PlayStation®

NTSC U/C

PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-00834

MONACO GRAND PRIX™

"Monaco Grand Prix is definitely the best Formula racing game available."
— PSM



© AUTOMOBILE CLUB de MONACO

Ubi Soft ENTERTAINMENT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

> CONTENTS <

INTRODUCTION
Page 2
STARTING THE GAME
Page 3
CONTROL SUMMARY
Page 4
GAME MODES
Page 5
1. Arcade mode
2. Single Race
3. Championship
4. Time Attack
GENERAL MENU GUIDE
Page 11
1. Team/Driver
2. Circuits
3. Options
4. Garage
MULTIPLAYER MODE
Page 13
TEAM EDITOR
Page 15
CAR SET-UP GUIDE
Page 17
CREDITS
Page 20



> INTRODUCTION <

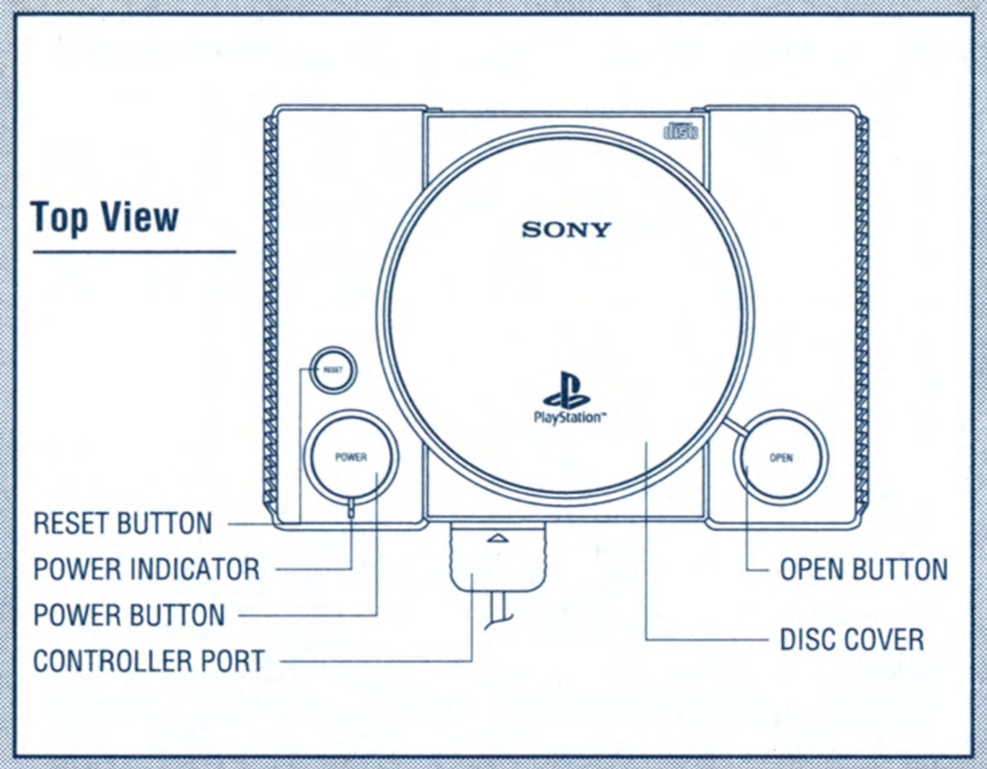
The Grand Prix de Monaco™ - the classic circuit on the championship program where absolute consistency and precision are the only route to victory. It is considered the most difficult circuit to overtake and the ultimate test of precision high-speed driving.

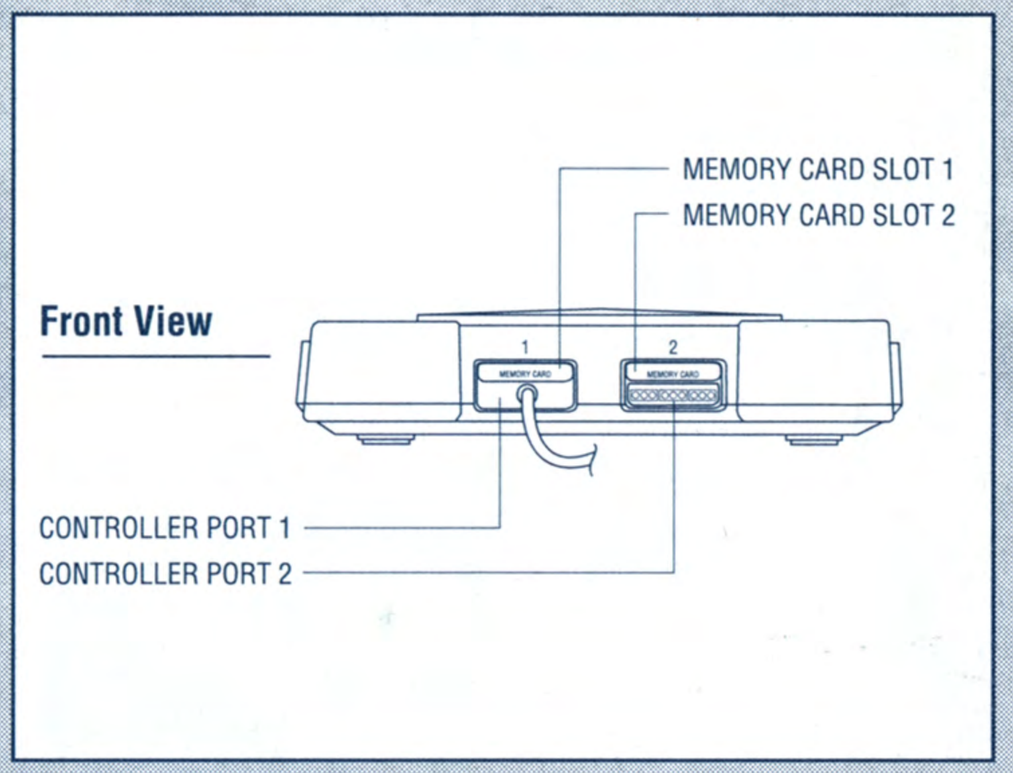
The nature of the circuit puts a premium on driver skill. Many times, outstanding drivers in sub-par racecars have triumphed over rivals in more powerful, faster machines. Many drivers who did not understand this concept have crashed into Monaco's many barriers - and subsequently lost.

This is the spirit we have worked hard to instill in Monaco Grand Prix™ - prepare yourself for the ultimate racing experience.



> STARTING THE GAME <





1- Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.

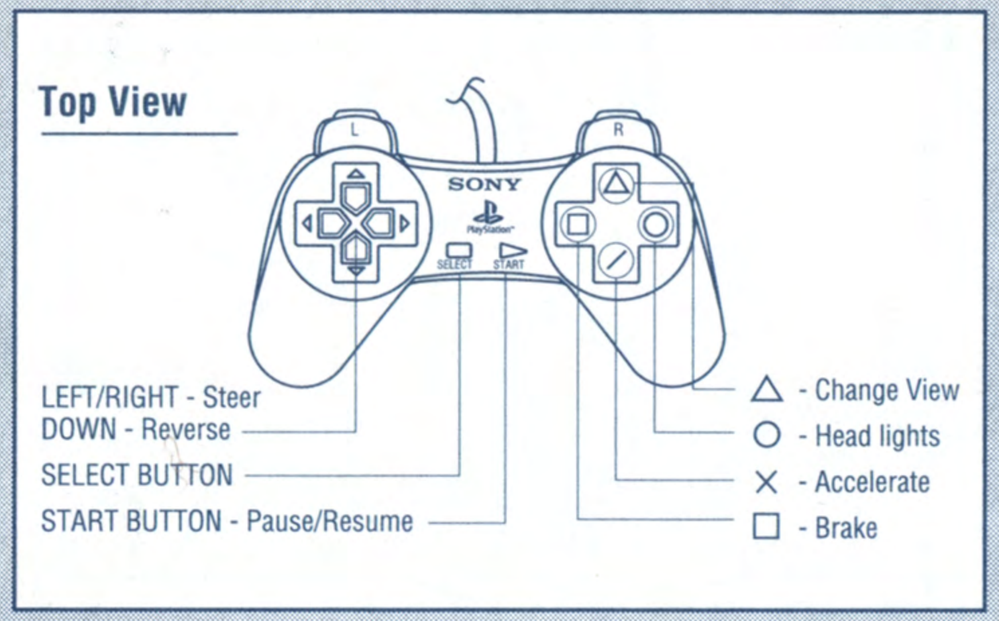
2- Insert the MONACO GRAND PRIX disc and close the disc cover.

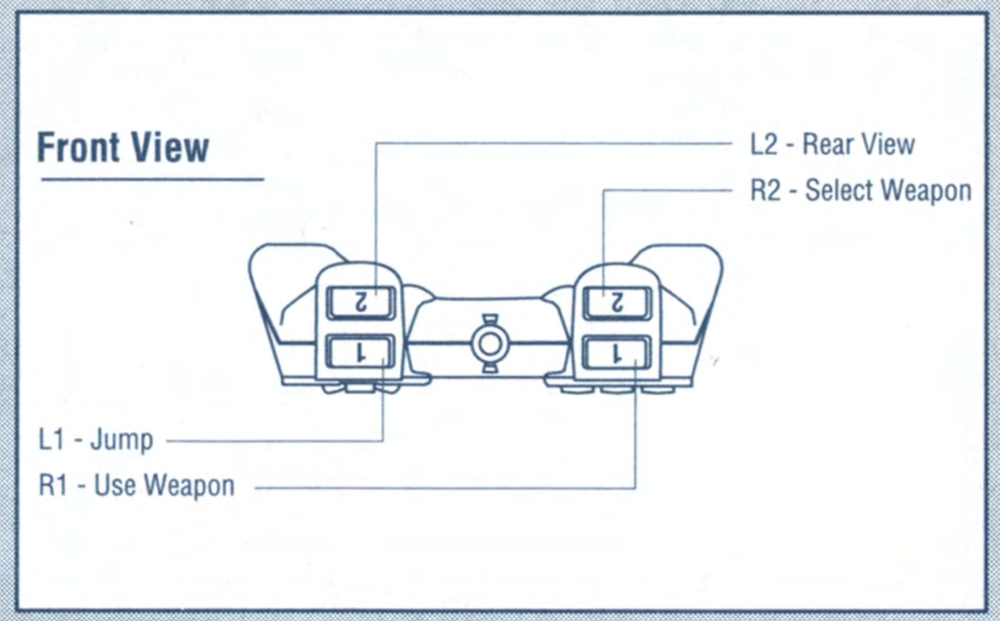
3- Insert the game controllers and turn on the Playstation® game console.

4- Follow the on-screen instructions to start the game.



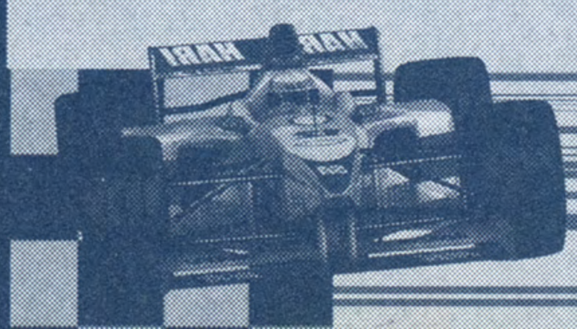
> CONTROL SUMMARY <





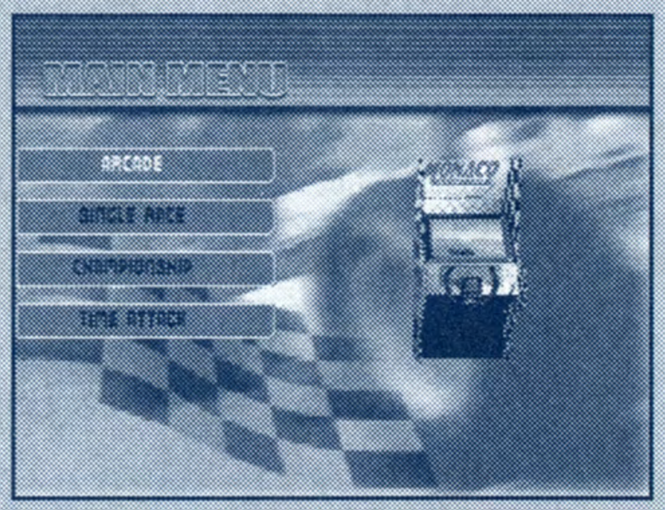
> DRIVING CONTROLS

	Type 1 (Default)	Type 2	Type 3
Steering left/right	Directional button (left/right)	Directional button (left/right)	Directional button (left/right)
Acceleration	X button	□ button	△ button
Brake	□ button	X button	O button
Gear up (MT)	R1 button	R1 button	R1 button
Gear down (MT)	L1 button	R2 button	L1 button
Change view	L2 button	L1 button	□ button
Change display	△ button	△ button	L2 button
Rear view	R2 button	L2 button	R2 button
Back (AT)	O button	O button	X button



> GAME MODES <

1. ARCADE



This mode allows a car and circuit to be chosen easily and simply so a race can be started quickly. The cars are easier to handle and it's impossible to damage them. You are competing with time in this mode, as well as with other drivers. Three checkpoints are set on each track; you may earn additional racing time by passing them.

Only three circuits will be available at the beginning. After you win all the three tracks, you will be able to race in the 4th circuit. And just as you move further, there will be more tracks for you to choose. The previously unavailable tracks will be unlocked one after another, until you gain access to all the 16 circuits. (Only Memory Card slot 1 is supported in arcade mode. Data will not be saved to the Memory Card in slot 2, even it is properly inserted).

2. SINGLE RACE



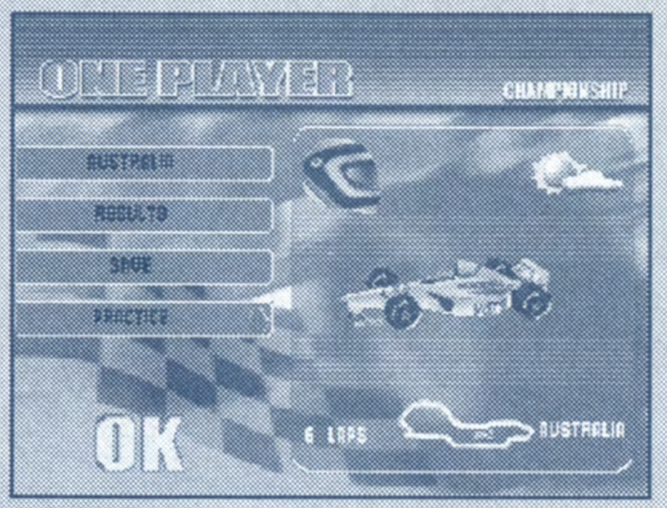
In this mode, you can experience a fully simulated race on any of the 16 different tracks. Remember that you are driving a car which has realistic characteristics and realistic behavior, so good driving tactics in this mode are important.



3. CHAMPIONSHIP

This is where you experience the trials and tribulations of a fully fledged Grand Prix season with all 16 circuits.

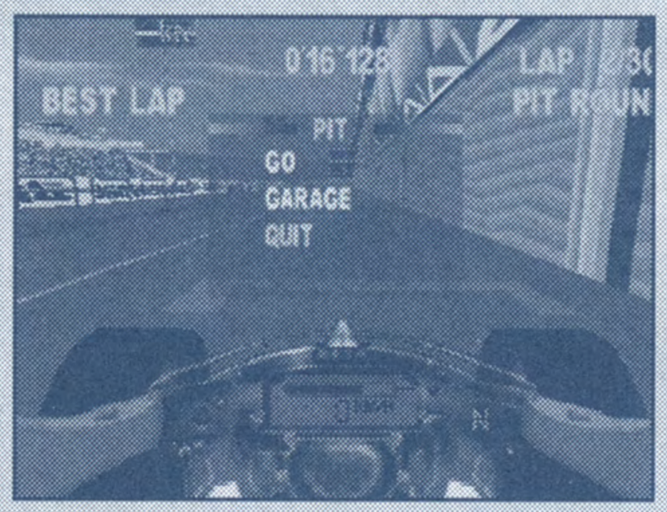
There is a points system where placings in the Championship are based on final positions for each Grand Prix race. Points are allocated as follows:



1st place : 10 points 4th place : 3 points
2nd place : 6 points 5th place : 2 points
3rd place : 4 points 6th place : 1 point

Points acquired in a Grand Prix are accumulated from one Grand Prix to the next; the winner of the championship, who earns the title of World Champion, is the one who has accumulated the most points by the 16th Grand Prix.

> Practice runs

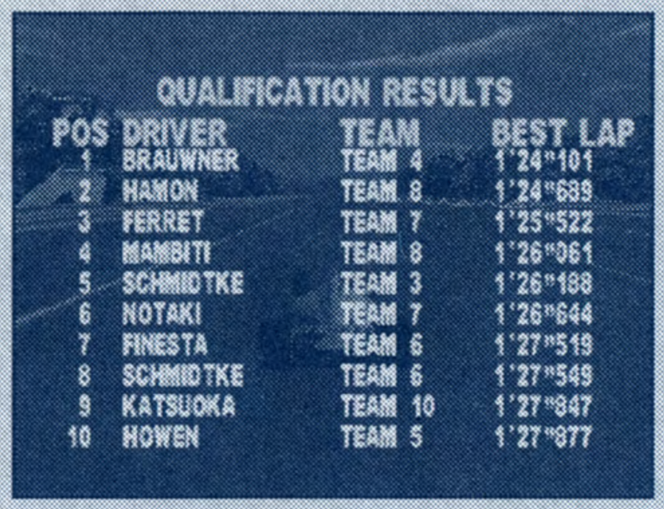


Your starting place is before the starting line so that you can cross it at top speed. As soon as you cross the line, the stopwatch is started.

Once on the track, you can enter the pits directly using under the pause option. You also have the option of entering the pits on your own. The GARAGE and GO menu will then be displayed again.

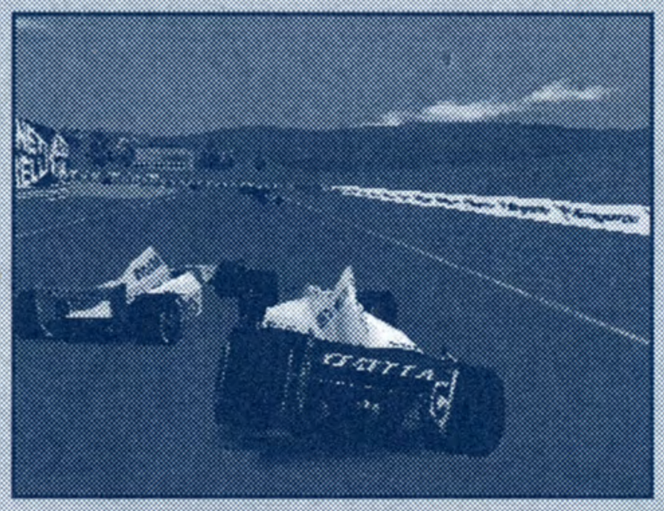


> Qualification



At the end of this session, a ranking order is established and it is used to determine the positions of the players on the starting grid for the race. The game then continues in the same way as for the practice runs.

> Race



You arrive at the circuit. It starts with an external view of the cars on the track. The starting grid is displayed as the camera zooms in closer. You may skip this phase by pressing the **X** button.

> Entering the pits



Once you are on the track leading to the pit, a dialog box is displayed in the top middle of the screen. This warns you that the mechanics are ready to work on your car (type of tire, amount of fuel and wing repair). Once you have decided what you want, press OK at the bottom of the menu. When the mechanics have finished their job, accelerate in order to get back on the track.



> The Flags



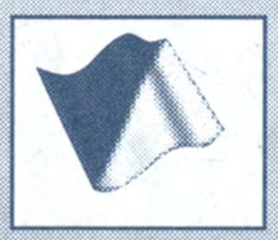
The Yellow Flag means there is danger on the track.



The Green Flag means the situation is back to normal.



The Checkered Flag means the race is finished.



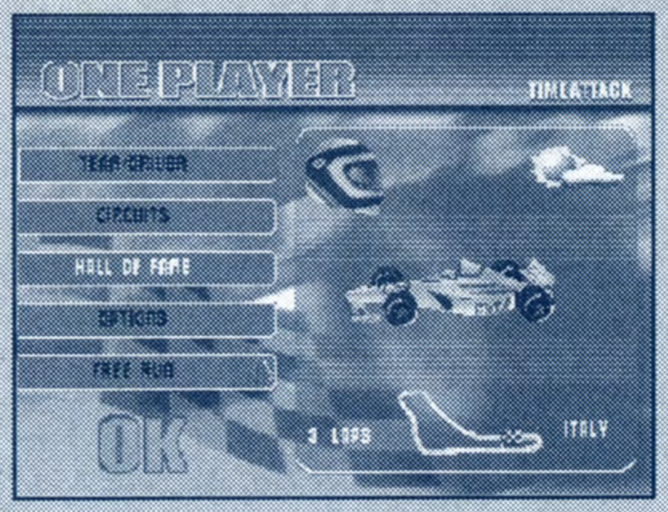
The Black and White Flags indicates you have committed some unsporting behavior such as taking a short-cut once or backing everyone else up for more than 5 seconds but less than 10 seconds. A ten second penalty will then be added to your total time for your bang out of order behavior.



The Black Flag indicates you have to retire from the race, because your behavior has been unruly or unsporting. Two short-cuts or backing everyone up for longer than 10 seconds in a race will lead to the Black Flag.



4. TIME ATTACK



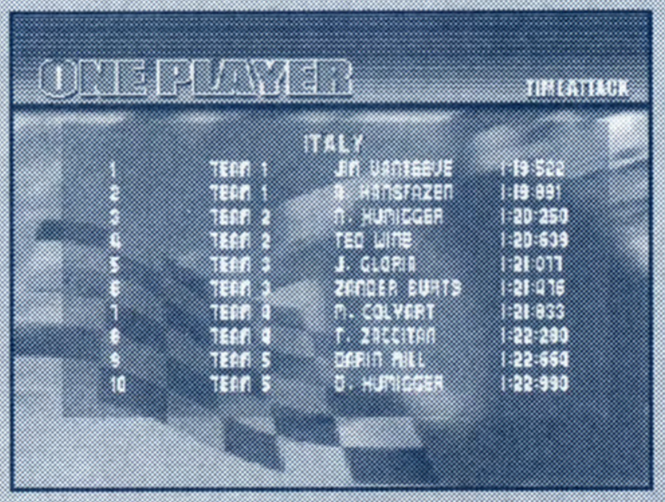
This mode is dedicated to players who are trying to break lap records.

In order for the player to do this, the car is indestructible, there is no fuel consumption and the tires do not wear out. You can therefore drive for as long as you like, improving your time as you cover the laps.

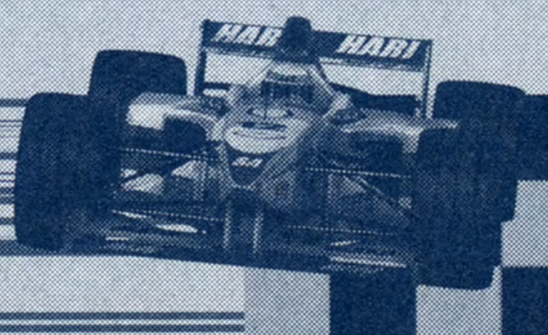
You have three options:

> Free-Run

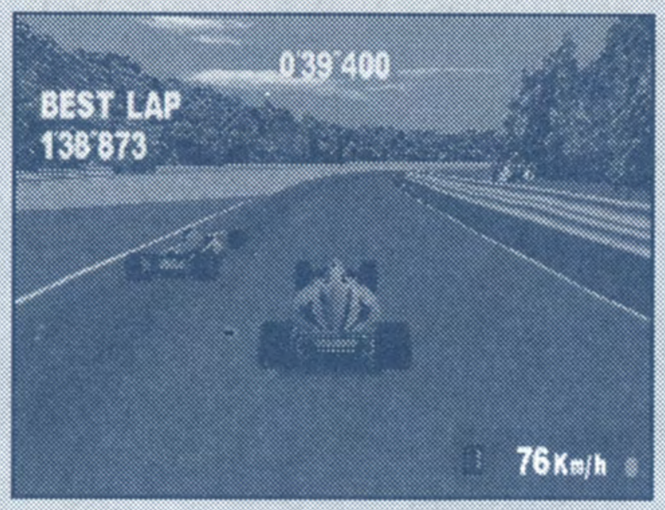
Your starting place is before the starting line so that you can cross it at top speed. As soon as you cross the line, the stopwatch is started.



You will carry on driving until you hit the START button. If you manage to beat the circuit record time (HALL OF FAME), the records and background information for this lap will automatically be saved to the system memory and also to the memory card in slot 1, if it's properly inserted. (Remember that only Memory Card slot 1 is supported here. Data will never be saved to the Memory Card slot 2)



> Ghost

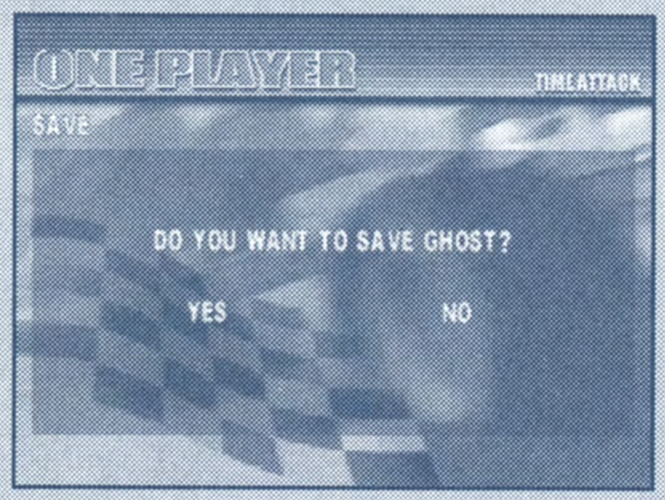


If you choose "GHOST" in the menu, you will always compete with the best time you have ever raced. Your starting place is before the starting line (as in Free-Run). In the first lap, you will have to race alone, but from the second lap, you will always race against the best lap that you have achieved. As soon as you cross the starting line, the ghost against whom you are competing drives off. But remember, since the ghost is only an image, you can not hit it.

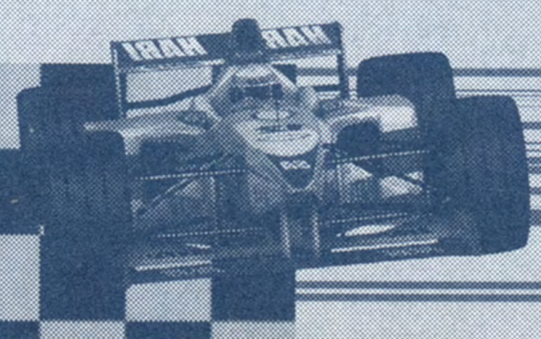
When a ghost has registered for a lap, the above procedure is repeated for each lap.You will continue to race until you press the START button.

If you want to save a ghost, insert a Memory Card and save it in the RACE menu; you can then load it later. The best time that you achieve in ghost mode is also automatically saved to the system memory and to the Memory Card in slot 1. (Also only Memory Card slot 1 is supported here for the best times)

> Load Ghost

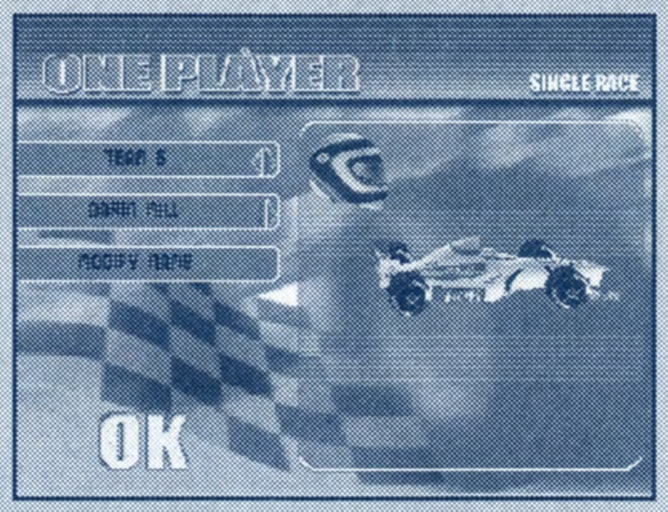


If you choose "LOAD GHOST" in the menu, you will be able to choose one of the ghosts that you have saved earlier, and then you can challenge your best record. The ghost car is also only an image, like in the ghost mode, which means that you can never hit it during the race.



> GENERAL MENU GUIDE <

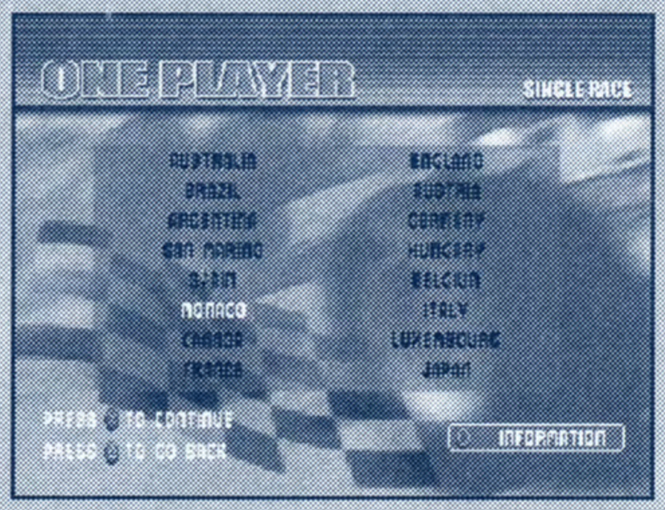
1. TEAM/DRIVER



Press the X button on the TEAM/DRIVER button to enter the TEAM/DRIVER selection page. On this page, you can select your favorite driver from the 22 default drivers and 11 default teams. Or you can choose from the customized teams and drivers, which you have edited yourself in the TEAM EDITOR page.
Use the Directional buttons (up/down) ▲ and ▼ to toggle up and down.

When the TEAM/DRIVER selection button is highlighted, use the Directional buttons (left/right) ◀ or ▶ on your Controller to change the current setting between the 11 teams and 22 drivers. If you are not satisfied with the name of the driver that you have selected, you can also press the MODIFY NAME button (not available in the ARCADE mode), and go to the next page to edit the name yourself.
Press the X button to input the name one letter after another. A maximum of 12 letters is allowed in one name. When you are done, choose the OK in the bottom right-hand corner to return to the previous menu. After selecting a name, press the OK button to return to the previous page and continue the process.

2. CIRCUITS

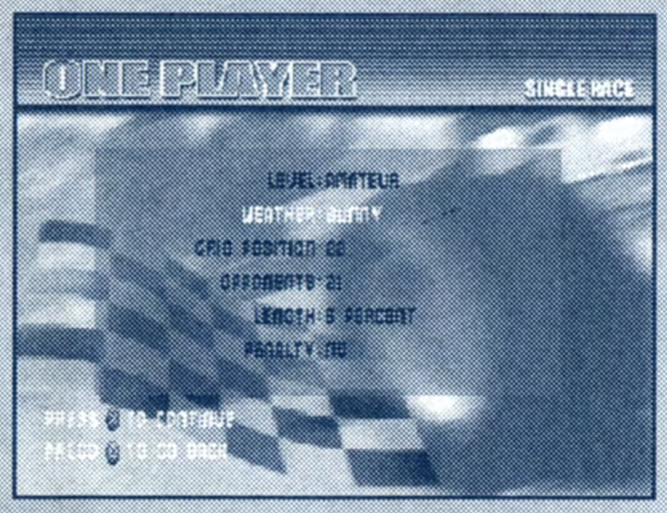


Press the CIRCUIT button in the main menu to select the circuit you want to race in.
A total of 16 circuits are available. Use the Directional buttons to select a circuit and press the X button to continue. Background information about each circuit is available when you press the O button.



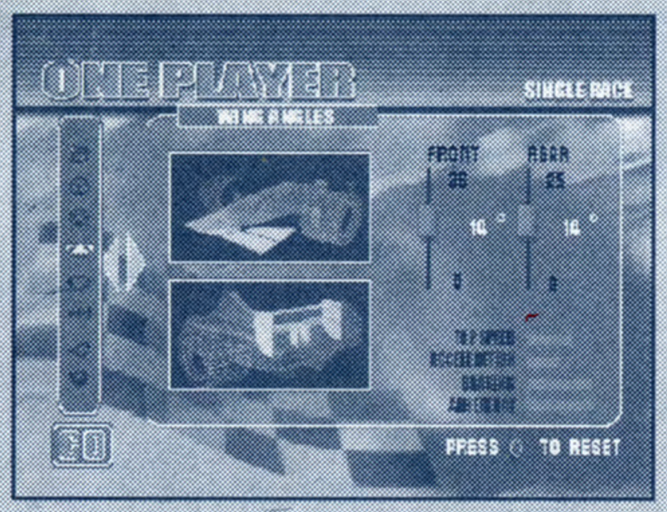
In the CHAMPIONSHIP and CHALLENGE modes, where the player cannot choose the circuit, you can always press the corresponding button to get the information.

3. OPTIONS



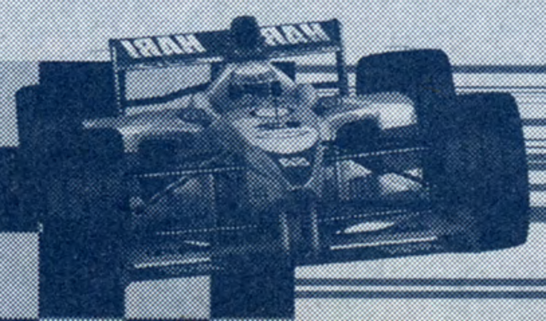
Several of the game's settings can be changed in the OPTIONS menu. You can modify three types of settings, the CAR, RACE and CONTROL settings. In the CAR and RACE pages, use the Directional button (up/down) ▲ and ▼ to toggle among the settings and press the left and right arrows to make your choice.
If you are playing our game with an analog controller, in the CONTROL page, choose "configuration" from the three types of control, then press SELECT to set the controller's centre position and max turning angles.

4. GARAGE



Use the Directional buttons (up/down) ▲ and ▼ to move among the eight car settings. Use the Directional button right ▶to highlight the setting you want to change, then use the Directional buttons (up/down) ▲ or ▼ to change the value to how you want it.

In the bottom right-hand corner of these screens, there are always four performance indicator bars: ACCELERATION, MAX SPEED, BRAKE and ADHESION, which will change according to the modifications you have made to your car. These instantly show you the effect of the modifications that you have done to your vehicle.



> MULTIPLAYER MODE <

The two possible game modes for multiplayer are ARCADE and SINGLE RACE.
In each mode, two to four players can race with each other using the SPLIT SCREEN or LINK UP options. Two-player mode can be played in either SPLIT SCREEN or LINK UP mode. Three- or four-player mode is played in LINK UP mode (Single/Split or Split/Split) and requires a second PlayStation®, two copies of the game, two televisions and a Link Cable.

In all types of multiplayer games you will get two types of players:

The Master.	selects the circuit and options for the race.
The Guest	can choose his own team, driver, control configurations, and several option settings.

1. HOW TO SPLIT

With one PlayStation®, one copy of the game and two controllers, you can compete against your friend in the split screen mode. To set up a split screen game, enter the MULTIPLAYER mode and select THE 2-PLAYER SPLIT button.

2. SELECTION IN THE SPLIT MODE

Player 1 has full control of the main page. He can choose the circuit and options for the game, as well as his own team, name and control configurations. Player 2 can choose his own team, player controls and several options. In the pages where player 2 has the right to make his selection, he will get the access to the menu after the player 1 has finished in the menu and is waiting for other players changing, and press the validation key.



3. HOW TO LINK

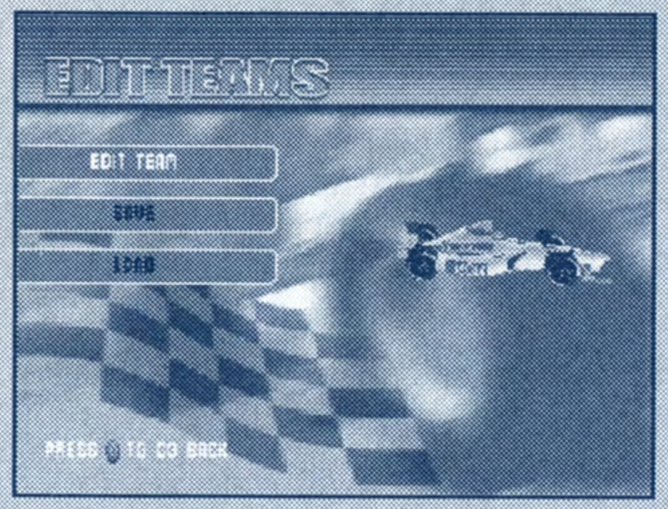
Two PlayStation® both enter the multiplayer mode. Select among a 2-player, 3-player or 4-player link. A dialogue box wili ask you if you want to create a game. Answering YES will set up a new game. After a new link game is established, the other player(s) can join the game whenever they want by selecting NO in the dialogue box. In two-player link games, both players will play in the full screen mode, while the guest in a 3-player link and all players in a 4-player link will race in the split screen mode.

4. SELECTION IN THE LINK MODE

Both the master and guest are able to make their selections on their own screen. When finished, press the GO button. The race will begin after both players press the GO button.



> TEAM EDITOR <



You are able to select from 20 different teams to form your own racing season. The names of all the teams and drivers can be changed.

Twenty different cars are available. You can choose among them to make your dream team, and save them to the memory. Living the dream of being a world class driver is now possible.

You can enter the team editor page by pressing the EDIT TEAM button.

1. STARTING PAGE

Three buttons are present here. Choose the "EDIT TEAM" to proceed your modification of the teams. The "SAVE" button will let you save your changes to the memory card. You can also directly enter from the race to save the changes you have done earlier. The "LOAD" button will allow you to load from memory card what you have saved before.

2. CHOOSING THE TEAM

If you choose "EDIT TEAM" in the previous menu, then you will come to this page, which will allow you to choose a team out from the default 11 teams. A line of sentence "choose the team you want to modify" is displayed under the car. Make your choice and press the **X** button to continue.



3. CHOOSING THE CAR

The function of this page is to let the player choose the car skin he likes, out from the 20 different sets that have already been created for you. A short sentence "Choose your new car" will be displayed. Press the ◀ or ▶button to choose the skin for your car. Then press the **X** button to continue.

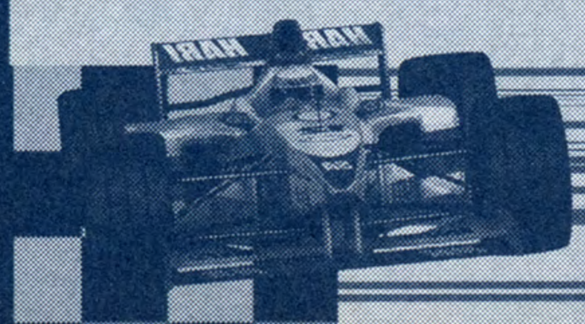
4. EDITING THE NAMES

In this page, you can modify both the team and drivers' name. Toggle up an down to select the team or driver button and press **X** to edit the names.
After finishing all your changes upon the names, press the OK button to continue.

Then you will be asked if you want to save your modification now or not.
Choosing yes will lead you to the starting page of edit team, and the save button will be highlighted automatically, then you can save your changes right at that time.
Choosing no doesn't mean that your modification will be discarded.

Although it will leads you to the game mode menu, the changes are still saved in the system memory, and you will still be able to use the setting during the race, until you choose to reset our game.

If you like the changes that you have made during the process of the game, you can enter the edit team page whenever you like to save all the driver and team settings to the memory card.



> CAR SET-UP GUIDE <

1. TRANSMISSION

Choose between manual and automatic transmission. The computer will make the optimal gear change if automatic is selected. There is a gear shift light in the lower right hand corner of the screen, shift before it changes from green to red.

2. GEARBOX RATIOS

Gearbox ratios must be adjusted for each track. The sixth gear box influences the car's maximum speed. For sixth gear, the longer the ratio the faster the maximum speed, but the lower the acceleration. Lower sixth gear ratios mean faster acceleration but lower maximum speed. First gear should be set so the car may safely take the slowest curve at the highest revolution. Ratios 2 through 5 should be set after and between the first and sixth.

3. STEERING

The ratio between the steering lock and the wheel lock angle. Adjust this ratio to enable quick turns in a track's sharpest turn. *Note: the higher the wheel lock, the quicker the tires will wear.*



4. BRAKE BALANCE: FRONT/REAR

For the best performance of the braking system, set the brake balance carefully. If you have difficulty braking when entering a turn (understeer) adjust brake balance to favor the rear. If the car seems unstable and is prone to spinning wildly out of control, brake balance must be directed to the front.

> Understeer

A car understeers when a car's front four tires lose their grip on the road. To regain control of a car that is understeering, release the accelerator and brake lightly.

> Oversteer

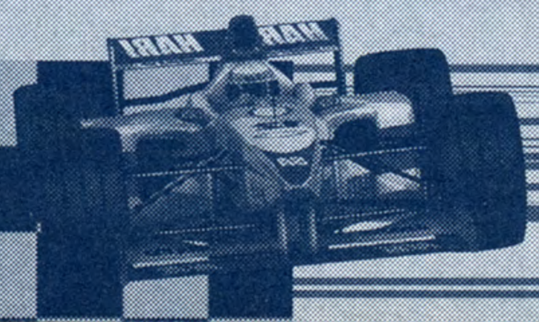
Oversteer occurs when a car's rear tires lose their grip of the road.
Oversteer will cause the car to spin out of control. If you car begins to oversteer, the only remedy is to press lightly on the accelerator.

5. AERODYNAMICS-WING ANGLES

The front and rear wings of a car create downforce that prevent the car from flying out of control at high speeds. They also provide more grip in sharp turns by increasing the vertical load, but also lower top speed by increasing drag. For circuits with many turns and bends (Monaco,
Budapest), set the wing angle high for a tight grip of the road. For faster circuits with long straights (Monza, Hockenheim), set the wing angles low for higher speeds.

6. FUEL LEVEL

The more fuel you carry, the heavier your car. A car with a heavy fuel load will accelerate slower, take longer to brake and will have a slower maximum speed. Fuel consumption is influenced by driving style - the faster you go the more fuel you will consume.



7. TIRES

The quality of tire greatly influences the performance of your racer.
Soft tires grip the track very well, but wear quickly - hard tires last longer but have a weaker grip.

8. SUSPENSION

Your car's suspension is comprised of springs, anti-roll bars and dampers. Springs control pitch and roll. Pitch is how the weight of the car shifts backward and forward while accelerating and braking. Roll is how the weight of the car shifts left and right when turning. The firmer the springs the less pitch and roll the car will experience. Softer springs allow the car's suspension to absorb bumps easier and allow better tire traction in turns.

9. RIDE HEIGHT

Ride height is height of the car measured from the front and rear axes.
Lowering the car's ride height lowers its center of gravity, reducing pitch and roll. Lowering ride height raises downforce without increasing drag.

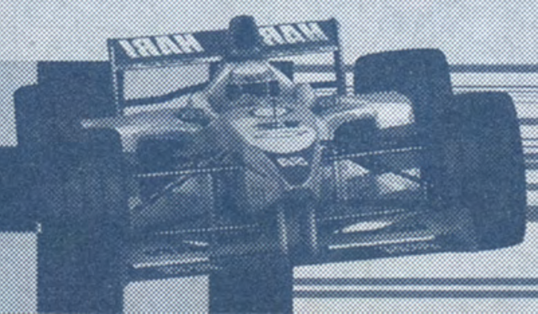
10. CONCLUSIONS

Many factors influence the ability of your car to take quick turns, accelerate, brake and reach high speeds. Many settings that affect speed influence your ability to brake and make hairpin turns - other factors that affect speed can affect your car's durability during long races - causing more frequent pit stops. Some settings at maximum and minimum have only positive effects on the car's ability to brake, accelerate and take sharp turns - sometimes all at once. Monaco Grand Prix's simulation mode has been designed to allow you to configure your racer for your optimum performance.



> CREDITS <

Project Manager	Wu Dong Hao
Producer	Pierre Szalowski
Game Designers	Jean-Francois Dugas, Wu Li, Hu Kan, Rene-Martin Pauzee
Car Behavior Designers	Christophe Gandon, David Douillard
Graphic Studio Managers	Dominique Bordenave, Sandrine Maigret
Graphic Project Managers	Antoine Le Clainche, Lu Zhi Gang
2D Artists	Bai Yu Song, Liao Hua
3D Artists	Zhu Kai Lin, Liang Jie, Zhang Lei, Fang Hong Jun, Wu Min Jie, Gu Qiang, He Shuang, Li Hui, Huang Zhe, Alexandre Gatto
Software Studio Managers	Eric Huynh, Olivier Chappe
Software Project Managers	Francis Coldeboeuf, Gan Zhe Kang
Programmers	Huang Qian, Qi ZeYu, Wang FengQuan, Chen Ka, Lin WeiJian, Sun HuiFeng, Wu Jun, Liu Xiao, Shen Nan, Zhang ZhongShan, Shen Li, Yu Ting, An QingFeng
Sound Production Director	Didier Lord
Sound Studio Manager	Coralie Martin
Post production Manager	Sylvain Brunet
Sound Designer	Nicolas Duveaux
Music	Daniel Masson
Sound effects	Guillaume Billaux
Introduction Sound effects	Gloria and Charles Van der Elst
Mix	Olivier Mortier
Video sequences	Xavier Le Dantec
	Charles Beirnaert
	Guillaume Marcel

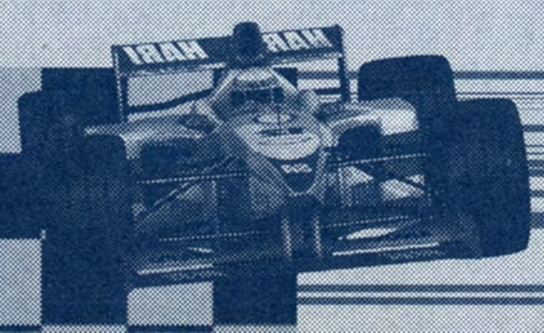


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Test Studio Managers Testers	Vincent Paquet, Weng Ying Ming Wang Han, Zhu Kai, Xu Huan, Chai Zhe Hua, Shun Jie Feng, Liu Jun, Zhang Yi, Yang Jie, Chen Ming, Ju Chen Qing, Li Ning, Han Li Weng, Cheng Xin, Xu Zhi Yong, Shi Guo Hua, Zhou Yu Hong, Lu Qiong
China Studios General Manager	Gilles Langourieux
International Product Manager	Aurelia Barth
Producer Development Publisher	Ludimedia, Gerard Guillemot Ubi Studios, Ubi R&D, Michel Guillemot Ubi Soft, Yves Guillemot
Special Thanks to	The Monaco Racing Simulation Team, Jean-Michel Tari and his graphic team
Licensing and product placement	Mediaspart, Andre Vaniche
Graphics	Ubi Médias Pictures, Julie Rault-Le-Liard Amandine Offray
Introduction and track comments writer	Christophe Gaillard
North American Marketing Manager Package Design Public Relations	 Dennis Roy Mari Sakai, Gregory Harsh Sandra Yee, Melanie Montes
Special Thanks to	Laurent Detoc, David Bamberger, Carrie Tice, Megan Byrne, Libby Brown, Shawn Roberts, Tats Myojo, Jen McCarthy-Groling, Sarah Ohring,

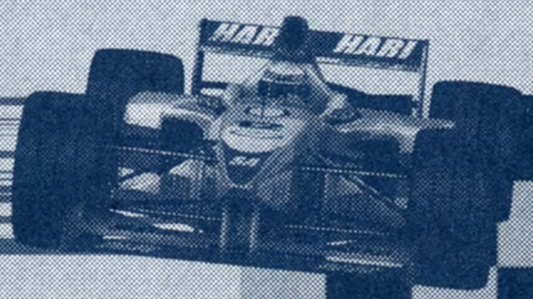
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