Grand Prix Circuit

The Manual for Commodore 64/128

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C64 version programmed by: Frank Barchard, Kevin Pickell
Producer: Shelley Day
Testing: Pam Levins
Graphics: John Boehlker
Music: Kris Hatlelid
**Grand Prix Circuit**

**The Circuit**

The grandaddy 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 it, 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**

1. Connect your joystick to Port 2. Remove any cartridges.
2. Turn on your computer and disk drive.
3. Insert your Grand Prix Circuit game disk into the drive, label side up, and close the door.
4. Type LOAD "**,8,1 and press Return. A demonstration of the game appears after the initial title and credit screens.

**The Demonstration Run**

The demo 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?

The demo also takes you on one practice lap of each track. If you want to bypass this trial run, press any key anytime during the demo and you accelerate into the real thing.

**How to Drive Your Car**

You can use either the joystick or keyboard to play Grand Prix Circuit. To make the reading less cumbersome, however, this manual refers only to the joystick. Joystick commands and their keyboard equivalents are listed on the next page:
**Numeric Keypad (C128 only)**

Press 4 and 8 to accelerate while turning left
Press 8 and 6 to accelerate while turning right
Press 2 and 4 to break while turning left
Press 6 and 2 to break while turning right

To Upshift: Press A
To Downshift: Press Z

**Keyboard**

Accelerate
Turn left ———— Turn right
Brake

To Upshift: Press A
To Downshift: Press Z

**Joystick**

Accelerate/forward
Accelerate/ backward
Turn left ———— Turn right
Brake/forward ——— Brake/ backward

To Upshift: Press the fire button or space bar while pushing the joystick forward.
To Downshift: Press the fire button or space bar while pulling the joystick back.
Additional Controls

- **F1**: Starts the demo
- **F3**: Toggles music on and off
- **F7**: Pauses the action — press F7 to continue
- **C**: On the Track Selection screen, lets you see the high scores for each track you select
- **D**: Makes the Gear Shift appear on screen
- **M**: Toggles the Map box on and off
- **S**: Toggles the Stats Box (position, lap, time) on and off
- **1, 2, 3**: On the Track Selection screen, when you highlight a track, 1 automatically selects the Ferrari, 2 selects the Williams, 3 selects the McLaren — then you instantly go to the race course
- **1**: On any selection screen, instantly sends you to the race course with the last race's settings
- **Esc**: (C128 only) Takes you to the Race Selection screen
- **↑ or Run Stop**: (C64/C128) Takes you to the Race Selection screen

Note #1: the fire button, Return key, and space bar perform the same functions.

Note #2: During the game, if you don’t touch the keyboard for a prolonged period, the computer automatically switches to the Demonstration Run. Press the fire button to exit the demo and make the Race Selection screen appear.

Choose Your Race

Setting up a race is easy as shaking a magnum of champagne. Use the joystick to make your choices on the Race Selection screen when it appears. After you’ve made all your selections, press the fire button to continue.
Grand Prix Circuit

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. If you choose this option, then press C, you can see the Tournament Points screen which records your name, car, and cumulative point total on the circuit. (See Circuit Results for more information)

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 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 now possible. 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 Sakamo.

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, the Track Selection screen appears. (For the Circuit, you don't have to make this choice -- you race each of the eight tracks in succession.) To choose a track:

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

<table>
<thead>
<tr>
<th>Country</th>
<th>Track Name</th>
<th>Circuit Length</th>
<th>1987 Race Distance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brazil</td>
<td>Autodromo da Cidade do Rio de Janeiro</td>
<td>3.126 miles</td>
<td>61 laps, 190.693 miles</td>
</tr>
<tr>
<td>Monaco</td>
<td>Circuit de Monaco</td>
<td>2.068 miles</td>
<td>78 laps, 161.298 miles</td>
</tr>
<tr>
<td>Canada</td>
<td>Circuit Gilles Villeneuve, Montreal</td>
<td>2.740 miles</td>
<td>69 laps, 189.007 miles</td>
</tr>
<tr>
<td>Detroit</td>
<td>Detroit Grand Prix Circuit</td>
<td>2.500 miles</td>
<td>63 laps, 157.500 miles</td>
</tr>
<tr>
<td>Britain</td>
<td>Silverstone Circuit</td>
<td>2.969 miles</td>
<td>65 laps, 192.985 miles</td>
</tr>
<tr>
<td>Germany</td>
<td>Hockenheim-Ring</td>
<td>4.223 miles</td>
<td>44 laps, 185.832 miles</td>
</tr>
<tr>
<td>Italy</td>
<td>Autodromo Nazionale di Monza</td>
<td>3.604 miles</td>
<td>50 laps, 180.197 miles</td>
</tr>
<tr>
<td>Japan</td>
<td>Suzuka International Race Course</td>
<td>3.499 miles</td>
<td>51 laps, 185.560 miles</td>
</tr>
</tbody>
</table>
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 and appear on the Clip Board for that track.)

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 cars, others still need a little work.
This driver roster ranks your opponents from the best in ability to the novice:

<table>
<thead>
<tr>
<th>Car Number</th>
<th>Name and Nationality</th>
<th>Car Number</th>
<th>Name and Nationality</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Nigel Levins — English</td>
<td>12</td>
<td>Don Matrelli — Italian</td>
</tr>
<tr>
<td>5</td>
<td>Peter Kurtz — German</td>
<td>1</td>
<td>Cal Tyrone — American</td>
</tr>
<tr>
<td>66</td>
<td>Toni Bordini — Italian</td>
<td>27</td>
<td>Travis Daye — Canadian</td>
</tr>
<tr>
<td>2</td>
<td>Bruno Gourdo — French</td>
<td>05</td>
<td>Tse Sakamoto — Japanese</td>
</tr>
<tr>
<td>4</td>
<td>Gregory Kwok — Canadian</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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 color green 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 turns yellow to indicate caution. When it turns red, you’re in serious trouble. If it reaches the end of the red zone, 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.
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0 Rear View Mirror

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

0 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.

0 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 — 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 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.

3  Watch your pit clock in the corner. As soon as your crew finishes you automatically exit 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 Clipboard. If you’re running the Circuit, press the fire button to see your point earnings.

The first six finishers receive points (which are important when racing the circuit), and the last three finish out of the money. If you don’t finish at all, a DNF (Did Not Finish) appears beside your name.

<table>
<thead>
<tr>
<th>Place</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Points</td>
<td>9</td>
<td>6</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

☐ Circuit Results

A screen appears after every Circuit race that posts point totals, tells you the winner of each race, and shows you where the next race takes place. It’s also the place where you can save and load games.
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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.

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 (but not in the middle) of any race.

1. When you get to the Circuit Results screen, highlight the SAVE box and press the fire button. Note: you may only have one game saved at a time.

2. To load a saved game, highlight the LOAD box and press the fire button. Then, to start the race, highlight the CONTINUE box and press the fire button.
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