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

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.

Sports Car GT v1.2fm Setup

Exit the game

Access the Readme file

Start your game

Your PC's current hardware specifications

System Information
System Rating: Class 3
CPU Type: Intel Pentium II 266 MHz
Video Type: Direct3D Accelerator
System RAM: 64 MB
Video RAM: 8 MB

Choose a video driver

Select Video Driver
Software
Direct3D

⇨ 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).

Select a game mode

Game Mode
Quick Race
Career Mode
Multiplayer

Select Player

Current profile list

Delete an existing profile

Quit the game

View the credits list

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.

Click to scroll through the vehicles in Your Garage

Vehicles in the Garage

Vehicle Info

Selected Vehicle

Navigation Bar

⇨ 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.

Track specifications

Available tracks

Click to select wet track or night track conditions

Track layout

Click to view records

⇨ 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.
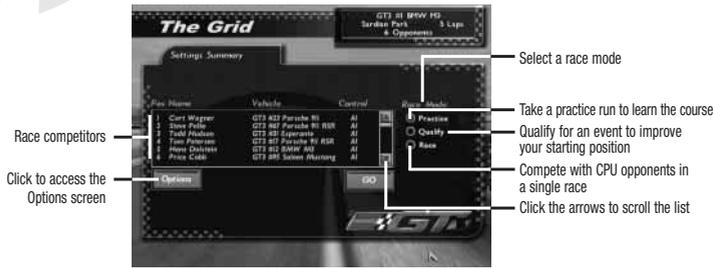

Click to adjust the time or length of a race

The opposition's skill level

Race against up to 15 computer cars

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.

The Grid

GT3 #1 BMW M3
Sardan Park   5 Laps
6 Opponents

Settings Summary

Race competitors

Click to access the
Options screen

Select a race mode

Take a practice run to learn the course

Qualify for an event to improve
your starting position

Compete with CPU opponents in
a single race

Click the arrows to scroll the list

⇨ 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.

Career

GTQ #38 BMW M3
Chathem   0h 20m
0 Credits

Season   Buy Vehicle   Sell Vehicle   Vehicle Parts   Schedule

Season Standings

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

New Season

Begin a new racing season

BACK   CAREER   GARAGE   OPTIONS   READY

⇨ 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.

Your current amount of Credits — (pointing to the screen)

Race Class — (pointing to the screen)

Available vehicles — (pointing to the screen)

The highlighted vehicle — (pointing to the screen)

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.

Season schedule

Click RECORDS to view the best times for a highlighted track

Track layout for the upcoming race

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.

Available games

If a game is available, click JOIN to compete in that game

To check for available games, click REFRESH

This turns 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.

ELECTRONIC ARTS™

ELECTRONIC ARTS™

MULTIPLAYER GRID SCREEN

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

Your selected track to race

Race length

The name of the multiplayer game

Click the arrows to review the chat summary

Miscellaneous race settings

Type a message to chat with other players

Players in the game

Your selected vehicle

Access 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

Best Lap

Place Indicator

Interval Time

Time Remaining

Gear Indicator

Position Gauge

Tachometer

Fuel Level

Speedometer
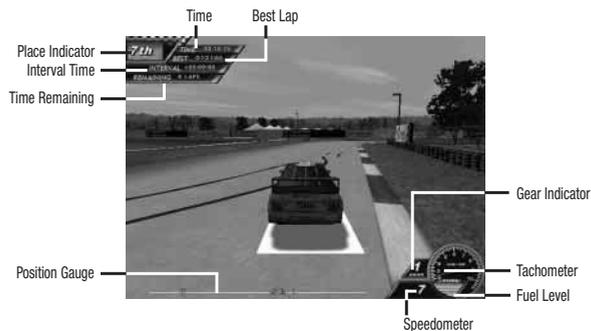
TIME	The current lap time.
BEST LAP	Best lap on this track.
INTERVAL TIME	The difference between your time on the current waypoint and your best overall time on the waypoint.
TIME REMAINING	Time remaining in the race
POSITION GAUGE	Your position on the track in relation to your competitors. The leftmost 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.

Press ↑ or ↓ to scroll the options

Click the arrows to change the options

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.

Finishing position

Racer's name

Laps completed

Press ↑ or ↓ to scroll the results

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.

Adjust the Front or Rear Tire Pressure

Change the Front or Rear Tire Compounds
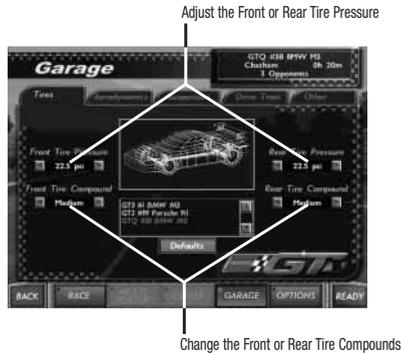
❐ Tire Pressure adjustments affect the cornering ability of your vehicle. Increased pressure improves tire responsiveness by giving the tires better grip with the track. The downside is that increased grip results in faster tire wear. Beware of reducing tire pressure too greatly as the uneven contact 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.

Adjust the angle of the Front Air Dam

Adjust the Front Ride Height

Adjust the angle of the Rear Wing

Adjust the Rear Ride Height

❐ 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.
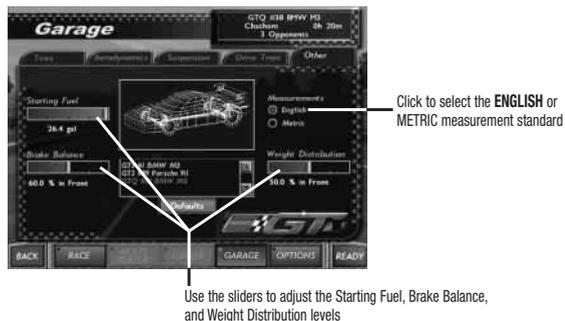
Drive Train Tab

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.

Rewind

Skip to the end of the replay

Fast forward

Click to view the replay from a different vehicle's perspective

Play the replay

Toggle camera angles

Pause the replay

Skip to the beginning of the replay
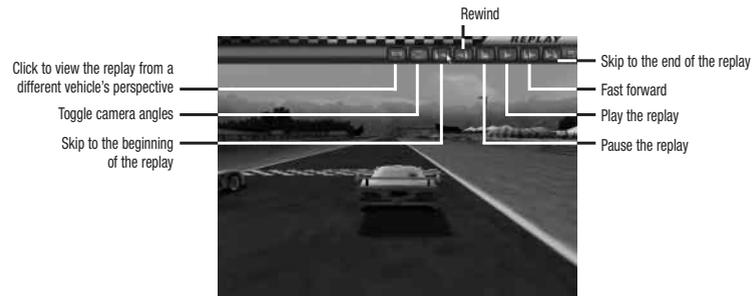
⇨ To exit the Replay screen, press ESC then press Y. The Replay tab reappears.

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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