

GRANDprix 2



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THE MICROPROSE CLASSIFIED LINE

To receive hints and tips on *Grand Prix 2* and other MicroProse Games please dial 0891 555 111. This call is more expensive than a normal call and will terminate after six minutes at a maximum cost of £2.94.

However, the average duration of a call to listen to one tip is two and a half minutes at a maximum cost of £1.23. Please remember to seek the permission of whoever pays the phone bill before you call.

Technical Supplement



SYSTEM REQUIREMENTS

For IBM PC 486 (66MHz minimum) DX4 (recommended), Pentium and 100%

Required

- 8 Mb RAM (or 16Mb RAM if running under Windows™ 95)
- Double-speed CD-ROM Drive
- VGA or Super VGA Graphics (VESA required for SVGA)
- MS-DOS 5.0 or higher (also runs under Windows™ 95 with 16 Mb RAM)
- 15 Mb Free Hard Drive Space (minimum install 9 Mb; standard install 46 Mb; Optimal install 58 Mb)
- Microsoft Mouse

Recommended

Joystick

Supported

- Modem Play
- Serial Link Play
- Sound Blaster (or 100% Compatible), Gravis UltraSound and ProAudio Spectrum soundcards
- Wheel
- Pedals

INSTALLING GRAND PRIX 2 FROM MS-DOS

An installation program is included on the *Grand Prix 2* CD.

- Insert the CD into your CD drive and designate that drive - usually by typing "D: [Return]".
- When the new prompt appears, type, "INSTALL [Return]".
- Please follow all on-screen prompts.

Unless you specify otherwise, *Grand Prix 2* will be installed in a directory named C:\GP2.

LOADING GRAND PRIX 2 FROM MS-DOS

- Switch on your machine and wait until the the C:\> prompt appears.
- Insert the *Grand Prix 2* CD into the CD drive.
- Type, "CD GP2 [Return]", and then type, "GP2", to run the game.

Note: If you have installed *Grand Prix 2* to another directory, you must type, "CD {name of your directory}[Return]", and then type, "GP2 [Return]".

INSTALLING GRAND PRIX 2 FROM WINDOWS™ '95

- Insert the *Grand Prix 2* CD into your CD drive. Windows™ '95 will automatically take you into the installation routine. Simply follow the on-screen instructions.

After installation is complete you will notice a GP2 icon in the 'Start' menu.



LOADING *GRAND PRIX 2* FROM WINDOWS™ '95

- Select *Grand Prix 2* in the MicroProse Program group.

The MicroProse Program group is accessed from 'Programs' which is found on the Start icon at the bottom left of the Windows™ '95 desktop screen.

Grand Prix 2 will now run automatically.

KEY GUIDE

Camera Views

Right Cursor Key	Cockpit View
Left Cursor Key	Trackside Camera View
PgUp Key	Cycles through On-Car Camera Views
PgDn Key	Chase View
Delete Key	Reverse Chase View
Up Arrow	Move view forward into cockpit of car ahead
Down Arrow	Move view backward into cockpit of car behind
Home Key	Return view to cockpit of your own car
Insert Key	TV Director Mode On/Off Toggle

Menu Keyboard Control

Spacebar	Select
A	Up
Z	Down
<	Left
>	Right

In Race

Spacebar	Selector
A	Accelerate
Z	Brake
<	Steer Left
>	Steer Right
F1	Auto Brakes
F2	Auto Gears
F3	Self-Correcting Spin
F4	Indestructible
F5	Ideal Line
F6	Suggested Gear
F7	Throttle Help
Enter	Notify pit crew of your intention to enter the pits
Q	Return to Pits (During Qualifying and Practise Only)
Esc	Exits to Qualifying 'Frozen' Menu/Practise 'Frozen' Menu/Race 'Frozen' Menu
P	Pause
Spacebar (with Joystick)	Pause
N	See Driver Name
O	See Processor Occupancy
R (after pause)	Replay
+ / -	Cycle through sound options
Alt / D	Cycle through different levels of trackside detail



GAME ENHANCEMENTS & AMENDMENTS

Manual Changes

Additional information

Page 110

Choose Modem

This allows you to select a modem from the list of tested modems.

If your modem is not there, DON'T PANIC! The program will support most, if not all, Hayes compatible modems but this doesn't mean yours will not work. If you can find listed a modem by the same manufacturer then we recommend you try that first. If that fails, you will need to select CUSTOM from the manufacturer's list and then click on Modem Initialisation String and enter your own string.

Manual Amendments

Mouse Control (pages 7,17,19, 42)

Mouse Control driving functions have not been implemented.

Split Times & Gap

Measurement (page 27)

The *in-race* timed gap feature has been implemented, however it only occurs once you've crossed the start/finish line and does not happen at any of the intermediate timing points.

Stereo / Mono Toggle (page 21)

This feature has been removed from the final design

Appendix J (page 138)

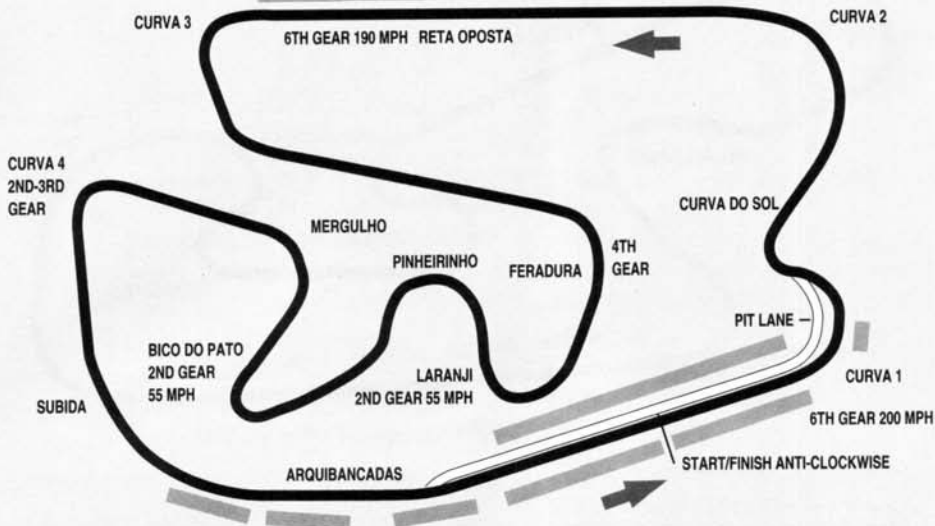
1. *Williams Ford* (first entry on the chart) should read *Williams Renault*.

For all other enhancements and amendments to *Grand Prix 2* please consult the Readme file. You must install *Grand Prix 2* before you can access the Readme file.



CIRCUIT GUIDE

INTERLAGOS CIRCUIT



CIRCUIT DATA

Circuit Length: 2.688 miles/4.325km
Race Distance: 71 laps, 190.848 miles/307.075 km
Location: Autodromo José Carlos Pace, Interlagos, Brazil

Notes

Best Car Set-Up _____

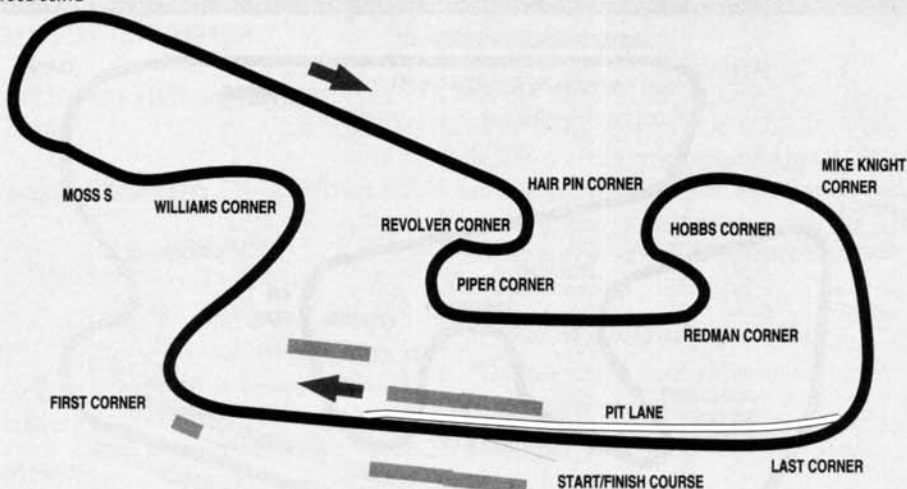
Best Qualifying Time _____

Best Lap Time _____



PACIFIC CIRCUIT

ATTWOOD CURVE



CIRCUIT DATA

Circuit Length: 2.314 miles/3.723 km
Race Distance: 83 laps, 192.06 miles/309.027 km
Location: TI Circuit, Aida

Notes

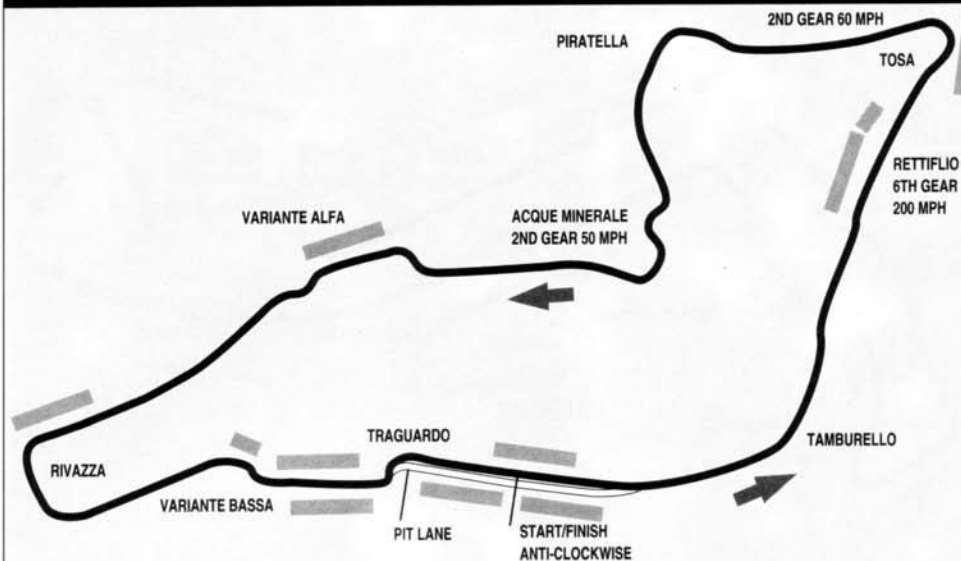
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



IMOLA CIRCUIT



CIRCUIT DATA

Circuit Length: 3.132 miles/5.040km
Race Distance: 61 laps, 191.075 miles/307.440 km
Location: Imola, Italy

Notes

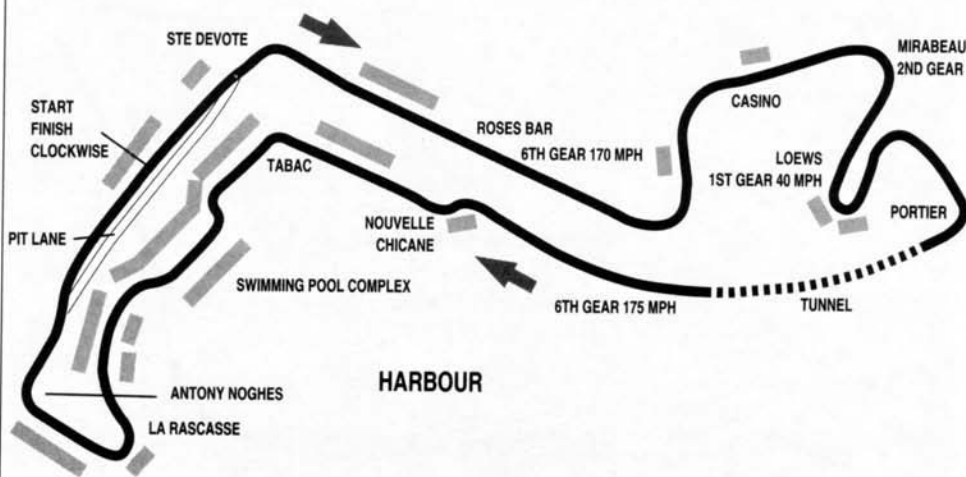
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



MONACO CIRCUIT



CIRCUIT DATA

Circuit Length: 2.068 miles/3.328km
Race Distance: 78 laps, 161.332 miles/259.584 km
Location: Monte Carlo, Monaco

Notes

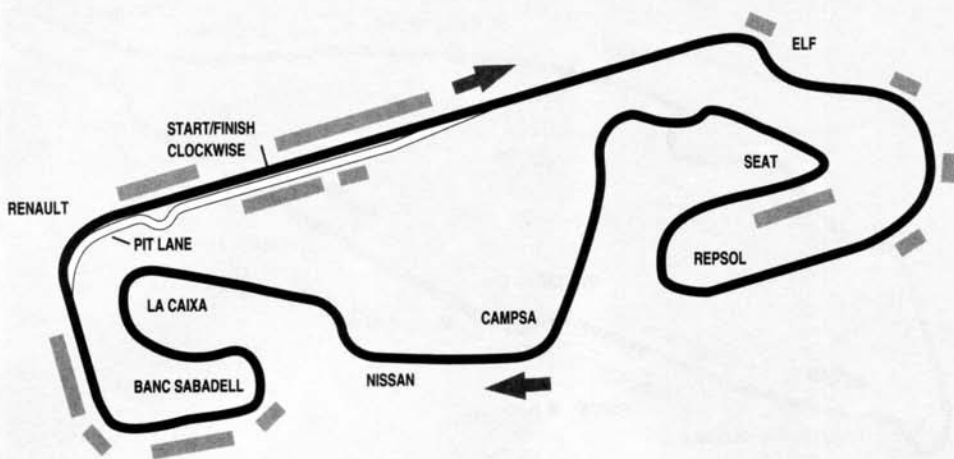
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



BARCELONA CIRCUIT



CIRCUIT DATA

Circuit Length: 2.950 miles/4.747km
Race Distance: 65 laps, 191.768 miles/308.555 km
Location: Barcelona, Spain

Notes

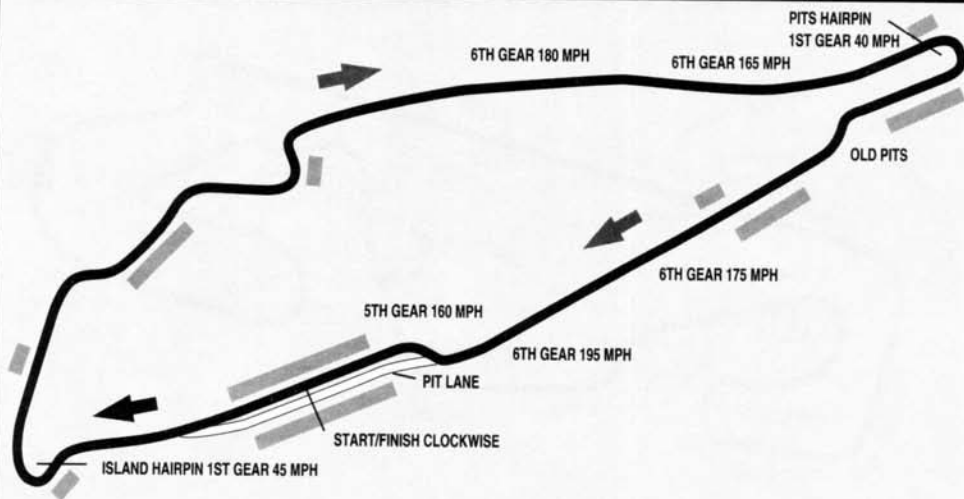
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



MONTREAL CIRCUIT



CIRCUIT DATA

Circuit Length: 2.753 miles/4.430km
Race Distance: 69 laps, 189.975 miles/305.670 km
Location: Circuit Gilles Villeneuve, Montreal, Canada

Notes

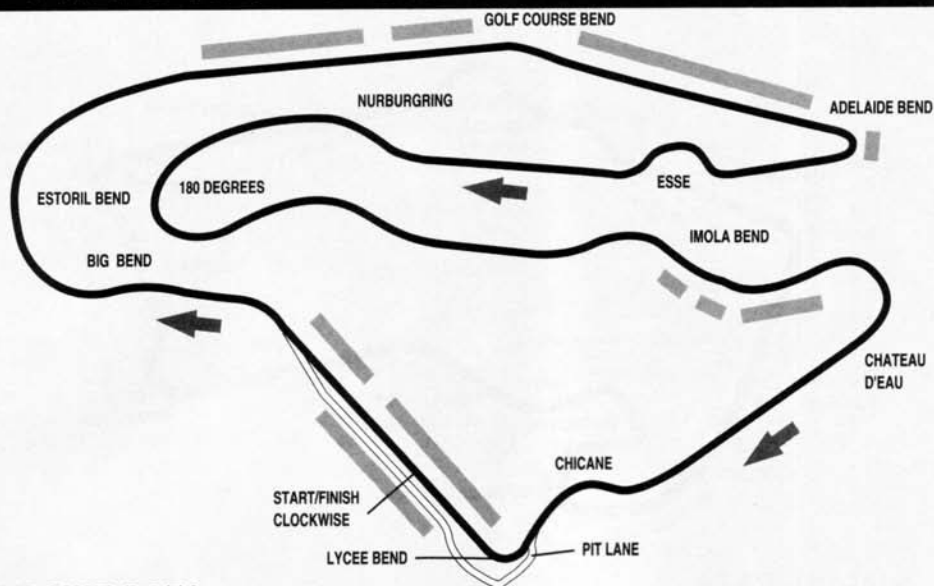
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



MAGNY-COURS CIRCUIT



CIRCUIT DATA

Circuit Length: 2.654 miles/4.271 km
Race Distance: 72 laps, 191.120 miles/307.512 km
Location: Magny-Cours, France

Notes

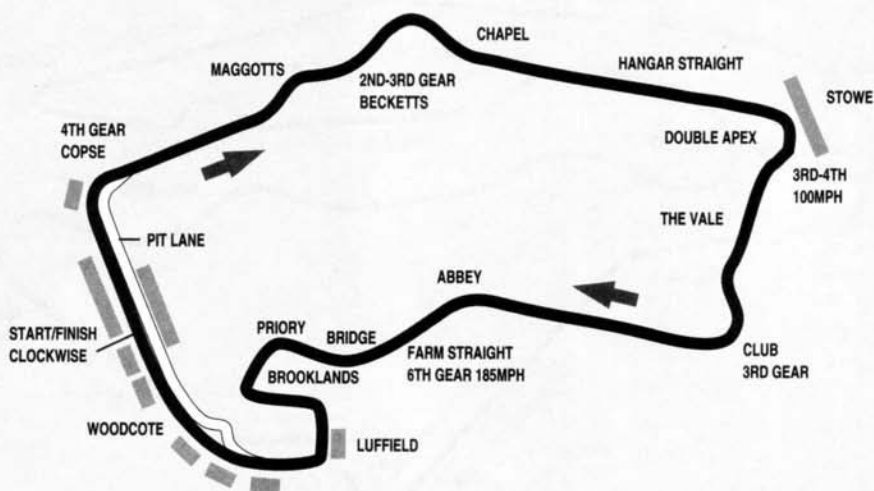
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



SILVERSTONE CIRCUIT



CIRCUIT DATA

Circuit Length: 3.202 miles/5.153km
Race Distance: 60 laps, 192.000 miles/309.180km
Location: Northamptonshire, Great Britain

Notes

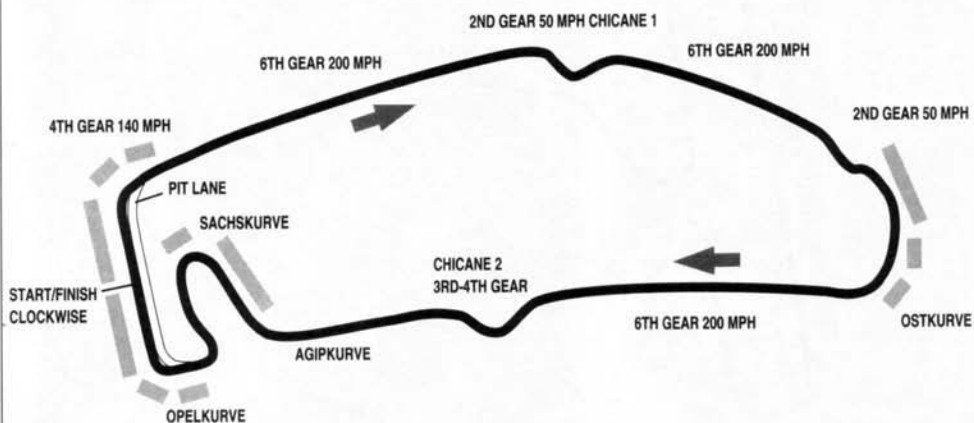
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



HOCKENHEIM CIRCUIT



CIRCUIT DATA

Circuit Length: 4.227 miles/6.802km
Race Distance: 45 laps, 190.236 miles/306.090 km
Location: Heidelberg, Germany

Notes

Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



HUNGARORING CIRCUIT



CIRCUIT DATA

Circuit Length: 2.466 miles/3.968km
Race Distance: 77 laps, 189.851 miles/305.536 km
Location: Hungaroring, Budapest, Hungary

Notes

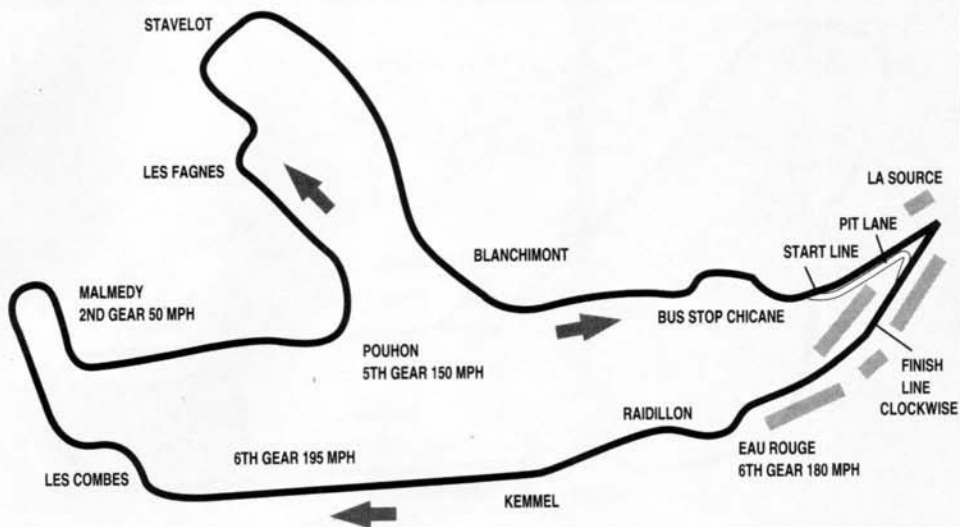
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



SPA-FRANCORCHAMPS CIRCUIT



CIRCUIT DATA

Circuit Length: 4.313 miles/6.940km
Race Distance: 44 laps, 189.747 miles/305.360 km
Location: Spa-Francorchamps, Belgium

Notes

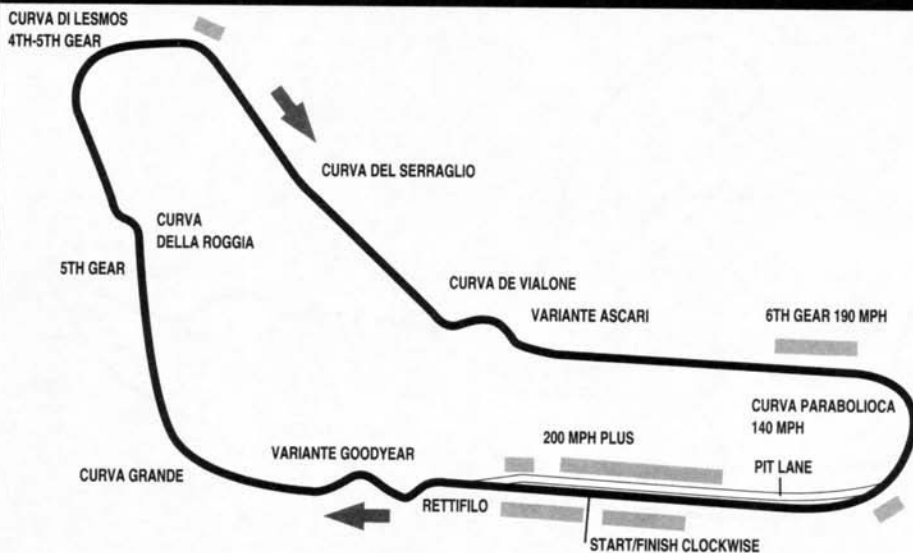
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



MONZA CIRCUIT



CIRCUIT DATA

Circuit Length: 3.604 miles/5.800km
Race Distance: 53 laps, 191.009 miles/307.400 km
Location: Milan, Italy

Notes

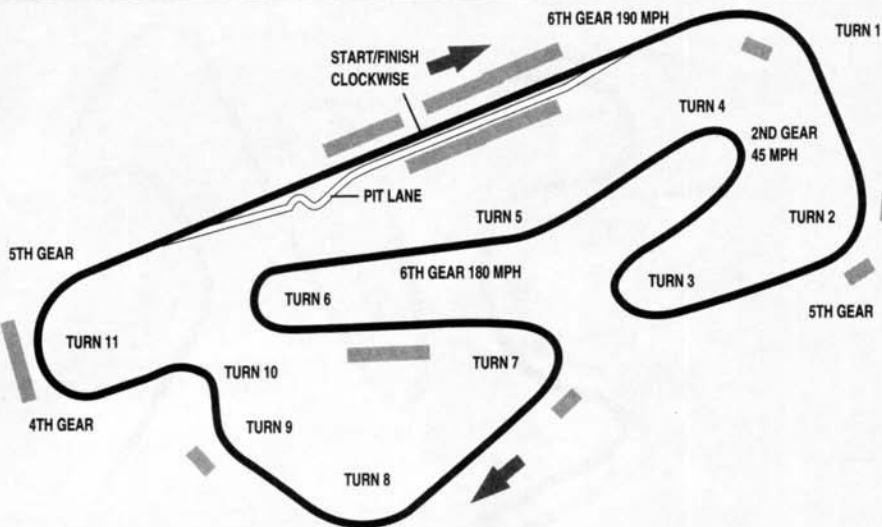
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



ESTORIL CIRCUIT



CIRCUIT DATA

Circuit Length: 2.703 miles/4.350km
Race Distance: 71 laps, 191.951 miles/308.850 km
Location: Autodromo do Estoril, Portugal

Notes

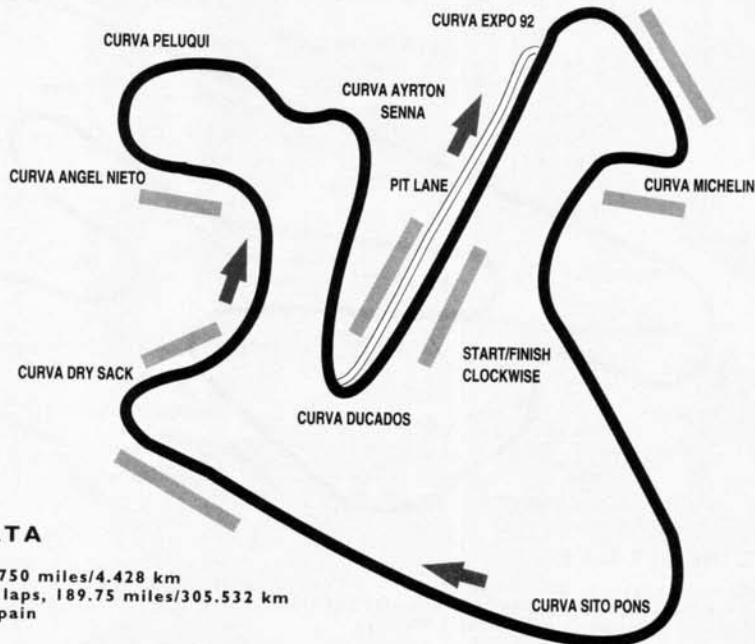
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



JEREZ CIRCUIT



CIRCUIT DATA

Circuit Length: 2.750 miles/4.428 km
Race Distance: 69 laps, 189.75 miles/305.532 km
Location: Jerez, Spain

Notes

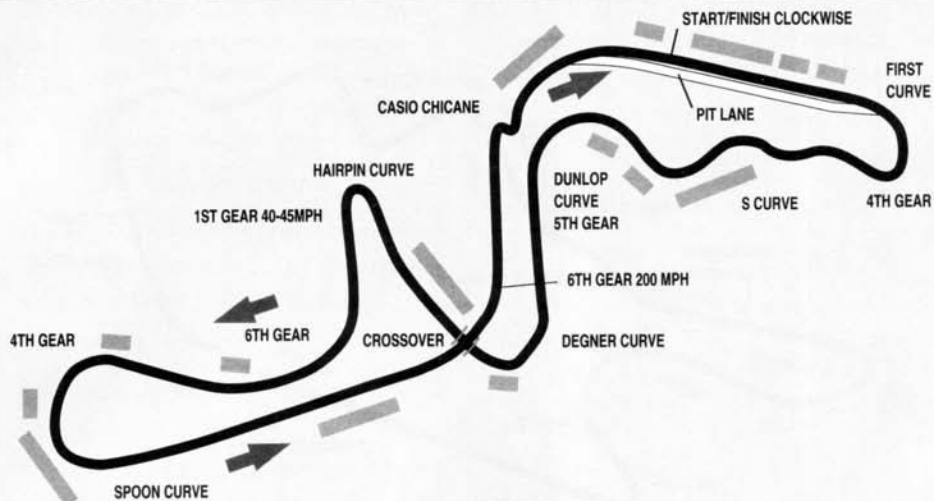
Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



SUZUKA CIRCUIT



CIRCUIT DATA

Circuit Length: 3.641 miles/5.859km
Race Distance: 53 laps, 192.952 miles/310.527km
Location: Shiroko, Japan

Notes

Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



ADELAIDE CIRCUIT



CIRCUIT DATA

Circuit Length: 2.349 miles/3.780km
Race Distance: 81 laps, 190.292 miles/306.180 km
Location: Adelaide, Australia

Notes

Best Car Set-Up _____

Best Qualifying Time _____

Best Lap Time _____



TECHNICAL ASSISTANCE

If you experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your enquiry more efficiently if you have the following information available.

1. The correct name of the game
2. The type of computer you are running the game on and the technical specifications of your computer
3. Your DOS version
4. How much memory is available on your computer
5. The exact error message reported (if any)
6. The version # of the game

Ring us on 01454 893900, Monday to Friday between 10:00 and 12:30 or 13:30 and 16:00 hours. Have a pen and paper handy when you call.

Fax us on 01454 894296.

Alternately, you can write to Customer Services at the address shown in this document.

SOFTWARE FAULT

In the unlikely event of a software fault please return the complete package, with your receipt, to the place of purchase.



TECHNICAL SUPPORT NOTES

These notes are intended to help solve some common problems. They are necessarily technical, so if you feel uncertain of any aspect telephone your MicroProse Technical Support Line at the number listed in this supplement.

Command Line Options

Using the command line options

1. DOS

If you are running the game under MS-DOS you can just add these options to the program name, e.g. **gp2 video:vga**

2. Windows

If you are running under Windows 3.1 or Windows 95 you will need to edit the properties to add the command line text after the program name.

Options List

Below is a list of all the Command Line Options. These can be in any order and are accepted in any combination of upper and lower case.

i. Help

Displays a Help screen with a brief outline of all the Command Line Options.

(You can also use */?* or */help*)

ii. Video

Normally the program will search for a VESA Driver which supports Mode 101h (640*480 pixels in 256 colours palletised)

If this fails, the program will disable SVGA Mode and run the menus in VGA Mode 12h

(640*480 16 colours).

Video:vga - Disables the program's use of SVGA 640x480 mode in 256 colours. The menus will use 640x480 in 16 colours and the 3-D display will only be available in 320x200.

Video:vesa - Forces the program to use 640x480 256 colours mode (the default) (If SVGA is not found, the program will not fall back to 640*480 16 colours but will exit to DOS)

iii. Nostateload

Stops the program from loading the gamestate file "flgstate.sav". This will restore all menu settings to their default. You can abbreviate this to **nsf**

iv. Log

The program has the facility to create a log of its actions on startup (initialisation, claiming memory etc.). This information is written to a file called **gp2log.txt** (or **gp2log.txt** under Windows 95 as **.log** files are not visible from the desktop). The file contains technical information which may be of help to technical support.

Log:Off - Disables the program's boot log facility.

Log:On - Enables the bootlog facility (the default).

Log:Safe - Use this if the program fails during booting. (It forces the program to open and close the file round every 'write').

v. CD

cd:<driveletter> Normally the installation will detect the drive with your CD-ROM. If you have a machine with several CD drives, you can override this and tell the program which drive to look to for its files e.g. **cd:e** would tell the program to look for its data on drive e (which must be a cd drive).



vi. Noenvironment

Normally, the program will search the environment strings for a string in the form of `gp2=<command list>` and will process this as an extension of the command list.

This means that you can store commonly used command line options using set (this is most useful under dos). e.g. `set gp2=nointro nostateload video:vga`

Noenvironment - Disables this and means that the program will only respond to commands placed on the command line. You can abbreviate this to `ne`

vii. Nortsects

Stops the program using the `rts/cts` line for modem linking. If your modem doesn't support rts/cts (very unlikely unless it's a very old model) then this might get your modem to communicate.

viii. Menukeys

The menu system responds to the normal driving keys ('AZ,.' on English keyboards) as well as the Arrow keys. For international versions, the program should use the corresponding keys (position-wise) e.g. the French version would use 'QW,.'. If you are using a non-standard keyboard, you can force the menus to respond to the correct key cluster by listing the 4 keys (left,right,up,down) here. For example: `menukeys az,.` would allow the French version of the game to respond correctly on an English keyboard.

Menukeys:LeftkeyRightkeyUpkeyDownkey

ix. Nosound

Nosound - Disables the program's use of sound - see troubleshooting (below)

x. Nointro

Nointro - Disables the short intro animation

on loading.

xi. Setmanualdetail

Normally, on loading, the program configures the graphics and frame rate for the simulation based on the speed of your machine and video card. These optimum settings are stored in the automatic section of the graphics detail menu. If you have not saved a **gamestate file** with any different preferences, then these settings are also copied to the 'manual' section, to form the basis of any changes you might wish to make. However, if you have created a gamestate file, then the 'manual' settings are preserved.

Setmanualdetail - Overrides this behaviour, and forces the program to re-initialise the manual settings with copies of the automatic ones, even if a gamestate file with different selections is loaded. This means that any previous settings for graphics detail are lost.

xii. Linkonmouseport

If the program detects a Serial Mouse on Communications Port 1 or 2, it will normally grey out the pair of ports that use that interrupt vector in the linkup menu. You will see that, in this case, either Ports 1&3 (using vector 0ch) or Ports 2&4 (using vector 0bh) are greyed out. This is because any attempt to link machines using that port would grab the corresponding vector and lose the use of the mouse.

Linkonmouseport - Overrides this behaviour and allows you to choose any port.

xiii. Use16550

On PCs, serial communications, whether direct link or via a modem are handled by a UART (Universal Asynchronous Receiver Transmitter) chip. Older machines support



a type of chip called an 8240 but most newer machines are fitted with a 16550 chip, which is more reliable under Windows™. By default, *Grand Prix 2* will only use the features found on the 8240 (the 16550 is backward compatible).

Use16550 - If the program finds that the communications port used for linking has a 16550 UART, then this command will tell the software to use the 16550 mode, which is more reliable. If you experience link 'stutters' under Windows then try this option.

xiv. Nomouse

Nomouse - Disable the Mouse in the Menus (the menus can still be driven using keys or joystick)

xv. Minimumram

Minimumram - The software will claim as small an amount of extra RAM as it can in order to run. This may degrade program performance slightly.

xvi. Echo

Echo - Echoes the command line typed

TROUBLE SHOOTING

Symptom

1. The program hangs or crashes on loading

a. Try the **nosound** command line option. If you have selected an incorrect sound card in the installer then attempting to initialise the card may cause the program to fail. If the program runs with the nosound option then you should re-run the install program and select the correct sound card.

b. If that fails, you may not have enough RAM. The program will run under DOS in 8 Mb, but will need more under Windows or Windows 95. Try the command line

options nosound minimumram video:vga to minimise the program memory footprint.

c. If this still fails, then try running the program under DOS rather than Windows, the software needs to take full control of the machine for maximum speed and will always run better under DOS than Windows. NB if you have a new machine with Windows 95 only installed, you may need to obtain 16 bit drivers for the CD-ROM under DOS.

2. The program loads VERY slowly.

This is mostly a Windows 95 problem. If you are running the game with your own batch file then you need to go to the Memory page of the properties sheet and set the following options for the BATCH file. The .exe should already have these or similar properties set.(NB these values are subject to change - view the Readme for final values if these don't work):

Conventional Memory	120k
NOT protected	
EMS Memory	None
XMS Memory	None
DPMI Memory	8192
Initial Environment	Auto

3. Hard Disk Swap File

If the program is unable to find all the RAM it requires, it will try to create a Buffer File on disk (called **fltemp.tmp**). This has a maximum size of 4,608,000 bytes and, if your hard disk has less than this amount free, you may find a small performance degradation or loss of the Performance Analysis feature. In fact, we recommend you leave considerably more than this free on the hard drive as other programs such as Windows may need to store data on it.



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Compuserve

MicroProse Europe Mailbox: 71333,314

MicroProse Germany Mailbox: 74777,3326

MicroProse USA Mailbox: 76004,2223

Spectrum HoloByte Mailbox: 76004,2144

MicroProse and Spectrum HoloByte also have Public Forums and Library areas for comments, questions and files. We can be found in Game Publishers Forum "B" (GO GAMB PUB)

Delphi-Internet

MicroProse Europe operates a complete forum for our users where patches, updates, demos and product information may be downloaded. This area may be found on UK Delphi.

MicroProse USA forum: US-DELPHI, GAME SIG

MicroProse Europe forum: UK-DELPHI, FEATURED FORUMS, MICROPROSE

MicroProse USA Mailbox: MICROPROSE3

MicroProse Europe Mailbox: MPS_EUROPE

Fidonet

MicroProse Conference: Node 1: 2617/107

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FTP

The MicroProse FTP site features a complete library of the latest updates, demos and product information.

Site address: ftp.microprose.com

World-Wide-Web

Entry to our WWW home pages can be achieved by accessing

<http://www.microprose.com> from your Web Browser software.



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