

TOPSHIFT

[The Next Shift in Racing Evolution]

Street Racing, Drag Racing, Circuit Racing, WRC and JGTC Circuit Racing are all combined into a single Online Racing Game! Build real cars with real performance aftermarket parts, acquire sponsorships to make money and race other online players in the fastest **multiplayer online racing game simulation!**

Start a team or join an existing team with other online players and work together to win a team championship! With money from your sponsors, build a team race car and race other teams in Nascar, Formula 1, WRC, JGTC series and more!

Join now and get in on the internet's best **multiplayer online racing game!** Win huge prizes and cash!

Absolutely free to play and nothing to install! See you at the track!

Login:

Password: **GO >**

[Forgot Password?](#)

> JOIN NOW

Current period ends in
[0 days 00:00:00.000 minutes]



News



Stats



Guide



Forums



Winners



Prizes



Support

© Copyright 2004-2009. groupmediaCI, a division of Corrupt Interactive Inc. All Rights Reserved.
All artwork may not be printed, published or promulgated on a commercial basis without prior written consent from Carl Greatrix and Corrupt Interactive Inc.

Topshift.com Version 2: *Racing Guide*

Release Date: March 22, 2009

Guide Revision .8R



TOPSHIFT – Getting Started

What is Topshift?

Topshift is an online Multiplayer Racing Simulation that incorporates all types of racing categories and real cars and parts to create a realistic adventure in the world of motorsport. Racing categories include; Drag Racing, Circuit Racing, Japanese Touring Car Championship, World Rally Championship, NASCAR and Formula 1.

The Object of the game:

To excel at Topshift you must be able to manage your cars, races and teams to gain the most points from each race category at the end of the race season. Those points are then added together at the end of the period to give you a total game score. The Top 3 game scores at the end of the game period win that period's prize!

Consistency is the key at Topshift, just like any form of racing. Just because you are not in the top 3 spots at the end of a single season (game period), this does not mean you are out of the whole championship race. Game scores add up from session to session and after 12 months of the game, the top game score wins the overall championship.

Game Point Value's are shown in the prizes section shown in the following section of the game found [here](#)

Use the left menu bar to choose your race class to see what you can win in each class as shown below

[Nira Medals and Points](#)

[Circuit, JGTC and WRC Medals and Points](#)

[Team Championship Medals and Points](#)

[Shootout Medals and Points](#)

Topshift Quick Start

For all intents and purposes we are assuming you know how to register and login to the game from the main page. Remember, registration is free, so is game play. There are some purchase options in the game but you do NOT need to pay to play this game.

Cont'd on the next page...



Credits and Shift Points – *The games main commodity*

As a veteran player put it, "...they are the lifeblood of this game." Managing credits is the hardest task as these are used for all aspects of the game. While you can buy extra credits, wasting credits on silly things can hurt your performance. Learning to use credits effectively and wisely can be the difference from last place to a top place finish.

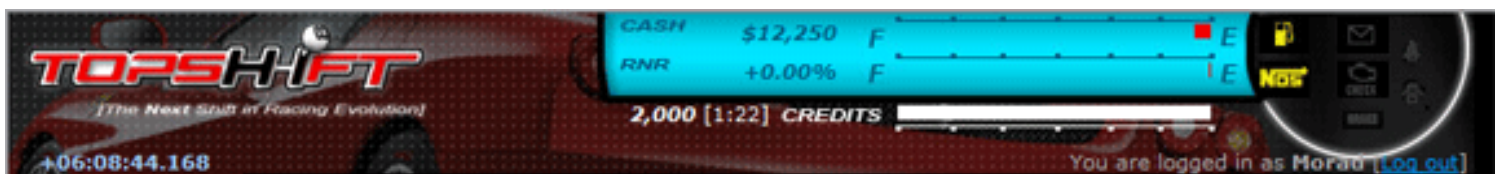
As for Shift Points, they have a dramatic affect on how you perform while racing. You can improve certain aspects of your driving skills to suit your needs. They do have to be utilized well like credits to succeed though in this new version and should only be spent if you are sure that's what you are working towards. Shift points are to be applied to certain aspects of the game and help your game play but cannot be transferred.

Shift Points can also be used to pick up sponsorships, so use them wisely. You get 10 Shift Points at the beginning of each round and then 2 additional Shift Points each time your level up. Manage your Shift Points to achieve a balance of cash flow and driving skills and you will excel at the game.

Top Menu Bar – *Your Topshift Fuel gauge*

At the very top of the page we have a light blue box with some funky "icons" to the right side. The Top Bar is your Fuel, bottom you're NOS (if it is fitted). They have icons to the right, when these are yellow, means they are getting low, when they are red, extremely low and you should refill. To the left is your cash and RnR.

The Menu Bar looks like the following:

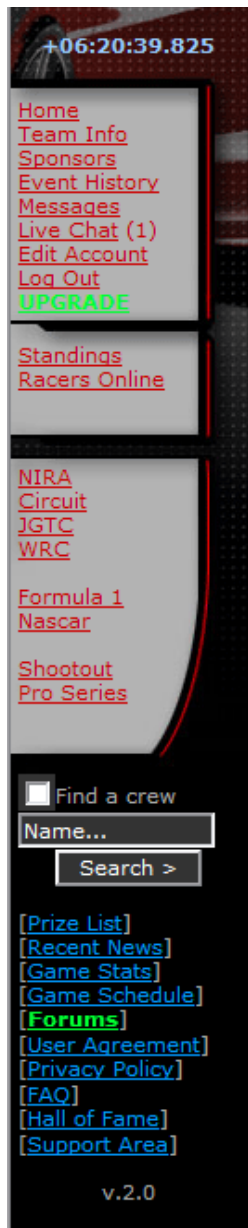


Cont'd on the next page...



Main Menu Bar – The link to all things Topshift.

The menu bar on the left gives you links to anything you need at Topshift. It looks like the following and again, self explanatory but we have included a small legend to clarify some small items.



Home: Takes you to your main interface.

Team Info: All the information needed on setting up your team.

Sponsors: The section to promote and gain sponsors.

Event History: Displays all racing history.

Messages: You're in game private message center.

Live Chat: In game chat function to chat with all racers.

Edit Account: Change your username, password and information here.

Log Out: Nobody cares to log out...

Upgrade: Section to upgrade credits, memberships and new pit passes.

Standings: A complete list of top players from 1st place and beyond.

Racers Online: Who is online at any given moment.

NIRA, Circuit, JGTC, WRC, Formula 1, NASCAR: The main events at Topshift. All requirements are inside each link for type of car and event times.

Shootout: This is where you enter your car for fame and fortune. Race your car to get the fastest time in the game for each type of car. Medals for each class.

Pro Series: Racing for Team members. Points earned go toward your team points.

Cont'd on the next page...



The rest of the items are very easy to understand. Prizes, Recent News are constantly changing so make sure you keep an eye out on them. Game Stats are for the current game period and the Game Schedule is for 3-5 months of Topshift sessions to come. The Forums are a link to the community at Topshift. All questions can be answered there. User Agreement, Privacy Policy and FAQ are all must reads to be a part of the game. The Hall of Fame is past winners at Topshift. There are many winners since the first day, you could be one too.

The Support Area is where you send in a Support Ticket about a major issue you are having with Topshift. Please READ the ticket area carefully and then send in your Ticket. Only tickets that are filled out correctly will be answered.

Heads Up Display – Your main interface.

Once you login to Topshift, you are brought into the “Update and Changes” page. This page tells you what has been changed in the round and what is happening in the game. Keep an eye out on this page as the Admin to the game posts important changes you need to know about.

In the main menu bar on the left, click on the “Home” link. This is the main area in which you purchase vehicles, build them, tune them, set your budget, set your skill using shift points and set certain race options. This area gives you all the information you need to setup your cars and know exactly where you are in the game. It looks like this:

:: HOME ::

[Budget] [My Vehicle] [View Garage] [Skills] [Race Options]

Statistics

 <p>Race Name: Morad User Rating: 100.00% Team: - Skill Level: 1 [Upgrade] EXP: 0 License: Amateur [Upgrade] Overall Gamer Score: 0 Current Year: 0 Last Game Period: 0 Networth: \$27,060</p>	<p>Sponsors Multiplier: 1.00x</p> <p>Shift Points: 10</p> <p>Wins / Losses: 0 / 0 [0]</p> <p>Home Security: Level 0 [Upgrade]</p> <p>Stolen/HI/Attempts: 0 / 0 / 0 Vandalised Cars: 0 Vandalism Inflicted: \$0 Caught: 0 Tickets: 0</p> <p>Points</p> <p>C4/S4/P4: 0 / 0 / 0 C6/S6/P6: 0 / 0 / 0 C8/S8/P8: 0 / 0 / 0 Unlimited Open: 0 P1/P2/P3/GT: 0 / 0 / 0 / 0 [0] GT300/GT500: 0 / 0 [0] WRC: 0 Formula 1: 0 Nascar: 0</p> <p>Achievements:</p>
--	--

Cont'd on the next page...



Most of the items are self explanatory but here is a quick legend:

Race Name: This will show your game name that all users see in the game.

User Rating: This is a rating scale from 0-100% If you have broken any rules, the admin can change it. The lower it is, the less free credits you get in the game.

Team: This shows which team you are a part of.

Skill Level: Your current skill level, the higher the better.

Exp: Your current experience level.

License: Your current driving license. Amateur, class B, class A and Class IB

Overall Gamer Score, Current Year, Last Game Period: These are your total points won in the current game period, last period and overall season.

Networth: Your total networth calculated using the amount of money you have and the value of your cars.

Sponsor Multiplier: NEW, determines the cash you can receive through your budget. More detail on this in the Sponsor Section of this guide.

Shift Points: Your total shift points available.

Wins/Losses: Total wins and losses in the game.

Home Security: Your level of security against Invasions of your home and garage.

The following is your theft history if you choose to be a part of it.

Stolen/Hi/Attempts: 0 / 0 / 0

Vandalized Cars: 0

Vandalism Inflicted: \$0

Caught: 0

Tickets: 0

Cont'd on the next page...



The following section is your tally of points in this game period for each of the events outlined below. It is safe to say, the more points you have the better you are doing in the game.

Points

- C4/S4/P4: 0 / 160 / 0**
- C6/S6/P6: 0 / 0 / 0**
- C8/S8/P8: 0 / 0 / 0**
- Unlimited Open: 0**
- P1/P2/P3/GT: 0 / 0 / 0 / 0 [0]**
- GT300/GT500: 0 / 0 [0]**
- WRC: 0**
- Formula 1: 0**
- Nascar: 0**

Achievements: The last bit of information is the Achievements area. This is where it shows all your medals from previous rounds for all competitions. This is what you play Topshift for. The recognition goes here. A full list of medals can be found on the prizes page

<http://www.topshift.com/prizes.php>

Starting to Play – Buying and Upgrading Your First Car.

On the main home page, you will want to go to the link at the top "My Vehicle". On this page there are some details about your ride (when you get it) as well as all the upgrades available for your ride. When you purchase a car, there will be a picture in the top left, this shows the drive type and whether your car is rear wheel drive, front wheel drive or all wheel drive. Until then, click the "BUY" link to move on.

 A screenshot of the 'My Vehicle' page in the game. At the top, there are navigation links: '[Budget]', '[My Vehicle]', '[View Garage]', '[Skills]', and '[Race Options]'. Below these is the 'Vehicle Details' section. On the left, there is a diagram of a car chassis with a yellow engine and a white transmission. To the right of the diagram, the following details are listed:

- Vehicle:** 1991 Honda Civic (EF) with links for '[Sell]', '[Shop]', and '[Refuel]'
- Powerplant:** D16A6
- Power:** 106 with a link for '[Dyno]'
- Handling:** 35 with a link for '[Satisfactory]'
- Build Type:** Drag with a link for '[Change]'
- Color:** Flint Black Metallic
- Value:** \$3,400
- Reliability:** 100.00% with links for '[Tune-up]' and '[Oil Change]'
- Damage:** 0.00% with a link for '[Repair]'
- Best ET:** n/a with a link for '[Test'n Tune]'
- Anti-Theft:** Level 0 with a link for '[Upgrade]'
- Insurance:** None with a link for '[Buy]'

When selected, you'll be faced with many different manufacturers. To start, most people purchase the cheapest Ford Mustang at just \$2500. Cheapest car I can think of and still has enough power to get you a few wins to start with.

Cont'd on the next page...



You have to take into account power vs. weight for a drag car at the least, and handling will matter more so with circuit type cars. Once you choose your car and purchase it, the game will ask you if you are building a car for circuit or for drag racing and ask you to choose your color. Make your choices and proceed. After you buy your car, don't forget to get in it!

Many suggest you purchase a Ford Mustang. With this car you ensure you get some wins on the board as well as losses. Plus being a naturally aspirated (N/A) car, you can enter Comp 8 NIRA's with it also. Keep in mind, Version 2 of Topshift has many car choices and the Administrators change them from time to time so take a look at the cars stats before you buy them.

With this new version of TS, we are now able to keep an eye on things a little easier for instance with stock tires, we can see their wear percentage. Rule number one with your cars, don't let tires deteriorate below 75%. Doing so will have your times go from good to bad. Secondly, try not to let your reliability drop below say 95%. Doing so will cause you to break down at a faster rate. Last thing you must remember about your car is to not overpower it. On previous versions of Topshift, you could overpower your car so one drag would leave you with little fuel, or even run out of fuel trying to make a run. Not very cost effective if you use that car to race over and over for EXP.

Now it is the time for the build up for your car. Building your cars is a fun and now simple task. Choose the modification you want, make sure you have enough cash and credits, and you are there, you have your part installed. There are a total of 27 upgrade parts but each now has a level.

Cont'd on the next page...



Clicking on the part types as shown below will open a purchase window to allow you to purchase each level of that part.

Upgrades

Engine and Power

- Intake: Stock
- Exhaust: Stock
- Ignition: Stock
- Fuel System: Stock
- Cams and Valvetrain: Stock
- ECU Tuning: Stock
- Port and Polish: None
- Engine Block: Stock
- Powerplant: D16A6
- Intercooler: None
- Turbo: None
- Centrifugal Supercharger: None
- Positive Displacement Supercharger: None
- Nitrous Oxide System: None

Platform and Handling

- Clutch: Stock
- Brakes: Stock
- Springs and Dampers: Stock
- Anti-Roll Bars: Stock
- Transmission: Stock
- Flywheel: Stock
- Driveline: Stock
- Differential: Stock
- Weight Reduction: Stock

Tires and Rims

- Tire Compound: Stock [100.00%]
- Tire Width: Stock
- Rim Size: Stock
- Rim Style: Stock

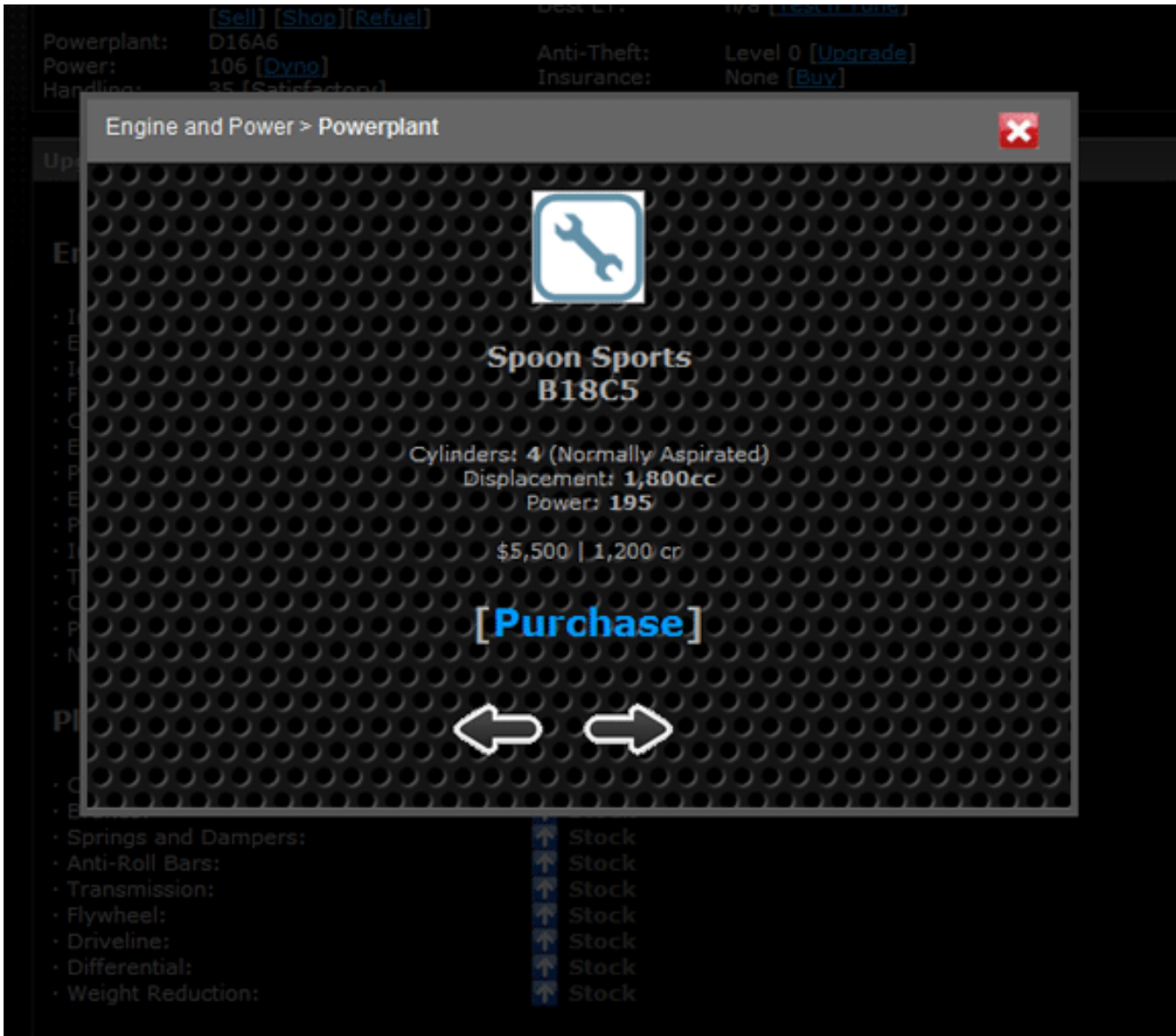
Body and Aero

- Front Bumper: Stock
- Rear Bumper: Stock
- Rear Wing: Stock

Cont'd on the next page...



This example shows the purchasing of a Spoon Sports Sponsored, B18C5 engine (NEW) for our example Honda Civic:



Keep in mind, parts may not have a great increase at first. Depending on your part installed, times could even get worse at first! This is because as in real life, if you change something to your car, you have to re-tune the car to allow for the new parts power to be realized.

Cont'd on the next page...



For Example: Adding a turbocharger system and not changing the fuel mixture on the dyno means you won't get much of a power increase. Any engine related part, including driveline, will require you to Dyno Tune your car to get the most from the part. Any aerodynamic or suspension or handling type part will require you to do a Test'n Tune.

There are guides for TNT and Dyno on their respective pages in the game.

Now that you have your first car, and have some idea on how to maintain it, and even build it, time to work on building some Experience (EXP).

Experience - The Topshift Building Block.

Now that you have purchased and tuned your car, you have 2 options to move forward. Finding Sponsors to make some money or building some Experience to try and level up in the game.

In this guide we start with experience (EXP)

By leveling up, like any other game, you open up or "unlock" certain features to the game. Although in Version 2 many cars have been unlocked for all players, there are some that are still hidden. Shift Points are gained at each level increase which you can use to gain sponsorship as well as special skills.

The level increase also allow you to get into restricted events such as power NIRA's, OPEN NIRA, P1 and GT circuits, JGTC, WRC, F1 and NASCAR. However, the biggest advantage you get from gaining levels and EXP is faster times. Your drag and circuit times decrease as you go up in levels. Gaining EXP also unlocks driver skill levels, which are what give you access to the extra material, and at certain levels, you unlock new licenses. To see if the next level is available, or license, click on the home page.

The only way to get EXP is to race. Challenging someone who is online currently and close or above your current skill level is where you get most EXP from. Winning only gives more EXP if you are racing people that are close to you. This is where losing races can also be good for EXP. For all races you gain EXP, but take this example; in level 6, race a level 1 and beat him, you may get around 20 EXP, but if you race someone else at level 6 and lose to them, you will probably get around 50 EXP instead. While the EXP system has been changed a little, it still follows the principle of race guys around your level or above, that are online to get most EXP, even if you are taking a lot of losses. To challenge someone, either go to the racers online red link on the left side menu and click challenge after their name, or go to the standings red link and choose a person, go to their profile, then use the blue links there. Remember, the racers online way gets you more EXP.

Events: Now this is another way of getting EXP. All your competitive events give you EXP also. NIRA's give you about the same amount of Experience. Nascar and F1 give you more as they only run once a day.

Cont'd on the next page...



So get out there and race everyone, enter events, and you're on your way to building up driver skill levels and EXP. Your first aim should be to get to B class license. You will see this around level 6 if you are good. When racing, you are limited to racing non-license holders if you don't have a license. License holders however are able to race anyone. If you run out of credits while leveling or entering events, stick online and let them build up. Chances are if you stay online, someone will race you, and you get EXP from that also.

Once you get to B license, you will have learned the basic principles and should be will on your way to becoming a first class Topshift racer. If you do not understand some of the rules, make sure you use the forums!

Sponsors – Funding you need to Build and Race

Sponsors should be looked at immediately after buying your first car. Sponsors in this version of Topshift are gained by Shift points. You start with 10, and get a bonus TWO for each driver skill level you gain.

This is important as you need to manage these Shift Points as they are also required to improve skills. Each sponsor will require "X" number of Shift Points to attain. The amount that is required is doubled and used a 1/100th that is added to your sponsor multiplier. So if a sponsor is worth 3 Shift Points, it will add 0.06 to your Sponsor Multiplier.

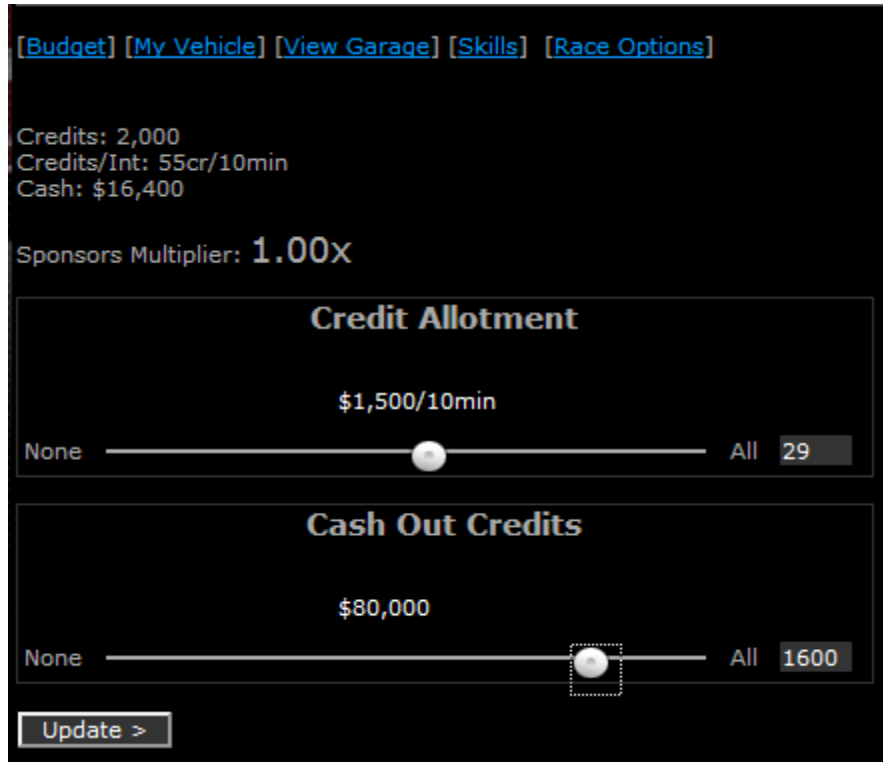
Your sponsor multiplier is what is used to make you money. Without decent cash flow, you will not progress very far in the game. From what has been worked out, your cash flow each 10 minutes is determined by your sponsor multiplier and how many credits you have allocated to be turned to cash instead of gained. Gaining as many sponsors as possible, whether they are worth 1, 2 or 3 Shift Points, will ultimately help you gain more cash.

Since we are on the topic of credits that are to be allocated for cash, on the main home page, there is a blue link up the top that says Budget. On this page, there are 2 slider bars containing information. The top slider bar is how many credits you would like to change to cash every 10 minutes and the bottom slider bar is to convert your saved credits to cash immediately.

Cont'd on the next page...



It looks like this:



In this example, we have chosen to make \$1500 dollars every ten minutes using 29/54 credits in that interval. This way, we still get 25 credits every ten minutes for other tasks. This can be changed according to what you need during the game. In this example, we have also chosen to cash out 1600 of the 2000 credits we have stored which nets us \$80,000 dollars. Again, your needs will change during the version of Topshift and you will need to adjust your budget accordingly.

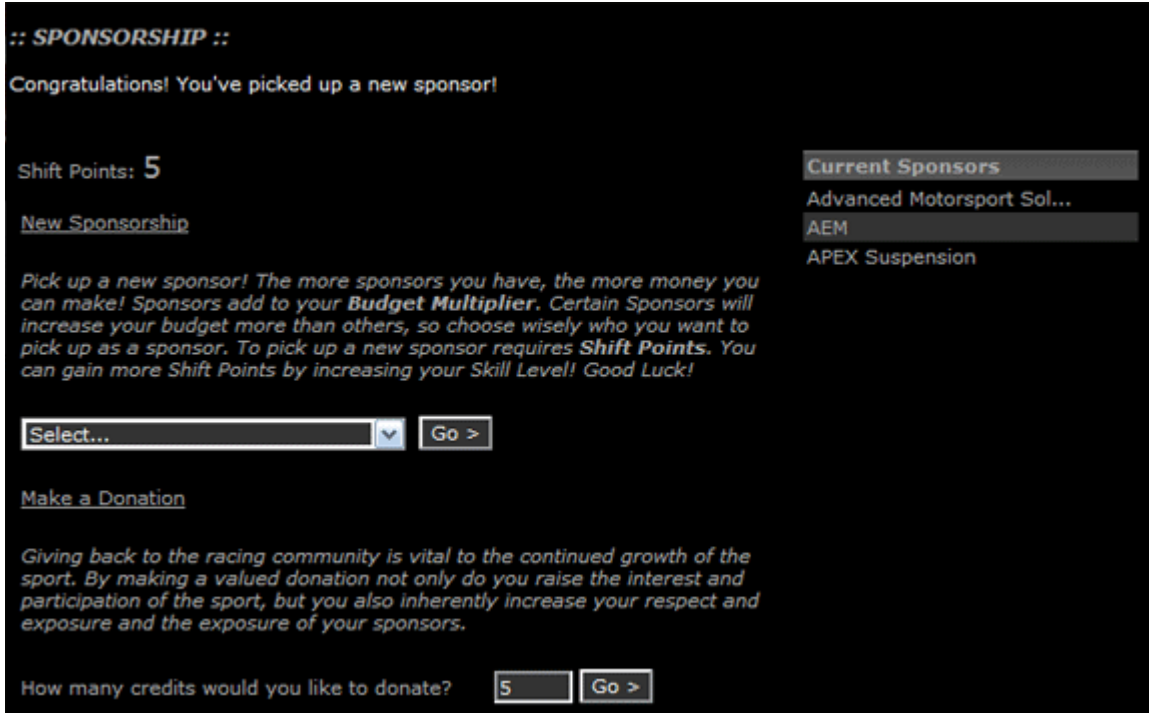
Back to Sponsors: The best way to advance would be to use 8 of your initial points on sponsors, then 2 in your skills. This however, is subject to change. To acquire sponsors, go to the red links on the left and click Sponsors. To gain sponsors, use the drop down box to select a sponsor, the number next to it is the Shift Points required to gain it.

Also on the sponsor's page, which is the red link, left side menu, you will see a donation section. By donating credits back to Topshift, you run the chance of gaining a "special award". This is actually a Shift Point, so go ahead and donate if you wish to gain that point.

Cont'd on the next page...



An example of the sponsor page:



So gaining sponsors and getting your cash flow is nearly as important as managing credits. Without decent cash flow, you will suffer long term when buying more expensive cars such as JGTC's, WRC's, NASCAR, and F1's that cost a few mill, and that is not including the build prices for these cars. Remember, when you are leveling, to gain the higher levels cost millions of dollars. Always be prepared to spend.

Skill Levels – Using your Shift Points for Skill.

The newest and most interesting part of the game thus far is the skill aspect. Skills use your current Shift Points in order to adjust certain aspects of your racing. By increasing a Skill, this will make you faster or better in that specific area. Skills are a one time option, and should you choose to add to one skill, that change CAN NOT be reversed, so choose wisely. To add to a skill, simply click the plus sign next to it.

Cont'd on the next page...



In this example, we have used a total of 5 Shift Points to boost performance in the following categories:



Speed Demon, FWD Master, Boost King, Drag Star and Circuit Star. As you progress in the game periods in the future, you will get an idea of which skill helps in what areas and by how much. This is where the fun factor grows. Just because you and your friend have the same cars with the same settings does NOT mean you will run the same times anymore. This feature now shows who really can play Topshift! So have fun here.

Cont'd on the next page...



Racing – The Life Blood of Topshift

As you already know, there are many types and classes of racing in Topshift. We will cover them in point form so you get an idea of what each does.

NIRA Class

Nira drag races are the main part and purpose to this game as there are many of them, each with its own set of rules and requirements. If you are new, you really should race even just a few Nira races to see where the main competition lies.

There are 10 different Nira Classes, all with their own restrictions. They look like this:

:: NIRA ::

[\[Previous Events\]](#)

Class	Restrictions	Entries
Comp 4	Naturally aspirated 4-cylinder stock-motored entries only (including naturally aspirated rotary engines). Bolt on modifications only. No turbo, no supercharging and no nitrous allowed. Aftermarket cams allowed, headwork, valves, cam gears and other internal mods allowed.	1 [view]
Super 4	Reserved for 4 cylinder entries equipped with a turbocharger or with a supercharger, not both. No Nitrous systems.	0 [view]
Power 4	Reserved for 4 cylinder entries equipped with a turbocharger, a supercharger, a nitrous oxide system or for those vehicles with a combination of up to a total of two power adders.	1 [view]
Class	Restrictions	Entries
Comp 6	Naturally aspirated 6-cylinder stock-motored entries only. Bolt on modifications only. No turbo, no supercharging and no nitrous allowed. Aftermarket cams allowed, headwork, valves, cam gears and other internal mods allowed.	0 [view]
Super 6	Reserved for 6 cylinder entries (including forced induction rotary engines) equipped with a turbocharger or with a supercharger, not both. No Nitrous systems.	1 [view]
Power 6	Reserved for 6 cylinder entries (including forced induction rotary engines) equipped with a turbocharger, a supercharger, a nitrous oxide system or for those vehicles with a combination of up to a total of two power adders.	0 [view]
Class	Restrictions	Entries
Comp 8	Naturally aspirated 8-cylinder stock-motored entries only. Bolt on modifications only. No turbo, no supercharging and no nitrous allowed. Aftermarket cams allowed, headwork, valves, cam gears and other internal mods allowed.	0 [view]
Super 8	Reserved for 8 cylinder entries equipped with a turbocharger or with a supercharger, not both. No Nitrous systems.	0 [view]
Power 8	Reserved for 8 cylinder entries equipped with a turbocharger, a supercharger, a nitrous oxide system or for those vehicles with a combination of up to a total of two power adders.	1 [view]
Class	Restrictions	Entries
OP	Naturally aspirated, turbocharging, supercharging and nitrous allowed. Any engine configuration, drivetrain and suspension modifications are permitted.	1 [view]

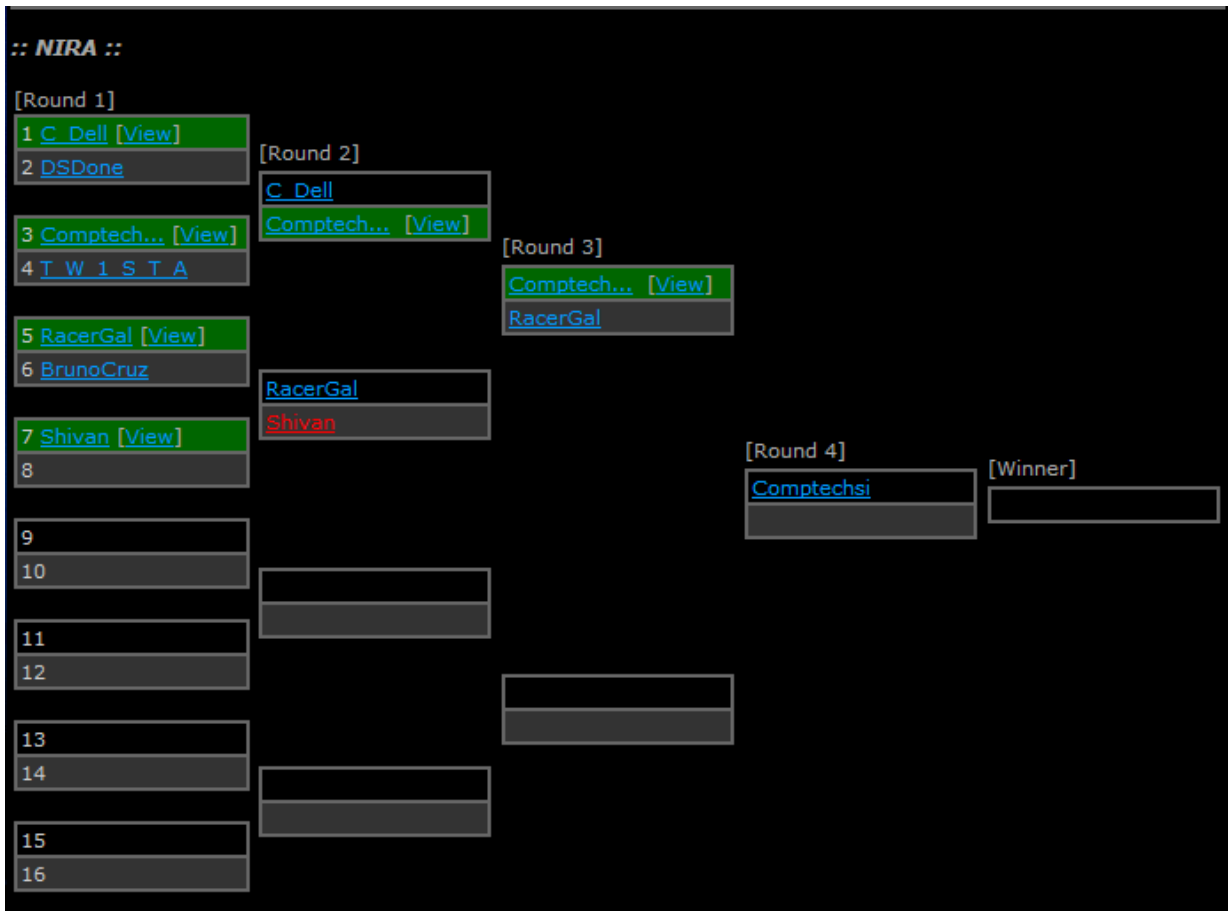
Cont'd on the next page...



Nira Class works like this:

The fastest racer lines up against the second fastest qualifier at the last round. This is so the second fastest racer will always receive runner up points, instead of being knocked out early and missing valuable points. The rest of the qualifiers are staggered in the same way so that 3rd and 4th fastest guys will get knocked out in the 2nd last rounds. While this may seem a little confusing, entering a few Nira's will help you understand this concept.

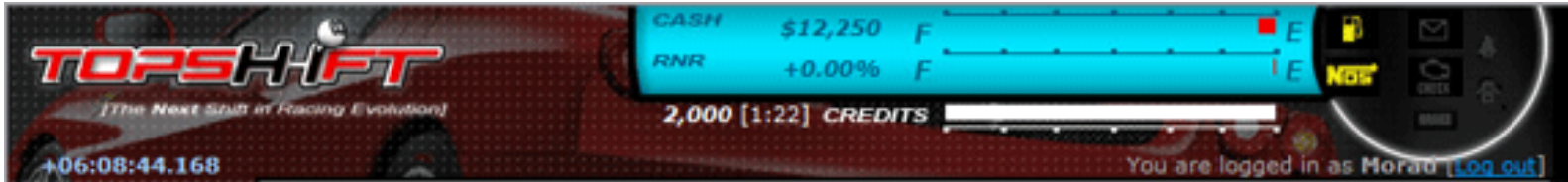
The Nira ladder looks something like this:



In this example, there were seven participants and the overall winner was Comptechsi.

Your main aim should be to eventually, try and at least win a Nira for the overall round. In doing so, you will score yourself bonus credits for the next round, overall gamers points and well as a special little icons to represent your achievements. You don't have to be the highest level to win a Nira, just need to spend the time and effort, and use a little bit of strategy while your at it.

Cont'd on the next page...



Scoring for Nira looks like this:

- 20 points if knocked out in first round
- 40 points if knocked out in second round
- 60 points if knocked out in third round
- 80 points if knocked out in fourth round
- 100 points if you win the whole event to the fifth round.

The best practice, if you're going after a NIRA win, is persistency. You need to be persistent as they run every hour all day long, 7 days a week. You should also try for an easier NIRA to start with. This could mean waiting a day and seeing which events are getting the least amount of points. Also you can see which NIRA events don't have experienced players running in them as they will all have their own strategies.

NIRA events run every hour according to the game clock. The game clock is set to PST. To qualify, you have to make a qualifying run up till xx:50 on the clock. At this point, qualifying closes until the event is over and all entered competitors are then seeded.

Circuits, JGTC, WRC, F1 and NASCAR

These are the events which only run twice a day (except F1 and Nascar). While they may not give as many points due to only running twice a day, their prizes are a little more prestigious. Credits won for next round and gamer points are higher. But, to do well at these events will require you to be at high levels by the end of the game period.

Circuits and Nascar are unique in that, with 7 days to go, the points are re-set so that the top 10 people in circuits and top 10 teams in Nascar are 5 points apart. This is called the "race to the finish". At the start, people can get away, but if you put in the effort to catch them through the middle, this system rewards you for that effort and makes it possible for you to beat them in the end, even if they have a 2000 point lead. It basically makes for competition.

Cont'd on the next page...



Circuits have a total of 4 sections. They score and look like the following:

:: CIRCUIT ::
[\[Show all tracks\]](#)

**Qualifying opens four (4) hours prior to race time.
 **Each race must have a minimum of 5 entrants, otherwise the race will be rescheduled.*

Track	Start Time	Restrictions	Entries	
Streets of Long Beach	3/22 6:00am	P3	<u>2</u> /30	[Qualify] [Free Run]
Streets of Long Beach	3/22 6:00am	P2	<u>0</u> /30	[Qualify] [Free Run]
Streets of Long Beach	3/22 6:00am	P1	<u>0</u> /30	[Qualify] [Free Run]
Streets of Long Beach	3/22 6:00am	GT	<u>0</u> /30	[Qualify] [Free Run]

Points Distribution
 Nascar Points System
 1st: 180pts
 2nd: 170pts
 3rd-6th: -10pts
 7th: 146pts
 8th-11th: -4pts
 12th: 127pts
 13th-43rd: -3pts

Classes Legend
 P3 - 1,750cc and under only. No license restriction
 P2 - 1,751cc - 2,750cc only. No license restriction
 P1 - 2,751cc+ and all forced induction including nitrous. Class B Novice license required
 GT - Unlimited. Class A Pro license required

*all naturally aspirated rotary type engines must run in P2
 **all forced induction rotary type engines must run in P1 or GT
 ***no Formula 1 or Nascar vehicles permitted

You must qualify for these races before race time. The qualification page looks like the following:

:: QUALIFYING ::

Streets of Long Beach
 Long Beach, CA, USA
[\[Race Results\]](#)

Description:
 1.968mi street course

Race Time:
 3/22 6:00am

Entries: 2/30

:: Qualifying ::
 Register for the next scheduled race. To be eligible for competition at the next event, you must run a qualifying lap time. Only the top 30 qualifiers will be eligible for entry on race day.

Registration fee for the next race is \$1,000. Fee's not refunded if you fail to qualify. [\[Register\]](#)

#	Driver	Manufacturer	Best Lap Time
1	iiiiitii	Blaupunkt Beetle	2:02.575
2	bubbamix	Civic SI (EG)	3:51.543

Cont'd on the next page...



And after a race is run you will get a result sheet that shows who races and what times were posted by each and every driver in the race. The following shows 30 drivers in a full out race in Long Beach, California at 6AM March the 3rd. One of the contributors to this guide won the event!

:: RACE RESULTS ::

Streets of Long Beach
Long Beach, CA, USA

Description:
1.968mi street course

Race Time:
3/9 6:00am

Results:

#	Driver	Vehicle	Total Time
1	SuperTuff	Rockford Fosgate Carrera GT	8:44.610
2	FD3Savage	Blaupunkt R5 Turbo	+0:27.828
3	Phacues	Cerwin Vega GT40 Mark 3	+1:24.406
4	SmurfBoy	Nakamichi R5 Turbo	+1:24.755
5	race_me_2	Alpine GT40 Mark 3	+1:54.962
6	triplethreat	Alpine 2002tii	+2:04.126
7	GODthereisno	Alpine GT40 Mark 3	+2:21.149
8	Shivan	XM Satellite Radio R5 Turbo	+2:32.637
9	The_Count	Boston Acoustics GT40 Mark 3	+3:25.130
10	Dritz	MTX GT40 Mark 3	+3:25.346
11	white_racing	Nology R5 Turbo	+3:38.390
12	C_Dell	JBL R5 Turbo	+3:43.790
13	Dopeman22	JBL GT40 Mark 3	+3:48.397
14	saie	AudioVox 911 GT3	+4:25.480
15	Jedi_339	JVC GT40 Mark 3	+4:45.206
16	YS	Alpine NSX R	+4:46.356
17	RacerGal	XM Satellite Radio R5 Turbo	+5:11.709
18	BrunoCruz	Nakamichi S2000 (AP1)	+5:55.592
19	urdtires	Boston Acoustics S2000 (AP1)	+5:59.137
20	Blu_Past_U	Alpine NSX R	+6:13.576
21	WNorkle	Infinity Corvette Z06	+6:17.910
22	T W I S T A	Alpine S2000 (AP1)	+6:23.006
23	DirtStar	Bazooka S2000 (AP1)	+6:26.806
24	GnGrBrD_mAn	XM Satellite Radio S2000 (AP1)	+6:30.518
25	V-TecPower	XM Satellite Radio S2000 (AP1)	+7:07.032
26	Brasen	Alpine S2000 (AP1)	+8:350
27	dannyrider	Bazooka S2000 (AP1)	+9:07.980
28	MightyD	AudioVox Cobalt SS	+9:36.410
29	CantwinNIRA	Car & Driver Eclipse GSX Turbo	+11:25.310
30	DSDone	Blaupunkt R5 Turbo	+13:12.780

Cont'd on the next page...



JGTC. Like circuit racing, JGTC has 2 classes, GT300 and GT500. These numbers refer to the maximum Horsepower allowed. To race JGTC, you need a specific JGTC car which can be noted when buying cars. Same deal goes for WRC cars, F1 and Nascar. You must buy their respective vehicles in order to race.

If you want a chance at getting a prize in JGTC, we suggest you level quite a bit, and that you buy a GT300 car. By doing this, it enables you to be able to enter both GT300 and GT500 since you fall under both limits and therefore can race both. In doing so, you effectively double the points you earn. Both GT300 and GT500 are combined to give you total points for JGTC, like circuits do. Remember though, if you do any power work to the car, this includes port and polish, you will effectively bust the 300 or 500 limits and not be able to race those classes. In saying this, remember weight reduction does not add power so you are still able to cheat the system that way.

Scoring in JGTC, Rules and limits are shown in the following example.

```

:: AUTOBACS JGTC ::
[Show all tracks]
*Qualifying opens four (4) hours prior to race time.
**Each race must have a minimum of 5 entrants, otherwise the race will be rescheduled.

```

Track	Start Time	Restrictions	Entries	
Tokachi International Speedway	3/22 2:00am	GT300	0/30	[Qualify] [Free Run]
Tokachi International Speedway	3/22 2:00am	GT500	0/30	[Qualify] [Free Run]

```

Points Distribution
1st - 20 points
2nd - 15 points
3rd - 12 points
4th - 8 points
5th - 6 points
6th - 5 points
7th - 4 points
8th - 3 points
9th - 2 points
10th - 1 point

Classes Legend
GT300 - vehicles up to 300hp only. Class B license required
GT500 - vehicles up to 500hp only. Class A license required

*no Formula 1 or Nascar vehicles permitted

```

As with the circuit example above, you must qualify to race any JGTC race in that season.

Cont'd on the next page...



WRC is a single race class. Whatever work can be done to the car, do it. Make sure you are at a high level so you stand to have a chance at first, second or third. Scoring is as follows:

```

:: WRC WORLD RALLY ::
[Show all tracks]
*Qualifying opens four (4) hours prior to race time.
**Each race must have a minimum of 5 entrants, otherwise the race will be rescheduled.

```

Track	Start Time	Restrictions	Entries	
Rallye d'Italia	3/22 4:00am	WRC	0/30	[Qualify] [Free Run]
Rallye d'Italia	3/22 4:00am	WRC	0/30	[Qualify] [Free Run]

```

Points Distribution
1st - 10 points
2nd - 8 points
3rd - 6 points
4th - 5 points
5th - 4 points
6th - 3 points
7th - 2 points
8th - 1 point

Classes Legend
WRC - unlimited. Class A license required
*no Formula 1 or Nascar vehicles permitted

```

Our next events are **Formula 1 and Nascar**. Although the most prestigious type of racing, they gain the least points overall in the game because they only run once a day. In saying this, there is also another main feature about these two types of racing. They only net points for your team! Winning these races contribute toward your team winning icons for F1 and Nascar at the end of the game season (period).

Points Distribution and Regulations are as follows:

Formula 1

```

:: FORMULA 1 ::
[Show all tracks]
*Qualifying opens four (4) hours prior to race time.
**Each race must have a minimum of 5 entrants, otherwise the race will be rescheduled.

```

Track	Start Time	Restrictions	Entries	
Sepang International Circuit	3/22 1:00pm	F1	1/30	[Qualify] [Free Run]

```

Points Distribution
1st - 10 points
2nd - 8 points
3rd - 6 points
4th - 5 points
5th - 4 points
6th - 3 points
7th - 2 points
8th - 1 point

Classes Legend
Formula 1 - unlimited. International B license required
*Formula 1 vehicles only
**vehicle MUST be a team car

```



Cont'd on the next page...

Nascar

```

:: Nascar ::
[Show all tracks]
*Qualifying opens four (4) hours prior to race time.
**Each race must have a minimum of 5 entrants, otherwise the race will be rescheduled.

```

Track	Start Time	Restrictions	Entries
Martinsville Speedway	3/22 3:00pm	Nascar	1/30 [Qualify] [Free Run]

```

Points Distribution
1st: 180pts
2nd: 170pts
3rd-6th: -10pts
7th: 146pts
8th-11th: -4pts
12th: 127pts
13th-43rd: -3pts

Classes Legend
Nascar - unlimited. International B license required
*Nascar vehicles only
**vehicle MUST be a team car

```

Remember: Both Nascar and Formula 1 events, although spaced far apart need qualifying so you can race in the events. Give yourself enough time between races to make sure your car is setup for the race, including making sure you have tires and gas for the race!

Shoot Outs and Pro Series

These events are straight forward now. Shootouts are divided to 8 sections as shown below All self explanatory. 100 credits and \$1500 and make a run to see if you're the quickest in that category. Each category has its own icons, is worth 2 gamer points each and if you win all 8 categories, you net yourself an extra 8000 credits bonus for the next round.

The following types of vehicles are now entered into the shootouts:

Fastest Import
 Fastest Domestic
 Fastest European

Fastest FWD
 Fastest RWD
 Fastest AWD

Fastest All Motor
 Fastest Forced Induction

Cont'd on the next page...



As you can see in the following image, the competition for shootouts is high as the winner not only gets all the icons for each win including to gamer points as well as 24,000 bonus credits next season of the game.

:: NIRA SHOOTOUT COMPETITION ::

Fastest Import [Make Run]				Fastest Domestic [Make Run]			
Date	Racer	Vehicle	ET	Date	Racer	Vehicle	ET
3/17	SuperTuff	S2000 (AP1)	6.576	3/18	SuperTuff	GT40 Mark 3	5.998
3/16	SmurfBoy	S2000 (AP1)	7.988	3/14	GODthereisno	GT40 Mark 3	6.332
3/12	BrunoCruz	S2000 (AP1)	8.335	3/17	Phacues	GT40 Mark 3	6.603
3/20	urdtires	S2000 (AP1)	8.818	3/10	ThaProfessor	GT40 Mark 3	8.33
3/19	Blu_Past_U	NSX R	8.961	3/19	DSDone	Corvette Z06	8.646
3/20	Turk1	S2000 (AP1)	9.292	3/21	countbrass	Mustang Cobra	9.749
3/15	CumminsTD	S2000 (AP1)	9.535	3/19	CJ93614	Mustang Cobra	11.326
3/21	THA_CHAMP	S2000 (AP1)	9.666	3/19	Nismo180	Camaro SS 396	11.426
3/3	Comptechsi	S2000 (AP1)	9.726	3/4	LEWISK	Mustang Cobra	11.609
3/20	Nismo180	Integra Type R (DC2R...	9.834	3/1	quicklikefox	Mustang LX - Hatch B...	11.69

Fastest European [Make Run]				Fastest Front-Wheel Drive [Make Run]			
Date	Racer	Vehicle	ET	Date	Racer	Vehicle	ET
3/17	SuperTuff	R5 Turbo	5.886	3/21	saie	Cortina Mark I	6.598
3/19	Shivan	R5 Turbo	5.944	3/13	SuperTuff	Integra Type R (DC2R...	6.677
3/17	Phacues	R5 Turbo	5.995	3/20	T W I S T A	Rabbit GTI	7.509
3/21	SmurfBoy	R5 Turbo	6.054	3/20	ThaProfessor	Integra Type R (DC2R...	9.168
3/18	GODthereisno	R5 Turbo	6.186	3/20	Nismo180	Integra Type R (DC2R...	9.877
3/20	SuperTuff	Carrera GT	7.079	3/17	Blox	Integra Type R (DC2R...	10.105
3/21	saie	F1	7.617	3/20	NALSCRX	Civic CRX	10.451
3/21	saie	911 GT3	8.485	3/21	THA_CHAMP	Civic S1 (EG)	10.852
3/19	DSDone	R5 Turbo	8.55	3/10	ThaProfessor	Rabbit GTI	10.913
3/11	Nismo180	2002tii	9.716	3/17	iiiiiii	Beetle	11.714

Fastest Rear-Wheel Drive [Make Run]				Fastest All-Wheel Drive [Make Run]			
Date	Racer	Vehicle	ET	Date	Racer	Vehicle	ET
3/18	SuperTuff	R5 Turbo	5.888	3/17	SuperTuff	959	6.817
3/13	SuperTuff	R5 Turbo	5.897	3/17	SuperTuff	959	6.833
3/20	Shivan	R5 Turbo	5.945	3/17	SuperTuff	959	6.863
3/17	Phacues	R5 Turbo	5.989	3/17	SuperTuff	959	6.876
3/19	GODthereisno	R5 Turbo	6.152	3/13	SuperTuff	959	7.141
3/19	DSDone	R5 Turbo	8.572	3/16	kmerk	Lancer Evo VIII	8.92
3/19	DSDone	Corvette Z06	8.624	3/21	countbrass	Lancer Evo VIII	10.008
3/19	Blu_Past_U	NSX R	8.975	3/19	CumminsTD	Lancer Evo VIII	11.033
3/20	Turk1	S2000 (AP1)	9.304	3/9	SuperTuff	959	11.201
3/21	THA_CHAMP	S2000 (AP1)	9.67	3/13	CantwinNIRA	Lancer Evo VIII	11.303

Fastest All Motor [Make Run]				Fastest Forced Induction [Make Run]			
Date	Racer	Vehicle	ET	Date	Racer	Vehicle	ET
3/13	SuperTuff	GT40 Mark 3	5.355	3/13	SuperTuff	R5 Turbo	5.885

Cont'd on the next page...



Pro Series is setup for players to get team points for the team they are on. This includes the Formula 1 and Drag racing. This is very self explanatory.

Rules are as follows:

```

:: PRO-SERIES ::

Team drivers only. Class A license required. Vehicle modifications are unrestricted.

:: CIRCUIT RACING ::

[Show all tracks]

*Qualifying opens four (4) hours prior to race time.
**Each race must have a minimum of 5 entrants, otherwise the race will be rescheduled.



| Track                             | Start Time  | Restrictions | Entries |
|-----------------------------------|-------------|--------------|---------|
| <a href="#">Streets of Denver</a> | 3/22 6:00am | PRO          | 4/30    |

Team Points Distribution
1st - 20 points
2nd - 15 points
3rd - 12 points
4th - 8 points
5th - 6 points
6th - 5 points
7th - 4 points
8th - 3 points
9th - 2 points
10th - 1 point

:: DRAG RACING ::

| Class            | Entries |
|------------------|---------|
| Pro Outlaw class | 0/8     |

Team Points Distribution
Winner - $15,000 | 10 points
Runner up - $10,000 | 5 points

```

That concludes the racing section. Over the past 5 years the main game play of Topshift has revolved around racing. The more you race the better you do. The game has realistic tracks, realistic times and as close to realistic racing as we could bring to you in a Multiplayer strategy game. You will see this as you get more comfortable with the game play.

Teams – The Community Aspect of Topshift

We left the most exciting part of Topshift to the end of this guide on purpose. This game was created with the community of car racers in mind. When you are part of a team, as in any community, you have responsibilities. This makes your team mates your priority. This makes getting the Top Team Icon at the end of the game the most coveted other than first place overall.

Choosing a decent team or starting your own team can be a hard process. While at least now running a team is quite a bit easier then what it used to be, finding decent racers that are always going to race to gain points for the team as well as themselves is a difficult task.



Cont'd on the next page...

Teams have 4 special icons which can only be won by being a top team. These are Top team leader, Top team member, F1 and NASCAR. Each is worth 2 gamer points and the top team leader is worth 3. Top team must have accumulated the most points for the whole session, this being Nira Class, Circuits... all events. F1 and Nascar just have to place first.

To earn points, all the racers need to do is be part of a team. In doing so, if they win 40 points for Nira, they get the 40 points for themselves, but also net the team 40 points. The team points however, do not travel with the racer and should he choose to leave a team, the points he earned for the team stay with the team, and he only takes his own points with him.

One key to running a good team is communication between your fellow teammates. The use of things like the team chat are good for posting EXP needed for levels, discussing strategy's and plans for the session and even what NIRA's your looking at running. It's like the Forums but just for your team. Make full use of your team chats. For ease of use, get into the chat and don't be scared to speak up!

Getting the most from your Topshift Experience – Quick Tips and Suggestions

This final section of the guide is put together to give some small, helpful little tips that will help you squeeze as much as you can out of your car in the game. It explains some sections we have already gone over but read it out so you get the message.

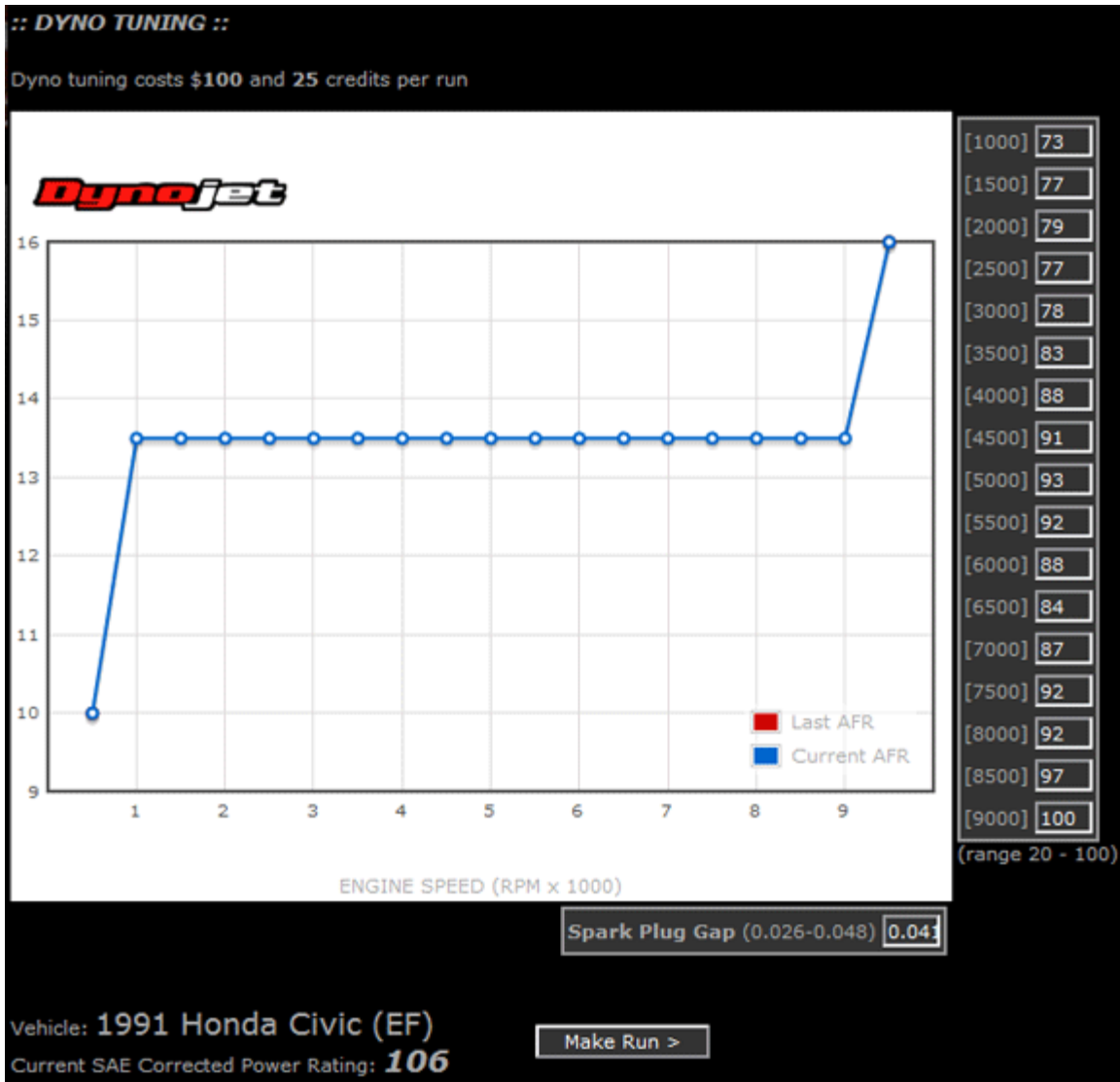
Firstly, parts for your car only take their full effectiveness once your have tuned your car to suit the new parts. Any engine or driveline related parts need a Dyno Tune, and any body work or suspension/handling type work need to be Test'n'Tuned.

With Dyno Tuning, the ideal air to fuel ratio should be 13.5 for N/A cars and 12.5 for F.I cars. Some people even believe 12.6 is better, it's really about playing around with and seeing what's best for your car. If the line is higher, that means you need to INCREASE the value to lower the line. If the line is lower, you need to DECREASE the value to raise the line. Once you have a flat line on either 13.5 or 12.5 according to what type of car you have, spark plug gap needs to be adjusted. This part really only needs to be done if you are trying to gain the smallest amounts of performance from your vehicle. There will be 2-3 values that will give you the most power. Like Test N Tune, you have to play around to find these amounts, they vary from car to car and no 2 cars are the same.

Cont'd on the next page...



In the image below, it shows a perfect Dyno chart. The Air/Fuel is set at 13.5/1 for our Naturally Aspirated Honda Civic with a Spark Plug Gap of .041. This is baseline for this car without modifications. You need to always keep your graph perfect for best results.



Cont'd on the next page...



For the Test'N'Tune you have values for front tire pressure, rear tire pressure, front damper, rear damper and camber. Start with a piece of paper. On your first Test N Tune pass write down your 60ft time. Next, adjust just one of the tire pressure values, keep going up or down till the 60ft time stops decreasing and starts to increase again. Check and make sure you make a pass with whatever value gives you the lowest 60ft time. Repeat this process again with the other tire pressure. Then do the same for both Damper values. You want to get the lowest 60ft time possible by changing the values till they don't get any lower. Do not worry about touching the camber values as it slows your times and doesn't really help much. First time you try to Test N Tune you will want to have a couple of hundred credits so that you can get it right.

Remember, each time you do a Test N Tune; you will get a Time Slip from the Top Shift Raceway telling you all your information. This information will now be used to calculate new "Fastest Car" statistics in the game. Make sure your car is the fastest always!

```

:: TEST'N TUNE ::

Top Shift Raceway
Good Luck and Safe Racing!

12:57AM
03/22/09

Alphasonik.com Audiobahn.com

----- LEFT                .....
                             RIGHT

Car # ...
Class ...
Idx/Rec ..
Ov/Un ...

Dial ...
R/T:  1.555
60ft: 3.802
300ft: 8.783
1/8:  13.712
MPH:  21.25
1000: 17.712
1320: 21.254
MPH:  63.66

Settings

Tire pressure F 36 (5-50)
Tire pressure R 36 (5-50)
Damper F        8 (1-16)
Damper R        8 (1-16)
Camber F        0 (-5 - +5)

Test n'Tune costs $100 and 10 credits per run

Vehicle: Honda Civic (EF)
SAE Corrected Power: 106 ?
State of tune: Satisfactory

Best ET: 21.254@63.66

Make Run >

For help on how to tune, read the Tuning Tips Tutorial
  
```



Cont'd on the next page...

Next, one of the biggest issues players have was trying to get the fastest shootout time once you've hit the top level and have your car fully built. There are many tricks to this that you will eventually learn as you progress in the game. Our only tip to you here is to keep trying!

Skill Points affect your rides. By just adding an extra Speed Demon skill point you can manage to change your trap speed from 151mph to 157mph, gaining an extra 0.3 seconds quicker on the ¼ mile strip. That can take you from an 8.9 to 8.6 quarter mile time.

Keep in mind, these are all really new features to Version 2 of Topshift and we still don't understand enough about them to comment on how much they will affect the performance you get out of your vehicle. In the above example alone was worth 0.3 seconds, a fairly significant difference for higher levels and the quest for higher speeds.

Tires, in the previous version, the Michelin's had the advantage as they had better 60ft times. Better 60ft's mean your whole 1320ft are going to be faster as you have a greater starting momentum. This theory on tires is still yet to be tested in this version. We have entered uncharted territory here.

Another question that is thrown around quite a bit is, "Do you supercharge or turbo charge your car?" Going on previous versions as a template, it has always been better to turbo charge your import cars, supercharge your domestic cars, and if the European were a small car, then turbo charge it, otherwise supercharge it. The new version has 2 styles of supercharging. And with engine swaps and other possibilities, I'm afraid that finding the best setup is going to take a few sessions. That is what makes this game even more exciting! Nobody knows who is going to be the fastest at any given time. Just keep plugging away!

Topshift – *An online racing game for the real racers on the Internet*

As you can all see, Topshift is not a simple point and shoot type of game. It takes real racing ideas, setups and some knowledge to play but overall is a game for the gear heads on the internet that love cars, racing and driving.

This game is suitable for all ages, young and old. The top players in previous versions have ranged in age from 14 to 40 and have spanned the globe.

In version 2 we have added more cars, more racing, more skill and more fun. Competition is going to grow, cars are now unlocked, credits come at a faster rate to give everybody a good shot at the win!

Please keep in mind that the administrators who created Topshift and run the game have worked hard to give you the best Multiplayer Racing Game on the Internet. There will be bugs, there will be problems and sometimes you may not like the outcome, however, keep in mind at the end of the day, it is just a game. Albeit an addicting one!

Welcome to Topshift, The Next Shift in Racing Evolution.



Credits and Acknowledgements:

Crescent Kao – Game Development and Administration
Raymond Moradoghli – Game Development and Administration

Version 2 Beta Test Team, including but not limited to:

Fd3savage - Bryan
Race_me_2 - Aaron
Dritz – David (Guide Correspondent)
Calder – Rick (Design Idea's)

Keep in mind all of these mentioned are always in the Topshift Community Forums! Stop by and say hello and ask them anything you can think of about Topshift. They know it all!

This guide is intended to be a rough outline to the game. There are many factors in the game that can only be learned through playing the game and are discussed in our [Topshift Forum Site](#). If you don't understand something or you can't find it here, post your question there. Our friendly players will be ready to lead you to what you are looking for.