Hi! This guide is considered as an "advanced user guide", and is intended to be read by users looking to learn more about how the stream works.

If you are new to the channel, this guide may be overwhelming past the "Getting started" section

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Getting started

What is this stream

You could consider this stream to be a 24/7 motorsport TV, driven by artificial intelligence, available for free, worldwide, with live commentary made entirely by AI.

Only this takes it a step further, and allows you to actively participate in the racing, by picking a car, and naming an AI after you to drive it.

The racing is done in an advanced racing simulator with realistic physics (Assetto Corsa). The cars *should* be a good representation of what they are in real life.

There are nearly a hundred racing classes available, thousands of cars, as well as multiple hundreds of tracks to race on. All the races are generated randomly, unless requested by a user.

To see the full list of car classes and race tracks, you can look here.

This following chapter will go through the basics of getting you started into racing!

The driving AI

Each AI will behave in a completely different way. The base AI system is built on the regular Assetto Corsa AI, but has been tweaked to give it a stronger personality. The driver may be incredibly over aggressive and take too many risks, or he may be the complete opposite and be terrified of making an overtake, or, if you're lucky, be somewhere in between.

There is no way for you to influence what kind of AI you get, it is completely random.

You will also get a newly generated AI each race, your driver is not persistent from one race to another.

The point of this stream is to reward picking the correct car for the correct situation. **Car knowledge will give you an advantage**. One car may be more suited for a specific type of track over another. **It is your job to figure out the best car for your AI to drive.**

But to avoid one car becoming the default go-to car, the AI driver randomness is thrown into the mix. **Picking the correct car will tilt the odds in your favor, but will never guarantee victory.**

The car selection screen

The car class, and the list of cars to select from
Picture previews of the car list
The track map
Screenshots of the track taken by the viewers
The time you have left to select a car
The length of the upcoming race, as well as extra information
The current tournament standings
The host of the stream, that's Amy!

Joining a race

Before each race, a car selection screen is shown with a **list of cars**, some categories have only one choice, some can have up to 40.

In the above screenshot, if you wanted your AI to drive a Lotus 72C, you would type "!race 4" in chat. You need a space between "!race" and "4", otherwise it will not work.

Note that "!play", "!join", as well as some emotes will do the same thing.

Typing just "!race" with no number, or anything that "doesn't make sense", will give you a random car.

You can pick multiple cars, and one of your choices will be selected randomly for your AI.

For example, if you can't decide between the Lotus 72C and the Ferrari 312B2, you can type "!race 4", and then in a second post, type "!race 3", and you will be signed up with both, one of those two will be selected at random for the race. If you want to see what cars you have locked in, type "!car".

Pre-entering a race

After the bet screen, and once the race starts loading, you can type !race in chat, and you will be pre-entered in the next race with a random car.

Help! I didn't get the right car!

99% of the odds are that you made a typo, or forgot to remove a car from your choices. The car selection script doesn't "make mistakes".

Keep an eye out for a response from "everlastingbot" in chat when signing up. **If you do not get a response from the bot, it's because it didn't work.** Either you are on a delay, or something broke. Try pausing and unpausing the stream to reset the delay.

Removing a car from your selection

If you change your mind about a car, or if you signed up with one by mistake and want to remove it, type "!remove #" in chat, replacing "#" with the number of the car. So if you wanted to remove the Ferrari 312B2, you would type "!remove 3". Once again you should receive a reply from the bot!

Betting

Before each race starts, two drivers will be pitted against each other, and players will be able to bet on the outcome.

1. **The drivers names, starting position, the cars they are driving, and the car class being raced**
2. **The estimated reward if you bet correctly**
3. **The total betcoins in the pot**
4. **The track being raced as well as extra information**
5. **The time left to place your bets**

All players start with 100 betcoins, and **you can never drop below that point.** Predicting the outcome correctly will add **the reward** to your betcoins, and predicting wrong will remove 100 betcoins, down to a minimum of 100. A reward of 2.00:1 means that for every betcoin you have bet, you will receive 2 if you win.

To place a bet, simply type "!bet 1", or "!bet 2" in the chat. If you change your mind, just place a bet

again and it will overwrite your previous bet. You can set a bigger bet by adding a number: "!bet 1 200", but you can never bet more betcoins than you have, or less than the minimum bet.

A set amount of betcoins will be placed in the pot by "the house" each race. This amount will vary based on the length of the race.

Longer races may have a higher minimum bet, situations where you are unable to bet due to this can happen.

The drivers do not need to win the race, they just need to finish ahead of their rival. Everyone who has predicted correctly will split the pot amongst themselves.

Example:

Two drivers are selected randomly, Bob and Dave, they will start P2 and P3, and they are both driving a Porsche 911.

100 betcoins are added to the pot by the house.

If 5 people do !bet 1, and 3 people do !bet 2, there's now a total of 900 betcoins in the pot to be won (500 from bet 1, 300 from bet 2, and 100 from the house)

If Bob (option 1) wins, the five people who bet on him will split 900 between themselves, 900/5 = 180 points, but you need to keep in mind that they each put 100 points in the pot to begin with, so they won a net 80 points

If Dave (option 2) wins, the three people who bet on him will split 900 between themselves, 900/3 = 300 points, minus their initial 100 is extra 200 bet money for each, the reward is 3.00:1.

If the race is cancelled, points are left unchanged.

The stats

Typing "!stats" in chat will give you all of your stats for the month. Here is the definition of each stat:

Races done: The number of races you have done this month

Wins: The number of races you have won this month

Podiums: The number of top 3 finishes you got this month

Fastest laps: The number of races where you got the fastest lap this month

Tournament wins: The number of tournaments you have won this month

Triple crowns: The number of triple crowns you have earned this month. This is likely the hardest stat to achieve, you need to do three things, **all in a single race**:

1. Win the race
2. Earn the fastest lap
3. Have the biggest positions gained out of anyone

Event wins: The number of special events you have won this month

Points: The number of points you have gained this month. The points are explained in detail further in this guide

Elo: Only shown to ranked players, this is your estimated "skill level", more details in the ranked section further in this guide

Betcoin: The number of betcoins you have earned by predicting a race outcome correctly for this

month. See the section above for details on betting.

Rank: Your current ranking for this month out of all the players on the stream

Daily win: Winning seven days in a row will earn you points with which you can request races. The request points are explained further in this guide.

You can see the full history of the leaderboards going back multiple years in a pinned post in the #stream-talk channel on Discord.

Tournaments

A tournament is a series of 8 sprint races where all the points you earn are added up. Whoever has the most points at the end of the 8 races wins the tournament and gets themselves a large points bonus.

Only sprint races can be part of a tournament, any other race length will put the tournament on hold.

Weather system

Weather *does* affect the driving. Water will flood the track and reduce grip. Cold air temperature will reduce tyre grip. Racing at night will make the air more dense and will give more downforce. The weather will be randomly generated for each race, and may change mid-race.

Other useful chat commands

!car will display the car you are driving, as well as your current position in the race

!car @<username> same as above, but targeting another player

!stats will tell you your stats for the month

!garage will display the cars you have in your garage. The garage is explained further in this guide

!claim will claim a car to your garage when eligible, more on the garage function later in this guide

!odds will give you the betcoin rewards for the bet in progress

!results will give you the results of the last race

!tournament will give the current tournament standings

!leaderboard will list the top 20 players for this month

!topbet will list the top 20 players for predictions for this month

!toptournament will list the top 20 players for tournaments won for this month

!topbot will list the superbot leaderboard, more on superbots later in this guide

!botstats will give you the stats to your superbot, more on superbots later in this guide

!teams will give you the points for the teams championship for this month. Team points are explained further in this guide

!week will give you the current points for the week for the teams. Team points are explained further in this guide

!schedule will tell you the schedule for special events

!request will give you a link with instructions on how to request a specific car/track combo for a race

!queue will tell you how many requests are in the queue

Interacting with Amy/Maya

Amy (stream 1) and Maya (stream 2) are an artificial intelligence using OpenAI's systems. They will respond to posts in chat beginning with "hey amy/maya", and will sometimes participate in conversations randomly.

Do note that they cannot accurately answer *every* question about the stream, but they should be able to accurately answer *most* of them. They are also able to answer complex questions such as "What car am I driving, what position am I, what is my fastest lap, and who is in front of me". They *do not* have access to the race history, to know the exact status of your car, or access to fuel usage and pit strategy.

Amy and Maya have extremely strong filters, and have the power to ban someone from interacting with them permanently if they try to break the Twitch terms of service, or try to discuss sensitive subjects.

This should cover the basics to get you started into enjoying the stream, I would only recommend reading further if you are interested in the in-depth mechanics of the stream. This may be overwhelming to new players.

Advanced stream mechanics

The variable car list

The car selection list is not always the same! Each time car selection comes up, some cars will be randomly removed from the list, you cannot rely on your favorite car being there each time!

The garage

The garage is for bragging rights only and has no actual function! When you win the bet race, get the biggest climb, or the fastest lap in a race, you can type !claim at the car selection screen to claim the car to your garage. Your garage has a capacity limit of 3 cars (more for subscribers). If you try to claim a fourth, it will ask you to replace one of your existing ones, just follow the instructions. **You need to do !claim before you can replace a car!** The garage is reset every month along with all other stats. You can look at your garage at any time with the !garage command.

You need to claim/replace before the car selection screen is over. Once you see the bet screen, it's too late!

Balance of performance by AI

Amy and Maya are constantly monitoring the races, looking for cars that may be too quick for their category. Amy has the possibility of adjusting the balance of performance of the cars by adding ballast (weight) or by restricting the engine (reducing horsepower). **These changes are things that happen in real life racing, the car's physics will not be altered, and will remain realistic**. They will only do small changes, over long periods of time, so studying a car's behavior and taking notes for yourself is still a valid strategy!

Street cars balance

Street cars are inherently unbalanced! These cars do not have "rules" they have to follow, so there will be a lot of performance variety. **This makes car choice especially important!** Amy and Maya will constantly analyse street car races to try to match up the car selection to be as balanced as possible.

Race points explanation

At the end of each race, points are given out to everyone depending on how well they did. Here's the breakdown of how points are distributed.

Finishing position: The points given at the end of the race depend on how many cars are on the track. A 15 car race will give 15 points to the winner, and a 40 car race will give 40 points to the winner. Each other position after that will give 1 less point, whoever finishes dead last will gain 1 point. **Even if your driver crashes out, gets stuck, falls off the map into the void, or any other bad thing happens, you will always get points.**

Example:

In a 30 car race, whoever finishes 1st will get 30 points, whoever finishes 2nd gets 29 points, then 28 for 3rd, 27 for 4th, and so on until 30th place which will get 1 point.

Fastest lap: Whoever gets the fastest lap in a race will get extra points equal to 25% of the grid size (20 drivers means extra 5 points).

Climb points: Each position you have gained during the race will give you 1 extra point. Whoever has climbed the most positions during the course of the race will get bonus points on top of that equal to 25% of the grid size (20 drivers means extra 5 points). If there is a tie, whoever started further in front will get the bonus (it's harder to go from p5 to p1 than from p25 to p21)

Only starting and finishing positions matter, everything that happens in between is ignored. If you start in 4th, climb up to 1st, and then drop down to 5th, you will not get any climb points.

You can never, ever lose points for losing positions, you can only gain points by climbing.

Climbing points are a way to offset the advantage of starting at the front of the pack. With these bonuses, if you pick your car correctly, and you get a good AI, it is entirely possible to gain more points than the winner of the race.

Example:

Bob starts P1, and finishes P1 in a 20 car race. He will make 20 points due to his finish, and no climb points.

Dave starts P15 and climbs to P5, he will make 16 points for finishing 5th, and an extra 10 points for climbing 10 positions, bringing him to 26 points total. If on top of that, he ends up with the biggest climb of anyone, he will get another 5 points on top, for a total of 31 points.

Tournament results: At the end of each tournament, the top 50% finishers will get extra points as follows. Participating in all the races of a tournament will dramatically increase your odds of doing well.

The extra points work as such:

C = Total number of drivers

F = Finishing position

Bonus points = (C * 10) / F

So finishing second in a tournament when 30 people have participated will give: (30 * 10) / 2 = 150 bonus points

If there is a tie in the points, race wins will act as a tiebreaker, then podiums, then fast laps.

Race types

There are different lengths of races, here's the breakdown of each.

Sprint: These races last ~5-10 minutes on average. These make up the vast majority of the races on the stream. They are also the only races that count in a tournament.

Long: These races last ~30 minutes on average, and have fuel consumption and pit stops. These can only be triggered by someone making a request, or when the cheer counter reaches its goal.

Endurance: These races last ~1 hour on average, and have fuel consumption and pit stops. These can only be triggered by someone making a request, or when the subscriber counter reaches its goal.

Special event: These races are the most epic races available on the stream, and will have a full weekend of racing, including a 15 minutes practice session where the AI will make fuel calculations to establish a pit strategy for the race, a 15 minutes qualifying session, and then a race lasting ~90 minutes. The total runtime is ~3 hours. These special events are scheduled to happen three times per week. The exact schedule is posted on Discord or in the Twitch schedule. These events can only happen at the scheduled time, or when someone requests one.

Race length multiplier: Depending on the length of the race, more points may be awarded. All of the points mentioned above are for sprint races. The exact same formula works for all other types of race, but the points are multiplied by a flat value.

Long races will give out 8x the points.

Endurance races will give out 25x the points.

Special events will give out 100x the points, **but climb points are disabled.**

Fuel rate

The fuel rate that is indicated during the car selection is the rate at which cars will burn fuel. This number is always 0 for sprint races and pit stops will not happen. For long+ races, the fuel rate will be a random value between 1.0 and 3.0. A value of 3.0 means the cars will burn fuel three times as fast as they should, and will need to pit more often.

My AI did a pitstop in a sprint race!

Nope, your AI crashed and reset back to the pits, pit stops never happen in a sprint race. Your AI may rejoin the race a few moments later.

Crashing and rejoining

If your AI spins out or crashes, it may get "stranded" on the side of the track. Your AI will wait for an opening and try to rejoin the track safely. This may take some time, especially if the track is crowded. It will never *yeet* itself in front of other cars in an attempt to rejoin, to avoid causing further accidents.

If your AI figures out it is unable to rejoin the track, it may reset back to the pits, where it may rejoin after a short wait.

Races overfilling and codrivers

In the event where more people sign up for the race than the track can handle, people will be teamed up to "co-drive" a car. It will be displayed as such: "Bob / Dave". If Bob and Dave win the race, they will both get the win added to their stats, as well as the full points. There is no disadvantage from co-driving with someone. Team points will also work normally for both drivers.

Tier 3 subscribers, and the person who requests a race are guaranteed a solo car!

Multiclass racing

Some car classes are enabled for multiclass racing. Players will *always* select from the faster class, and BOTs will fill with the slower class. A multiclass race will only happen if both classes can have 12 cars or more.

These are the multiclass groupings, both classes need to be from the same era, and the faster class can only be matched with up to two ranks lower. So a "Modern Class 1" class can only be matched with a "Modern Class 2" or "Modern Class 3". When requesting a race, you can only request the main class, the multiclass will be randomized.

Modern Class 1:

LMP1

Modern Class 2:

LMP2, LMP900

Modern Class 3:

GTE, GTR, LMP3

Modern Class 4:

GT3, GTS

Modern Class 5:

TransAm, Ultralights, GT4, TCR, TCA

Modern Class 6:

WTCC,TCE

Retro Class 1:

Group C

Retro Class 2:

Group C2, GT1, GTO, Retro GT500

Retro Class 3:

Retro DTM, Group A

Retro Class 4:

BTCC

Retro Class 5:

Group N

Vintage Class 1:

CanAm, Group 6, Prototypes 1970

Vintage Class 2:

Group 5, Prototypes 1960

Vintage Class 3:

Vintage Ultralights, Group 4, Vintage TransAm

Vintage Class 4:

Group 3

Vintage Class 5:

Group 2

Vintage Class 6:

Group 1

Making a race request

If you would like to request a specific car/track combo, you can do so by going to the requests page. Requests points can be earned in the following ways:

1. Cheering bits, 1 bit = 1 request point
2. Subscribing
   1. Tier 1 = 500 request points
   2. Tier 2 = 1000 request points
   3. Tier 3 = 3000 request points
3. Gifting subs
   1. Tier 1 = 250 request points per gifted
   2. Tier 2 = 500 request points per gifted
   3. Tier 3 = 1500 request points per gifted
4. Tipping me on Pally.gg (!tip in chat), $1 USD = 100 request points. **This is the cheapest way to get request points (for most regions). Make sure to set your exact Twitch**

username in the tipping information!

5. Winning a race seven days in a row = 500 request points

6. **Raiding the channel = 10 points per viewer (minimum of 10 viewers to avoid abuse)**

The instructions on how to place a race request are in the link above, make sure to read them carefully!

Requesting a race will guarantee you entry into that race, even if the grid is full, even if you are not a subscriber in a special event request, even if you go AFK and forget to enter the race, you will be automatically entered with a random car. It is completely impossible to miss your own race.

A person who makes a race request is guaranteed a solo car!

If you get a bad result from one of your requests, your request points will automatically be refunded. This is entirely automated. Do not abuse this system by doing it on purpose.

Special Events

Special Events are split into three sessions:

Practice – This is where the AI will test and estimate a fuel strategy. The practice session may seem useless at first, but it is critical for your AI to get some proper laps in to get an idea of how much fuel they need. Setting a quick lap time is not as important as setting multiple, uninterrupted, clean laps.

Qualifying – This is where setting a quick lap time is critical, as this will decide the starting order for the race itself.

Race – Estimate ~90 minutes of race.

The teams championship

Team basics

The team championship lasts from the first Monday of a month, to the last Friday.

All special events throughout a week are eligible to earn points, even requested ones.

There are three scheduled events per week, set at different time zones to make it fair for everyone.

You do not need to join all three events, only the two best scores for each team throughout a week are counted.

Joining a team in your first month can be difficult. Teams tend to accept players who have shown themselves to be regularly active and dependable. Just show up to race often and you should be able to join a team on your second month without trouble.

Any team that ends the month with 0 points will be automatically disbanded for inactivity.

The team points

Teams can have up to four players. Each driver in a team will accumulate points in the same way they would in a sprint race.

The points are then added up for all the drivers in a team, and then the total is divided by the number of racers who entered the race. **Having more drivers in a race will not give you any advantage.** The only exception is if only one driver enters. In this case, the points will be divided by two. This is a **team** championship, not a solo championship.

Example:

Team A has two drivers in a championship race.

Team B has three drivers in the same race.

Team C has one driver in the race

The race has 30 cars.

The team A drivers finish P1 and P5. They will make 30pts for driver 1, and 26 points for driver 2.

30+26 = 56 points. Then we divide by 2 drivers, 56/2 = 28, for a total of 28 team points.

Team A made 28 points.

The team B drivers finish P2, P8 and P27. They will make 29pts for driver 1, 23 points for driver 2, and 4 points for driver 3.

29+23+4 = 56 points, the same total as team A. However, since they had 3 drivers in the race, we divide the final points by 3. 56/3 = 18.6, round up to 19 points total. Team B made 19 points.

The team C driver finishes P3. They will make 28 points, divided by two since they only had one driver in the race. 28/2 = 14. Team C made 14 points.

Having less drivers who do well will get you better results than more drivers who do poorly. The average finish position of your team is what's most important.

Joining a team

Make sure to join the Discord to keep up with the upcoming races, to find yourself teammates, and to discuss race strategy with your teammates.

Each player in a team is free to pick whatever car he likes, but sometimes doing a brainstorm to figure out the best car to pick can pay off.

Creating and managing a team

Anyone is free to create a team.

All of these commands will need to be confirmed by typing "*!accept*"

Here are the commands and how to use them:

!createteam <teamname> This will create a new team, all team creations will be queued for approval by me, offensive names are not allowed

!invite @<username> This will send an invitation to someone else to join your team, this can only be used by the team captain

!leaveteam This will quit the team you are in

!kick @<username> This will remove a team member from your team, this can only be used by the team captain

!disbandteam This will disband your team entirely, this can only be used by the team captain

!renameteam <teamname> This will rename your current team. Note that all team name changes will be queued for approval by me, this can only be used by the team captain

!promote @<username> This will give the team captain position to another player, this can only be used by the team captain

!accept This will accept whatever change you have asked to make in the commands above

!team This will display your current team lineup, and will highlight the team's captain with a "[C]"

note next to their name

Subscriber rewards

Twitch subscribers

There are three tiers to subscribing on Twitch, and each tier has special rewards and bonuses:

Tier 1 subs:

1. Get a "BOT" with your name to join the races randomly
2. Pre-entry in the next subs bonus race
3. 500 request points
4. 5-car garage
5. Access to the *!name* command (for pronunciation only)

Tier 2 subs:

1. Get a "BOT" with your name to join the races randomly
2. Pre-entry in the next **two** subs bonus races
3. 1000 request points
4. 7-car garage
5. Access to the *!name* command (for pronunciation only)
6. Access to the *!emote* command

Tier 3 subs:

1. Get a "BOT" with your name to join the races randomly
2. Pre-entry in the next **six** subs bonus races
3. 3000 request points
4. 10-car garage
5. Access to the *!name* command (fully custom name)
6. Access to the *!emote* command
7. Access to the *!superbot* command

Patreon subscribers

Perks are also available for Patreon subscribers! **Those perks apply to both streams!**

Tier 1: Get a "BOT" to join the races randomly with your Twitch username

Tier 2: Fully customized "BOT" name, as long as it follows the terms of service!

Tier 3: You get a Superbot on both streams!

Subscriber specific commands

!name <new name> - Tired of Amy/Maya butchering your name? This allows you to set a custom name for Amy/Maya to call you. Tier 1 and 2 subscribers can set a name pronunciation, something like "Bob15Speed" -> "Bob Speed", or "Bob 15", or just "Bob". **Tier 3 subscribers can set a fully custom name, such as "Captain awesome".**

!emote <emote> - allows to set an emote to be used as a *!race* command, **this is only available to**

tier 2 and up subscribers.

!superbot <bot name> - allows to create a superbot to join the races randomly, they will also join Amy/Maya's team, **this is only available to tier 3 subscribers**

!botstats – will display your superbot's stats