fuel usage, weather) on game modes (Quick Race, Le Mans, Multiplayer, Time Trial & Championship).
- **CONTROLLER:** This menu allows you to change the controller configuration and sensitivity.
- **AUDIO:** This menu allows you to change the sound options in the game: game music, sound effects, menu music. Sound: Stereo, Mono. Radio Station: K-Rock, C-Breeze.
- **PROGRESS:** This menu allows you to check your progress in the Quick Race, Championship, Le Mans 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.



Please note that all of your settings will be saved automatically if a memory card (8MB) (for PlayStation®2) is inserted in MEMORY CARD slot 1

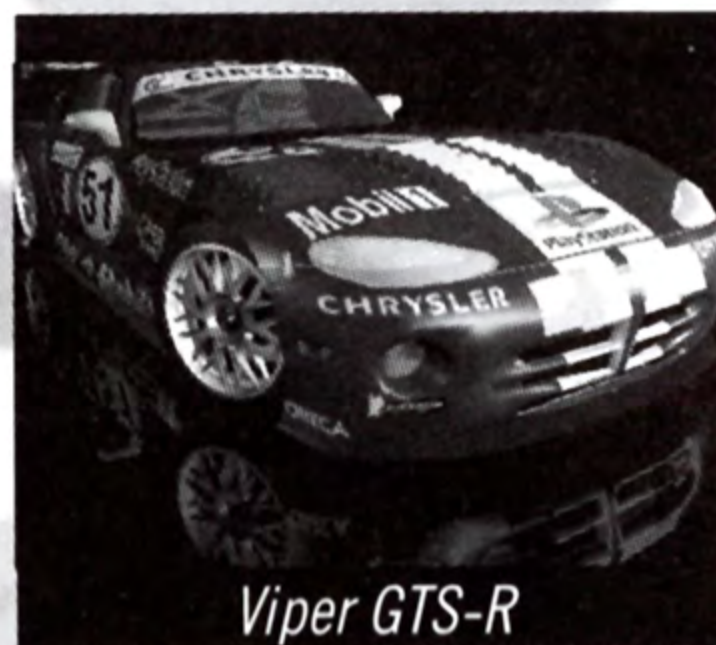
THE CARS AND THE CIRCUITS



>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

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



Panoz Spyder LMP

- **LM (CLOSED PROTO)**: This LM class includes closed-topped prototypes such as 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 Le Mans 2000 mode.

THE CARS AND THE CIRCUITS

>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: 8.454 miles



• **BUGATTI**

Bugatti is a circuit contained in the Le Mans circuit.

Country: France

Length: 2.755 miles



• **BRNO**

Country: Czech Republic

Length: 3.357 miles



• **DONINGTON NATIONAL**

Country: United Kingdom

Length: 1.926 miles



• **DONINGTON GRAND PRIX**

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

Country: United Kingdom

Length: 2.499 miles

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



• **CATALUNYA NATIONAL**

The birthplace of the Spanish Grand Prix
Country: Spain
Length: 1.901 miles



• **SUZUKA GRAND PRIX**

Country: Japan
Length: 3.604 miles



• **CATALUNYA GRAND PRIX**

Country: Spain
Length: 2.92 miles



• **ROAD ATLANTA**

Country: USA
Length: 2.361 miles



• **SUZUKA EAST**

Country: Japan
Length: 1.491 miles



• **SUZUKA WEST**

Suzuka is Japan's most famous circuit and home of the National Grand Prix
Country: Japan
Length: 1.988 miles



• **ROAD ATLANTA NATIONAL**

Road Atlanta National is America's premier sport car racing track and the home of the Petit Le Mans race.
Country: USA
Length: 2.525 miles

GAME MODES

>QUICK RACE AND CHAMPIONSHIP 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 sixteen 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

Championship mode plays an enormously 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**
- **PRO GT**
- **GT ENDURO**
- **OPEN PROTOTYPE**
- **CLOSED PROTOTYPE**
- **PROTOTYPE ENDURO**
- **SUPER ENDURO**
- **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.

• **ROOKIE GT**

To participate, you have to choose your car from the selection offered.

You will race over three circuits (Suzuka East, Donington National, Road Atlanta National).

This championship gives you the opportunity to familiarize yourself with the game – it's the easiest and there are few competitors in the championship.

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, Bugatti and Brno).

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 Grand Prix and Catalunya National), each of these races is 10 laps long and you will be required to make a pit stop at least once.

GAME MODES

>CHAMPIONSHIP MODE

• *OPEN PROTOTYPE*

After three GT championships you now reach the first prototype championship. The Open Prototype championship is raced across three circuits (Brno, Catalunya Grand Prix and Suzuka Grand Prix). 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 Grand Prix and 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 Grand Prix, Road Atlanta and Suzuka Grand Prix).

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***

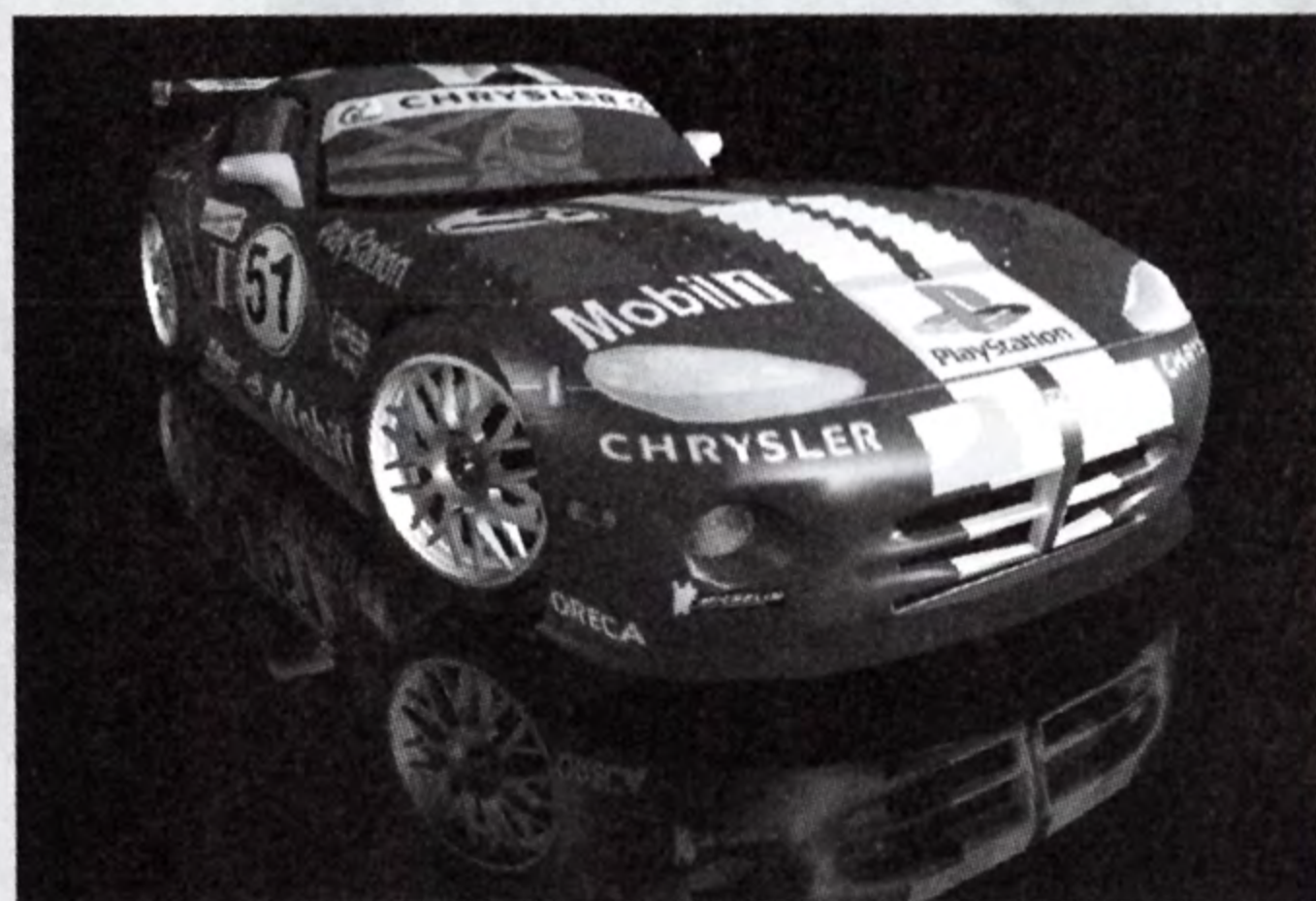
This is the most complete championship in the game. Here, you will have to race against all types of cars at the same time, paying particular attention to the wide variation in speed of the other cars.

This championship takes place over five circuits (Suzuka Grand Prix, Brno, Bugatti, Catalunya Grand Prix and Donington Grand Prix).

• ***WINTER CHALLENGE***

The final championship in Le Mans 24 Hours will test the skills and techniques you have learned in the previous championships. In addition to tire 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 at three tracks in the rain: Road Atlanta, Brno and Suzuka Grand Prix.



GAME MODES

>LE MANS MODE

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

Driving over the actual Le Mans 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 after 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 for 10 minutes, 30 minutes, 100 minutes or 10 hours. On Le Mans, you can drive for 10 minutes, 24 minutes, 240 minutes or 24 hours!

For the maximum advantage in this mode, you will have to unlock the best cars in Championship and Time Trial modes.

>TIME TRIAL MODE

• *TIME TRIAL MODE*

Time Trial 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.

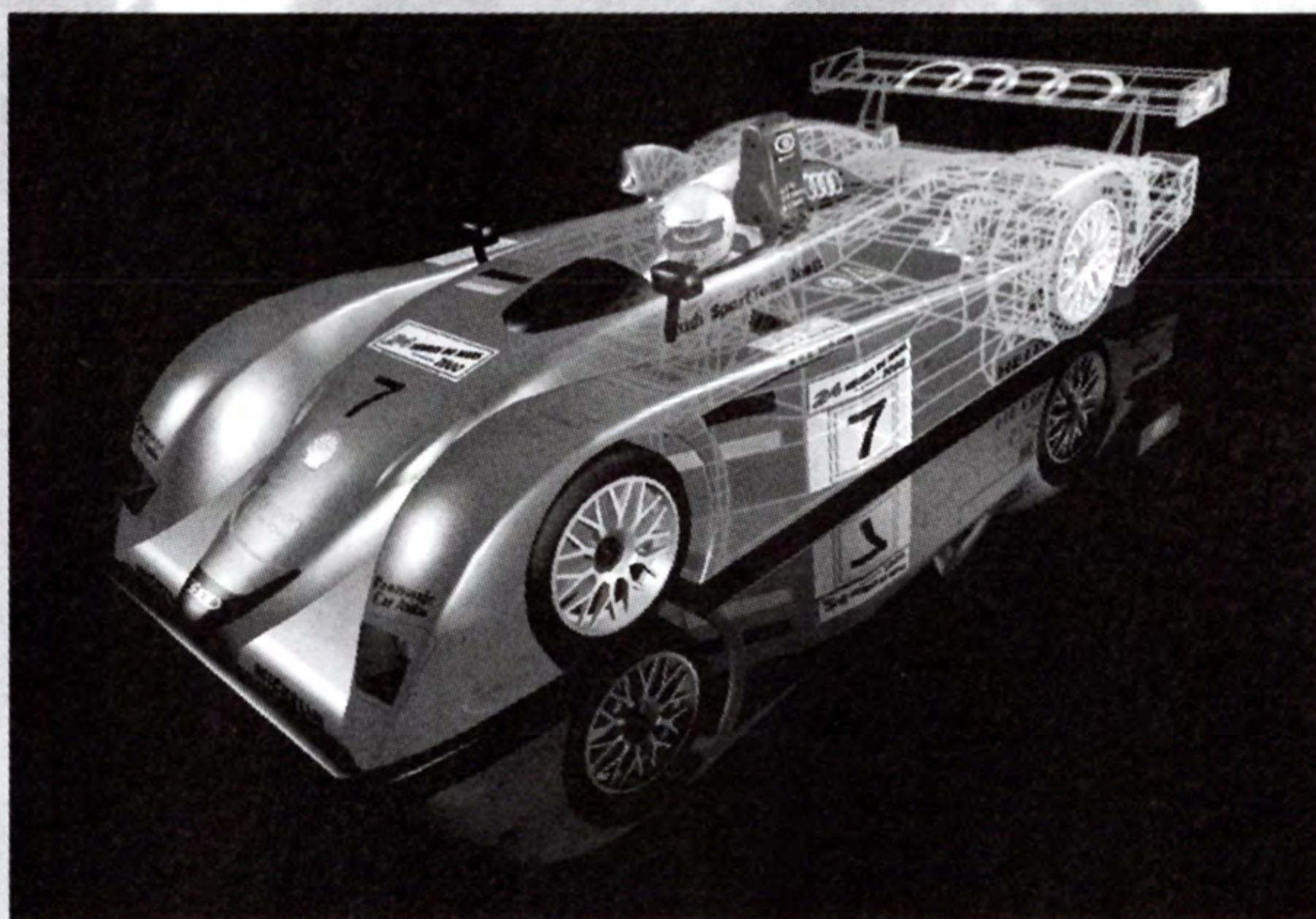


All the courses that you have unlocked in Quick Race mode are available in Time Trial. Additionally, all the cars that you have unlocked will also be available.

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

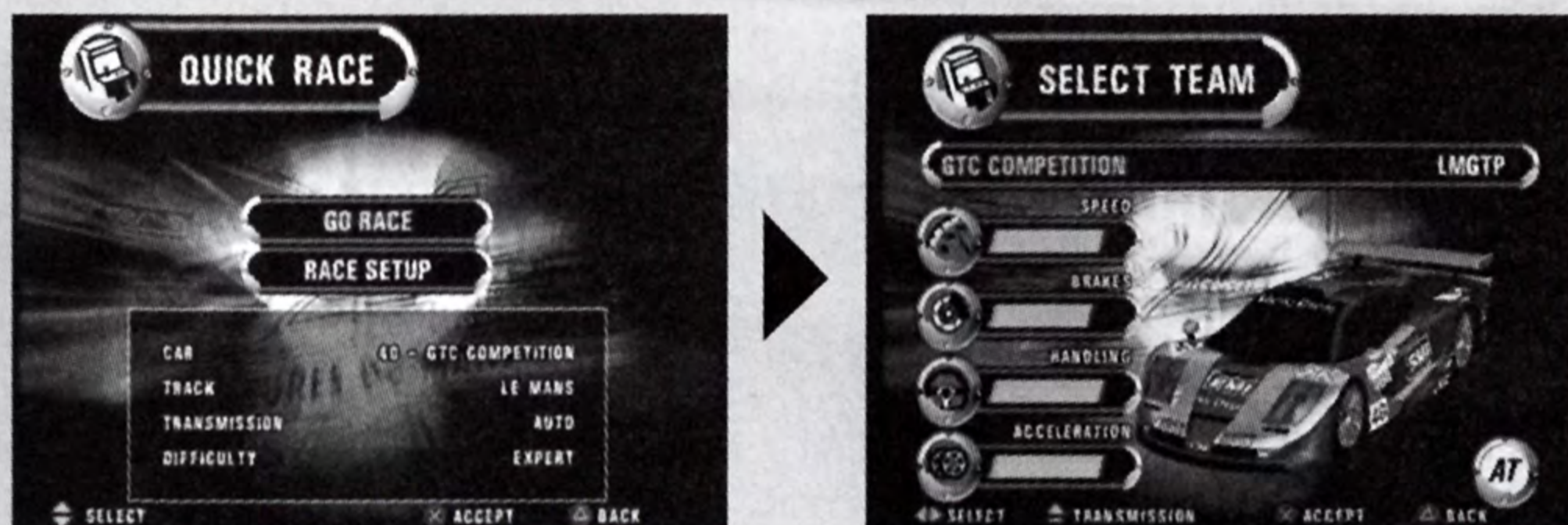
> MULTIPLAYER MODE

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.



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 Left or Right directional buttons to cycle through the cars and adjust the transmission by pressing the Up or Down directional 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 aids).

You can also set the Artificial Intelligence difficulty: Easy, Normal or Hard.



>TRACK SELECT SCREEN

The Track Select screen allows you to choose a track.

Press the Left or Right directional 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 make any changes, select the required option and scroll through the choices using directional buttons and confirm by pressing the X 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 makes it slower.
- > **Gearbox:** automatic or manual.
- > **Tires:** You have a choice of Soft slicks, Hard slicks, Intermediates and Wet weather tires. Hard tires are the most resistant but they are slower in bends than softer tires. Soft tires give a better grip, but wear out faster. Intermediate (Int) tires are slower than slicks but perform better in the wet. Wets are the best tires 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

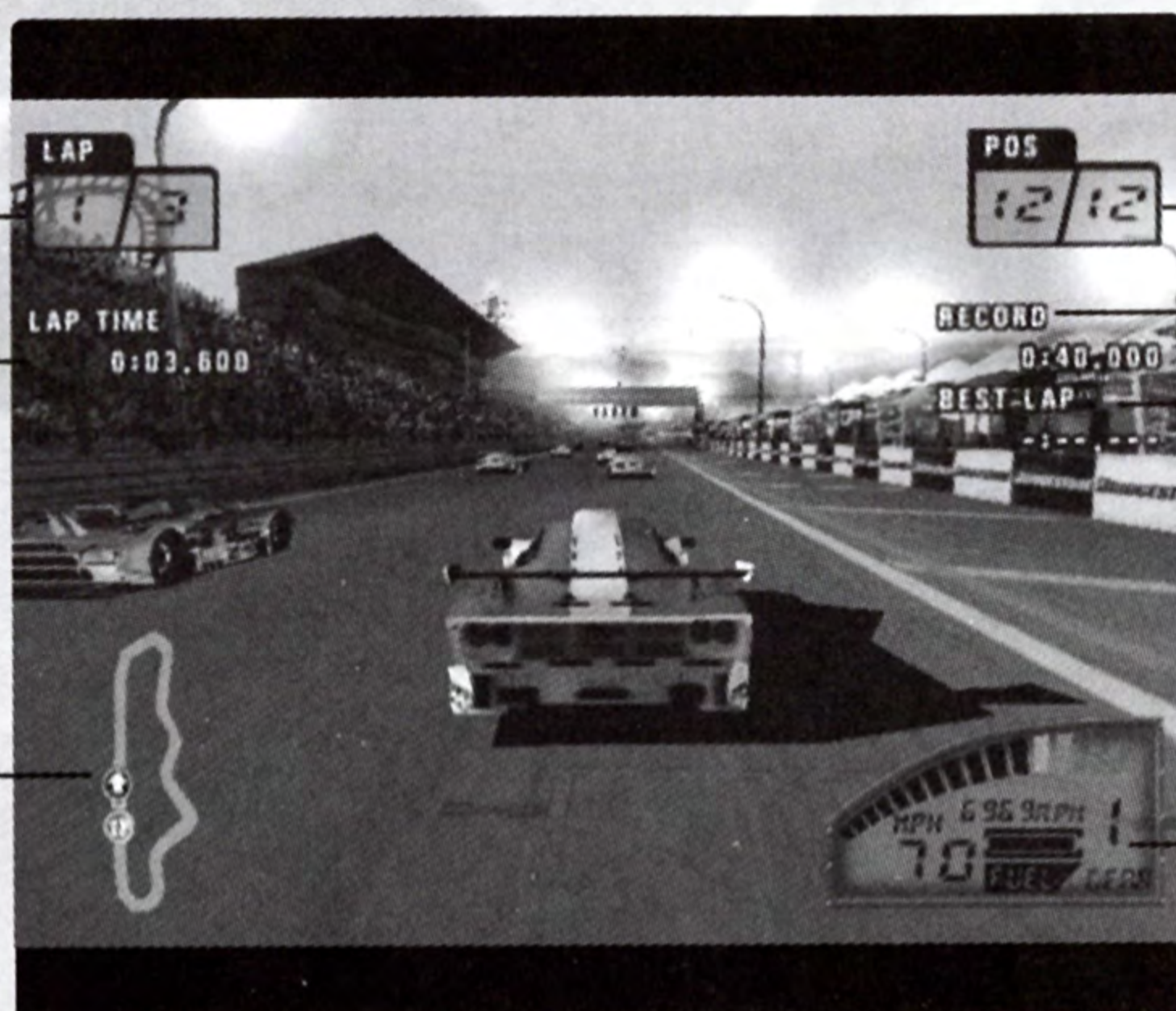
BEST LAP TIME

LAP TIME

(AS WELL AS YOUR
INTERMEDIATE TIMES)

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 Start button of your controller. This gives access to a number of options, depending on the game mode you are in.

You may: Resume, Re-start Session, Quit Session.

> CAMERAS

During the race you can choose your view by pressing the $\triangle$ button.

Your options are: Front, In Car (these two view modes are equipped with a rear-view mirror), Behind and High.

> REPLAYS

The replay starts automatically at the end of each race. There are a number of different views available: Normal cameras, TV cameras, Orbit cam, Wheel cam and Front cam.

By pressing the $\triangle$ button you can move from one camera view to another. You can press the Start button to end the replay.



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 tires, modify the downforce of the aileron and re-fuel. 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 Up and Down directional buttons and change them by using the Left and Right directional buttons. Once you have made the changes, confirm them by pressing on **Confirm** using the **X** button. The time spent in the pits will depend on the number of operations you carry out on your car:

- **TIRE CHANGE: 5 SECONDS**
- **DOWNFORCE CHANGES: 5 SECONDS**
- **RE-FUELLING: 1 TO 5 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.

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

- **GEAR RATIO:** in Acceleration mode (with a low gear ratio) you can get up high speeds in a short time. This is a useful choice for races over few laps where you will need to overtake quickly and in 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 is also more fragile. For longer races, the Endurance engine is a better choice.



PIT STOPS AND ADVICE

In race:

- **QUALIFYING:** For some races you have the option of competing in the qualifying stages. Don't ignore this chance to familiarize 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, 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 200 mph, you will frequently need to brake violently. Insider tip: after the first lap you will see the tire marks on the track from hard braking. Use these marks to anticipate your braking.

SAVING

>OPTIONS AUTOMATICALLY SAVED

Cars and circuits unlocked, Options and Lap Records for each circuit are automatically saved in Le Mans 24 Hours. These items of information will load automatically when the player starts the game again.

>SAVING A LE MANS RACE

In Le Mans mode you can save your race when you go into the pits. Simply set the Save option to Yes in the Pit Menu and the game will be saved once your pit stop is complete.

Warning: Never remove the memory card (8Mb) (for PlayStation®2) or turn the PlayStation®2 power OFF when loading or saving a game.

CREDITS



Bruno Bonnell presents an Infogrames production. A game made in Infogrames Melbourne House.

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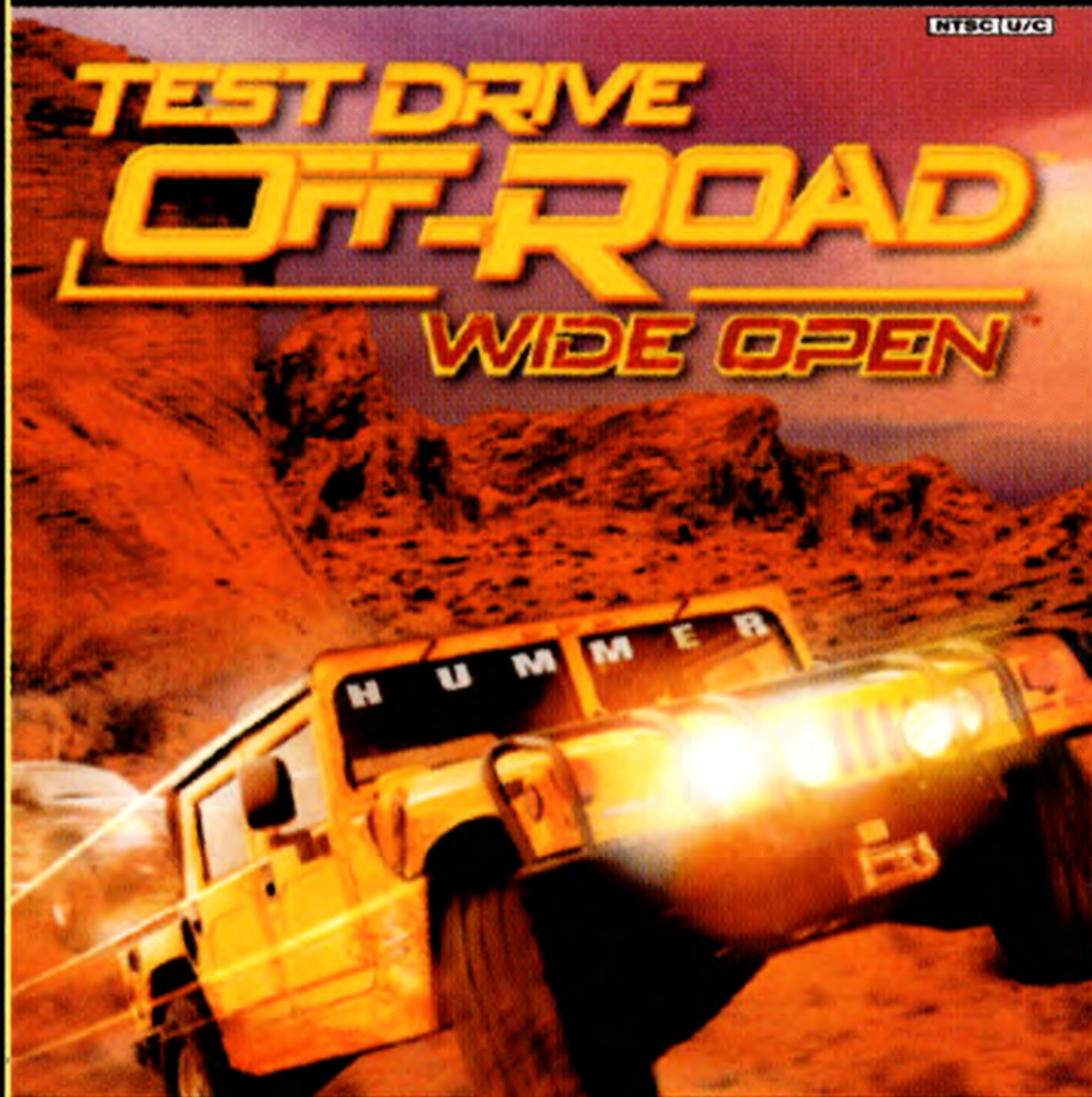
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