

THE CYCLES™

International Grand Prix Racing



The Manual for Macintosh

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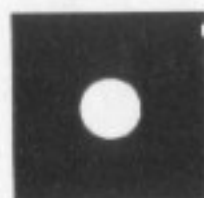
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THE CYCLES



The minimal requirements seem startlingly simple: a frame, two wheels, and a suitable engine. And when you watch a motorcycle sweep through a curve it can seem pure magic and art. But there is perhaps nothing more scientific and complex – and courageous – than the line a racer takes through a constant radius bend or a long right-left chicane.

Grand Prix Motorcycle Racing. It's the relationship between power, gyro effects, engine torque, G forces, every law of physics and every law of human nature. Put them together, call it speed, and hand-pick the 15 best tracks in the world. That's the Circuit. Only fearless scientific idiots need apply.

Getting Started

Before beginning, make a copy of *The Cycles* disk to play with, and store the original away for safe keeping. Please refer to your computer manual for instructions on how to copy a disk.

Note: If you have a Mac II, you must first switch your computer into two-color mode. **For every Mac, make sure that the operating system is the only software that appears when you turn on your computer.** Check your computer manual for detailed instructions.

With a Floppy Drive System:

- 1 Insert *The Cycles* disk, label side up, into the disk drive.
- 2 Turn on your computer and the game will load automatically.
- 3 The first screen you are presented with, is the copy protection screen.
- 4 Proceed to the section titled **Copy Protection** for instructions on how to pass the copy protection check.

THE CYCLES

With a Hard Drive System:

Installing the game onto the hard drive:

The Cycles utilizes off disk copy protection, so that you can copy the game onto your hard disk and store the original disk away for safe keeping. Here's how:

- 1 Turn on your Macintosh.
- 2 Create a new folder on your hard drive, and name it **Cycles**.
- 3 Insert your *Cycles* game disk into the drive, and when the icon appears on the desktop, double-click on it to open it.
- 4 Drag all the files from *The Cycles* disk (except for the System) into the new **Cycles** folder.
- 5 Remove *The Cycles* disk from the floppy drive and store it away for safe keeping. It will not be needed to load the game.

To run the game from the hard drive:

- 1 Double-click on the Cycles folder to open it.
- 2 Double-click on the *The Cycles* icon, and the game will load.
- 3 Proceed to the section titled **Copy Protection** for instructions on how to pass the copy protection check.

Copy Protection

When a question appears on the screen, you need to use the three-layered code wheel (it's inside *The Cycles* box) to answer it. The best way to explain how to use the wheel is to give you an example:

- Sample on-screen question: What is the "position" statistic for "Scooter Levins" in 1979?



- The largest (or bottom) wheel of the code wheel shows the last name. The middle wheel shows the first name. The smallest (or topmost) wheel shows the year (and the statistic "windows" are cut into it).
- Taking the code wheel in hand, turn the wheels until the last name (i.e. Levins), the first name (Scooter), and the year (1979) are aligned.
- Look in the center of the top wheel for the requested statistic window (in this case, "position") and type in the answer that appears in that window, then press **Enter**. That will do the trick.

Note: Do not lose the code wheel. If it somehow gets lost, send us \$15 and we will send you a new one. If it gets ruined, please send us back the remains and we can send you a new one free of charge.

If you successfully answer the on-screen question, the game will load and you are taken through the title and credits to the first game set-up screen. To speed through the intro screens, press **Enter** or click the **mouse button**.

- Press **⌘** and **Q** simultaneously anytime during game play to return to this screen, but when you do, you wipe out your current race.
- To return to the desktop from any game selection screen, press **⌘** and **Q** simultaneously. Then restart your system to quit the game.
- To return to the beginning of the selection process, press **⌘** and **R** simultaneously.

THE CYCLES

The Demonstration Run

After loading and credits, *The Cycles* goes into an automatic demo that runs through the game's set-up screens, then takes you on one practice lap for each track – all 15 of them. You can see where the tracks are located, what they look like, the type of cycles you can race, and the type of races you can run.

But if you tire of the demo (pun intended), press **Enter** or click the **mouse button** anytime during the demo to accelerate into the real thing.

Note: During the game, if you don't touch the keyboard for a prolonged period, the computer automatically returns you to the Demonstration Run. Just press **Enter** or click the **mouse button** to return to the game.

How to Set Up a Race

Setting up a race is easy as shaking a magnum of victory champagne. Use the mouse to move the highlighter around the Choose Game Type screen (Fig. 1). After you've made all of the following selections (1-4), press **Enter** to proceed to the next set-up screen.



Fig. 1 Choose Game Type Screen



① Choose the Type of Race

Click on either the **stopwatch**, **race track** or **trophy cup** to choose one of the following.

Practice – Choose this option to shave seconds off your lap times, and to decide which cycles handles the best on the track. The number of practice laps you are given equals the number of laps you choose in the **Laps per Race** option.

Single Race – Choose one of the 15 Circuit tracks, and head for the races. First you run a solo qualifying lap (see **How to Qualify** page 9), then you go on to the actual race. Your qualifying time determines your starting position against the other nine cyclists.

Championship Circuit – Fifteen tracks, 15 different races. Your cumulative record on all 15 determines your place in the World Driving Championship. (See **Circuit Results** for more information)

② Choose a Difficulty Level

Click on the **Difficulty Level Bar** which runs from trike to superbike, to shift the helmet to one of the following difficulty levels.

Difficulty — how much skill is needed to corner and shift, how tough your opponents are, and how susceptible your bike is to damage — increases from a **Beginner** level on the left side of the bar to the **Pro** level on the right.

THE CYCLES

② Choose a Difficulty Level (continued)

Level 1: Beginner – Very forgiving: automatic shifting, you can't blow your engine, you can't damage the cycle if it goes off the road, and you can't spin out. Opponents treat you with kid driving gloves — you can even bump them sometimes without crashing — and you can't do wheelies.

Level 2 – A little tougher: still has automatic shifting and you can't blow an engine, and you can't damage your cycle if you go cross country. Spinouts are possible from this point on. Opponents are a little less forgiving. And from now on, you can pop wheelies.

Level 3 – Real driving: from now on you shift yourself. To shift see **How to Drive Your Cycle**. Starting now, you can damage your handling ability if you veer off the road too often, and your engine can blow. Watch for spin-outs.

Level 4 – Your opponents take off their gloves. Engine destruction is quite possible. Watch your gauges, don't go over the red line, and stay on the road.

Level 5: Pro – Race against the best — and everything goes. Good luck.

③ Enter Your Name

Move the mouse and click on the **Enter Your Name** slot, then type your name. Spelling counts.



④ Choose the Number of Laps Per Race

Move the mouse and click on the **Laps Per Race** box and type a number from 1 to 99. That will be the number of laps in each race or practice run. Race qualification, however, is always one lap.

How to Choose a Class of Cycle

After you press **Enter** on the Choose Game Type screen, a cycle specification screen appears.

- 1 To scroll through the other two classes of cycles, point to your selected class and click the **mouse button**.
- 2 To select a class, leave the cycle of your choice on the screen and point to **Select Track** and click the **mouse button**. You will automatically proceed to the next set-up screen.

There are three classes of bikes in Grand Prix racing – 500cc, 250cc, and 125cc. Only machines within each class race each other. You will race against nine different competitors in each class – 27 in all.

125cc – A one-cylinder, two-stroke flyer that hits speeds of 130 mph in sixth gear.

250cc – A two-cylinder, two-stroke, watercooled, 6-speed bullet. On a nice flat straight stretch it can top 145 mph.

500cc – Four cylinders. Six Gears. Top speed 165 mph. Pure muscle in the chicanes. Wimps beware.

THE CYCLES

How to Choose a Track

If You Selected Practice or Single Race:

You are presented with a list of the 15 international tracks in the Grand Prix Circuit (Fig. 2).



Fig. 2 Track Screen

- 1 To find out more about each track, point to a track and click the **mouse button** to highlight one of the 15 track illustrations, then point to **Track Info** and click the **mouse button**. Point to **View Track** and click the **mouse button**.
 - A Track Spec screen appears. After ogling the curves, click the **mouse button** to return to the track list.
- 2 To choose a track, point to a track and click the **mouse button** to highlight a track, then point to **Track Select** and click the **mouse button**. Point to **Play Game** and click the **mouse button**.
 - The track of your choice loads; get ready to qualify.

Note: Two of the tracks – the United States and Brazil – do not hold 125cc races. Therefore, the number of tracks in the 125cc Circuit is two less than the other classes. If you choose an individual race, however, you can race a 125cc bike on all 15 tracks.



If You Selected the Circuit:

You are presented with the Circuit Standings screen (Fig. 3), which lists the names of all the tracks, the name of the winner at each stop on the Circuit, and the Circuit's cumulative point standings. In addition, the next track in the Circuit is highlighted.

JAPAN	Scott Sell	0
AUSTRIAL	Scooter Fox	0
SPAIN	Brad Goundo	0
ITALY	Eddy Hatter	0
W. GER	Kev Pickazio	0
AUSTRIA	Kirk Patrick	0
YUGO	A.J. Wong	0
HOLLAND	Russ Thomas	0
BELGIUM	Otto Bahn	0
FRANCE	Don Matrini	0
ENGLAND		
SWEDEN		
CZECH		

Fig. 3 Circuit Standings Screen

Nothing for you to do here except press **Enter**. You'll see the specs of the next track on the Circuit. Press **Enter** or click on **Play Game** again and prepare to qualify.

This screen is also the place where you can save Circuits after a race. For more info about this, see page 18.

How to Qualify




After you've selected a track (or the Circuit), you need to qualify. They don't let just anybody race. It's one lap: you against the clock. So make it good. Your time on this lap determines your position in the 10-bike starting grid.

Your performance and position in the starting grid is automatically displayed after the lap. If you don't finish (or if it takes you too long to complete the lap), a **DNQ** (Did Not Qualify) is posted beside your name. Try again, or seek other employment.

THE CYCLES

How to Drive Your Cycle

You can use the joystick, mouse or numeric keypad to steer your bike in *The Cycles*. To choose your control from the Game Selection screen:

- Press  and **M** simultaneously for mouse steering.
- Simultaneously press  and **K** for keyboard steering.
- Press  and **J** simultaneously for joystick steering.

Controls

The following control information is summarized on a Help screen accessed by the **HELP** command under the Apple logo menu. Additional pull-down commands appear under the screen headings **File**, **View** and **Options**.

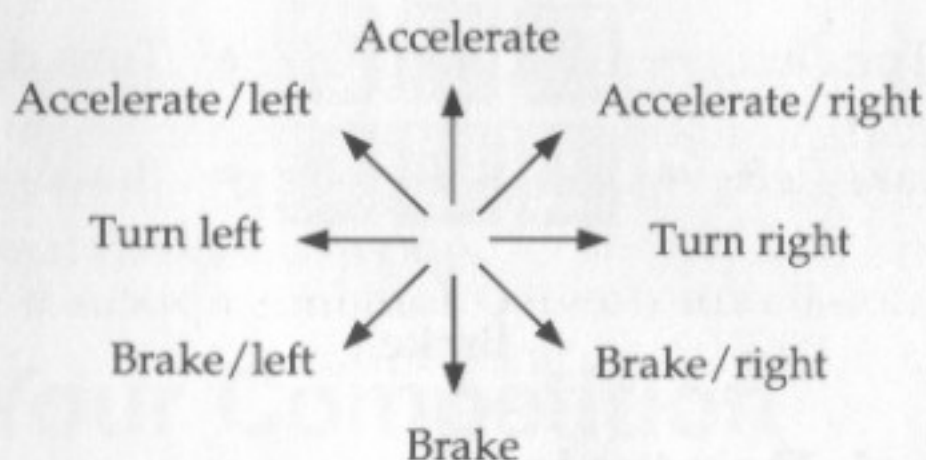
Mouse

- To accelerate, press **#8** on the keypad; to brake, press **#2** on the keypad.
- To steer the bike to the left and right, move the mouse to the left or right.
- To upshift, press the **mouse button** while accelerating; to downshift, press the **mouse button** while braking.



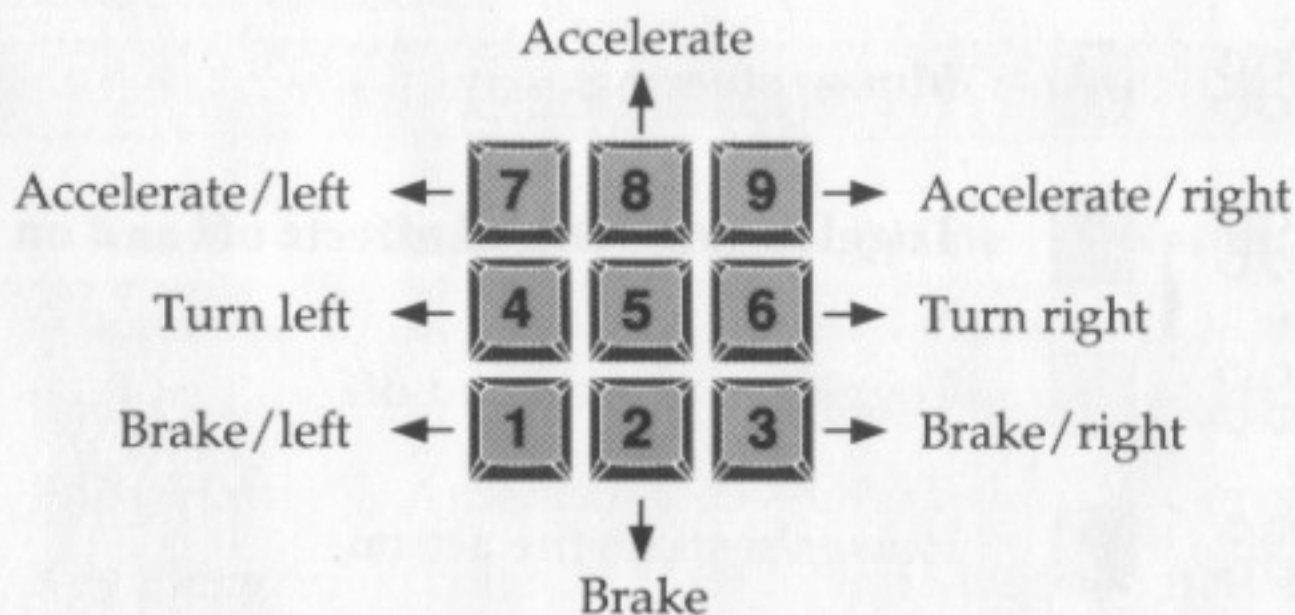
Joystick

- To accelerate or brake, move the joystick up or back.
- To steer the bike to the left or right, move the joystick to the left or right.
- To upshift, press the top **fire button** while accelerating; to downshift press the top **fire button** while braking or centering the joystick.



Numeric Keypad

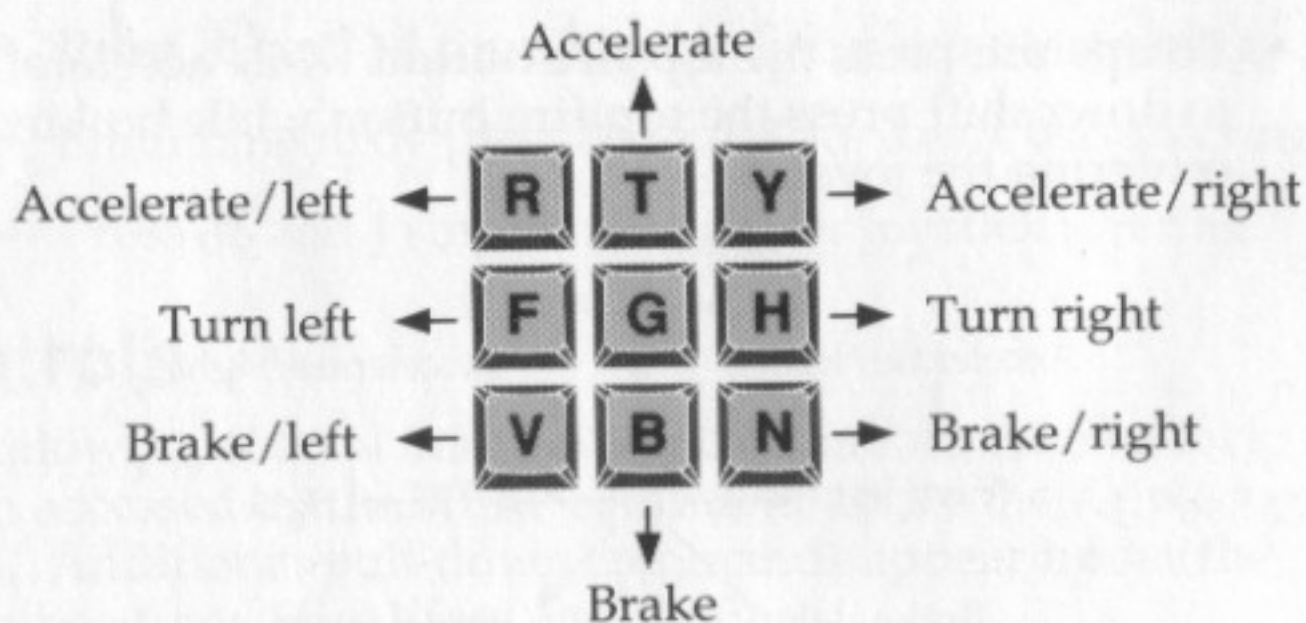
- To upshift, press **A** while accelerating; to downshift, press **Z** while braking; or press the **spacebar** to gear up and **Return** to gear down.















THE CYCLES

Keyboard

- To upshift, press **A** while accelerating; to downshift, press **Z** while braking; or press the **spacebar** to gear up and **Return** to gear down.



Additional Controls

		Joystick steering
		Keyboard steering
		Mouse steering
		Toggles game sound effects off and on
		Toggles music on and off
		Pauses/restarts the action



Takes you out of the game to the Game Selection screen



Backs you out of the selection sequence to the Game Selection Screen

Note: During the game, if you don't touch the keyboard for a prolonged period, the computer automatically returns you to the Demonstration Run. Press the mouse button to exit the demo mode

About Your Competition

Each cycle class features nine different opponents who want to keep you in the back of the pack. They differ in ability and temperament: some are aggressive, some more conservative; some race a highly-strategic race, others are more spontaneous; some are masters of their bikes, others still need a little work. This driver roster ranks your opponents from the best in ability to the novice for each class:

125cc Circuit					
Bike No.	Name	Nationality	Bike No.	Name	Nationality
88	Scooter Fox	English	2	A. J. Wong	Chinese
27	Brad Gourdo	Italian	66	Russ Thomas	American
01	Eddy Hatter	American	05	Otto Bahn	German
12	Kev Pickazio	Italian	09	Don Matrini	Italian
4	Kirk Patrick	Irish			

THE CYCLES

250cc Circuit					
Bike No.	Name	Nationality	Bike No.	Name	Nationality
88	Max Gray	English	2	Jeremy Steele	American
27	Frank Delrio	Spanish	66	Pierre Roi	French
01	Greg Neumann	American	05	Tony Castle	Scottish
12	Kjell Anders	Swedish	09	Nigel Crym	English
4	Claude Leduc	French			

500cc Circuit					
Bike No.	Name	Nationality	Bike No.	Name	Nationality
88	Don Lee	Canadian	2	Alex Gold	Canadian
27	Tom Matthews	American	66	Joe Campbell	American
01	Ian Smythe	English	05	Koji Nagata	Japanese
12	Norman Green	Australian	09	Andy Buck	Welsh
4	Jose Brio	Spanish			

About the Race Screen



- Speed Gauge
- Cumulative Race Time
- Current Lap Time
- Rear View
- Map Box
- Tachometer

Fig. 4 The Race Screen



Tachometer – The large gauge in the center. A device that registers in thousands the revolutions per minute (RPMs) of your crank shaft. The bigger the number, the harder your engine is working. If it works too hard — the tach needle climbs into the danger zone, or **red lines** — you can blow it up. So keep an eye peeled when you're shifting around 11,000 RPMs.

Handle Bars – To steer your bike, move the joystick to the **left** or **right**, or press the **left** or **right** arrow keys.

Speed Gauge – A digital readout in miles per hour. If you want to increase speed — accelerate — move the joystick **forward** or press the appropriate key on the keyboard. To put on the brakes, move the joystick **back** or press the appropriate key on the keyboard. (For a full explanation of accelerating and braking, see **How To Drive Your Cycle**.)

Gear Readout – You have six gears.

Rear View – It's always good to know what's coming up fast behind you.

Map Box – Watch this. It lets you anticipate what type of road looms ahead — curves, straightaways, chicanes.

Checkered flag

Finish line

Large black square

Your current location

Small checkered squares

Location of the other racers

Arrow

Direction of the track

THE CYCLES

Race Information – Everything you need to know about how badly you're getting beaten.

P	Your current race position
L	Your current lap
Top Clock	Your cumulative time for this race
Lower Clock	Your time for the current lap

How to Take the Turns

Hard-core driving is done in the turns, or on the approaches to the turns. That's where you're most likely to run off the road – and win or lose the race. The basic tactic is to study each track well and pick your line through the curves well in advance.

Without giving too much away, it's safe to say that the best way to corner in a real motorcycle race is also the best way to corner in *The Cycles*. We leave it up to you to find that skill. (But one hint: brake into a corner, accelerate out.)

All turns have striped borders. Yardage markers of 150, 100 and 50 yards are often placed on the outside approach to every turn to help you anticipate them.

Race Results

After Every Race

A screen appears (Fig. 5) that shows you how well you performed against the competition. It gives you some individual stats for that race — your overall time, highest speed and average speed — as well as Best Lap stats: which lap was your best, how fast you ran it, and how long it took you.



RACE RESULTS			
Race:	Highest Speed:	151	
	Average Speed:	0	
	Total Time:	00:00.0s	
Best Lap:	Lap Number:	00	
	Average Speed:	0	
	Time:	00:00.0s	
Race Results:			
pos.	name	no.	points
1	Travis Daye	#88	20
2	Bruno Goundo	#21	11
3	Don Matrini	#01	15
4	Toni Borlini	#12	13
5	Peter Kurtz	#2	11
6	Vito Giuffre	#4	10
7	Ise Sakamoto	#05	9
8	Cal Tyrone	#66	8
9	Scooter	#34	DNF
10	Nigel Levins	#09	DNF

Fig. 5 Race Results Screen

If your best average lap time is the best ever for that track, it is automatically recorded on that track's information screen under Lap Record. Every track has its own info screen.

If you're running the Circuit, press the **fire button** or **Enter** to see your cumulative point earnings on the Circuit Standings screen.

Circuit Results

The Circuit Standings screen (Fig. 6) appears after every Circuit race. posts the cumulative point totals for each racer, tells you the winner at each race track, and highlights the destination for the next race.

WONDER	STANDINGS	POINTS
JAPAN	Scott Sell	0
AUSTRAL	Scooter Fox	0
SPAIN	Brad Goundo	0
ITALY	Eddy Hatter	0
W. GER	Kev Pickazio	0
AUSTRIA	Kirk Patrick	0
YUGO	A.J. Wong	0
HOLLAND	Russ Thomas	0
BELGIUM	Otto Bahn	0
FRANCE	Don Matrini	0
ENGLAND		
SWEDEN		
CZECH		

Fig. 6 Current Standing Screen

THE CYCLES

Circuit Results (continued)

Your name appears in the standings column. All finishers receive points (see below). If you don't finish at all, a **DNF** (Did Not Finish) appears beside your name.

Place	1	2	3	4	5	6	7	8	9	10
Points	20	17	15	13	11	10	9	8	7	6

Race points are accumulated for each race throughout the Circuit. The racer with the highest cumulative score after the 15 races wins the title of World Driving Champion.

To create a new race, press **Enter** and you return to the first set-up screen. If you're racing the Circuit, press **Enter** and you move to the next track.

How to Save Unfinished Circuit Races

When you're racing the Circuit, you probably won't finish in one sitting. So you can save the current Circuit at the end (but never in the middle) of any race:

- 1 When you get to the Circuit Standings screen, click on the **Save** box at the bottom of the screen. You may now name the save file or use the default name. When you are done click on the **Save** box. Your standings will then be saved to the file and you'll be returned to the Circuit Standings screen.
- 2 To load a saved game, click on the **Open** box when you are at the Circuit Standings screen. Highlight your save file and click on the **Open** box. Your saved game will now appear on the Circuit Standings screen.