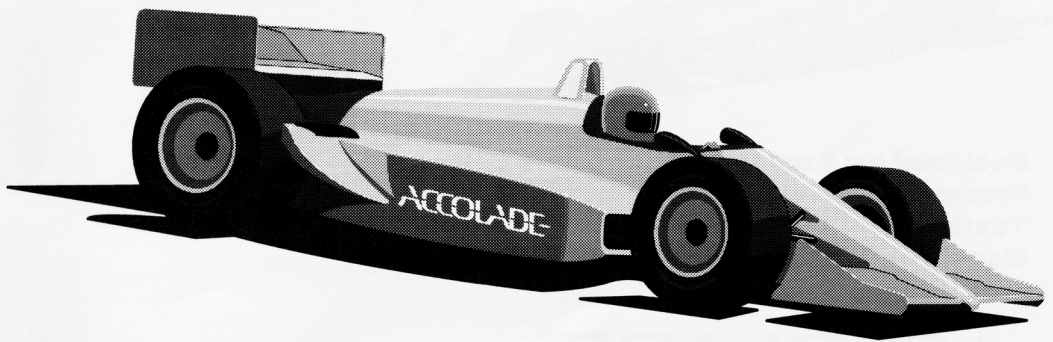
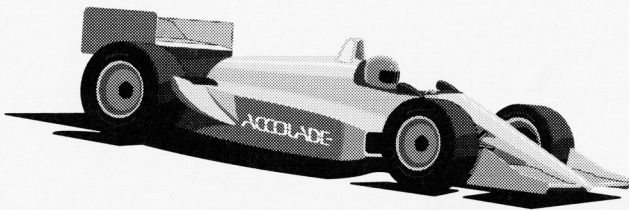


Grand Prix Circuit™



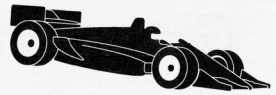
The Manual for IBM / Tandy

Grand Prix Circuit



Designed by: Brad Gour, Distinctive Software Inc.
Producer: Shelley Day
Testing: Pam Levins
Manual by: Patricia Wright

ACCOLADE™
The best in entertainment software™



The Circuit

The granddaddy of Formula One racing. A world of high speed, high tech, and big bucks. Where the action is fast, the glamour incomparable. Now you're part of the excitement, with a chance to earn the coveted title of World Driving Champion.

Take the ultimate junket around the free world. Select from three championship cars. Then test yourself against the world's best. Many try; one succeeds. And the risk is eclipsed only by the thrill of victory.

Getting Started.

- 1 Insert your DOS disk 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 disk, then replace it with Disk 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**.
 - 1 CGA and Tandy (4-color)
 - 2 Tandy (16-color) (Disk 2 is required)
 - 3 EGA (16-color) (Disk 2 is required)
 - 4 Hercules Monochrome (2-color)

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

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

The Demonstration Run

Answers the major questions about **Grand Prix Circuit**:

- What types of races can you run?
- Where are the Circuit tracks located?
- What kinds of cars can you drive?
- Takes you on one practice lap for each track.

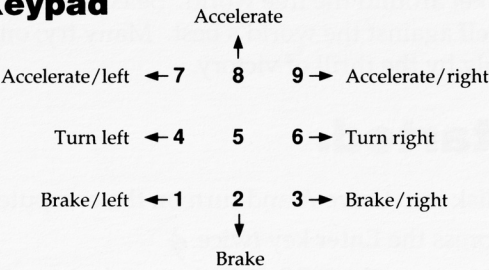
This is an exhaustive demonstration, so press any key anytime during the demo to accelerate into the real thing.

Grand Prix Circuit

How to Drive Your Car

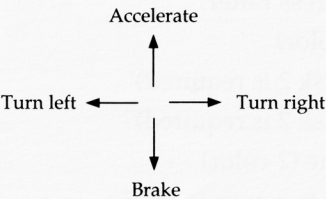
You can use either the joystick or numeric keypad to play **Grand Prix Circuit**. To keep things simple, this manual refers to the joystick. To switch the game control to the joystick, press **J**; to switch it to the keyboard, press **K**. Keyboard equivalents are listed below:

⦿ Numeric Keypad



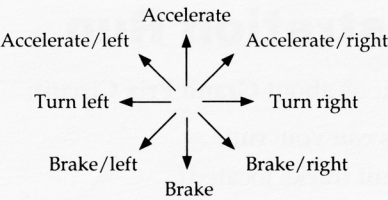
To Upshift: Press **A**
To Downshift: Press **Z**

⦿ 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**.



Additional Controls

Cntrl 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 the action.

Choose Your Race

Setting up a race is easy as shaking a magnum of champagne. 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 shave seconds off your lap times, and to 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.

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*)

Grand Prix Circuit

🕒 Difficulty Level Bar

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

Level 1: Beginner

Very forgiving: automatic shifting, you can't blow your engine, you can't damage the car if it goes off the road, and you can't spin out. Opponents treat you with kid driving gloves — you can even bump them sometimes without crashing.

Level 2

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

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 ride, and your engine can blow. Watch for spin-outs, and don't let Sakamoto get too close.

Level 4

Your opponents take off their gloves. Engine destruction is quite possible. Watch your gauges and don't go over the red line.

Level 5: Pro

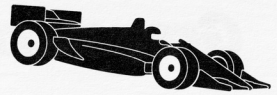
Race against the best — and everything goes. Good luck.

🕒 Your Name

Type in your name.

🕒 Laps Per Race (and practice runs)

Choose from 1 to 99 laps per race. Notice that qualifying is always one lap.



Choose Your Track

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

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

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

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 disk and appear on the Clip Board for that track.)

Grand Prix Circuit

Choose Your Car

Move your joystick up or down to view each of these three cars. When the car of your dreams appears on screen, press the **fire button** to select it. (After the selection, wait a moment for the information to load.)

Ferrari

A V12, 3.5-litre, 5-speed road hugger that features the best handling of the three. Not as likely to spin out 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 horse power – the fastest of the three. But that speed comes at the price of braking, handling, and gripping power. Beginners beware.

Qualifying

Whether you're entering a Single or Circuit race, you first have to qualify. It's one lap: you against the clock. So make it good. 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 to 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: some are aggressive, some more conservative; some race a highly-strategic race, others are more spontaneous; some are masters of their cars, others still need a little work. This driver roster ranks your opponents from the best in ability to the novice:



Car Number	Name and Nationality	Car Number	Name and Nationality
88	Travis Daye — Canadian	2	Peter Kurtz — German
27	Bruno Gourdo — French	66	Cal Tyrone — American
01	Don Matrelli — Italian	05	Tse Sakamoto — Japanese
12	Toni Borlini — Italian	09	Nigel Levins — English
4	Vito Giuffre — Italian		

The Cockpit

⦿ Tachometer

The large gauge in the center. A device that registers in thousands the revolutions per minute (RPM's) of your drive shaft. The bigger the number, the harder your engine is working. If it works too hard — the tach needle climbs into the red area, or **red lines** — you can blow it up. So keep an eye peeled when you're shifting around 11,000 RPMs.

⦿ Steering Wheel

The joystick turns the wheel left and right.

⦿ Damage Indicator

Damage to your car — tire wear, chassis abuse — affects your braking and handling ability. How much damage you're suffering is indicated by a rectangular Color bar above the steering wheel. Starting at zero, the bar changes colors three times as it moves from left to right.

The first color represents the normal wear and tear of racing. But if you wait too long to make a pit stop, or drive off the road one too many times, the indicator climbs into the second color, then the third. If it reaches the end of the third, you're out of the race and must be towed into the pits. (*See Pit Stops for information on repairing your car*)

⦿ Speedometer

Located to the left of the damage indicator. It is a digital readout in miles per hour. If you want to maintain your speed, keep the joystick in the center position.

If you want to increase speed — accelerate — push up on the joystick. To put on the brakes, pull back.

Grand Prix Circuit

🕒 Rear View Mirror

Dual mirrors attached to both sides of the cockpit show you what's coming up — fast — behind you.

🕒 Map Box

On the upper left of the screen. This track diagram indicates the finish line (the short line across the track), and your current location — you're the large white dot — in relation to the other racers (the small dots). Also lets you anticipate what type of road looms ahead — curves, straightaways, even tunnels. Tunnels are marked by a broken line on the circuit.

🕒 Race Information Box

On the upper right. It gives you your current race position (P) and the current lap (L) you're on, as well as your elapsed time for the race (the top clock) and your time for the current lap (lower clock).

Taking the Turns

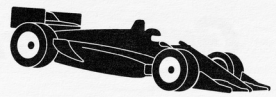
Hard-core driving is done in the turns, or on the approaches to the turns. That's where you're most likely to overtake another racer — or be overtaken yourself. The basic tactic is to out-brake the other guy. If you can wait just a second longer to brake, you win that turn.

All turns have striped borders. **Yardage markers** of 150, 100 and 50 yards are placed on the outside approach to every turn.

Pit Stops

When your Damage Indicator climbs too high, it's time to hit the pits and change those tires. The Pits are on the outside lane of every track.

- 1 When you're ready, pull into the pits and stop between the two horizontal white lines — your cockpit automatically dissolves to the Pit Stop screen.
 - In all but two of the tracks — Canada and Italy — the pits are located right after the starting line. For these 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 tires on your left side)
 - **Change Right** (Change the two tires on your right side)
 - **Change All** (Change them all)



Note: it takes more time to change both sides, but all damage is fixed and your indicator resets to zero. If you only change two tires, only some damage is repaired.

- 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 and rejoin the race.

Race Results

🕒 After Every Race

A screen appears that shows you how well you performed against the competition. It gives you some individual information for that race — your overall time and average speed — as well as Best Lap Statistics: which lap was your best, how fast you ran it, 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 point earnings.

🕒 Circuit Results

A screen appears after every Circuit race that posts point totals, tells you the winner of the race, and shows you where the next race takes place. Your name appears in white. The first six finishers receive points (see below), the last three are out of the money. If you don't finish at all, a **DNF** (Did Not Finish) appears beside your name.

Place	1	2	3	4	5	6
Points	9	6	4	3	2	1

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 and the title of World Driving Champion.

🕒 Saving a Game

When you're racing the Circuit, you probably won't finish in one sitting. So you can save the current game at the end (not in the middle) 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 - 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

COPYRIGHT

Copyright 1988 by Accolade, Inc. All rights reserved. No part of this publication may be reproduced, transcribed, copied, translated, or reduced to any electronic medium or machine-readable form without prior written permission of Accolade, Inc., 550 South Winchester Blvd., Suite 200, San Jose, California 95128.

DISCLAIMER

Accolade, Inc. makes no representations or warranties with respect to this publication or its contents and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. In addition, Accolade, Inc. reserves the right to revise this publication and to make changes in its contents from time to time without obligation of Accolade, Inc. to notify any person of such revisions or changes.

TRADEMARKS

Grand Prix Circuit is a trademark of Accolade, Inc.

Tandy is a trademark of Tandy Corporation.

IBM is a trademark of International Business Machines, Inc.

BACKUP COPIES FOR YOUR DISK

We understand your concerns about disk damage or failure. Because of this, each registered owner of **Grand Prix Circuit** may purchase one backup copy for \$10. In Canada, one backup copy may be purchased for \$15 U.S. currency. California residents add 7% sales tax. Checks should be made out to Accolade, Inc. Please indicate which computer system you have, and allow 4-6 weeks for delivery. This copy is for backup purposes only, and is not for resale. Your backup disk is covered by our limited warranty on disk media described below.

LIMITED WARRANTY FOR DISK MEDIA

Accolade, Inc. warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media that have not been subjected to misuse, excessive wear, or damage due to carelessness may be returned during that ninety-day period and replaced without charge.

Following the initial ninety-day warranty period, defective media will be replaced for a fee of \$10. In Canada, you may obtain a replacement of \$15 U.S. currency. CA residents add 7% sales tax. Checks should be made out to Accolade, Inc.

NOTE: To speed up processing, please return disk only.

Defective media should be returned to Accolade, Inc., 550 South Winchester Blvd., Suite 200, San Jose, California 95128

SOFTWARE COPYRIGHT

The enclosed software program and manual are copyrighted. It is against the law to copy any portion of the software on disk, cassette tape, or another medium for any purpose. It is against the law to give away or resell copies of any part of this software. Any unauthorized distribution of this product deprives software authors of their deserved profits and royalties. They will seek full legal recourse against violators.

CUSTOMER SERVICE

For customer service on this or any other Accolade product, call (408) 296-8400.

ACCOLADE™
The best in entertainment software.™