Indy Car Racing

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IndyCar Racing, followed up two years later by its sequel, IndyCar Racing II, is a racing game by Papyrus Design Group. It was released in 1993.[1] Papyrus previously developed Indianapolis 500: The Simulation, released in 1990. The game was intended as a realistic simulation of CART IndyCar Racing, now known as the Champ Car World Series. It featured many contemporary drivers, chassis and engines, and eight circuits which could be raced individually or as part of a championship season. Subsequent expansion packs added a further seven tracks and, later, the Indianapolis Motor Speedway. (In contrast, its sequel did not gain the licensing rights to do so.)

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