PROBLEMS or QUESTIONS?

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(408) 433-3999

Monday through Friday from
8:30AM–5:00PM Pacific Time.

DOMARK™

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SEGA™ GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

FORMULA ONE

F1

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



AN OFFICIAL PRODUCT OF THE FIA FORMULA 1 WORLD CHAMPIONSHIP

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INTRODUCTION

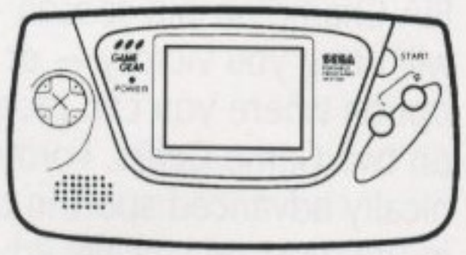
Are you ready to race around the real circuits, against the actual drivers and teams of the FIA Formula One World Championship? you'll need to combine split-second timing, lightning fast reflexes and the ability to get the best out of your car to compete and strive for victory!

All the color, drama, thrills and speed of the Formula One circuits have been included to make **FORMULA ONE** the most breathtaking game you have ever played. Choose the FIA Championship season — where speed and consistency will bring you victory — or the amazing *'Gear-to-Gear'* option where you can race head-to-head against a friend on two Game Gears. Formula One racing — the most technically advanced sport in the world — has been reproduced in the most technically advanced video game ever available for your Game Gear.

Face the challenge of Formula One — the world's fastest, most challenging sport.

STARTING-UP

- The Sega Game Gear Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- 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 recess during extended play, to rest yourself and the Sega cartridge.



1. Set up your Sega Game Gear System as described in it's instruction manual.
2. Make sure the power is off, then insert this cartridge into the Game Gear.
3. Turn the power switch on. In a few moments, the title screen appears.
4. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on again.

Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

GEAR-TO-GEAR LINK

Formula One on the Game Gear has a fantastic two-player option. This is available if you have a friend who also has another Game Gear and Formula One cartridge. Connect your Game Gears together using the "Gear-to-Gear" Cable Hook-up (available from your game retailer) and turn them on simultaneously.

PLAYER MENU

Pressing the Start button on the title menu advances you through the pre-race menus. Press Up and Down on the Directional Pad (D-Pad) to highlight your choice. Press Button 1 to enter your choice.

MAIN GAME MENU

There are two game types: ***Arcade*** and ***Grand Prix***.

Arcade: In this mode, the object of the game is to finish in or above a certain position in order to qualify for the next round. In each race, you are set a finishing position. For example, in the first race you must finish 8th or better. If you manage to equal or better this at the end of 4 laps, you can continue to the next race. In the second race, you have to finish at least 7th; in the third, 6th; etc.

The more successful you are and the more races you complete, the more points you win. If you are fast enough, you may even get into the Hi-Score table!

In the Arcade mode, you can choose between a Hard or Easy game from the skill level menu.

Grand Prix: The Grand Prix mode challenges you to see if you've got what it takes to become FIA Formula One World Champion by taking part in the Championship season.

Each season has eight races, and after each race the top six finishers are given World Championship points.

In addition, each driver's team (the Constructor) receives the same number of points that are then counted towards the Constructor's Championship.

NAME MENU

Here you can enter your own name. Pressing up and down on the D-Pad will change letters; left and right will move along the characters. Once you're done, press Button 1.

THE CIRCUITS

First you'll need to enter the number of laps you want each race to be, either 4, 8 or 12. If you're playing Arcade mode, you'll have to select your starting circuit. Once you've entered this, you'll be given your target finishing position. If you're playing Grand Prix, you'll race on all eight circuits, but you can skip races if you wish. The eight circuits are:

San Marino (Imola)
France (Magny Cours)
Britain (Silverstone)
Germany (Hockenheim)
Italy (Monza)
Portugal (Estoril)
Japan (Suzuka)
Australia (Adelaide)

When you've completed your selections, you can choose to Qualify, Set Up Car or Skip Track.

QUALIFICATIONS

Before the race starts, you can practice up to 2 laps. These laps are very important, as your starting grid position for the race is based on your fastest lap time. You do not, however, have the circuit to yourself since the other F1 drivers will also be vying for pole position. It will take all your skills and judgment to not only get a fast lap, but also to avoid slower cars that might get in your way.

CAR SET-UP

In ***Formula One***, you can alter four different features of your car: the wing, the gears (transmission), the tires and the engine. Select the component that you want to change by moving up and down on the D-Pad and pressing Button 1 to highlight the desired area. Then change the setting by pressing up and down. Press Button 1 to enter the change. Press Button 2 when your settings are complete.

Wings: You have three speed settings on your car's wings. These are *30, 45 or 60 degrees*. Unlike the wings on an aircraft which give lift and make a plane fly, the wings on your F1 car have been designed to provide downforce to keep the car on the track. More downforce gives you more grip and increases cornering speed.

On a slow twisting course, you'll need a 60° wing for maximum downforce. Fast circuits with long straights (such as Silverstone) require less downforce; so choose a 30° wing setting instead. Keep in mind that you'll then give up some control during cornering.

Gears: Here you have two settings— *Manual* and *Automatic*. With a manual transmission, you have to shift the gears up and down. With an automatic transmission, gear shifting is managed by the car itself. This latter option is perhaps the best for beginners as it allows you to concentrate on your driving and not on shifting. However, expert drivers will find that they can get better performance from a manual transmission.

Tires: Choose from *Hard* and *Soft*. Like your wing settings, your choice of tires very much depends on the type of circuit you're racing on. Hard tires take more punishment before they wear than soft tires; thus they are more suitable for circuits where tire wear is high. Soft tires give better grip for cornering but wear out more quickly, so more pit stops may be needed. When your tires are worn, an on-screen message will appear. This is a sign from your pit crew telling you to make a pit stop as soon as possible to change your tires.

Engine: Choose either *High Torque* or *High Power*. High Torque engines have great acceleration but a lower top speed. It should be used on slower, twisting circuits. High Power engines have slower acceleration but a better top speed, which makes it suitable for the faster circuits with long straights.

SKIP TRACK

If you want to miss a race, select this option. But remember that you won't receive any World Championship Points.

CONTROLS

When driving, press left and right on the D-Pad to steer around the circuit. If you have selected the automatic transmission, pressing Button 1 will make your car accelerate and Button 2 will make you brake.

If you have selected a manual gearbox, press Button 1 to increase your revs and then simultaneously press Button 2 to move up a gear. To move down a gear, press Button 2 and down on the D-Pad.

During a race, pause the game by pressing the Pause button. Doing this will give you extra options. For example, in the *Qualifying* round, you can *Continue* or go directly to the *Race*. To make your selection, highlight your choice and press Pause again.

GRID POSITIONS

If you are playing Grand Prix mode, you'll be shown your grid position after qualification. This represents where you'll be at the start of the race. If you were fastest during qualification, you'll be first on the grid — the Pole Position!

THE RACE

Here's where the real action starts! Your qualifying lap time has determined your grid position. If you are close to the front, you have a good chance of overtaking the leaders at the first corner. If you are near the back, be patient and try to keep out of trouble until things settle down.

The lower right of the screen shows a digital read-out of your times, position in the race, current lap number, speed

in miles per hour, and in Arcade mode, your score.

The lower left section displays a map of the circuit with an indicator which shows your position. This is especially handy if your are playing Gear-to-Gear mode, since you can see how far ahead or behind your opponent is.

It may be necessary to enter the pits for a tire change during the race if you find that your tires are wearing and the car is sliding.

PIT STOPS

If you damage your tires during a race by spinning your car too often, the word 'PIT' will appear on your dashboard. This indicates that a pit-stop is needed. To make one, stop your car anywhere on the starting grid. Your car will be drawn to the side and a timer will appear, counting down the seconds until your tires are changed.

THE CHECKERED FLAG

As you cross the finish line on the last lap, the Checkered Flag will appear and your car will automatically slow down. The race is over! If you have finished in the top six, both you and your team will get FIA World Championship points.

The winner receives 10 points; second place gets 6; third place, 4; fourth place, 3 points; fifth place, 2; sixth place, 1 point. Each team (called the Constructor) receives the same number of points as the driver, which count towards the Constructor's Championship.

Press the Start button to exit the podium screen and to go to the Drivers and Constructor's Championship screens.

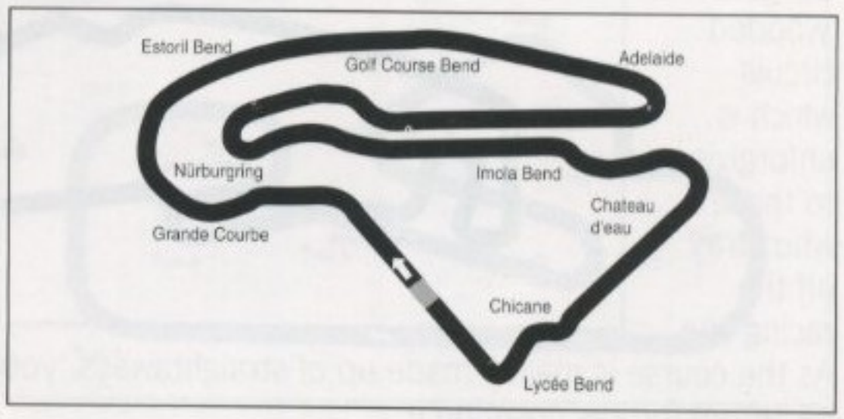
THE TRACKS - A DRIVER'S VIEW

SAN MARINO: Imola



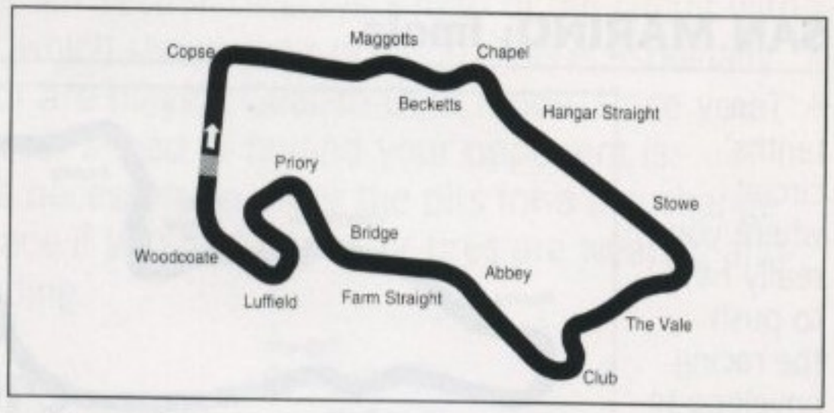
A 'Ten-tenths' circuit where you really have to push the racing envelope to maintain a lead. The course is very fast so you won't need too much downforce. But try to remember where the chicanes (tight S-curves) are, as they require some brave braking maneuvers.

FRANCE: Magny Cours



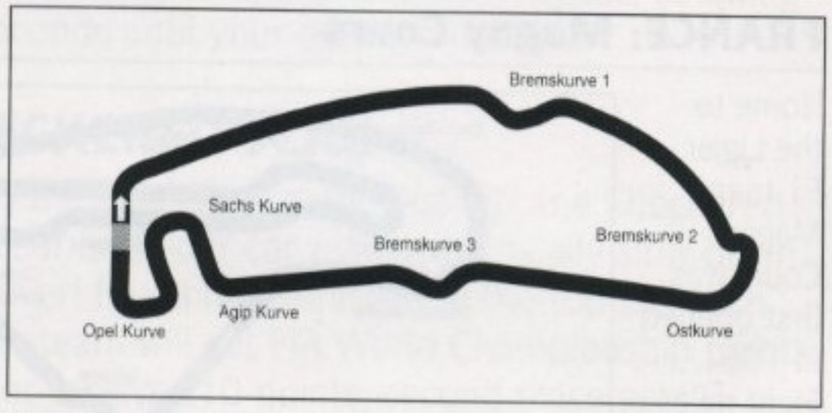
Home to the Ligier F1 team, Magny Cours was first opened in 1961. Eight miles south of Nevers, this twisty circuit has few passing places and lacks a really long straight so you'll have to be careful to set up your car accordingly.

BRITAIN: Silverstone



Built on the perimeter road of an old WWII airfield, Silverstone has been recently revised because it was just too fast! Now the circuit is one of the most challenging around with fast sixth gear straightaways leading to tight second gear corners. This track is considered one of the best ever built!

GERMANY: Hockenheim



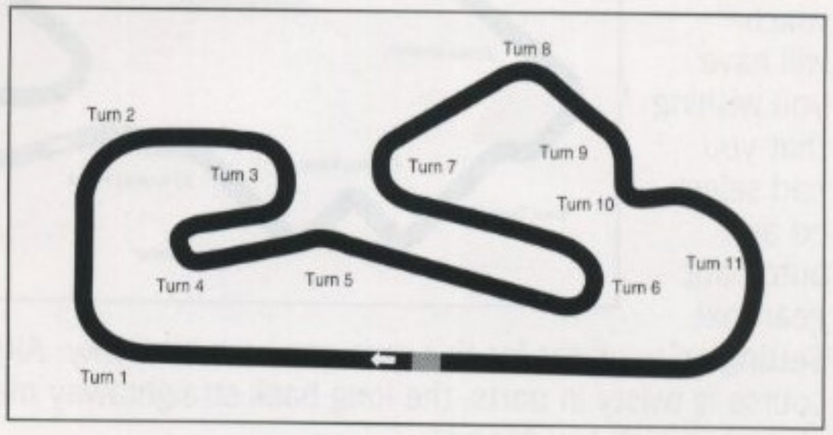
A dangerous 'wooded' circuit which is unforgiving to those who stray off the racing line. As the course is mainly made up of straightaways, your car should be set-up for low downforce.

ITALY: Monza



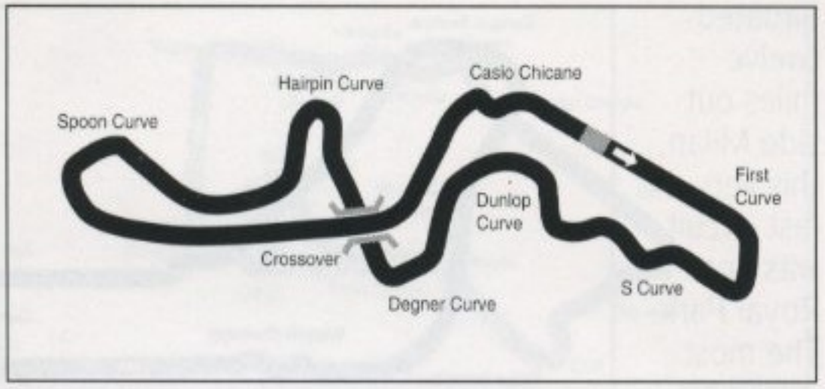
Situated twelve miles outside Milan, this very fast circuit was once a Royal Park. The most incredible part of the track is the top gear Parabolica corner which leads onto the start-finish straight. Get this corner right and you'll reach fantastic speeds until you have to brake for the Rettifilio (the first bend).

PORTUGAL: Estoril



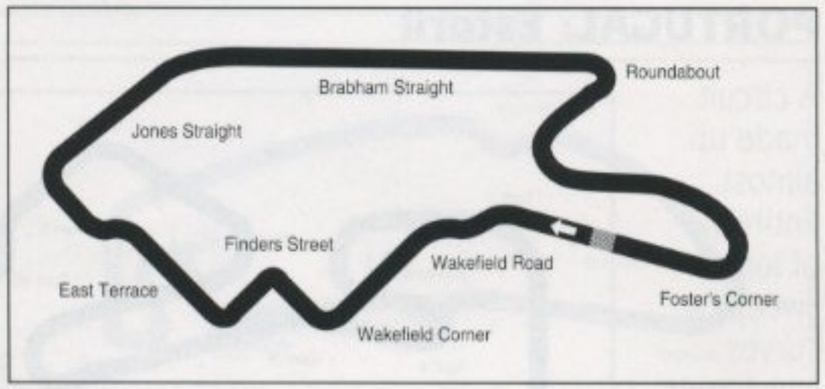
A circuit made up almost entirely of long sweeping curves which puts tremendous G-force pressures on a driver's upper-torso and neck muscles. Overtaking isn't too difficult if you are skilled enough to leave the racing line and go around the outside of other cars in the long corners.

JAPAN: Suzuka



You'll have to concentrate hard to learn this track. Suzuka is the only figure- eight course in the FIA World Championship and this means that there is a good mix of left and right-handed corners, enough to keep even a World Champion on his toes!

AUSTRALIA: Adelaide



A street circuit which will have you wishing that you had selected an automatic gearbox! Setting up your car for this race can be a bit tricky. Although the course is twisty in parts, the long back straightaway means you'll also need high top speeds.

TIPS

• Becoming a Formula One World Champion requires a lot of practice. This is especially important when you're learning the courses. With 8 circuits to contend, memorizing every dip, corner, chicane and straightaway is going to be hard work. Thus, it is important for you to make use of the circuit map at the top left of the screen.

• When going around a corner very fast, you may see smoke coming from your rear tires as they struggle for grip. If both tires start smoking, your car is very close to spinning. To keep control, you can either brake or straighten out your car.

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Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155;
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