



the tank, which, as you will see when you try it, is enjoyable. At first, you can choose from only 2 tracks (Donington Park and Silverstone), but as your progress in single race mode, you will be able to unlock more tracks. Note that this is the only mode that allows you to play with 2 players; all the rest are specifically for single player.

Championship - The championship is a one player only, but allows you to enter a series race, where you have to battle against 15 computer controlled opponents. Note that you can be disqualified for dangerous driving, and will even lose points for repeated offences. There are 2 main modes for the championship; the first is a short championship, that allows you to have a 4 event race on 2 venues (Donington and Silverstone), while the long championship races on all venues twice. For beginners, I recommend the former.

Below is a chart of the point system for TOCA. For each venue, you must earn 20 point, and if you do not, you are fired and the game is over.

Pole position	1 point
1st place	15 points
2nd place	12 points
3rd place	10 points
4th place	8 points
5th place	6 points
6th place	5 points
7th place	4 points
8th place	3 points
9th place	2 points
10th place	1 point

As you get 1 point just for pole position, it is always useful to qualify.

Time Trial - This allows you to race on a track of your choice by yourself in order to improve your lap times. Novices or those new to TOCA should try to practice each track a few times in order to acquire a certain familiarity; that way, you will not be at too much of a disadvantage.

TOCA Showdown - The TOCA Showdown can only be entered when unlocked with a code. This is similar to a long championship, except that all tracks are reverse courses, so you may have to learn the featured tracks all over again.

#### Race Options

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Number of Players - Select the number of players you wish to compete with. The maximum is unfortunately 2, and it is only available for the single race mode.

Number of Laps - Choose how many laps the race goes on for. The maximum is 20 and the minimum 1, but note that tyre damage is nonexistent. This is again only available for the single race mode.

Qualifying - Choose if you need to perform a 3 lap qualifying before you can race to determine your positions. If you choose no or just skip qualifying, then you will automatically be placed in 16th place.

Weather - Choose what kind of weather you will be racing in. Choose this wisely, as these weather conditions drastically change visibility and/or traction. For example, sunny weather means that traction and visibility are high, while stormy weather will make traction poor, and visibility will be terrible.

There are 6 weather conditions available:

- Sunny (good traction, good visibility)
- Cloudy (good traction, medium visibility)
- Rainy (poor traction, good visibility)
- Foggy (good traction, poor visibility)
- Snowy (poor traction, medium visibility)
- Stormy (poor traction, poor visibility)

#### Options

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TOCA allows for a high degree of customization, so here is an explanation for all options to choose from.

Sound Options - Here, you can choose the volume of the sound effects, music, and whether stereo sound or mono sound is used. You can even turn off the music if you wish.

Graphical Options - Here, you can position the screen using the directional pad, turn the widescreen view on, and adjust the 2 player split screen options.

Control Options - In this menu, you can adjust the sensitivity of the handling for both players and configure all the driving controls. You can also turn the vibration on or off.

Languages - Choose whether the game is in Spanish or English.

#### High Scores

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Here you can view all of the best lap times for each track, and the highest scores achieved.

#### -----[Controls]-----

Here is the default controller configuration

Button	Action
X	Accelerate
O	Handbrake
Triangle	Change View
Square	Brake (reverse with automatic transmission)
Start	Pause game
L1	Shift down
R1	Shift up
Back (D-Pad)	Look behind you

If these are not to your satisfaction, then simply change them at the controller options screen.

#### -----[The Cars]-----

##### Honda Accord

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Drivetrain: Front Wheel Drive

Number of Valves: 15 valves

Horse Power: N/A

Revs per minute: N/A

Overall: 8/10

Additional Notes: The Honda is one of the fastest and best cars featured in TOCA. With balanced handling, an impressive wheelbase and good acceleration, the Honda can easily lead you to victory in any mode. Spinning is sometimes a problem what a high speeds, so careful control is required.

##### Audi A4

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Drivetrain: 4 Wheel Drive

Number of Valves: 16 Valves

Horse Power: 296 bhp

Revs per minute: 8250 rpm

Overall: 7.5/10

Additional Notes: The Audi A4 is similar in performance to the Honda above, but is slightly slower in acceleration. This does have its benefits, such as reduced spinning and a higher degree of control over the car. If you need a vehicle to rival the Accord, this may be the one for you.

##### Vauxhall Vectra

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Drivetrain: Front Wheel Drive

Number of Valves: 16 valves

Horse Power: 295 bhp

Revs per minute: 8400rpm

Overall: 7.5/10

Additional Notes: The Vauxhall Vectra may not be as fast as the Accord or A4, but it has reliable steering and is harder to spin than the above. The first comment does not mean that this car is slow; on the contrary, it is quite fast, but just a little lacking in acceleration.

Volvo 540

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Drivetrain: Front Wheel Drive

Number of Valves: 20 valves

Horse Power: 300 bhp

Revs per minute: 8500 rpm

Overall: 7.5/10

Additional Notes: The Volvo may be a little dated, but its good acceleration, above average steering and good control make this a great car, but just lacking on a few levels.

Ford Mondeo

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Drivetrain: Front Wheel Drive

Number of Valves: 24 valves

Horse Power: 295 bhp

Revs per minute: 8500 rpm

Overall: 6.5/10

Additional Notes: The Ford Mondeo is not a car you will want to drive. At high speeds, it can out accelerate the Volvo and Vauxhall, but at lower speeds it is slow. This would normally help cornering and lessen spinning, but the Mondeo sports a small wheelbase, making it slip and spin easily.

Nissan Primavera

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Drivetrain: Front Wheel Drive

Number of Valves: 16 valves

Horse Power: 297 bhp

Revs per minute: 8300 rpm

Overall: 6.5/10

Additional Notes: This is another poor car that is disappointing, as Nissan are usually a top-of-the-line make. The first 2 gears offer great acceleration, but the rest reduce acceleration for top speed. Unfortunately, the Primavera will not usually get past the 150mp/h mark on the best of days, so it is useless in places such as Donington, where 3rd gear corners are a routine. Handling is not bad, but again spinning is a problem, as is sliding.

Peugeot 406

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Drivetrain: Front Wheel Drive

Number of Valves: 20 valves

Horse Power: 300 bhp

Revs per minute: 8300 rpm

Overall: 7.5/10

Additional Notes: Though the Peugeot sports a high horsepower output, it is overall not very fast at high speeds. Acceleration is swift until the 4th gear, and then the Peugeot suffers. Handling is excellent, on the other hand, so spins are rare, and sids are nonexistant. Overall, it is a very reliable car, but just lacks at high speeds.

Renault Laguna

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Drivetrain: Front Wheel Drive

Number of Valves: 16 valves

Horse Power: N/A

Revs per minute: N/A

Overall: 7.5/10

Additional Notes: The Laguna is similar to the Peugeot due to its disadvantages at high speeds, but cornering is simple and rarely requires braking. Use this on twisting tracks, as you may lose on the straights, but you will gain the upper hand on most of the corners.

Tank

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Drivetrain: 4 Wheel Drive

Number of Valves: 15 valves

Horse Power: N/A

Revs per minute: N/A

Overall: 7/10

Guns: Plenty

Additional Notes: The tank is suprisingly quick and agile, so it can take on the Accord or A4 and keep the pace. What the tank suffers from is a poor wheelbase and lack of grip; in other words, it is too fast for its own good. You must decelerate or brake on every corner; not doing so will induce skidding and a lot of spinning. The only saving grace is that the tank is able to fire at others by using the horn button. If you score a direct hit, the opponent will usually fly into the air and will not be able to right itself when back on the ground.

All Rounders

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Audi A4

Volvo 540

Vauxhall Vectra

Honda Accord

Handling

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Peugeot 406

Renault Laguna

Speed

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Tank

To Avoid

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Ford Mondeo

Nissan Primavera

-----[The Tracks]-----

Donington Park

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Location: Derby

Length: 2.51 miles

Default Fastest Lap: 9:59.99 by Chun

My fastest lap: 1:39.91

Difficulty: Medium

Course Walkthrough: The course starts with a short straight that leads to the quick, sweeping hairpin that requires moderate braking. There is usually a large jam of cars at this point, so it is wise to take the inside and force the others off the track. Now the first two turns after the hairpin are quite gentle and require only a short period of deceleration in order to corner, but there is an awkward, high speed right that can cause spinning. In order to prevent that, let off the accelerator for a while, or, if you are not comfortable with that, brake a little.

After a few more easy turns, you will be lead to a straight with a walkway above in the shape of a tyre. Move to the right side of the road and when you encounter the quick chicane, cut it and hopefully gain a place. Remember not to turn while cutting, as that will induce spinning, and also remember to take the shortest possible route so that you do not get slowed down too much by the grass. You should be at around 60mph. Now wathc the left side of this straight and when you see a little white sign just before a rumble strip, brake hard and swing around the harpin. If you do happen to go off the course, get back on as quickly as possible. Now accelerate up to the final 80 degree turn, and brake when the rumble strip starts. Sometimes, you can drift around, but some may have problems with that, so brake moderately. Power out of the turn to finish the lap.

-----[COMPLETE COMPILARION OF CHEATS]-----

The codes are arranged in a more orderly fashion to help you find them. Press CTRL + F and type in the name of a specific cheat if you need to, but here is a quick table of contents:

1. Car & Track related
  - Access all tracks
2. Weather & Environment cheats
  - Starry Sky

- Access all cars
- Turbo Mode
- Go-Kart Mode
- Micro Machines Mode
- Mirror tracks
- Expert competition
- Relock tracks
- No collisions
- Raining cats & dogs
- Upside down racing
- Cartoon Background
- Disco fog
- Low gravity
- Reverse falling rain

3. Humorous

- Helicopter view
- Replay View
- Aggressive opponents
- Big Hand mode

Access all Tracks

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When you are prompted to enter your name, type in this:

JHAMMO

and all tracks will be open to you in the single race mode, including the special lava land level.

Access all cars

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As only 1 car is missing, you just need to type in the following as you name to unlock it:

GONGOGO

The tank will now become available, so take it for a test drive.

Super speed - Turbo Mode!

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Enter:

XBOOSTME

when prompted for your name to increase the speed of your car. Note that the opponents are also upgraded, it spinning becomes much more frequent.

Go kart mode - slow mode

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Enter your name as:

CMCHUN

when prompted and all cars will become around 1/2 slower, so controlling your car may become a little easier, but lap times will be compromised.

Micro Machines Mode

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Before a race, enter your name as:

CMMICRO

and all cars, including those controlled by the computer, will become the size of micro machines and so lap times will be very slow.

Mirror Tracks

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When asked for your name type in:

PATSCREEM

and you can race on the reverse courses. Note that you must go back to the race menu and choose the 'TOCA Showdown' in order for you to play on the reverse courses during this championship.

Expert Opponents

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As you name, enter:

CMIMPOSS

and the opponents will become extremely difficult to beat. Trust me, you will probably come last every single time!

Relock Tracks

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Enter:

CMLOCK

and all tracks that you unlocked with the 'JHAMMO' cheat will be locked back up. I am not sure why you would want to use this, as you can just enter 'JHAMMO' a second time to lock the tracks back up.

No Collisions

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At the name entry menu, type in:

CMNOHITS

and all cars will become ghost cars, so they can pass through each other. This may help you when overtaking, but you cannot use opponents to help you around corners nor can you block them.

Starry Sky

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Before a race, enter your name as:

CMSTARS

and the background will become a starry sky. This does not have any real effect, but it does make a nice change.

Rainy Days

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When you are prompted to enter your name, type in:

CMCATDOG

and when the race starts, it will be raining cats and dogs! Note that this code does not seem to work in conjunction with the starry sky cheat, so use them one at a time.

Upside Down

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As your name, enter:

CMUPSIDE

and the race will be performed upside down. This does make it very hard to drive, as the directions are reversed, and it is very hard to see where you are going. Unfortunately, the computer controlled opponents do not have the same problem, and will usually perform flawlessly through the level.

Cartoon Background

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Before a race, enter your name as:

CMTOON

and the background will look like a cartoon. Again, this serves no real purpose other than to give us a little more variety for the conditions.

Saturday Night Fever

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Enter the following as your player name:

CMDISCO

an the track will becme very foggy, but more importantly it will flash  
a la a disco. It is pretty cool to do, but it may lessen visability  
slightly, making quick reactions even more important.

#### Space Race

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When prompted for your name, enter in:

CMLOWGRAV

and the gravity will become noticeably less. This won't really affect  
your race too much other than a slight tendency for your car to lift  
after a crash, but it will mainly affect the cones littering the  
tracks.

#### Reverse Falling Rain

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As your name, enter:

CMRAINUP

an the rain will fall upwards (if that oxymoron makes any sense to you).  
This still sometimes causes to the road to become slippery, so extra  
deceleration and braking may be required.

#### Bird's eye view

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At the name entry menu, type in:

CMCOPTER

and you can choose your racing view as a bird's eye view (in other  
words, from the top). This makes driving harder as you can only see a  
small area of the road infront, and sometimes the camera shows the  
helicopter instead of you.

#### Replay View

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Before a race, enter in:

CMFOLLOW

and the race view will be like that of a replay. This gets quite  
annoying as sometimes the camera shows your car from the front, so  
the directions are reversed, and you cannot see where you are going!

#### Aggressive Opponents

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Enter in:

CMMAYHEM

as your name before a race starts and the computer controlled  
opponents will become a lot more aggressive. They will crash into  
you and are not afraid of collisions, so watch out! Try having  
ramming competitions with them.

#### Big Hand Mode

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When asked for your name, enter:

CMHANDY

and when you switch you the headcam view, your hands will be a lot  
larger than usual.

-----[FAKE CHEATS]-----

Here are a few cheats that do not work, so do not bother to copy them  
down.

#### SUPPOSED EFFECT

You are the only competitor in a championship  
You get a pink RR car with great traction

#### What to do

Enter your name as CMBILLY  
Enter 'Flex' or 'Flexmobile'



as your name

You can shoot other cars using the horn

Your car is mad and very hard to drive

buttons after choosing your

until qualifying starts.

Enter TANK as your name

Hold all the shoulder

car

If you do find any more, or see one that does work, then please tell me.

-----[Gameplay Tips]-----

1. Try to avoid hitting other racers up the back; sometimes it is necessary in order to force them off the road, but normally ramming causes unpredictable results. You could find yourself in a sand pit instead of him!

2. Stay on the track at nearly all times. Driving on grass lowers traction, as well as your speed, while driving in sand makes you go only around 30mph. This drastic loss of speed usually can mean the difference between a win and a loss, so always try to stay on the road.

3. Do not cut the course too much! If you miss a section of the course off, then when you try to finish the lap, writing will indicate that the lap was missed. For example, at Donnington, when you approach the chicane, you can completely cut that, and the hairpin, but going through the barrier. Unfortunately, you will have to do the lap all over again.

4. If you desperately need to win, then try a few tricks in order to take the lead. For example, try to take the inside of a turn so that you can force others to the outside, or even off the road.

If you have any more tips, please send them in!

-----[Conclusion]-----

I hoped you have enjoyed this guide and have found it interesting, enlightening, helpful or just a good way to kill time. I would like to thank the following:

- Brian, for a hand with the cheats
- Gamefaqs, for being such a great site
- you, for reading.