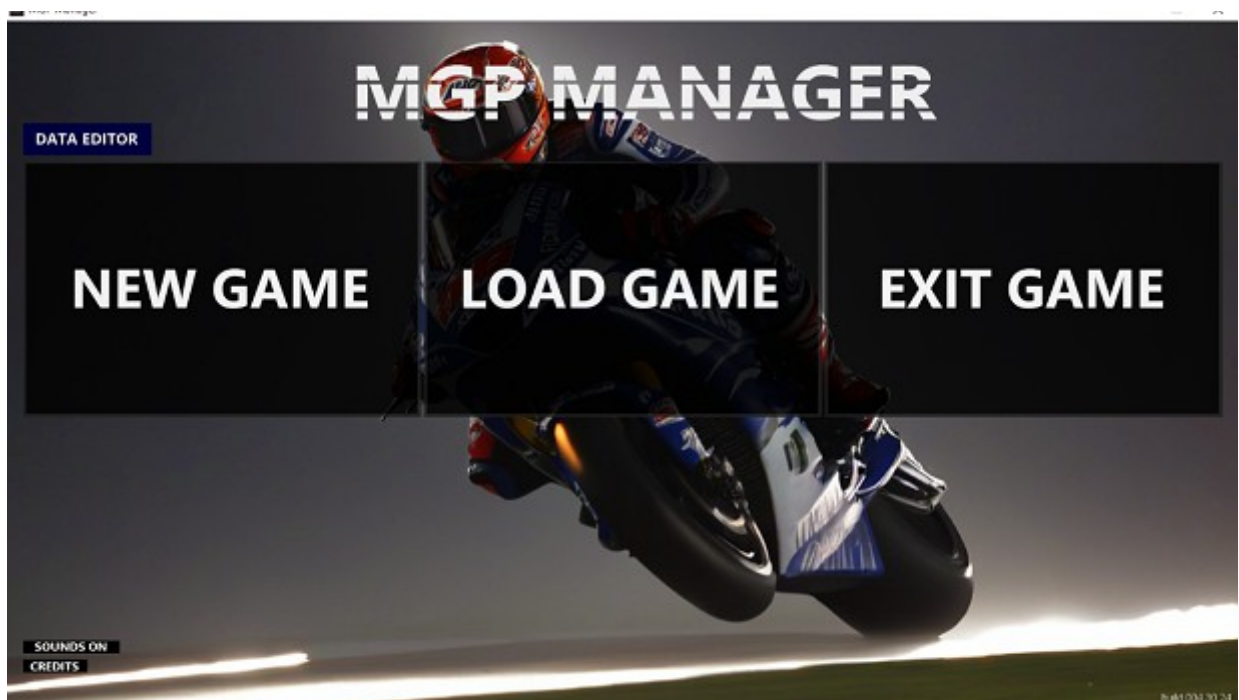


MGP MANAGER USER GUIDE

MGP MANAGER is a simulation of managing a motorcycle race team. As manager you control who you sign as a rider and also pit crew, you steer research & development of the machines as well as buying team merchandise to sell at race weekends to boost your teams income.

This guide will give you enough information to start a new game, and explain various sections of game play.

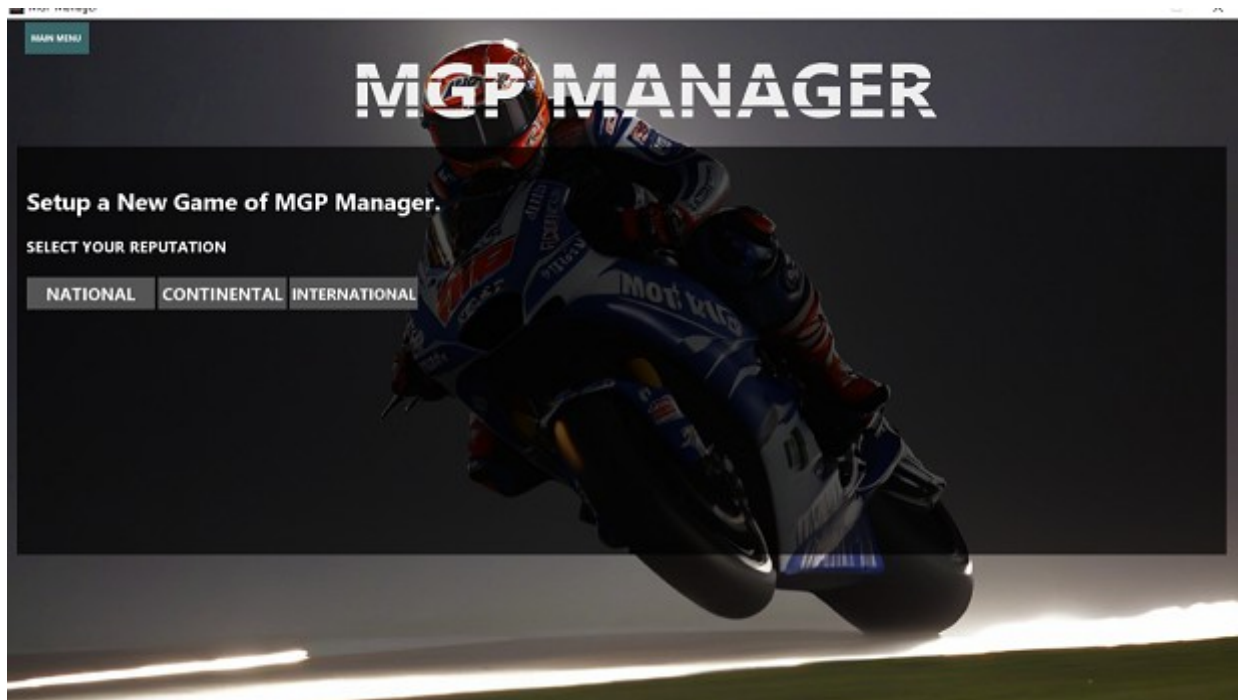
Starting a new game



NEW GAME – START A NEW CAREER

LOAD GAME – LOAD A CURRENT GAME FROM AVAILABLE SAVES

EXIT GAME – EXIT BACK TO DESKTOP



REPUTATION will set the difficulty level of the game. NATIONAL will offer the most challenge as this will set the lowest reputation level and also the lowest level of job security

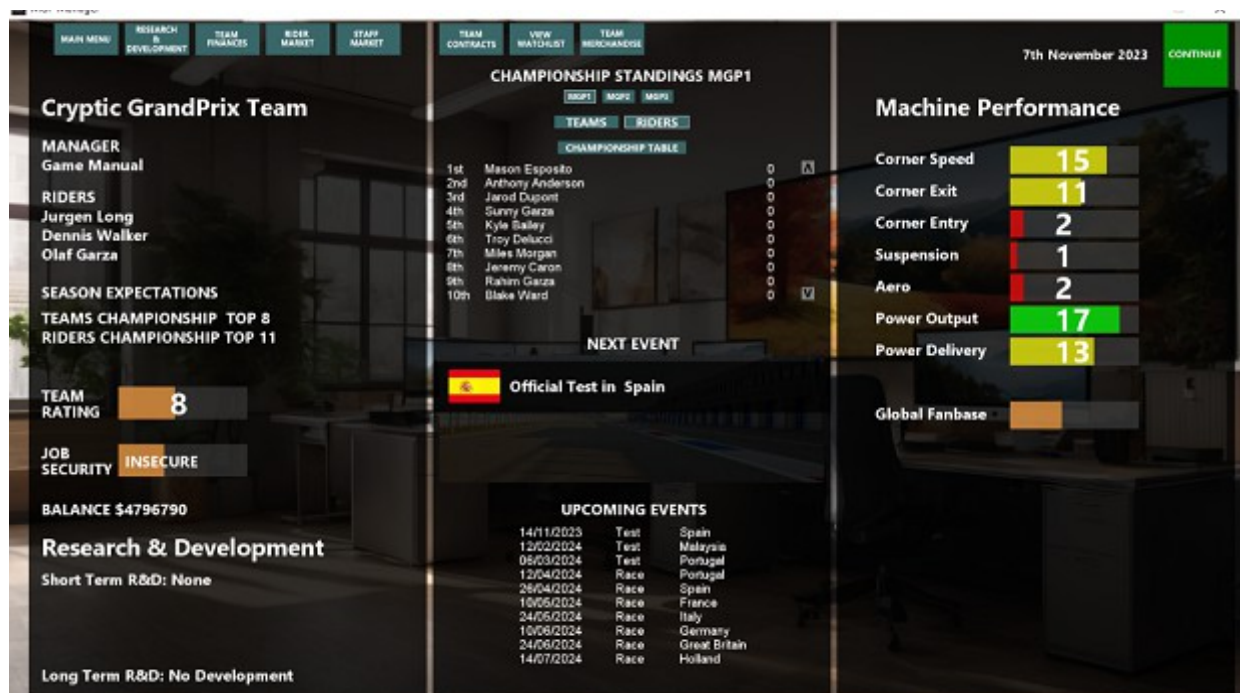
INTERNATIONAL will be the easier setting, CONTINENTAL offers the mid level challenge.



SEASON LENGTH – set how long you want the season to be, 7 races, 11 races or 17 races. Although the short season is quicker, the downside is less R&D for the machines, and less time for rider stats to improve through training etc.



TEAM SELECTION – select a team from any of the 3 classes. For details of the machines hover the mouse cursor over the ?. When clicking a team name, the stats for that team are displayed. Once you have made your selection click CONFIRM



TEAM HOME – this screen shows information about your team. To view information about your manager stats or one of your riders click on the relevant name.

Current R&D is shown as well as long term R&D when selected after Pre Season testing.

To view each Championship in more detail, click on the Championship Table button then select the table to view.



The menu bar has various buttons that will take you to different screens. These are

MAIN MENU - Return to main menu to save, load, restart or exit the game

RESEARCH & DEVELOPMENT – View R&D options for your machines

TEAM FINANCE – View team finances

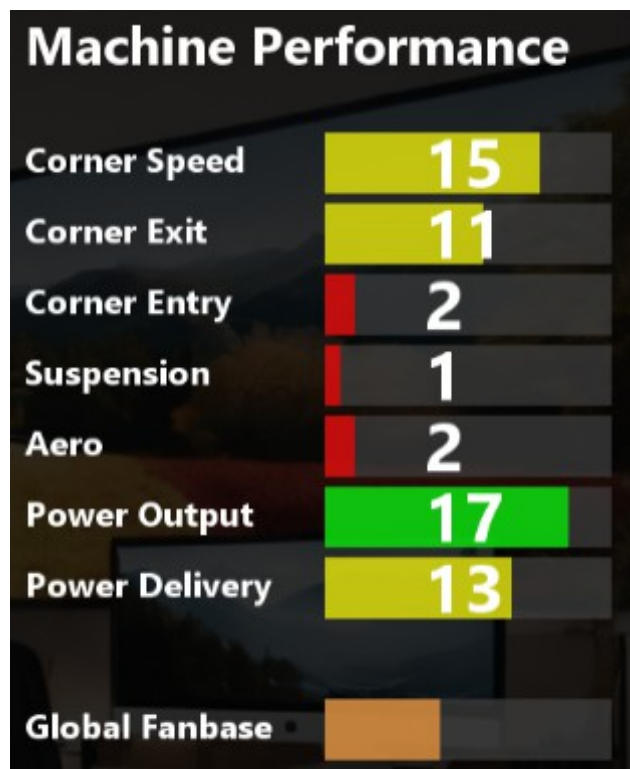
RIDER MARKET – Browse the rider market

STAFF MARKET – Browse the staff market

TEAM CONTRACTS – View team contracts for current and next season

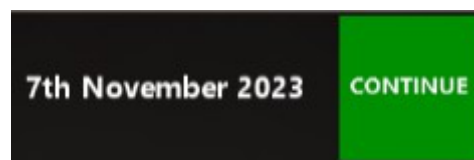
VIEW WATCHLIST – View riders you have added to your watchlist

TEAM MERCHANDISE – View or order team merchandise



This shows the performance levels of various parts of your machines and shows which areas need improving. Global fanbase shows how popular your team is globally.

Also shown is the current date.



To advance the game click **CONTINUE**

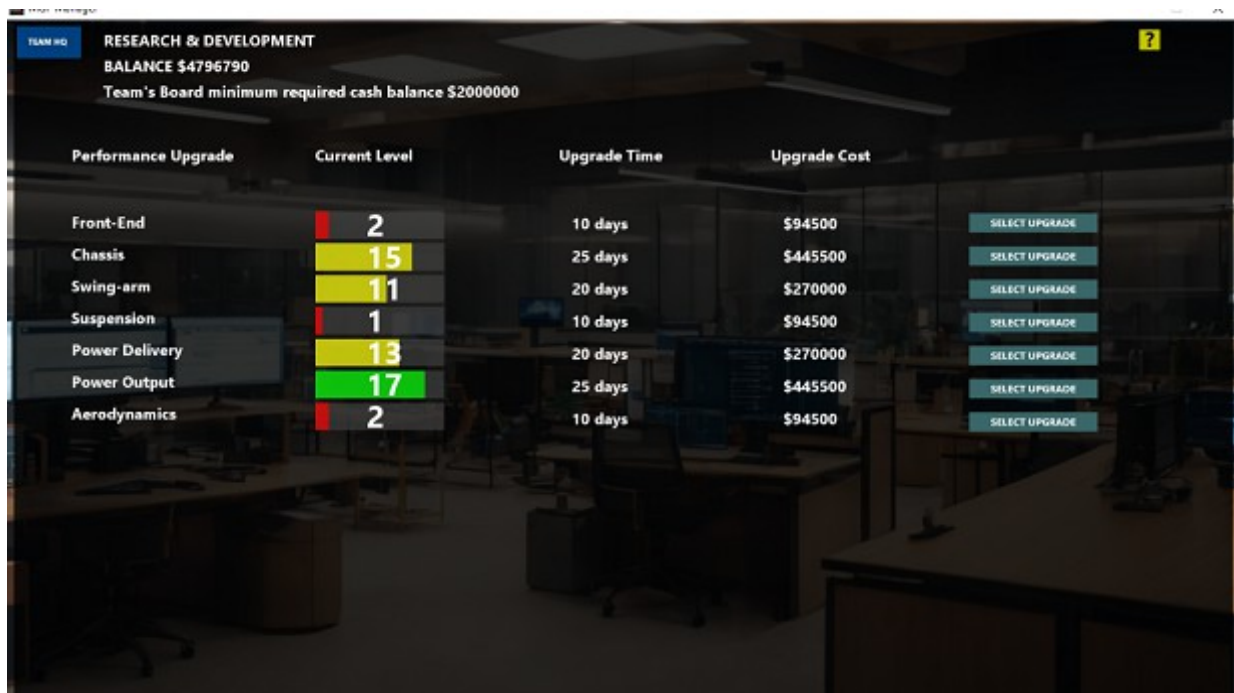


This shows information about the selected rider. To view more detail about his pit crew click on the relevant crew member name.

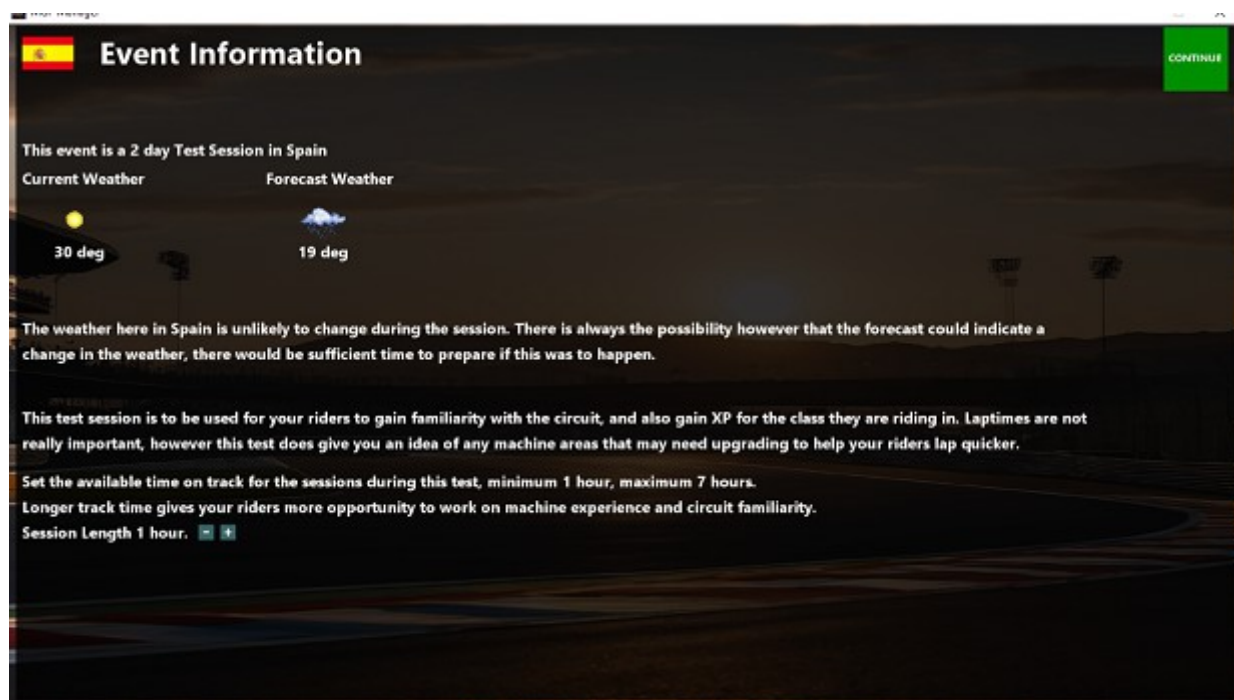
If this rider is on a 2 year contract you can terminate his contract early if you want to replace him before his contract ends – click **TERMINATE CONTRACT**

Set his training and view his seasons results by selecting the relevant buttons

To return to your teams home screen select **TEAM HQ**



R&D – Select an area of the machine to improve. Shown is the cost of development and time until the upgrade is ready. If you do not have available funds then this area cannot be improved.



Event information – shows details of next event, including weather forecast. If this is a test session then the session length can be set from 1hour to 7 hours. If this is a race weekend you can set the level of hospitality your team offers for the race event.



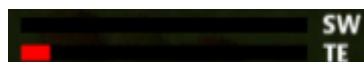
RACE VIEW – Shown is the current circuit from above. On this screen there is a timing tower showing last/fastest lap for each rider. Event type and time remaining is shown at the top of the screen along with event commentary.

Along the bottom are buttons for Rider Setup, Accelerate time, call your riders into the pits at the end of current lap or focus the camera on your rider to follow him on track



The lower display shows information for your teams riders. This shows whether they are on track or in the pits, along with laptime information. Above the riders names there is a ticker that shows all riders pit status.

The Live Weather shows current conditions and temperature, and Forecast Weather with an approximate time that the weather will change.



The 2 bars show surface water level on track, SW, and also the level of the track condition (Track Evolution), this will improve over time when the track is dry and rubber from the bikes is left on the track which improves grip, TE.

KEY CONTROLS WHEN IN RACE VIEW

A,D,W,S – Moves the camera around the screen

O,P or Mouse wheel – Zoom in or out

F1 – Hide timing tower

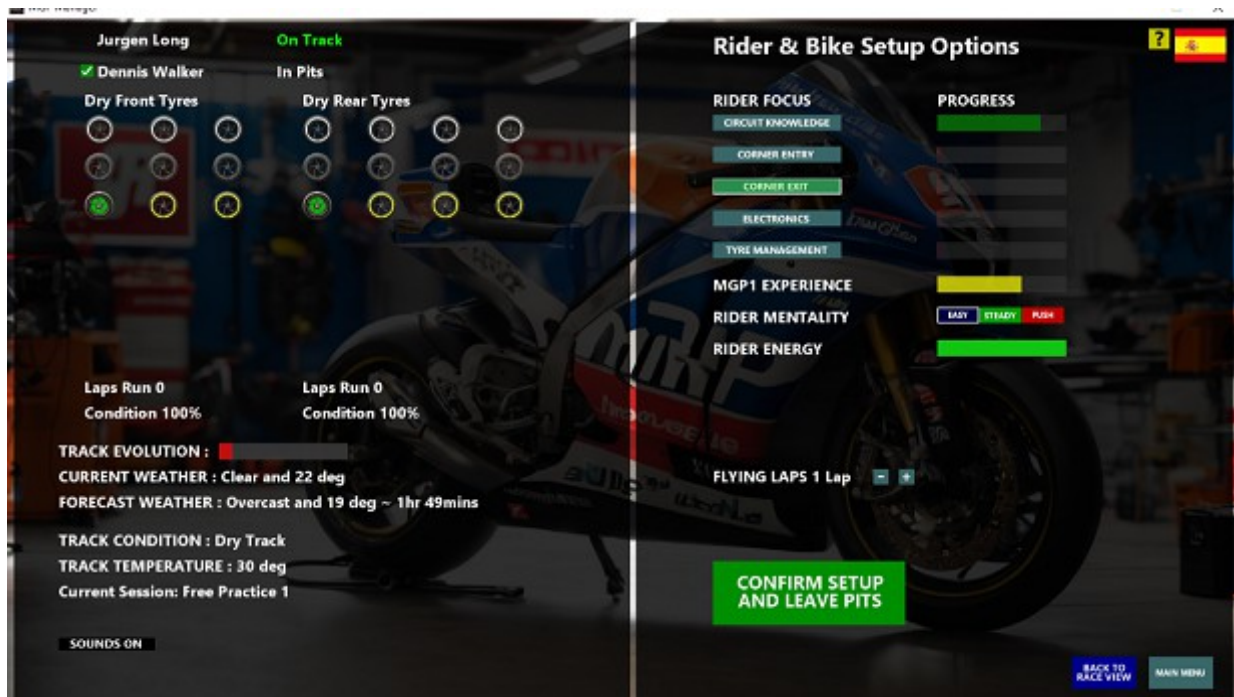
F2 – Show timing tower

F3 – Hide lower display

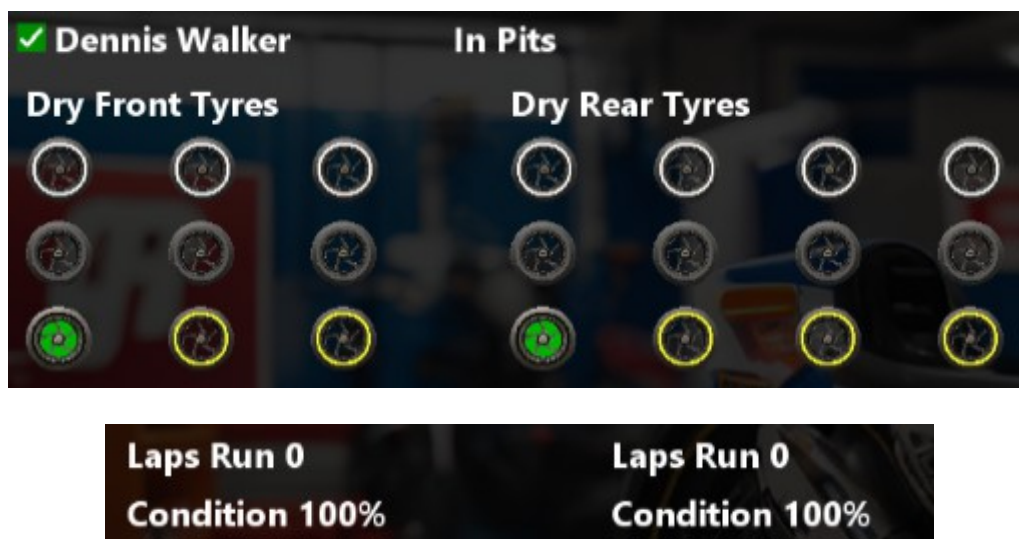
F4 – Show lower display

F5 – Hide rider names

F6 – Display rider names



This screen shows options for your riders setup. If a rider is shown as In Pits, click his name to bring up setup selections.



Each rider has a tyre allocation for the current event. Clicking on a tyre displays the condition of the tyre along with the number of laps it has been used.

There are 3 compounds of dry tyre and 2 compounds of wet tyres.

The dry white banded tyre is the SOFT, this has most grip but wears the quickest.

The dry grey banded tyre is the MEDIUM, this has mid range grip and tyre wear.

The dry yellow banded tyre is the HARD, the has the lowest grip but has least wear.

The wet blue banded tyre is the SOFT tyre

The wet grey banded tyre is the MEDIUM tyre

Track evolution and track temperature also affect the rate of grip and tyre wear.



This display shows the setup options available for the selected rider. The aim is to fill these bars as much as possible in the given time. It is also effective to focus on the areas of your machines that have the highest stats, as this will give more performance gains on track.

CIRCUIT KNOWLEDGE – how well a rider has learnt the current circuit

CORNER ENTRY – ability to brakes and turn into a corner

CORNER EXIT – ability to use the throttle to exit the corner as quickly as possible

ELECTRONICS – electronics setup – affects bike performance and tyre wear

TYRE MANAGEMENT – riders ability to manage front and rear tyre wear

MGP EXPERIENCE – riders experience in current class

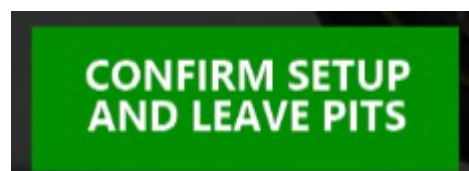
RIDER MENTALITY – how quickly you instruct your rider to lap the circuit

RIDER ENERGY – riders energy level, recovers while in the pits or EASY mentality is selected



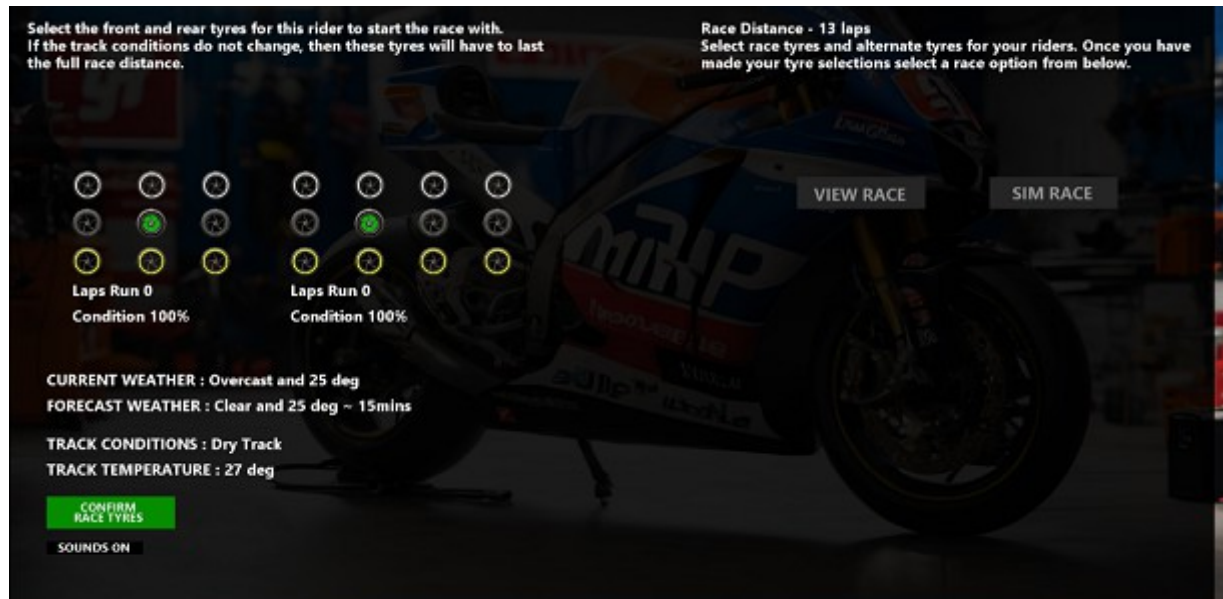
Set the number of laps you want your rider to complete on this run – will return to the pits when finished.

Once you have selected tyres, rider focus, mentality & number of laps click the



to instruct your rider to leave the pits and return to race view

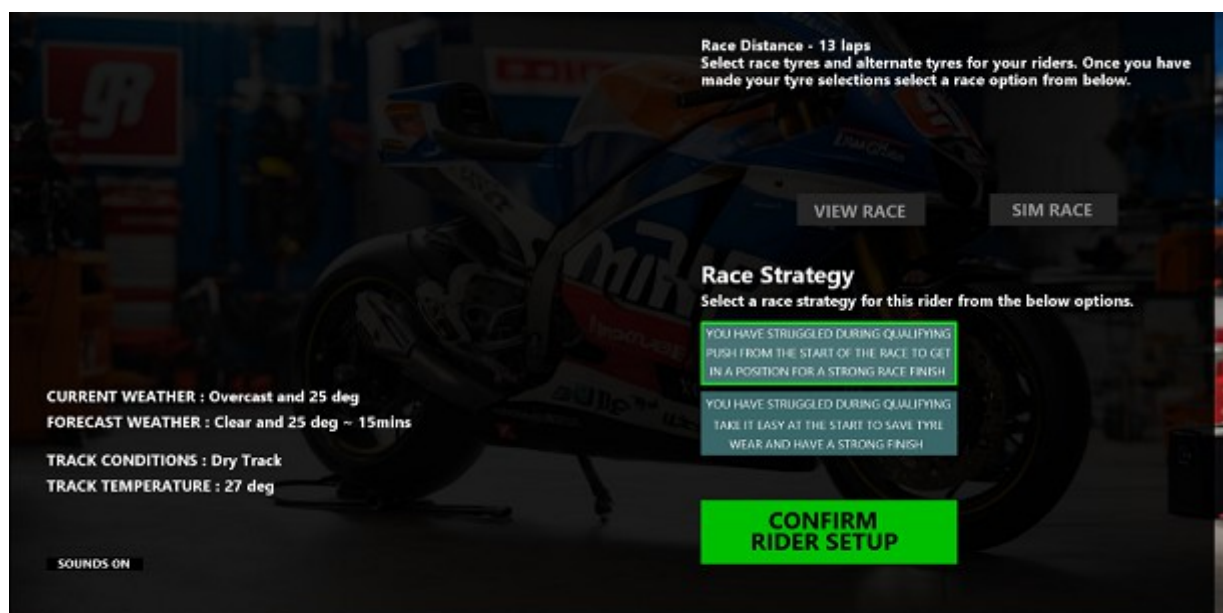
PRE RACE SETUP



This differs slightly from practice setup options as there is no rider focus. The first set of tyres to select are used at the start of the race, choose these based on weather conditions, track temperature and tyre condition. Once selected click

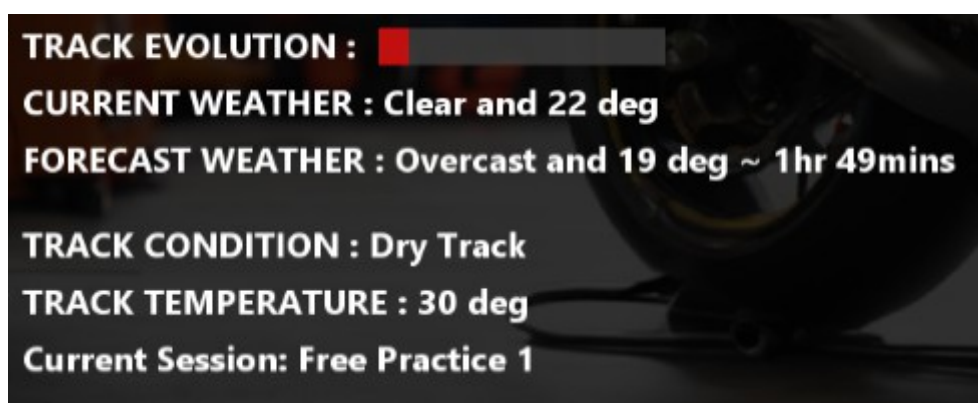
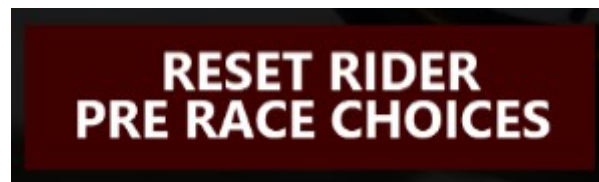
CONFIRM
RACE TYRES

and continue to second tyre selections. These will be different to the start tyres, if the race starts dry then the second set of tyres will be wets, if the race starts wet then the second set of tyres will be dry. The second set is only used if the track conditions change, sometimes the weather will forecast clear to cloudy conditions, but it could still rain during a race.

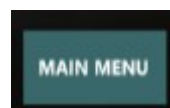


Once you have selected and confirmed the second tyre selection, choose a race strategy for your rider. The options available will be based on his qualifying performance. Once done click CONFIRM.

Repeat this process for your second rider, then choose to either view the race, simulate the race results or reset rider options and make different choices



Also displayed in the pits is the track evolution, current and forecast weather and the session currently running.



You can return to Main Menu to save the game at any time mid session, then return to the game.

Team's Board minimum required cash balance \$2000000

ITEM	ITEM COST PRICE	ITEM RETAIL PRICE	IN STOCK	ON ORDER	ITEMS SOLD	PLACE ORDER
Baseball Cap	\$2.99	\$12.99	0	0	0	0 - +
Key Ring	\$0.99	\$5.99	0	0	0	0 - +
Coffee Mug	\$0.99	\$5.99	0	0	0	0 - +
T Shirt	\$3.99	\$19.99	0	0	0	0 - +
Polo Shirt	\$4.99	\$24.99	0	0	0	0 - +
Jacket	\$8.99	\$39.99	0	0	0	0 - +

Place orders for merchandise that can be sold during a Grand Prix Weekend.
 Note, merchandise is not sold during a pre-season test.
 Cash Balance: \$4796790
 Total cost of order: \$0
 Cash Balance after order: \$4796790

Team Merchandise – Order various items of team merchandise to sell during a race weekend, there is a minimum cash balance to ensure there are funds to run the team, you will be unable to place an order that would leave a cash balance below this minimum amount as displayed.

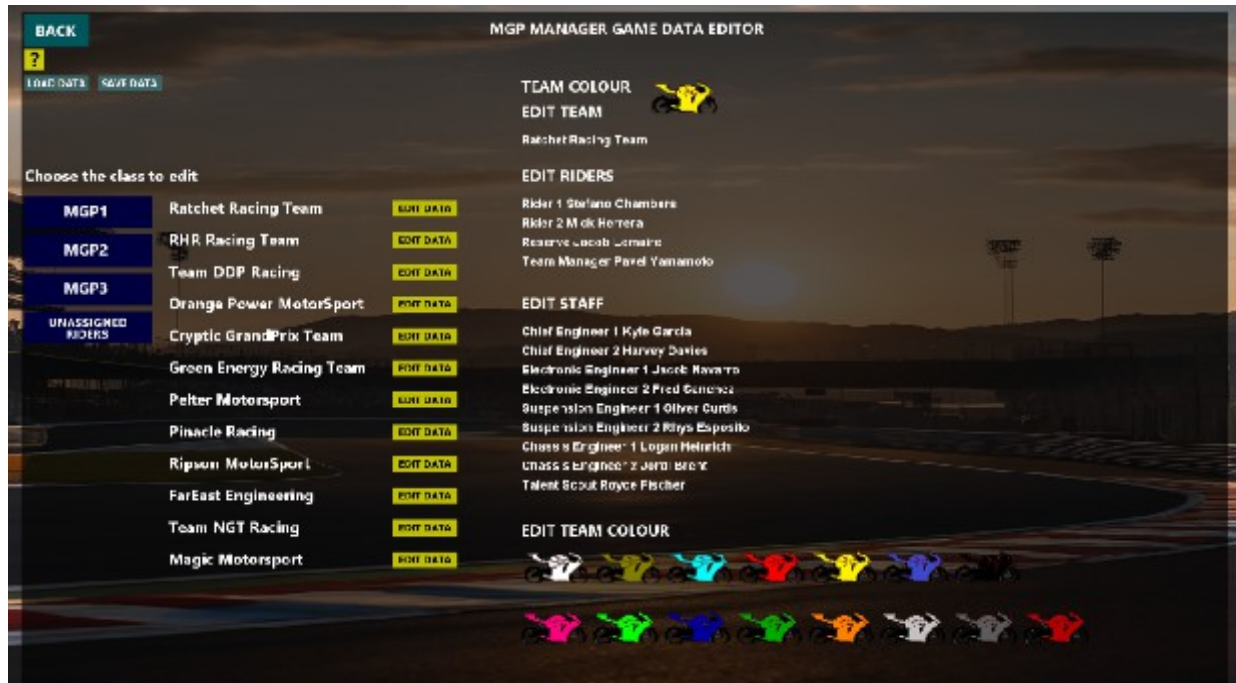
GAME DATA EDITOR

The data editor allows you to change all aspects of the game.
 To edit a team click on the class you want to edit.



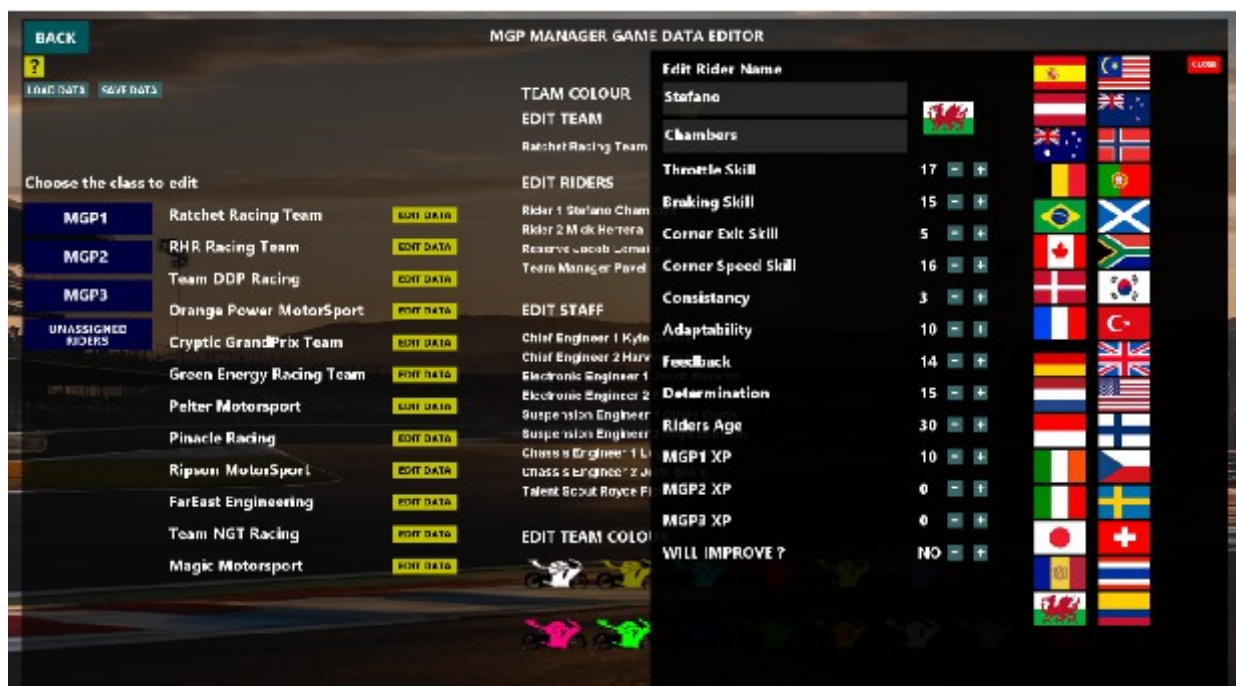
Then click on a **EDIT DATA** alongside the team you want to edit

To change team name and machine performance click on the team name



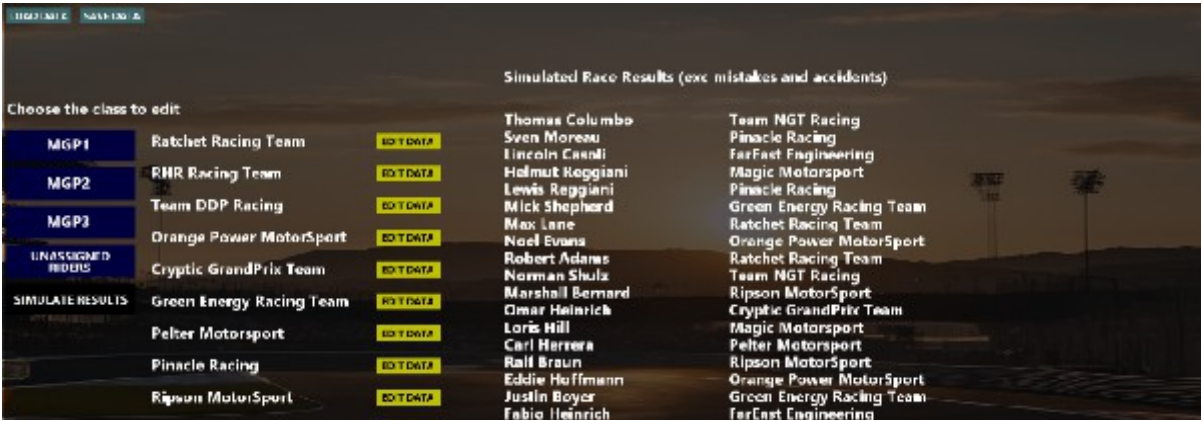
Change these values as you wish then click **CLOSE**

You can edit riders and staff in the same way and also change team colours by selecting the coloured bikes to cycle through different colours. The colour chosen here will change the colour of the bike in race view to match.



Left click on + or – to inc/dec stats 1 point a time, right click to cycle quicker.

If you want to simulate results after editing teams data, click on a class on the left menu to clear the screen of any team information, then select



IMPORTANT

Edited data is not automatically saved so please ensure you save data before leaving the editor.

Any similarity to real persons (living or dead), places, events, or other material is coincidental and unintentional.

