BASIC CONTROLS

ACTION	KEYBOARD	JOYSTICK
Steer left/right	← / →	Joystick Left/Right
Accelerate	↑	Joystick Up
Brake	↓	Joystick Down
Upshift	.	Button 1
Downshift	,	Button 2
Look behind	BACKSPACE	Button 3

TABLE OF CONTENTS

INTRODUCTION. 3

SETTING UP THE GAME 4

GAME MODES 5

- Quick Race. 5
- Career Mode 8
- Multiplayer 12

DRIVING A SPORTS CAR. 14

- Display 15
- The Pit 15
- Pause Game/Quit Race 16
- After The Race 17

THE GARAGE 17

OPTIONS 21

HOT KEYS 24

CREDITS 26

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

INTRODUCTION

Sports Car racing is the pinnacle of production car performance, and nowhere is the excitement level higher than at the GT Series. The three-tiered GT Series delivers blistering, white-knuckle racing where drivers race the world's most exciting sport cars at speeds in excess of 200 mph.

Sports Car GT™ puts you on the fast track to the GT Series championship. Buy a car and enter at the qualifying stage. Race well, and you'll earn money that you can spend to modify your car. Win a GTQ season and you can enter the GT-3 series. Continue through the ranks to GT-2 and, finally, GT-1 where the competition is stiffer, the tracks are tougher, and proper car tuning becomes as critical as racing itself.

Sports Car GT Features:

GT Series Cars

BMW M3, Callaway C12, Lister Storm, McLaren F1 GTR, Mercedes CLK GTR, Mosler Raptor, Panoz Esperante, Panoz GTR-1, Panoz Q9, Porsche 911, Porsche 911 RSR, Porsche GTI, Saleen Mustang, and Vector M-12.

GT Series Tracks

Chatham, Desert Speedway, Donington Long, Donington Short, Hockenheim, Laguna Seca, Lime Rock, Mosport Park, North Point, Road Atlanta, Sardian Park, Sebring, Sebring Octoberfest, and more.

For more info about this and other titles, check out Electronic Arts™ on the web at **www.ea.com**.

SETTING UP THE GAME

When you load the game, the Setup screen appears.

NOTE: For installing and loading instructions, ➤ the enclosed Reference Card.

SETUP SCREEN

Use the Setup screen to select a video mode for your game.



⇨ After selecting a video driver, click PLAY SPORTS CAR. The video introduction appears, followed by the Player Setup screen.

PLAYER SETUP SCREEN

This is where your race setup begins. The Player Setup screen offers the following gameplay modes:

QUICK RACE Hone your driving skills while competing in a single race of your choice (➤ p. 5).

CAREER Race against highly-competitive computer-controlled cars in a full season. Players start their careers in the GTQ racing class then progress to more challenging divisions (➤ p. 8).

MULTIPLAYER Challenge a friend in head-to-head mode through a network connection (➤ p. 12).

ELECTRONIC ARTS™



TO BEGIN A GAME:

1. Click NEW, then enter your name and click CREATE. A profile is created under the player name.

2. Click a Game Mode to highlight it.

3. Click OK. The appropriate screen appears.

GAME MODES

QUICK RACE

RACE SETUP SCREEN

When you choose Quick Race mode, the Race Setup screen appears. From the Race Setup screen, you can use a number of options to customize the upcoming race.

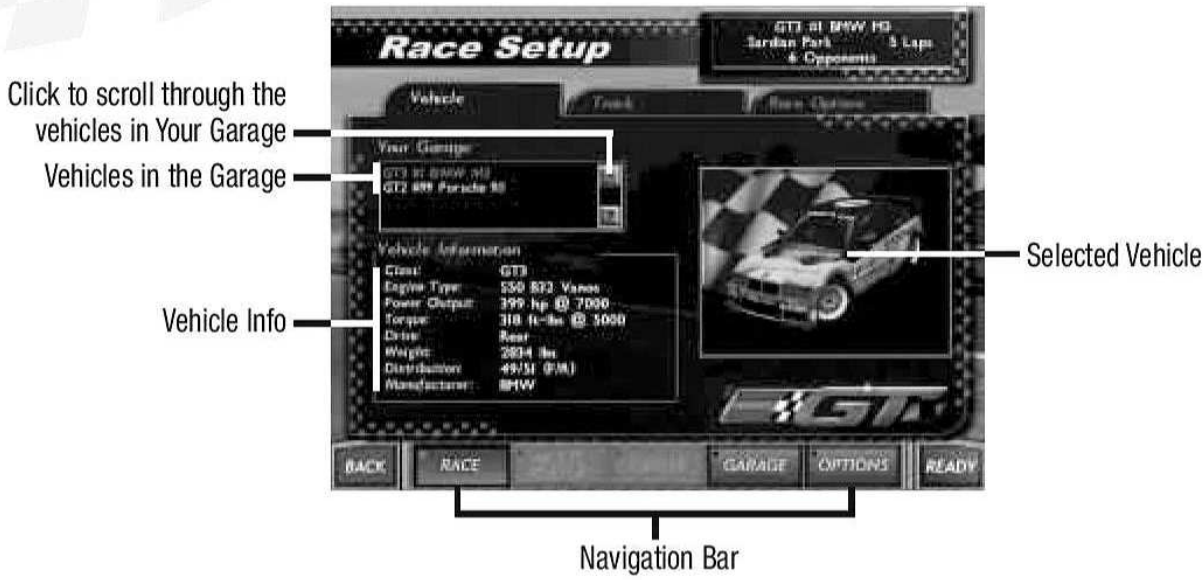
⇨ After selecting Vehicle, Track, and Race Options, click READY. The Grid screen appears.

NOTE: In this manual, all default options appear in **bold** font.

Vehicle Tab

From the Vehicle tab, you can select the car you want to take out to the track.

❒ The GT3 BMW M3 and GT2 Porsche 911 are always available, in addition to any vehicles you purchase in Career mode.



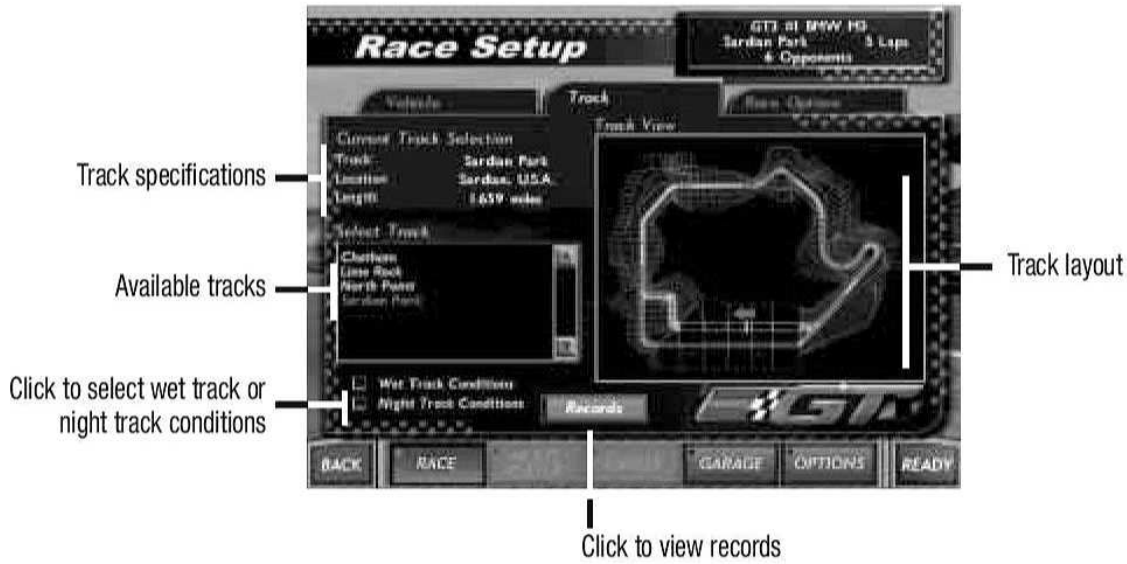
⇨ To select a vehicle, click the vehicle name in the Your Garage field. A picture appears along with some basic information about the vehicle.

Track Tab

From the Track tab, you can choose a track and determine weather and time of day conditions.

NOTE: Some tracks do not allow for weather or time of day changes.

NOTE: As you progress in Career mode, more tracks become available in Quick Race mode.



⇨ To choose a track, click the track name in the Select Track field. A picture and some basic information about the track appear.

Race Options Tab

From the Race Options tab, you can set the race length by time limit or number of laps and adjust a variety of race options.

GENERAL OPTIONS Select **TIME** to race a timed event or LAPS to race a controlled distance. In a timed event, you can set race length from 1 to 4,320 minutes (72 hours) long. In a distance event, you can set race length from 1 to 9,999 laps.

MIXED CLASS OPPONENTS When ON (red), cars from any race class can compete.

ALLOW MODIFIED VEHICLES Modified vehicles are the customized cars you build in Championship mode. Activate this option to enter those cars in Quick Race and Multiplayer modes.

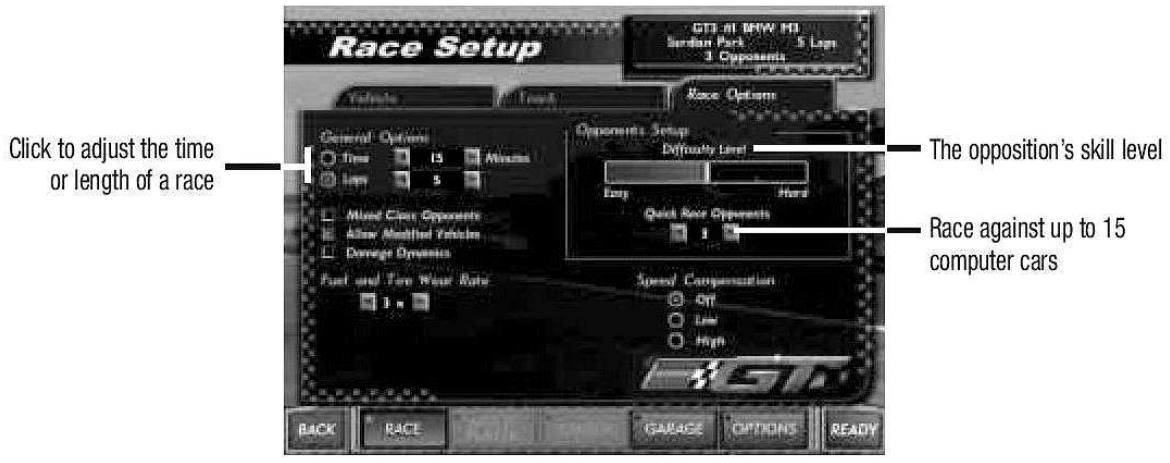
DAMAGE DYNAMICS When **ON** (red), any damage taken during a race realistically affects the vehicle's handling capabilities.

FUEL AND TIRE RATE Use this option to increase the frequency of pit stops in short races. You can make the cars expend fuel and wear tires up to seven times the normal rate, intensifying the importance of a pit strategy.

OPPONENTS SETUP Set the quality and quantity of CPU competitors. Use the Difficulty Level slider to determine opponent skill and click in the Opponents field to increase or decrease the number of opposing vehicles.

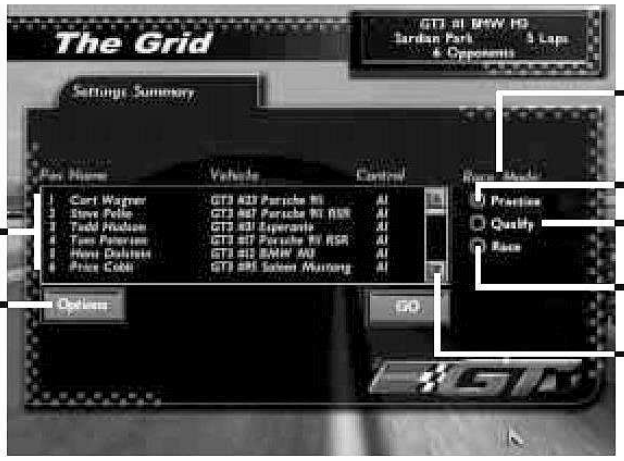
SPEED COMPENSATION This option provides trailing cars with a speed boost to keep them competitive with the leaders. Set LOW for minimum boost or HIGH for maximum boost.

NOTE: When playing in Career mode, you cannot turn this feature off.



THE GRID SCREEN

The Grid screen lists all competitors and a variety of Race mode options. It also displays the starting position of each vehicle.



⇨ When you are ready to begin your race, click GO.

NOTE: You start in last position on the Grid unless you qualify.

Career Mode

NOTE:: For players wishing to turn damage off in Career Mode, use the following Cheat Code. From any Career Mode menu screen, type: ISI_IM_DELICATE

When you choose Career mode from the Player Setup screen, the Career screen appears.

Before starting a new season, you must purchase a vehicle. Access the Buy Vehicle tab (➤ p. 10) and select a vehicle. You begin the season with 100,000 credits.

NOTE: If you choose not to purchase a vehicle, one is purchased for you.

Once you have a vehicle, return to the Season tab, then click NEW SEASON. The New Season menu appears.

New Season Menu

Use the New Season menu to select a race class, vehicle, and options for your season.

RACE CLASS Choose the GT class you want to race. If you are beginning your first season, only the GTQ Class is available. More classes become available as you earn them by progressing through the season.

RACE LENGTHS Set the length of each race: LOW, **MEDIUM**, HIGH, or MAX.

NOTE: A LOW setting race lasts for an average of 10-20 minutes, with a maximum length of 45 minutes. A MEDIUM setting race lasts for an average of 20-35 minutes, with a maximum length of 90 minutes. A HIGH setting race lasts for an average of 35-75 minutes, with a maximum length of 180 minutes. A MAXIMUM setting race lasts for an average of 75-150 minutes, with a maximum length of 720 minutes.

DIFFICULTY Choose a racing skill for your opponents: LOW, **MEDIUM**, HIGH, or MAX.

OPPONENTS Select the number of opponents to compete against: LOW (5 cars), **MEDIUM** (7 cars), HIGH (11 cars), or MAX (15 cars).

VEHICLE In the GTQ Class, you begin the season by purchasing a stock race car. As you gain credits, you can upgrade the car or purchase a higher performance vehicle.

NOTE: You can use vehicles from lower class GT seasons for higher GT seasons, but you cannot use higher class vehicles for a lower class season. For example, the GT1 Porsche cannot be used in a GT2 race season.

⇨ To return to the Career screen, click NEW SEASON.

NOTE: Starting a new season overwrites any season currently in progress.

CAREER SCREEN

At the Career screen, you can use several options to enter and complete a GT racing season. You begin in the qualifying class, and you must place first in the season to progress through the levels, culminating with the GT1 class. Along the way, you'll win credits that you may use to upgrade your car and purchase better cars.

- ❒ To progress through the GTQ and GT3 series, you must finish in at least third place. To progress through the GT2 series, you must finish in at least second place. To progress through GT1, you must win the season.
- ❒ If you complete all four rounds of the GT series, a hidden fifth round appears. In WORLD GT, you compete in a super-series that consists of every track in the game.
- ❒ If you complete a season with enough points and with the Difficulty level set to HIGH or MAX, hidden tracks and vehicles become available to select.

⇨ When you are ready to advance, click READY. The Grid screen appears (➤ p. 7).

NOTE: In Career mode, you can attempt to qualify for a race before competing in the event. On the Grid screen, select QUALIFY to make a qualifying run. If you do not qualify, you begin the race in the final starting position.

Season Tab

The Season tab contains the current season standings.



The Season Standings displays the name, vehicle type, and total points accumulated for each driver

Begin a new racing season

⇨ To begin a new racing season, click NEW SEASON. The New Season menu appears (➤ p. 8).

Buy Vehicle Tab

As you progress through the season and gain credits, you can use the Buy Vehicle tab to purchase better cars.



Sell Vehicle Tab

From the Sell Vehicle tab, you can sell any car from your garage. The sales price is calculated by adding 55% of the actual retail price to 55% of the value of the parts added to the car.

NOTE: If you have purchased multiple levels of upgrades in a specific parts category, only the highest level purchased is counted in the resale price.

⇨ To sell a car, highlight the car in your garage, then click SELL.

Vehicle Parts Tab

From the Vehicle Parts tab, you can purchase component upgrades to enhance your vehicle's performance. Any modification you make to your car will increase its performance, but some may suit your driving needs better than others. Upgrades are automatically installed after a purchase.

⇨ Click on a vehicle part to view a price and description for the upgrade.

NOTE: Most vehicle parts can be upgraded three levels.

WEIGHT REDUCTION	Reduces your vehicle's overall weight, allowing for increased maneuverability and acceleration.
AIR INTAKE	Increases the air flow to your vehicle's engine and helps to increase the power output.
ANTI-LOCK BRAKES	Upgrade to increase your vehicle's stability during braking. Be aware that anti-lock

	brakes do not directly affect the vehicle's braking distance. Locking the wheels during braking will increase the braking distance required.
AERODYNAMIC WORK	Reduces drag and increases downforce for a more stable, aerodynamic ride.
COMPUTER CHIP	Increases engine efficiency, resulting in greater horsepower.
MANIFOLD & HEADERS	Upgrade for increased acceleration at high RPMs, resulting in higher top speed and improved exhaust efficiency.
BRAKE SYSTEM	Upgrade your brakes for increased stopping power at high speeds. Essential for control into tight hairpin turns.
GEAR BOX	Upgrade the gear box to gain more tuning control over gear ratios and acquire a sixth gear.
SUSPENSION	Upgrade the suspension for a more stable ride around the circuit, keeping your tires in firm contact with the road.
TURBO CHARGER	Upgrade to increase your vehicle's acceleration at higher RPM's.
INTERCOOLER	Adds additional cooling ability for the Turbo Charger, resulting in extra horsepower for your vehicle.
CLUTCH FLYWHEEL	Decreases the inertia of the flywheel and allows for a more efficient clutch, transferring more power to the tires when shifting.
MUFFLER AND PIPES	Upgrade your muffler and pipes to increase the efficiency of your exhaust system and increase your engine's horsepower.
TIRES	Increases your vehicle's grip, which translates to better braking, acceleration, and handling.

Schedule Tab

From the Schedule tab, you can view the track schedule for the current season, track records, and results from previous races.



MULTIPLAYER

Multiplayer mode lets you challenge opponents through a network. The server must have *Sports Car GT* installed and a CD of the game. Joining players need to have the game installed on their system, but do not need the CD.

⇨ When you choose Multiplayer mode, the Select Protocol menu appears.

SELECT PROTOCOL MENU

The Select Protocol menu is where you select a connection protocol. In all cases, one player is the Server and the others are Clients. The Server chooses all the game options.

⇨ To make the connection, select your chosen protocol. The Games tab appears.

Sports Car GT does NOT support internet play. While it may be possible to play *Sports Car GT* over high speed internet connections (T1, T3, ADSL, Cable Modem, etc.), we make no guarrantee that players will be able to make the kind of sustained low latency connections necessary for good gameplay.

Sports Car GT supports multiplayer games for up to 6 players only over standard local area networks. Anything greater than 6 players can cause synchronization issues and possible crashes. Dedicated LANs may be able to support more players.

IP/X Connection

This protocol is usually used for Ethernet local network connections. To use this option, your computer must be equipped with an IPX compatible network card and driver.

❒ With an IPX connection up to 6 people can play simultaneously in one session.

TCP/IP Connection

This protocol allows players to compete over standard TCP/IP local area networks. When you select this protocol, Sports Car GT prompts you to enter the IP address of the server to which you want to connect.

⇨ To search for all created games, leave the IP Address field blank and press OK.

GAMES TAB

From the Games tab, you can view available games on the network or create new games.



Return to the Race Setup screen.

TO CREATE A NEW GAME:

1. Click CREATE. The Multiplayer Game menu appears.
2. Enter a game name, then click CREATE. The Grid screen appears.

HOST SETTINGS TAB

Select options for network games.

MAX AI OPPONENTS Choose the number of AI opponents to race against. No more than 6 opponents total (human and AI) recommended.

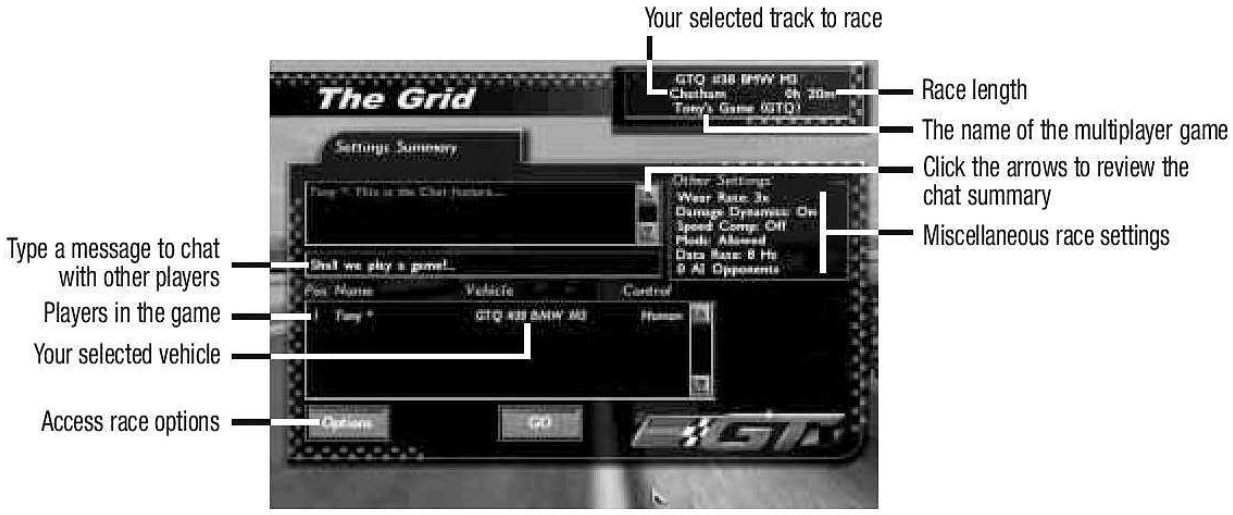
NETWORK DATA RATE Set the frequency at which your system checks for data packet updates.

NOTE: On lower end machines, a high Network Data Rate setting may slow your system's overall performance.

NOTE: If you notice jumpy behavior from your vehicle during a multiplayer race, setting the Network Data Rate higher may alleviate the problem.

MULTIPLAYER GRID SCREEN

From the Multiplayer Grid screen you can chat with competitors and view race options.



⇨ To start a multiplayer race, the Server must select GO.

⇨ To adjust race options, click OPTIONS. The Multiplayer screen appears. From here you can access the Options screen.

DRIVING A SPORTS CAR

Your race loads with your car idling at the Starting line. When the green light flashes, hit the accelerator and see what your machine can do!

⇨ To accelerate, press [↑].

EA TIP: Don't overrev the engine before the race starts. If your tach is too high when your car locks into first gear, you'll burn your tires and lose valuable ground.

⇨ To steer left/right, press [←]/[→].

⇨ To brake, press [↓].

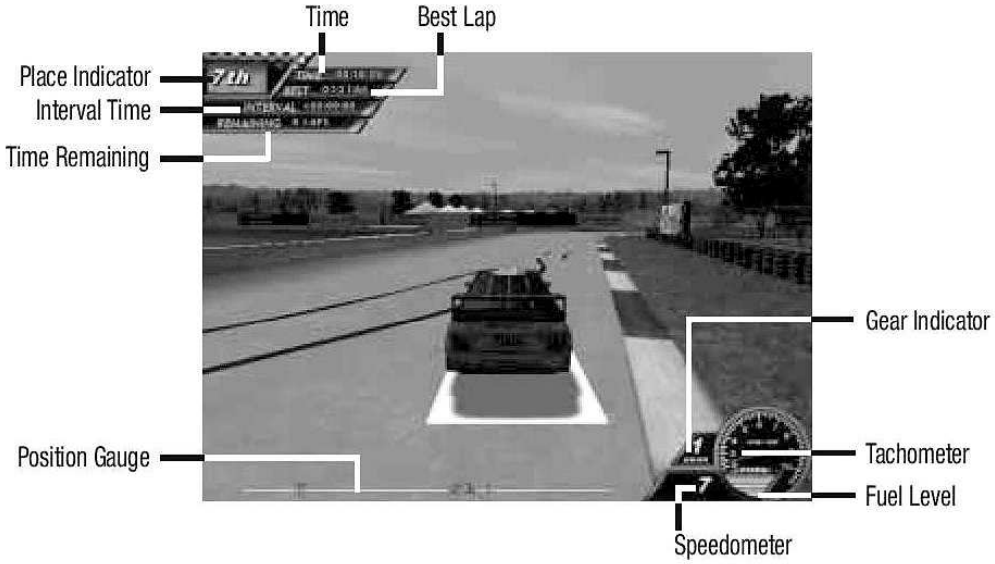
⇨ To select a camera view, press [V], [1], [2], or [3].

⇨ To look behind you, press and hold [BACKSPACE].

⇨ If you choose to drive with a manual transmission, press [.] to upshift and [,] to downshift.

DISPLAY

You can check out the following information at anytime during a race.



TIME	The current lap time.
BEST LAP	Best lap on this track.
INTERVAL TIME	The difference between your time on the current waypoint and your best overall time on the waypoint.
TIME REMAINING	Time remaining in the race
POSITION GAUGE	Your position on the track in relation to your competitors. The leftmost point of the gauge is the track's starting position, while the rightmost point is the end of the track.
PLACE INDICATOR	Your current position in the race.
INSTRUMENTS	Tachometer, Speedometer, and Gear Indicator.
FUEL LEVEL	The amount of fuel in your tank. If you run out of fuel, your race ends.

NOTE: A generic dashboard is used in the game and is not representative of those used in the actual car models.

THE PIT

A good pit crew can often be the difference between winning or losing a race. If your vehicle is damaged during a race, its performance suffers. To make repairs, refuel, or tune your vehicle, enter Pit Row, located near the beginning of each track.

AUTOMATIC PIT STOP MENU

When you enter Pit Row, the Automatic Pit Stop menu appears. Select the appropriate options to keep your vehicle running smoothly.

FUEL	Set the fuel level you want.

NOTE: You can limit tank capacity prior to starting a race on the Other tab (➤ p. 20.) or during a pit stop. However, you cannot set the fuel level below your current fuel level in the game.

TIRES	Choose to **CHANGE** or LEAVE your current set of tires.
DRIVER	Choose **HUMAN** to drive your vehicle or AI to let the CPU take control.
DAMAGE	Choose to **FIX** or LEAVE any damage your vehicle has sustained.
DAM	Adjust the angle of the Front Air Dam for better performance. (➤ *Aerodynamics Tab* on p. 18.)
WING	Adjust the angle of the Rear Wing for better performance. (➤ *Aerodynamics Tab* on p. 18.)
DONE	Highlight and press RETURN to begin pit work on your vehicle.



After the pit work is complete, your vehicle automatically returns to the track. When PLAYER CONTROL appears, the vehicle is yours to control.

NOTE: To access the Automatic Pit Stop menu, you must enter through the proper Pit Row entrance. If you do not enter through the correct entrance, the menu does not appear.

PAUSE GAME/QUIT RACE

- ⇨ To pause your race, press P.
- ⇨ To access the Exit Race menu, press ESC. To quit the race, press Y.

AFTER THE RACE

At the end of the race, *Sports Car GT* displays your final position and shows your car running a victory lap.

⇨ To toggle the Race Results menu **ON**/OFF, press [BACKSPACE]. To scroll the result, press [↑] or [↓].

⇨ To cancel the victory lap, press [ESC].

RACE RESULTS SCREEN

Upon completing a Career mode race, the Race Results screen appears.



THE GARAGE

The Garage is the area where you may change your vehicle settings. To achieve optimal race times, you must adjust your vehicle's settings to suit the track's unique characteristics.

NOTE: In most cases, you must modify your car in order to tune it, and some features require several upgrades before tuning is available. The Allow Modifications option must be ON for tuning to take effect.

❒ If you click the DEFAULT button on any tab, ALL garage options return to their default settings.

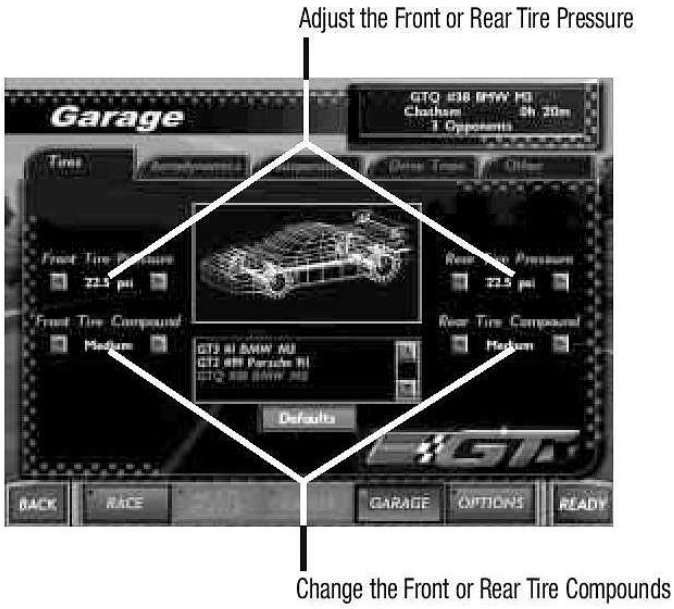
NOTE: MANY ADJUSTMENTS RESULT IN CHANGES TO YOUR VEHICLE'S ABILITY TO UNDERSTEER/OVERSTEER.

THE CAR OVERSTEERS, OR IS "LOOSE," WHEN IT TENDS TO LOSE GRIP IN THE REAR TIRES AND SPIN WHILE TURNING IN ANY DIRECTION—IT'S AS IF YOU'RE DRIVING ON ICE. THE CAR SEEMS OVER-RESPONSIVE IN A HARD CORNER AND TURNS FURTHER THAN YOU WANT IT TO GO.

THE CAR UNDERSTEERS, OR IS "TIGHT," WHEN IT TENDS TO GO STRAIGHT WHEN YOU TRY TO TURN. THE CAR SEEMS UNRESPONSIVE IN THE CORNERS—IT WON'T TURN AS MUCH AS YOU WANT IT TO AND WANTS TO HEAD FOR THE WALL. UNDERSTEER IS ALSO KNOWN AS HAVING A PUSH.

Tires Tab

The Tires tab is where you tune the Tire Pressure and Compounds for your vehicle.



- Tire Pressure adjustments affect the cornering ability of your vehicle. Increased pressure improves tire responsiveness by giving the tires better grip with the track. The downside is that increased grip results in faster tire wear. Beware of reducing tire pressure too greatly as the uneven contact with the ground also increases the wear on your tires.
- Tire Compound adjustments affect your vehicle's handling on different types of surfaces. Soft compound tires have tread to clear water from under the tire and work best for slick surfaces. Medium or Hard compound tires are more durable and are ideal for dry tracks.

Aerodynamics Tab

The Aerodynamics tab lets you adjust the manner in which air passes above and beneath the vehicle.



- ❒ Increasing the angle of the Front Air Dam increases downforce on the front end of the vehicle. The benefit of this is greater control. However, the increased air resistance results in lower top speed.
- ❒ Increasing the angle of the Rear Wing increases downforce on the back end of the vehicle. The benefit of this is better rear wheel traction. However, the increased air resistance results in lower top speed.
- ❒ A car with more downforce on the front end is likely to oversteer, while a vehicle with more downforce on the back end is likely to understeer.
- ❒ Lowering your car's Ride Height lowers it's center of gravity, resulting in less air resistance and easier cornering. The drawback of this is that you run the risk of your vehicle bottoming out and taking damage.

Suspension Tab

Use the Suspension tab to tune your vehicle's handling capabilities.

- ❒ Increasing Spring Tension creates a stiffer ride, which results in better handling. However, the higher the Spring Tension, the more likely your vehicle will bounce off the road on bumpy tracks and lose grip. Higher Front Spring Tension generally results in more understeer, while less spring tension results in oversteer.
- ❒ Negative Camber measures the degree at which your tires lean in at the top. Adjust Camber to keep them flat on the ground in the corners, allowing for better grip and less wear. Be careful not to use extreme settings as they degrade these performance advantages. More negative Front Camber generally results in more oversteer, while less causes the vehicle to understeer.
- ❒ Bump reflects the shock stiffness of a vehicle when it hits a bump. Increase the Bump setting for higher resistance. More Front Bump generally results in more understeer, while less causes oversteer.
- ❒ Rebound is based on shock stiffness when the spring is rebounding after a bump. The higher the Rebound, the better the vehicle's resistance. If the Rebound is set lower than the Bump, the vehicle's tires may jump off bumps in the road. If the Rebound is set too high, the tires may not rebound after a jump, causing the vehicle to ride on its bumpstops.
- ❒ The Anti-Roll Bar increases a vehicle's resistance to lateral rolls, resulting in better handling. However, if the bar is too thick, the vehicle is likely to bounce off bumpy roads. The Front and Rear Anti-Roll Bars settings should differ because the vehicle may oscillate if the natural frequency of the bars is reached. A thicker Front Anti-Roll Bar generally results in more understeer, while a thicker Rear Anti-Roll Bar causes more oversteer.

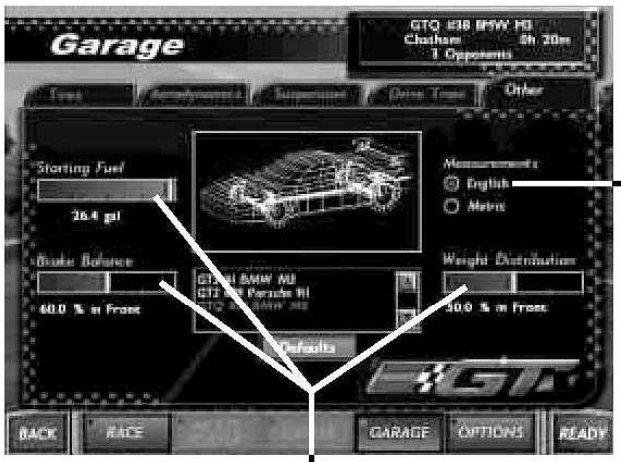
Drive Train Tab

Use the Drive Train tab to customize your vehicle's gear settings for the best possible acceleration to top speed ratio for each track.

- ❒ Gear ratios affect a vehicle's acceleration and top speed. Shorter gears allow for better acceleration but top speed is reduced because the engine reaches its rev limit at a lower speed.
- ❒ The Final Gear Ratio is the differential ratio that affects all of the vehicle's gear ratios. Increasing the Final Gear Ratio by a given percentage results in an increase of all gear ratios by that percentage.

Other Tab

The Other tab allows you to customize some miscellaneous settings.



Click to select the **ENGLISH** or METRIC measurement standard

Use the sliders to adjust the Starting Fuel, Brake Balance, and Weight Distribution levels

- The Starting Fuel level determines the amount of fuel in your tank when you begin a race. For qualifying runs or short races, use less fuel to reduce overall vehicle weight and provide better acceleration.
- Brake Balance determines how the braking effort is distributed front-to-rear. Increasing the front braking results in better deceleration but reduces a car's turning ability while braking. Increase the rear braking in situations where you want to add oversteer to your vehicle.
- Weight Distribution plays an important role in a vehicle's overall performance. An evenly-distributed balance improves the cornering ability of the vehicle. More weight in the rear increases the grip of rear-wheel drive vehicles when accelerating quickly. Add more weight to the front of the vehicle in situations where you want more understeer.

OPTIONS

The Options screen contains a variety of tabs that you can use to optimize your playing experience.

Control Tab

From the Control tab, you can enable or tune a game controller or customize your keyboard/controller inputs.

ENABLE CONTROLLER Click to play the game with any direct-input controller device (Joypad, Wheel, etc.).

CONTROLLER DEAD ZONE Use the slider to set the Dead Zone level. A high Dead Zone setting means that you move the input device very far before seeing much car movement.

CONTROLLER SENSITIVITY Use the slider to set the Control Sensitivity level. The higher the sensitivity, the faster the vehicle reacts to the input device.

DRIVING AIDS

- **STEERING HELP** When ON (red), the CPU aids with the vehicle's steering, allowing you to learn the course.
- **BRAKING HELP** When ON (red), the CPU aids with the vehicle's brakes.
- **AUTOMATIC SHIFTING** When **ON** (red), the CPU handles the vehicle's transmission. Toggle OFF to play with Manual Transmission.
- **AUTOMATIC REVERSE** When ON, the vehicle automatically shifts into reverse if you hold the Brake button during a complete stop, and makes the Brake your throttle. Turn this option off if playing with a steering wheel peripheral.
- **SPEED SENSITIVE LEVEL** Steering becomes more difficult as your speed increases. Set low for easy steering at any speed or high to prevent oversteering at high speeds.

NOTE: With Automatic Shifting, Speed Sensitive Steering, Steering Help, and Braking Help set to ON, your vehicle automatically executes pit stops during a race for refueling and maintenance work. You must disable one or more of these options to regain control of the car.

To change Controller/Keyboard Settings:

1. Click the grey button assigned to the control you want to change.

2. Press the keyboard button or controller button/direction you want to replace it with.

⇨ Press [ESC] if you want to skip it.

NOTE: Some Controller/Keyboard inputs cannot be selected.

Graphics Tab

The Graphics tab contains all the game's graphical options.

GRAPHICS DETAIL

TRACK DETAIL LEVEL	Set the level of graphical density for the track. The MAX setting displays the highest possible amount of detail.
VEHICLE DETAIL LEVEL	Set the detail level lower to improve the overall frame rate.
TEXTURE QUALITY	Set the overall quality for texture maps in the game.
E-MAPPING	When ON (red), Environment Mapping allows you to see more realistic lookingky reflections on the cars.
MIP-MAPPING	When ON (red), Mip-Mapping scales down the quality of objects in the distance and uses higher quality textures in close.
WET CAR REFLECTIONS	When ON (red), the vehicle reflects off of wet surfaces. This feature is recommended for users with high end accelerated systems.

NOTE: Some reflections can be seen on the track even when this feature is OFF.

SCREEN RESOLUTION	Set the resolution level for the game. The higher the resolution setting, the more processor intensive the game becomes. A higher resolution setting may result in a lower frame rate.
GAMMA	Use the slider to adjust the color saturation for the vehicles and tracks.

NOTE: The Graphics tab default settings are determined once you select a video driver from the Setup screen (➤ p. 4). You can change any settings but keep in mind that the game's overall frame rate may be affected.

Sound Tab

The Sound tab contains all the game's audio-related options.

GAME MUSIC	When ON (red), the game music plays during gameplay.
SOUND EFFECTS	When ON (red), sound effects play during gameplay.
AMBIENT SOUND	When ON (red), additional sounds such as cheering crowds and pit adjustments play during gameplay.
SOUND FX VOLUME	Set the volume level for in-game and menu screen sound effects.
MUSIC VOLUME	Set the volume level for in-game and menu screen music.
SOUND QUALITY	Set the quality level for audio sample playbacks: 11 KHZ or **22 KHZ**. **22KHZ** samples are higher in quality but more processor intensive.
CD PLAYBACK	Play the soundtrack in a **CONTINUOUS** order, a RANDOM order, or select REPEAT TRACK.

Replay Tab

The Replay tab contains options that let you record game data and play back the files.

RECORD REPLAYS When ON (red), the game records a replay of your race.

REPLAY TIME Use the arrows to set the maximum recording time for each replay.

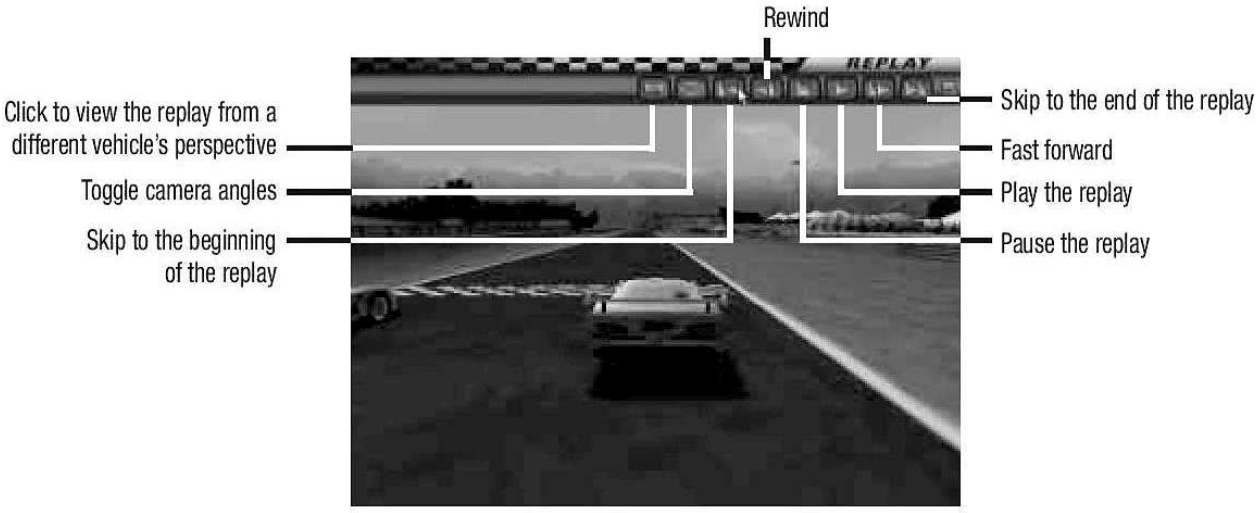
VCR FILES This list contains saved replays. Highlight a replay, then press PLAY to view it.

NOTE: Once a replay has been recorded for a track, a new race for the same track records over that particular file. To prevent overwriting, rename the replay files.

NOTE: Replays cannot be accessed from Multiplayer menus.

REPLAY SCREEN

The Replay screen contains a variety of playback options for your replay.



⇨ To exit the Replay screen, press [ESC] then press [Y]. The Replay tab reappears.

Misc. Tab

STARTING VIEWPOINT *Sports Car GT* features two driving views. Choose the one you want to set as the race default.

REAR VIEW MIRROR Choose to play with or without a rear view mirror.

HUD Choose the HUD information you want displayed during racing.

HOT KEYS

DISPLAY

F2	Cycle rear view mirror options (In-Car view only)
F3	Cycle timing and position display options
F4	Toggle dashboard ON/OFF and cycle HUD.
F5	Toggle position map ON/OFF
F12	Screen capture (BMP file appears in root directory)
5	Toggle clouds and background ON/OFF
6	Toggle bilinear filtering ON/OFF
+ / -	Adjust mirror up down (In-Car view only)
+ / -	Zoom camera IN/OUT (Trackside view only)

VIEWS

1	Select In-Car view
2	Select Swing Man view
3	Select Trackside view
V	Cycle camera views
B	Cycle through views from different cars
O	Return to your car view
BACKSPACE	Look behind

FREE CAM CONTROLS

INS	Zoom out
DEL	Pan left
HOME	View up
END	View down
PAGE UP	Zoom in
PAGE DOWN	Pan right

DRIVING AIDS

F9	Toggle steering help ON/OFF
F10	Toggle braking help ON/OFF
F11	Toggle automatic/manual shifting ON/OFF
H	Toggle headlights ON/OFF
U	Display tire tread percentage remaining
A	Honk horn

IN GAME MUSIC

Keypad 1	Repeat music track
Keypad 2	Skip to the next music track
Keypad 3	Return to the previous music track
Keypad 4	Play the CD one time
Keypad 5	Continuously play the CD
Keypad 6	Play a random mix of music tracks
Keypad 7	Play
Keypad 8	Pause
Keypad 9	Stop

MISCELLANEOUS

M	Toggle CD music ON/OFF
N	Toggle sound effects ON/OFF
P	Pause/Resume game
ESC	End current session (Y to confirm; N to cancel)
SHIFT + R	Crash recovery

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NEED TECHNICAL SUPPORT? Please see the enclosed Reference Card for technical support information.

LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the media and the user documentation are free from defects in materials and workmanship.

WARRANTY CLAIMS

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase (i.e., purchase receipt), your name, your return address, and a statement of the defect. **OR** send the compact disc(s) to us at the address below within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media **after** the 90-day warranty period has expired, send the original disc(s) to the address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $7.50 per replacement compact disc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

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SYSTEM REQUIREMENTS

Minimum Configuration

- Windows® 95 or Windows® 98 (Windows NT is not supported)
- 166 MHz or faster Intel® Pentium®, Cyrix® 6x86™, or AMD™ K6™ processor
- 32 MB RAM
- 4x CD-ROM drive (600K/second transfer rate) using 32-bit Windows 95/98 CD-ROM driver
- High Color (65,535 color) capable 2 MB PCI or AGP video card with DirectDraw™ compatible driver
- 40 MB free hard disk space plus space for saved games (additional space required for DirectX™ 6 installation)

Recommended Configuration

- 233 MHz or faster Pentium processor
- 64 MB RAM
- 8x or faster CD-ROM drive using 32-bit Windows 95/98 CD-ROM driver
- 320 MB free hard disk space plus space for saved games (additional space required for DirectX 6 installation)
- 3-D graphics accelerator using the 3Dfx Voodoo™ Graphics or Voodoo Rush™ chipset with 4 MB RAM
- DirectX 6 compatible sound card with DirectSound™ support

Required for Multiplayer Games

NETWORK (2-8 PLAYERS)

- TCP-IP or IPX compliant network
- 1 CD per network game

SUPPORTED INPUT DEVICES

- Mouse, keyboard, Windows 95/98 supported gamepad (10 or more buttons recommended), Windows 95/98 supported joystick

DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter.

ScanDisk searches your hard drive for lost allocation units as well as cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

To run ScanDisk:

1. Left-click the **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run**.
3. In the Run dialog box, type **scandisk**, then click OK. The Setup screen appears.

- Make sure a check mark appears in the Automatically Fix Errors box, then select the drive to which you are installing the game (e.g., C:).

4. Click START to begin ScanDisk.

To run Disk Defragmenter:

1. Left-click the **Start** button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select **Run**.
3. In the Run dialog box, type **defrag**, then click OK. The Setup screen appears.
4. Select the drive to which you are installing the game.
5. Click OK to begin Disk Defragmenter.

DIRECTX INSTALLATION NOTES

READ THIS SECTION COMPLETELY BEFORE PLAYING SPORTS CAR GT™ OR INSTALLING THE DIRECTX DRIVERS.

DirectX is an Application Programming Interface that gives Windows 95/98 based applications high-performance, real-time access to your hardware, while reducing the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows 95/98 games.

Sports Car GT uses the DirectX 6 API (the latest iteration of DirectX at the time of release) and includes DirectX 6 files which you can install.

Two DirectX components, DirectDraw and DirectSound, may require updating your video card and sound card drivers respectively for proper operation of these components. Using video card and sound card drivers that do not support DirectX will result in display and audio problems in DirectX applications.

During DirectX installation, your video card and sound card drivers will be updated if necessary. The DirectX 6 files included with *Sports Car GT* include drivers for most video cards and sound cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that support DirectX.

After installing DirectX 6, check to see if your video card or sound card drivers have DirectX support:

1. With the *Sports Car GT* CD in your CD drive, click the **Start** button on your Windows Taskbar, then click **Run...**
2. From the Run dialog box, type **d:\directx6\directx\dxdiag.exe**, then click OK (substitute the correct letter of your CD drive if other than 'D:').
3. Look at the tabs labeled Display and Sound.

The Driver box displays the driver version number and whether or not your driver is Certified by Microsoft® as supporting DirectX.

- If your Display Driver or Audio Driver states "No Hardware Support" in this column, you must contact your manufacturer to obtain updated drivers that support DirectX.
- If your Display Driver or Audio Drivers states "Certified" in this column, your video card or sound card supports DirectX and should work properly in DirectX applications.

To test the driver click the **Test** button in the corresponding window and follow the on-screen instructions. Look in the **Notes** field at the bottom of the window for more detailed information on existing conflicts. If you are still experiencing difficulties, select the tab labeled **Still Stuck?** And click the **Troubleshoot** button. Follow the on-screen instructions.

IMPORTANT NOTE: During DirectX 6 installation, if you use a video card or sound card driver from your manufacturer that supports DirectX but is not yet Certified by Microsoft, you are prompted to replace the driver with a Certified driver. For **video cards**, we recommend **not** replacing your manufacturer's video card driver in this situation. Some manufacturers rely on their specific driver for functionality of their display utilities programs. Replacing the manufacturer's driver with Microsoft's driver may disable the functionality of these utility programs.

INSTALLING THE GAME

TO INSTALL SPORTS CAR GT:

1. Start the Windows 95/98 operating system.
2. Insert the *Sports Car GT* CD into your CD drive. The Autorun menu appears.

NOTE: If the Autorun menu does not automatically appear, click the **Start** button on your Windows 95/98 Taskbar, then click **Run...** At the Run dialog box:
Type **D:\spcar_ar.exe**, then click **OK**. The Autorun menu appears.
Substitute the correct letter of your CD drive if other than 'D:'

⇨ If you want to exit the *Sports Car GT* Autorun menu, click EXIT.

3. Click INSTALL. The *Sports Car GT* Setup menu appears.

⇨ You may click Cancel at any time to exit the *Sports Car GT* setup program.

4. Read the general installation information, then click **Next**. The Setup Type menu appears.

- The default install type is **MINIMUM INSTALL**. To

choose a different install type, click MEDIUM INSTALL or FULL INSTALL.

- The default install directory is C:\Program Files\Electronic Arts\Sports Car GT. To choose a different destination directory, click **Browse**, select the desired directory, then click **OK**.

5. The Ready to Install screen appears. Click **Next** to install *Sports Car GT*.
6. When the Installation Completed prompt appears, click **Finish**.
7. The DirectX 6 prompt appears.

- If you do not have DirectX 6 installed to your computer, we recommend you click **Yes**.
- If you have DirectX 6 or higher installed to your computer, we recommend you click **No**.

NOTE: For more information on DirectX 6, ➤ *DirectX Installation Notes* on p. 2.

8. Click your DirectX choice. (If you select **Yes**, follow the on-screen instructions for installing DirectX 6 and restarting your computer.)
9. You're ready to play *Sports Car GT*. (➤ *Starting the Game* below.)

UNINSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend uninstalling and re-installing the game.

To Uninstall *Sports Car GT*:

1. Click the **Start** button on your Windows 95/98 Taskbar, then select **Programs>Sports Car GT> Uninstall Sports Car GT**.
2. The Select Uninstall Method screen appears. Read the unistall information and select **Automatic** or **Custom**. Click **Next** to continue.
3. Click **Finish** to perform the uninstall.

STARTING THE GAME

TO START SPORTS CAR GT:

1. Start the Windows 95/98 operating system.
2. Double-click the *Sports Car GT* shortcut icon on your desktop.

NOTE: If you did not add a shortcut to *Sports Car GT* to your desktop, select **Start>Programs>Sports Car GT>Play Sports Car GT**

3. The *Sports Car GT* Setup window appears. Select the video driver you would like to use, then click Play Sports Car.

NOTE: Please see the enclosed manual for gameplay instructions.

PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

⇨ Please make sure you have read thoroughly the System Requirements and Installing the Game sections.

If you followed the directions and still have trouble installing or operating the software, below are some hints that might help solve the problem.

CD Problems

A 4x-speed or faster CD-ROM drive is required to run *Sports Car GT*.

Receive "File Not Found" Error Message When Installing or Running the Game

- Make sure the CD is in the CD drive. The CD must be in the drive to install or run the game.
- Make sure the CD is not scratched or damaged.

CD-ROM Performance Problems

- Make sure you are using a 32-bit native Windows 95/98 driver to control your CD-ROM drive. You can configure these drivers with the Device Manager found in Start>Settings>Control Panel>System Properties.
- Do not use a DOS-based 16-bit driver to control your CD-ROM (loaded in CONFIG.SYS). This may significantly reduce performance.

Choppy or Stuttering Video or Audio

You may be able to improve these problems by adjusting the CD-ROM read-ahead cache.

To adjust the read-ahead cache:

1. At the Windows 95/98 desktop, right-click the My Computer icon, then choose **Properties** from the pop-up menu.
2. Click the Performance tab, then click **File System...**
3. Click the CD-ROM tab, then click in the **Optimize access pattern for:** box, and choose QUAD-SPEED OR HIGHER.
4. Move the **Supplemental cache size:** slider to SMALL, then click **Apply**.

Note: Moving the slider to LARGE does not improve *Sports Car GT* video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

Video Problems

Sports Car GT requires an AGP or PCI SVGA video card capable of 640x480 resolution with 65,535 colors (2 MB or more video memory).

Note: If your Windows 95/98 display driver does not support DirectDraw, you may experience difficulties

installing or running *Sports Car GT*.

GENERAL VIDEO CARD INFORMATION

- During DirectX installation, the DirectX setup program attempts to install a display driver for your video card that supports DirectDraw. If your video card driver does not have DirectDraw support, the DirectX setup program replaces your existing video card driver. In some cases, this may disable manufacturer specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you are prompted to replace your current driver. In most cases, you should not replace your existing driver as it may disable manufacturer specific utilities for your video card. If you have video-related problems using the uncertified DirectDraw drivers from your manufacturer, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 6 video driver.

NOTE: Please refer to *DirectX Installation Notes* on p. 2 for more information.

WINDOWS 95/98 VIDEO PROBLEMS

You may be able to correct choppy or stuttering video or audio problems while running in Windows 95/98 by adjusting the CD-ROM read-ahead caching.

To adjust the read-ahead cache:

1. At the Windows 95/98 desktop, right-click the My Computer icon, then choose **Properties** from the pop-up menu.
2. Click the Performance tab, then click **File System...**
3. Click the CD-ROM tab, then click in the **Optimize access pattern for:** box, and choose QUAD-SPEED OR HIGHER.
4. Move the **Supplemental cache size:** slider to SMALL, then click **Apply**.

NOTE: Moving the slider to LARGE does not improve *Sports Car GT* video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

3-D ACCELERATOR TIPS

If you experience problems with the detection of your supported 3-D accelerator card, please refer to the documentation provided with your 3-D accelerator card.

Voodoo Graphics and Voodoo Rush Boards

Sports Car GT requires the Glide run-time drivers for the Voodoo Graphics chipset or the Glide 2.42 or higher run-time drivers specific to the Voodoo Rush chipset. If you have problems getting the game to run, check the CD for the latest drivers or contact your board manufacturer's website to obtain the latest drivers for your board.

NOTE: A limitation with the 3Dfx detection function in the Glide 2.42 Installer may prevent it from properly detecting your 3Dfx card. If during installation, you get the message "Error: Cannot detect

hardware," press OK until setup continues, then install the game as normal. You may not able install the Glide 2.42 drivers from the CD-ROM. If you experience problems running *Sports Car GT* after receiving this error message, please download the newest version of the Glide drivers from the 3Dfx web site at **www.3dfx.com**.

Memory Problems

Sports Car GT requires 32 MB RAM and Virtual Memory ENABLED. We advise letting Windows 95/98 manage the amount of virtual memory automatically (the default setting) and having *at least* 50 MB free hard disk space after installation.

Sound problems

Sports Car GT requires a sound card with DirectSound support. If your sound card driver does not have DirectSound support, you may experience choppy or stuttering sound, or sound that cuts in and out. In this case, we recommend obtaining updated drivers from your sound card manufacturer.

Installed sound card, but there is no sound

⇨ Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

General sound card information

- During DirectX installation, the DirectX setup program attempts to install a sound driver which has DirectSound support for your sound card. If your sound card driver does not support DirectSound, the DirectX setup program attempts to replace your existing sound card driver.
- Please consult your sound card manufacturer for updated drivers if DirectX 6 DirectSound drivers are not available for your sound card.

Note: Please refer to *DirectX Installation Notes* on p. 2 for more information.

Controller Issues

Joystick calibration in Windows 95/98

In order for *Sports Car GT* to recognize your joystick, you must calibrate it from the Control Panel. To install or calibrate your joystick in Windows 95/98, access the Control Panel and launch the Game Controllers applet.

Note: Some gaming devices use their own applets or software for installation and calibration.

Gravis GamePad™ and 4 button controllers

Although *Sports Car GT* supports multiple buttons when using a single controller, you are limited to 2-button

support when using two gamepads (or other 4-button controllers) with a Y-cable adapter.

GRAVIS GRIP™ USERS

- Make sure the Gravis MultiPort is connected to the joystick port correctly.
- Make sure the Gravis MultiPort switch is in the left position for GrIP support.
- Make sure that the Gravis GrIP drivers are installed. If they are not, please refer to your GrIP documentation for installation instructions.
- Make sure that the Gravis GrIP controls are calibrated under Windows 95/98.

To calibrate the Gravis GrIP in Windows 95/98:

⇨ To install or calibrate your joystick in Windows 95/98, access the Control Panel and launch the Game Controllers applet.

- Once the steps are complete, the green light should activate on the left wing of the Gravis MultiPort.

NOTE: In Windows 95/98, the Gravis GrIP requires that the Gameport Input/Output range be set to 0201-0201. Otherwise, the GrIP may stop functioning after the current use upon rebooting, and you may need to reinstall the gameport and GrIP drivers.

To set your joystick Input/Output Range:

1. From the Control Panel, choose the System icon.
2. Select the Device Manager tab, then double-click the **Sound, video and game controllers** option.
3. Double-click the **Gameport Joystick** option, then select the **Resources** tab.
4. Make sure the **Use Automatic settings** box is cleared, then select the **Change Setting** button.
5. Change the **Input/Output** range to 0201-0201.

Some Plug and Play sound cards do not allow this setting to be modified. Please contact your sound card manufacturer or Gravis for a resolution.

NETWORK PROBLEMS

Sports Car GT requires either a TCP-IP or IPX protocol network and network interface card for network play.

- If you experience difficulties with network play, consult your network manual or network administrator for specific information on loading drivers.

CONNECTION PROBLEMS

- Make sure the computers you are trying to connect are on the same network and are using the same protocol.

NETWORK PERFORMANCE ISSUES

There are various adjustments you can make to be sure you get the best performance out of your network

game. These apply to the host computer as well as the clients. Try them on the host first as this may solve all the problems.

- Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.
- High-traffic networks slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.
- Make sure the Network Data Rate setting in the game does not exceed the expected frame rate of the slowest machine. Excessive data rates can slow the slowest machine even further by flooding them with data.

GENERAL NETWORK INFORMATION

- Do not run any Windows 95/98 applications that communicate over the network in the background (e.g., mail programs, personal schedulers, or network monitors).

TECHNICAL SUPPORT

The *Sports Car GT* CD includes a Windows Help file that provides solutions and answers to the most common difficulties and questions about how to properly use this product.

⇨ To access the Help file, select the EAHelp file from the Start > Programs > Sports Car GT menu.

The Help file contains a utility that allows you contact EA via fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report.

⇨ To run the support utility from within the Help file, choose the Support Info tab, select Online, then click the Contact Tech Support button.

TROUBLESHOOTING DOCUMENTS ONLINE!

Electronic Arts Product Support now offers troubleshooting guides that help overcome some common diffi-

culties. If you have access to the World Wide Web, you can find these guides at

http://www.ea.com/techsupp/troubles.htm

Here you will find troubleshooting information on **DirectX**, **Joysticks**, **Modems**, and **Networks**, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at **http://www.ea.com/techsupp**.)

Abbreviated versions of these guides are included in the Help file on the CD for your convenience. If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products. This is the same information our product support technicians use to troubleshoot your performance issues. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions:

http://www.ea.com/techsupp

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. *All messages are responded to in kind*—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

⇨ To run the support utility, insert the Sports Car GT CD in your CD drive and select **Run** from the Start menu. From the Run dialog box, type **D:\lp.exe**, then click Ok (substitute the correct letter of your CD drive if other than 'D:').

If you need to talk to someone immediately, call us at (650) 628-4302 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. *Please have the utility's report printed and ready when you call*. This will help us answer your question in the shortest possible time.

EA Tech Support Fax: (650) 628-5999.

Electronic Arts Technical Support
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HOW TO REACH US ONLINE

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FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

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Phone (753) 546465.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM.

If you are under 18 years of age parental consent required.

For warranty information, see the enclosed *Sports Car GT* manual.

NOTICE

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