```
                    GRAND PRIX LEGENDS DEMO
                          README
                          3/6/98
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I] MINIMUM REQUIREMENTS
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Windows 95, a Pentium 166MHz processor or better with 32MB of RAM
and DirectX 5 are required to run this demo. You should also have the
latest drivers for your video card installed.

The recommended machine for the GPL demo is a Pentium 200MHz with
64MB of RAM and a Rendition or 3Dfx Voodoo card.

II] HOW TO START THE DEMO
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1) From the Windows Start menu, select Programs/Sierra/Grand Prix
Legends Demo.

III] HOW TO PLAY THE DEMO
==
A. The Basics

      i. Configuring Joysticks

            DirectInput
                  If you have a DirectInput joystick/wheel and you
                  can't calibrate in GPL, simply click "ok" on the
                  calibration window and then select the "Direct Input"
                  option under "Joystick Driver". You should now be
                  able to calibrate your joystick or wheel.

            DirectInput vs. Optimized
                  GPL contains DirectInput support as well as an
                  optimized joystick driver. The optimized driver
                  provides more precise joystick input that can be
                  obtained with DirectInput, but is only compatible
                  with standard PC joysticks. Joysticks which are
                  designed for DirectInput, such as the MS Sidewinder
                  Pro, will not work with the Optimized driver. It
                  is highly recommended that you use the Optimized
                  selection unless you experience compatibility

problems.

     ii. Configuring 3D accelerators

          3Dfx Support
                3Dfx Voodoo support requires Glide v2.43 or
                higher. The latest version of Glide can be found
                on the 3Dfx web site at http://www.3dfx.com.

                Voodoo Rush is unsupported in this demo.

                Voodoo2 support is preliminary and does not work
                with the drivers shipped with the Creative Labs
                3D Blaster Voodoo2. It is likely that there will
                be drivers available shortly after the release
                of this demo which will work. Check with your
                card's vendor or with 3Dfx for the latest drivers.

          Rendition Support
                Rendition support requires Rredline v2.1 or
                higher. The latest Rredline drivers can be found
                on the Rendition web site at http://www.rendition.com

          This demo is pre-Alpha and has had limited testing on
          the following video cards.

                Creative Labs 3D Blaster Voodoo 2 (Voodoo 2)*
                Matrox Millenium
                Matrox Millenium 2
                Matrox Mystique 220
                Diamond Viper 330
                Sierra Screamin' 3D (V1000)
                Intergraph Intense 3D (V1000)
                Hercules Thriller 3D (V2200)
                Orchid Righteous 3D (Voodoo)
                Diamond Monster 3D (Voodoo)
                Canopus Pure 3D (Voodoo)

          * GPL should run quite well but may lock up on exit.
          Make sure you have installed the latest drivers
          available from your card's vendor.

     iii. Getting into the car
                To get into the driver's seat, click on the green flag
                (lower-right corner of the screen) from the Main Menu.
                A track selection screen will appear with a race program
                showing the currently selected track. Watkins Glen is
                the only track available in the demo. Select the car
                class you would like to drive (see Gameplay section for
                information on car classes) and then click on the green
                flag to go to the track. Once the track has loaded,
                you will be at the Race Weekend screen. Click the green
                flag on this screen and you will be dropped into the
                cockpit of your selected car.

  B. Gameplay

i. Car Classes

In addition to multiple car models (three of which
are included in this demo: Lotus 49, Brabham BT-24,
and Gurney Eagle), GPL includes three different car
classes in which to compete. This approximates the
real world of racing, where a driver doesn't simply
hop straight into a full-blown Grand Prix car without
having gained a good bit of experience in lower-powered,
more forgiving machines.

In GPL, the G3 class is intended for novices. With
significantly less power than the GP cars, things move
much more slowly in a G3 car. Wheelspin is only a
factor in 1st gear, the engine only revs to about
6500 rpm, and there are also fewer gears to worry about.

The G2 class contains cars which are only somewhat
less powerful than the GP cars. You'll need more
delicate throttle control and quicker reflexes to
keep a G2 car pointed in the right direction.

While the demo allows you to select whichever car
class you wish, it is strongly recommended that you
start out in the G3 class until you have become
confident enough to lap consistently without spinning.
This will be quite different from any other racing sim
you have played, and at first it will seem as if the G3
car is extremely slow and underpowered. However, you
will quickly find that it is indeed quite a challenge to
drive it well. The G3 car is actually capable of 120mph
and will accelerate from 0 to 60mph in approx. 5 seconds.
If you put in the time, you will find it easier to learn
the basic car control which is necessary to handle the
full GP class cars.

ii. Driving Aids

GPL contains two driving aids which may be selected from
the Options screen: Braking Help and Traction Help.
These are provided in order to make the game less
frustrating for players who don't want to deal with a
fully realistic physics model. Note, however, that both
aids carry a significant performance penalty. With
Braking Help on, it will not be possible to stop the car
in as short a distance, and with Traction Help on, the
car cannot be accelerated as quickly out of corners.
Neither of these aids provide any advantage outside of
making the car easier to control.

Braking Help is essentially anti-lock brakes. The sim
looks at the slip of each tire and, when it reaches a
certain threshold, reduces brake pedal pressure. It is
NOT auto-braking. You must still decide when and where
to apply the brakes.

Traction Help is essentially Traction Control. The sim
looks at the slip of the two rear tires and, when either

reaches a certain threshold, reduces throttle.

iii. Saving and Viewing Replays
Replays can be saved from the Race Weekend screen by clicking on the folder icon under the 3D window. You will be prompted for a filename. To view the replay later, or to view replays which you have obtained from other players, select View Replay from the Main Menu. Click on the text in the middle of the screen and then select the replay you want to view. Note that the View Replay screen is not complete. In the final game, a listing of all available replays will appear on this screen, along with information about each (track where it was recorded, etc.).

Replays are stored in the Replay directory in the GPLDemo\Program directory. To view replays obtained from other players, simply copy them into the Replay directory before starting the game.

iv. Tire Temperatures and Pressure
This demo does not include modelling of dynamic tire temperatures or tire pressure. In other words, the tires are always at their optimum temperature and hot pressure as far as the driving model is concerned. The final game will naturally include complete modelling of dynamic tire parameters.

In the demo, tire temperatures are actually calculated and used to decide when tire smoke should be generated (rather than simply generating smoke whenever a tire is sliding), but the temperatures have no effect on the car's behavior.

C. Keyboard Controls

i. Global
Print Screen   Saves Screen Shot (to filename gplssxx.pbf, where xx is a number from 01 to 99) SEE BELOW FOR HOW TO CONVERT SCREEN SHOTS TO A USABLE FORMAT.

ii. Driving Mode
Shift-R   Resets car
F10   Toggles between Chase view (behind the car)and Cockpit view

iii. Replay Mode
C   Next Camera
Shift-C   Previous Camera
Keypad 7   Rewind to Start
Keypad 1   Fast-Forward to End
Keypad 5   Play/Pause
Keypad 4   Rewind by Frame
Keypad 6   Advance by Frame

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        Left-Shift + Keypad 4    Rewind (fast)
        Left-Shift + Keypad 6    Fast-Forward
        Keypad 8                 Reduce Playback rate (Slow
                                 Motion - tape must be in Play
                                 mode)
        Keypad . (Del)           Go to Live Feed (real time)
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D.   Converting Screen Shots
     Screen shots are saved in a Papyrus Bitmap Format (.PBF). In
     order to convert them for viewing in standard imaging software,
     you must run the program PBF2TGA.EXE, located in the
     GPLDemo\Program directory. This will create a file in Targa
     format. To run the program, open a MS-DOS prompt and set your
     current directory to the GPLDemo directory
     (example: CD c:\Sierra\GPLDemo\Program). Then type PBF2TGA
     followed by a space and then the filename of the screen shot
     you want to convert. A successful conversion will yield the
     message: PBF to TGA   image conversion from gplssxx.pbf to
     gplssxx.tga successful.

E.   Miscellaneous

     i.   Re-Assigning Driving Functions
          Driving functions (Steering, Throttle, Brake and Clutch)
          may only be re-assigned to Keypad keys. They may not be
          re-assigned to any key on the main keyboard area. Since
          GPL is a multi-player design, this restriction is in
          place to prevent the user from creating a conflict with
          the multi-player chat interface.

     ii. Graphics Quality Options
          The Graphics Quality options (Anti-Aliasing, Gouraud
          Shading, Dynamic Lighting and Specular Highlights)
          cannot ACTUALLY be toggled off if 3D Acceleration is
          enabled. The user interface will allow you to toggle
          them off, but they will actually remain on in the
          demo.

F.   Troubleshooting

     i.   Who do I contact for help?

          For help or bug reporting for this demo send email to
          gpl_help@papy.com. To help us serve you better, please
          include detailed information about your machine
          configuration.

          Machine brand and model
          Processor type and speed
          Amount of RAM
          Video card and driver version
          Sound card
          Game controller
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Please include a detailed description of the
problem(s) encountered.

ii.     Nothing happens when I click on the GPL demo shortcut.

        GPL is probably trying to use a video adapter that you
        don't have installed in your machine.  To fix this, simply
        delete the "options.ini" found in \SIERRA\GPLDEMO\PROGRAM
        directory.

iii.    The error message "Could not find Dinput.dll" comes up when
        I click on the GPL demo shortcut.

        You need to install DirectX 5.  You can download DirectX 5
        from Microsoft's web page at http://www.microsoft.com.


IV] HOW TO UNINSTALL THE DEMO
=====================================================================
1)   Run Add/Remove Programs (under Start/Settings/Control Panel).
2)   Select Grand Prix Legends Demo from the list.
3)   The demo will be uninstalled.


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