



Introduction to RCS64

In this first factsheet, we look at the features offered by RCS64 and some of the racing tips from the RCS64 website. We use the latest version (v.4) of RCS64 at WHO/digital, so not all the info on the RCS64 website is relevant.

We won't always use all the features in our WHO/digital races. We will introduce the features gradually, limiting the club car classes to either fuel or tyres. Expect the Goodwood classes to be a little more full-on.

What is RCS64? Race Control System 64 is a computer software slot car race management system designed for Scalextric Sport Digital and specifically for the C7042 powerbase.

What does it do? It not only times the laps of the slot cars, but it simulates weather conditions, tyre wear, damage and fuel use. You can come into the pits and change your tyres, repair damage or refuel.

What effect do these simulations have on the car? If it rains you may want to change to your wet tyres – if you don't your car will be very difficult to handle in the slippery conditions.

Take care of your tyres when it is hot, as they will wear quicker.

Braking will be delayed if your tyres are worn.

Don't crash too often or you will have to go into the pits to carry out damage repairs.

RCS64 basic driving tips

Fuel

1. The faster you drive, the more fuel you burn
2. The more fuel in your car, the slower your car will drive
3. As you burn off fuel, the car will get quicker
4. If you run out of fuel, your car will still run... but very slowly!
5. Refuel in the pits
6. You can change tyres and repair damage when you refuel

Tyres

1. Choose either hard or soft tires to race on a dry track
2. Intermediate and full wet tyres are available for a wet track
3. The harder you drive, the faster your tyres will wear
4. The more you brake, the faster your tyres wear
5. The more worn your tyres are, the harder it is to slow down
6. Replace worn tyres or change to alternative compounds in the pits
7. You can refuel and repair damage when you are changing tyres

Weather



1. Check the weather forecast before the race and plan your race strategy. The weather forecast is not always correct!
2. Grip and braking will be effected in wet conditions
3. Come into the pits to change to either intermediate or rain tyres when it rains
4. Change back to hard or soft tyres when the rain stops – intermediate or rain tyres wear very quickly on a dry track.
5. The higher the track temperature, the quicker your tyres will wear.

Damage

1. Crash and you lose a damage point.
2. Lose all your damage points and you have to come into the pits to repair the damage.
3. When damage points are zero the car will revert to a slow speed.
4. You cannot repair damage before you serve a stop & go penalty, or immediately after, without leaving pits first.
5. If you start refuelling or changing tyres, you will not be able to repair damage until that action is completed.
6. If another car knocks you off the track. The race official can reimburse your lost damage point and could also issue a stop & go to the offending driver at the same time.