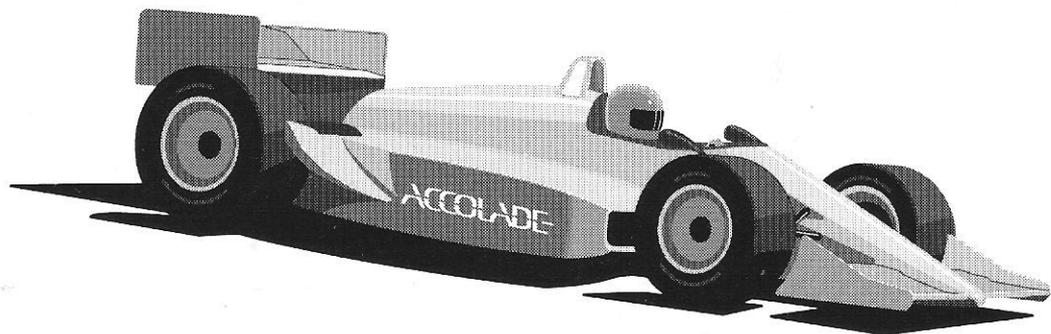


Grand Prix Circuit™



The Manual for Macintosh

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Grand Prix Circuit



The Circuit

The granddaddy of Formula One racing. A world of high speed, high tech, and big bucks. The action here is fast, the glamour incomparable. And 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, but only one succeeds. And the risk is eclipsed only by the thrill of victory.

Getting Started

Note: If you have a Mac II, you must first switch your computer into two-color mode. For every Mac, make sure that the operating system is the only software that appears when you turn on your computer. Check your computer manual for detailed instructions.

- 1 Insert your **Grand Prix Circuit** Game Disk, label side up, into the disk drive.
- 2 Turn on your computer and the game loads automatically.
- 3 After the title and credits screens, a Game Selection screen automatically appears, on which you set up your race.
 - Press **⌘** and **Q** simultaneously anytime during game play to return to this screen, but when you do, you wipe out your current race.
- 4 To return to the desktop from any game selection screen, press **⌘** and **Q** simultaneously. Then restart your system to quit the game.
- 5 To return to the beginning of the selection process, press **⌘** and **R** simultaneously.

How To Install Grand Prix Onto Your Hard Drive

Your **Grand Prix** disk features a special kind of copy protection that lets you install the game onto your hard disk. Once installed, you can start up the game without the original program (or "key") disk. Here's the poop:

- 1 Turn on your Macintosh to the desktop then insert your **Grand Prix** key disk into the disk drive, label side up.
- 2 When the floppy disk icon appears on the desktop, double-click on it to open it. Drag all the files inside onto the hard drive except for the System folder and Finder.

Grand Prix Circuit

How To Install Grand Prix Onto Your Hard Drive (continued)

- 3 Remove the key disk from the floppy drive.
- 4 Open the **Grand Prix** folder, and double-click on the **Grand Prix** icon. A dialog box will appear, telling you to insert the original (or key) disk. Do that. Then another dialog box will appear which tells you how many hard disks the game can be installed on.
- 5 Press the **INSTALL** button. Now you will be able to launch **Grand Prix** from your hard drive without using the key disk. (If you choose **RUN PROGRAM**, you launch **Grand Prix** but you will need your key disk; choose **FINDER** and you are returned to the desktop.)
- 6 To remove **Grand Prix** from your hard drive, first insert the key disk into the floppy drive. Double-click on the disk icon, then double-click on the **Grand Prix** icon from the original key disk. A hard disk dialog box similar to the earlier one will appear.
- 7 Press the **REMOVE** button. **Grand Prix** will remain on your hard drive, but you can now throw it into the trash if you wish. (If you don't throw it away, you can reinstall the game onto your hard drive by double-clicking on the **Grand Prix** icon and following the same dialog box instructions above.)

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.

If you tire of the demonstration (pun intended), press the **mouse button** anytime during the demo to accelerate into the real thing.

How To Control Your Car

You can use either the mouse, numeric keypad, or keyboard to steer your car in **Grand Prix Circuit**. (To keep things simple, however, this manual refers to only the mouse. See the diagrams below for mouse-equivalent controls.) To choose your control from the Game Selection screen:



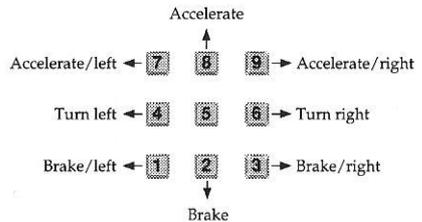
- Press **⌘** and **M** simultaneously for mouse steering.
- Simultaneously press **⌘** and **K** for keyboard steering.

The following control information is summarized on a **Help** screen accessed by the **HELP** command under the Apple logo menu. Additional pull-down commands appear under the screen headings **File**, **View** and **Option**.

Mouse

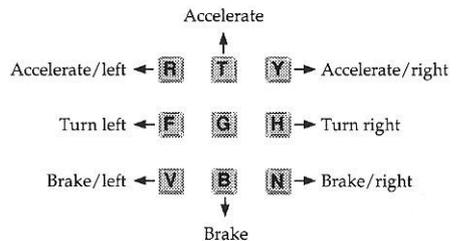
- To accelerate, press #8 on the keypad; to brake, press #2 on the keypad.
- To steer the car to the left and right, move the mouse to the left or right.
- To upshift, press the mouse button while accelerating; to downshift, press the mouse button while braking.
- For best results, make sure that the mouse speed on the control panel (see your Mac manual for more details) is set at it slowest speed.

Numeric Keypad



- To upshift, press **A** while accelerating; to downshift, press **Z** while braking.

Keyboard (if you don't have a keypad)



- To upshift, press **A** while accelerating; to downshift, press **Z** while braking.

Grand Prix Circuit

Additional Controls

⌘ E	Toggles game sound effects off and on
⌘ T	Toggles music on and off
⌘ P	Pauses/restarts the action
⌘ I	Toggles on and off the Race Information box (position, lap, time)
⌘ B	Toggles the Map box on and off
⌘ D	Makes the Gear Shift appear on screen
⌘ Q	Takes you out of the game to the Game Selection screen
⌘ R	Backs you out of the selection sequence to the Game Selection screen

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 the **mouse button**.

Choose Your Race

Setting up a race is easy as shaking a magnum of champagne. Use the mouse to make your choices on the Race Selection screen. Move the cursor to your selection, press or click the **mouse button**, and a box will highlight your choice. After all selections are made, click on the **Select Track** dialog button, or double click the mouse on the last selection, to continue. If you want to repeat the selections made on the previous game, click on the **Replay** dialog button.

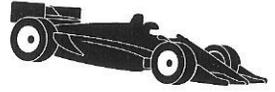
🕒 Type of Race

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 page 7*), 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)

- To view the Clip Board for current high scores, press **⌘ H**

🕒 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. Click the **mouse** on any of the five levels.

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

Click on the **Name** box and type in your name. Spelling counts.

🕒 Laps Per Race (and practice runs)

Click on the **Laps** box and type in a number — from 1 to 99 laps per race. Notice that qualifying is always one lap.

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Choose Your Track

If you select Practice or the Single Race, the Track Selection screen appears. (You don't choose on the Circuit; you race each of the eight tracks in succession.)

- 1 Click on one of the eight track illustrations. After making your selection, click on the **Select Car** dialog button to continue.

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 **⌘ H** or use the command under the screen heading **View**. (If your practice or race results are good enough, they are automatically saved and appear on the Clip Board for that track.)



Choose Your Car

Click on the radio buttons beside the car of your choice (descriptions below). After you select your unit, click on the **Play Game** dialog button to continue. (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:

Grand Prix Circuit

The Competition

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 danger zone, or **red lines** — you can blow it up. So keep an eye peeled when you're shifting around 11,000 RPMs.

⦿ Steering Wheel

Move the mouse left or right to steer.

⦿ 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 increase speed — accelerate — press the #8 key on the keypad. To put on the brakes, press the #2 key on the keypad. (For other controls, see the diagrams under How To Control Your Car.)



🕒 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 black square — in relation to the other racers (checkered squares). 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 Click on one of these three dialog buttons, or if you are using the keyboard, press the corresponding number key.
 - **Change Left** 1 (Change the two tires on your left side)
 - **Change Right** 2 (Change the two tires on your right side)
 - **Change All** 3 (Change all four tires)

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

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Pit Stops (continued)

- 3 Watch your pit clock in the corner. As soon as your crew is finished, click the **mouse button**, or press any key, 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, click the **mouse 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 the standings column. The first six finishers receive points (see below), the last four 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
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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.

To return to the Game Selection screen from Circuit Results, click on the **Cancel** dialog button. To move on to the next race on the circuit, click on **OK**.

Ⓞ How to Save and Load 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 (but not in the middle) of any race:

- 1 When you get to the Circuit Results screen, click on the **Save** dialog button. Type in a name for the saved game, then click on **Save** again.
- 2 To load a saved game, click on **Open**. Click on the name of the saved game of your choice to highlight it, then click on **Open**.