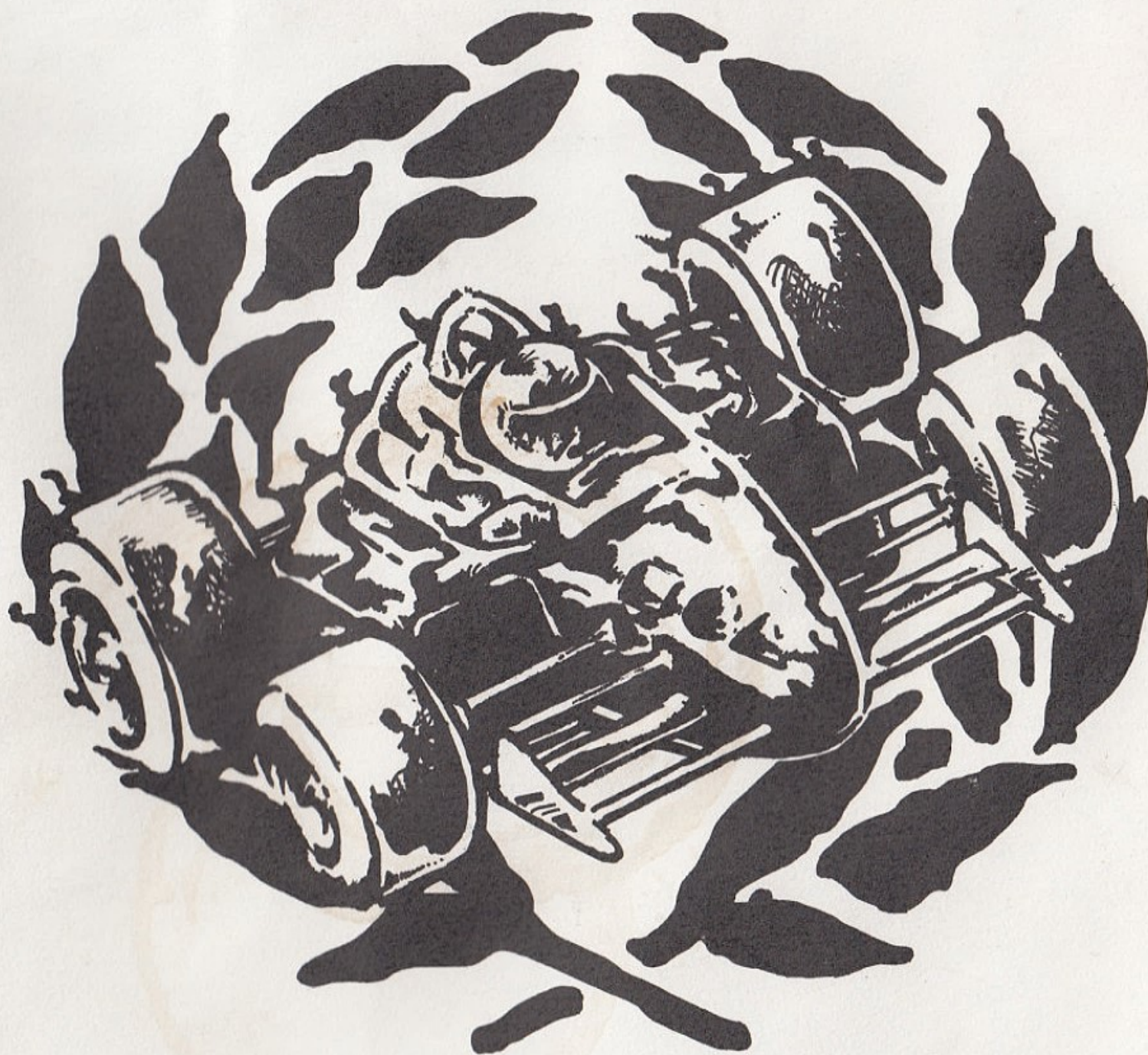


GRAND PRIX CIRCUIT



ACCOLADE™

The best in entertainment software.™

MANUAL
ENGLISH

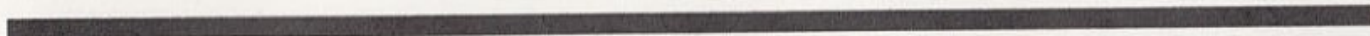


Grand Prix Circuit



Table of Contents

Getting Started.....	1
The Demonstration Run.....	2
How to Drive Your Car.....	2
Additional Controls.....	4
Choose Your Race.....	4
Choose Your Track.....	6
Choose Your Car.....	8
Qualifying.....	9
The Competition.....	9
The Cockpit.....	9
Taking the bends.....	11
Pit Stops.....	11
Race Results.....	12



Grand Prix Circuit

The Circuit

The best of Formula One racing. A world of high speed, high tech and fast action. Take the ultimate trip around the world. Choose from three championship cars, then compete against the world's best drivers. Only one will win!

The risk is eclipsed only by the thrill of victory!

Getting Started

1. Insert your DOS disc into Drive A and turn on the computer.
2. After DOS loads, press the **Enter** key twice.
3. At the A> prompt, remove the DOS disc, then replace it with Disc 1 of **Grand Prix Circuit**, label side up.
4. Type GP and press Enter.
5. When prompted, type the number which corresponds to the graphics card in your computer, and press Enter.
 - * CGA and Tandy (4 colour)
 - * Tandy (16 colour) (Disc 2 is required)
 - * EGA (16 colour) (Disc 2 is required)
 - * Hercules Monochrome (2 colour)

Note: You can press **Esc** to return to DOS

6. If you use the Tandy 16-colour or EGA version, remove Disc 1 when prompted, replace it with Disc 2, and press **Enter**.





Grand Prix Circuit



The Demonstration Run

It answers the major questions about Grand Prix Circuit, i.e What type of races can you run? Where are the Circuit tracks located? What kind of cars can you drive? It takes you on one practice lap for each track.

This is an exhaustive demonstration, so press any key anytime during the demo to accelerate into the real thing.

How to Drive Your Car

To play **Grand Prix Circuit** you can either use the joystick or numeric keypad. This manual refers to the joystick. To switch the game control to the joystick, press J; to switch it to the keyboard, press K. Keyboard equivalents are listed below:

Numeric Keypad

Accelerate

8

Accelerate/left 7

9 Accelerate/right

Turn Left 4

5

6 Turn Right

Brake /Left 1

3 Brake/Right

2

Brake

To Upshift: Press A

To Downshift: Press Z

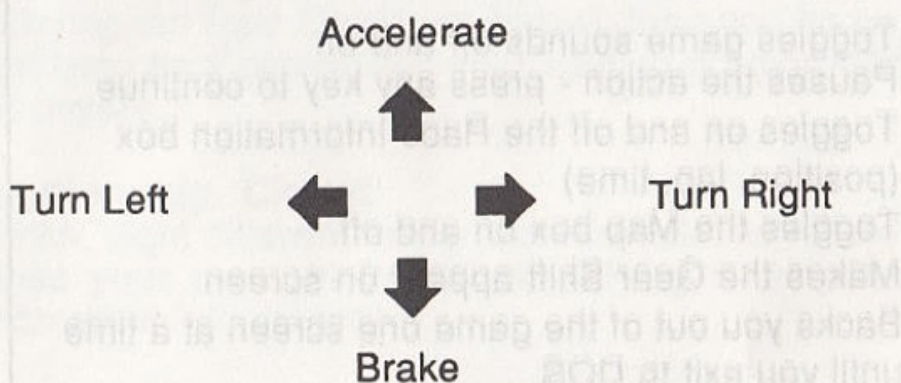




Grand Prix Circuit

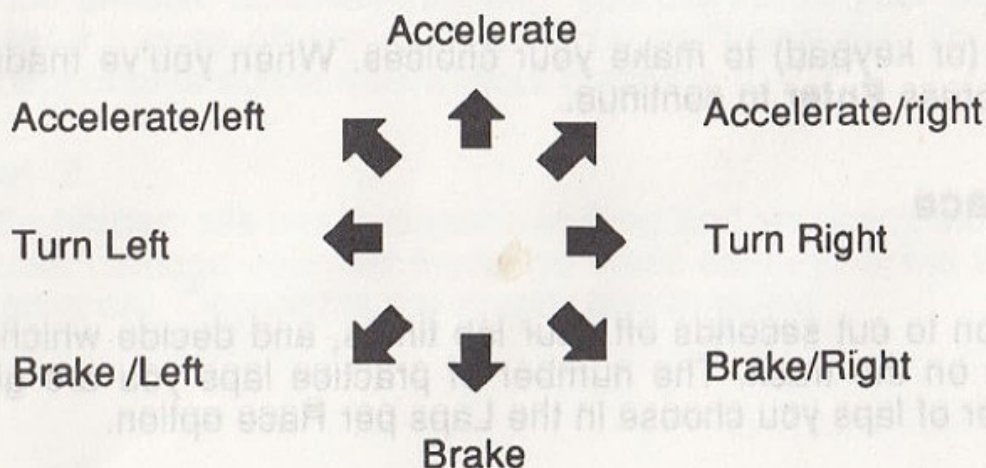


Ⓢ Keyboard (IBM PS/2 Model 25)



To Upshift: Press A
To Downshift: Press Z

Ⓢ Joystick



To Upshift: Press the "top" fire button.
To Downshift: Press the "back" fire button.





Grand Prix Circuit



Additional Controls

Control	S	Toggles game sounds off and on
P		Pauses the action - press any key to continue
I		Toggles on and off the Race Information box (position, lap, time)
M		Toggles the Map box on and off
D		Makes the Gear Shift appear on screen
Esc		Backs you out of the game one screen at a time until you exit to DOS.

Note: During the game, if you don't touch the keyboard for a prolonged period, the computer automatically returns you to the Demonstration Run. Press any key to restart.

Choose Your Race

Use the joystick (or keypad) to make your choices. When you've made all your selections, press **Enter** to continue.

Type of Race

1. Practice

Choose this option to cut seconds off your lap times, and decide which car handles the best on the track. The number of practice laps you are given equals the number of laps you choose in the Laps per Race option.





Grand Prix Circuit



2. Single Race

Choose one of the eight Circuit tracks, and head for the races. First you run a solo qualifying lap (*see Qualifying below*), then you go on to the actual race. Your qualifying time determines your starting position against the other nine cars and drivers.

3. Championship Circuit

Eight tracks, eight different races. Your cumulative record on all eight tracks determines your place in the World Driving Championship. (*See Circuit Results for more information*)

⦿ Difficulty Level Bar

Difficulty consists in how much skill is needed to corner, shift, avoid damage etc. It increases from a Beginner level on the left side of the bar to the Professional level on the right.

Level 1: Beginner

Not too difficult: automatic shifting, you can't blow your engine, or damage the car if it goes off the road, and you can't spin out. You can even bump your opponents sometimes without crashing.

Level 2

A little harder: still has automatic shifting and you can't blow an engine, but you can damage your car if you go cross country. Spins are possible from this point on. Opponents are slightly less forgiving.





Grand Prix Circuit



Level 3

Real driving: from now on you shift yourself. (To shift see *How to Drive Your Car.*) It's getting easier to damage your car, and your engine can blow. Watch out for spins and don't let Sakamoto get too close!

Level 4

Your opponents are very aggressive. Engine destruction is quite possible. Watch your gauges and don't go over the red line.

Level 5: Professional driving

Race against the best - and anything goes. Good Luck!

⊗ Your Name

Type in your name.

⊗ Laps Per Race (and practice runs)

Choose from 1 to 99 laps per race. Qualifying is always one lap.

Choose Your Track

If you select Practice or the Single Race, then you choose a track. (For the Circuit, you race each of the eight tracks in succession.)

Use the joystick to highlight one of the eight track illustrations, then **press the fire button** to select it.





Grand Prix Circuit



Brazil	Autodromo da Cidade do Rio de Janeiro Circuit Length: 3.126 miles 1987 Race Distance: 61 laps, 190.693 miles
Monaco	Circuit de Monaco Circuit Length: 2.068 miles 1987 Race Distance: 78 laps, 161.298 miles
Canada	Circuit Gilles Villeneuve, Montreal Circuit Length: 2.740 miles 1986 Race Distance: 69 laps, 189.007 miles
Detroit	Detroit Grand Prix Circuit Circuit Length: 2,500 miles Race Distance: 63 laps, 157.500 miles
Britain	Silverstone Circuit Circuit Length: 2.969 miles 1987 Race Distance: 65 laps, 192.985 miles
Germany	Hockenheim-Ring Circuit Length: 4.223 miles 1987 Race Distance: 44 laps, 185.832 miles
Italy	Autodromo Nazionale di Monza Circuit Length: 3.604 miles 1987 Race Distance: 50 laps, 180.197 miles
Japan	Suzuka International Race Course Circuit Length: 3.499 miles 1987 Race Distance: 51 laps, 185.560 miles





Grand Prix Circuit



Note: To view the Clip Board, which records the best average lap times for each track, highlight a track and press **C**. (If your practice or race results are good enough, they are automatically saved to disc and appear on the Clip Board for that track).

Choose Your Car

Move your joystick up or down to view each of the three cars. When the car of your dreams appears on the screen, press the fire button to select it. (After the selection, the information loads).

Ferrari

A V12, 3.5 litre, 5 speed road hugger that features the best handling of the three. Not as likely to spin as the others, but it's a little slower. A good car for a beginner.

Williams

A 3.5-litre, V8 Renault, 6 speed. Ranks in the middle of the Circuit in terms of speed, handling and braking ability.

McLaren

A Honda Turbo 6 speed bullet with tremendous horsepower, the fastest of the three, but that speed comes at the price of braking and handling.





Grand Prix Circuit



Qualifying

Whether you enter the Single or Circuit race, you first have to qualify. It's one lap: you against the clock - so make it fast. Your time on this lap determines your position in the 10-car starting grid: five rows, two cars to a row.

Your performance and position in the starting grid is automatically displayed after the lap. If you don't finish (or it takes you longer than three minutes to complete the lap), you are towed into the pits and a DNQ (Did Not Qualify) is posted beside your name. If you DNQ, you can't race.

The Competition

The nine drivers who want to keep you in the back of the pack differ in ability and temperament. This driver roster ranks your opponents from the best in ability to the novice:

Car Nr	Name	Nationality	Car Nr	Name	Nationality
88	Travis Daye	- Canada	2	Peter Kurtz	- Germany
27	Bruno Gourdo	- France	66	Cal Tyrone	- USA
01	Don Matrelli	- Italy	05	Tse Sakamoto	- Japan
12	Toni Borlini	- Italy	09	Nigel Levins	- England
4	Vito Giuffre	- Italy			

The Cockpit

⦿ Tachometer

This is the large gauge in the centre of the cockpit. It registers in thousands the revolution per minute (RPM's) of your drive shaft. The bigger the number, the harder your engine is working. If the tach-needle climbs into the red area (around 11,000 RPM's), or red lines, you can blow your engine.





Grand Prix Circuit



⦿ Steering Wheel

The joystick turns the wheel left and right.

⦿ Damage indicator

Damages to your car affect your braking and handling ability. The degree of damage is indicated by a rectangular colour bar above the steering wheel. Starting at zero, the bar changes colour three times as it moves from left to right. If the bar reaches the extreme right, you're out of the race and must be towed into the pits. So don't wait too long to make a pit stop.

⦿ Speedometer

Located to the left of the damage indicator. It is a digital readout in miles per hour. See joystick instructions to maintain or increase your speed and brake.

⦿ Rear view mirrors

Dual mirrors are attached to both sides of the cockpit.

⦿ Map box

On the upper left of the screen. This track diagram indicates your current location: you're the large white dot, the other racers being the smaller dots. Tunnels are marked by a broken line on the circuit.





Grand Prix Circuit



Taking the bends

Hard-core driving is done in the bends. That's where you're most likely to overtake another racer or be overtaken yourself. The basic tactic is to brake just a second after the other racer brakes. All bends have striped borders. Yardage markers of 150, 100 and 50 yards are placed on the outside approach to every bend.

Pit Stops

The pits are on the outside lane of every track. When your Damage indicator climbs too high, it's time to make a pit stop.

1. Pull into the pits and stop between the two horizontal white lines. The pit stop screen appears automatically.
In all but two of the tracks (Canada and Italy) the pits are located right after the starting line. For those two, they're located right before the finish line.
2. Move the joystick to select one of these three options and press the fire button:
 - * Change left (change the two tyres on your left side).
 - * Change right (change the two tyres on your right side).
 - * Change all.

Note: It takes more time to change both sides, but all damages are fixed and your indicator resets to zero.

3. Watch your pit clock in the corner. As soon as your crew is finished, press the fire button to accelerate out of the pits.





Grand Prix Circuit



Race Results

⊙ After every race

A screen appears and indicates your overall time and average speed, plus the best lap statistics, (which includes how fast you ran, your best lap and how long it took you).

If your best average lap time is among the top 10 ever for that track, it is automatically recorded on the Clip Board. If you're running the circuit, press the fire button to see your points earnings.

⊙ Circuit Results

After every circuit race, a screen appears and tells you the winner of the race, where the next race will take place, and the different points won by the first six racers. Your name appears in white. If you didn't finish the race, a DNF (Did Not Finish) appears beside your name.

Race points are accumulated for each race throughout the circuit. The racer with the highest cumulative score after the eight races wins the Grand Prix.

⊙ Saving a game

You can save at the end of any race:

1. When you get to the Circuit results screen, press F2 to save the game. Press F1 to load the game again.
2. Type a number from 0 to 9 (you can save up to 9 games) and press Enter. Choosing a previously chosen number will overwrite that saved game.
3. Press Enter to continue.





Grand Prix Circuit



© 1988 Accolade, Inc.

Grand Prix Circuit is a trademark of Accolade, Inc.

IBM is a trademark of International Business Machines, Inc.

Tandy is a trademark of Tandy Corporation.

Designed by: **Distinctive Software, Inc.**

Producer: **Shelley Day**

Testing: **Pam Levins**

Original Manual: **Patricia Wright.**



NOTICE

ELECTRONIC ARTS RESERVE THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, 11/49 STATION ROAD, LANGLEY, BERKS SL3 8YN, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS." ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

Licensed by



ELECTRONIC ARTS®
Home Computer Software

A72000EM