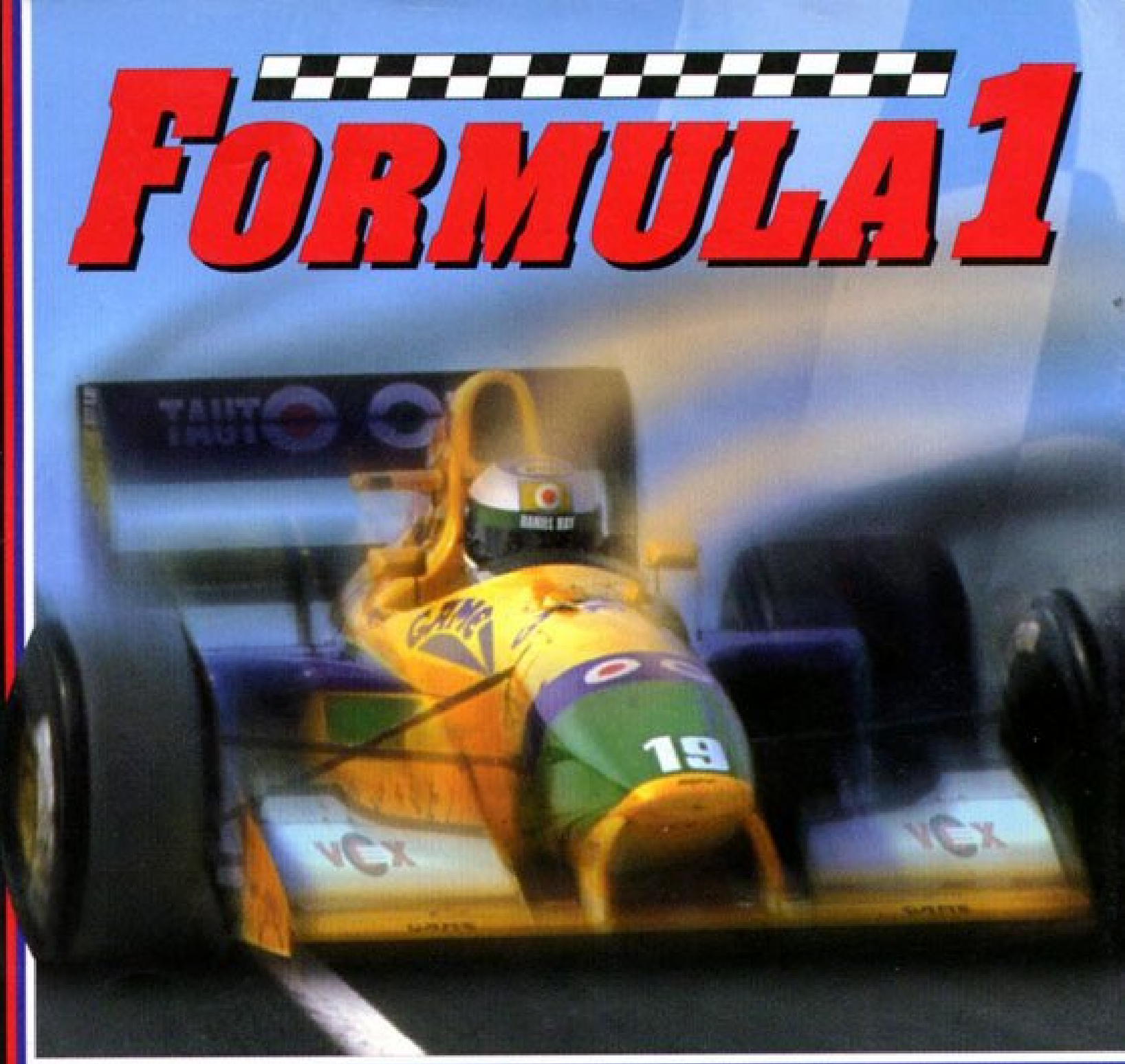
PlayStation

NTSC U/C

PlayStation 2

FORMULA 1



KIDS TO ADULTS

K-A

CONTENT RATED BY ESRB

SCUS-94353

FIA FORMULA 1 WORLD CHAMPIONSHIP

PSYGNOSIS

QSOUND VIRTUAL AUDIO
GUIDE TO OPTIMAL LISTENING

Congratulations! The FORMULA 1 game you have purchased incorporates QSound Virtual Audio from QSound Labs Inc. QSound is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism.

The following guidelines will help you get the maximum benefit from QSound Virtual Audio.

Since QSound is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

Both speakers should be placed at the same distance from the listening position. Make sure both speakers are at the same angle. (Facing straight forward or turned slightly toward the listening position; whichever is your preference.) Arrange both speakers at the same height.

Your speakers should not be too far apart.

If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound audio enhancement built into FORMULA 1.

QSound Labs, Inc. Calgary AB, Canada 403.291.2492
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FORMULA 1

Welcome to Formula 1 - the ONLY official Formula 1 racing game for the PlayStation™.

Experience the glamour and excitement of a full F1 season as you take on the formidable challenge issued by the biggest names in Formula 1 competition. Schumacher or Hill? Hakkinen or Herbert? The choice is yours as you take your pick from

13 teams, 35 drivers and 17 circuits

in an attempt to win the most coveted title in modern motor racing -

FORMULA 1 WORLD CHAMPION.



THE STARTING GRID

To load and run Formula 1 on your PlayStation™, follow these simple instructions.

1. Set up your PlayStation™ in accordance with the instruction manual supplied with the system.
   It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

2. Insert Controller 1 into Controller port 1 on your PlayStation™.

3. Follow your system directions to open the disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.

4. Close the Disc cover and switch the system on to begin play.

RED LIGHT!!

Okay, you're all set up, and ready to race. Get the engine revving, hit the redline and get it on...

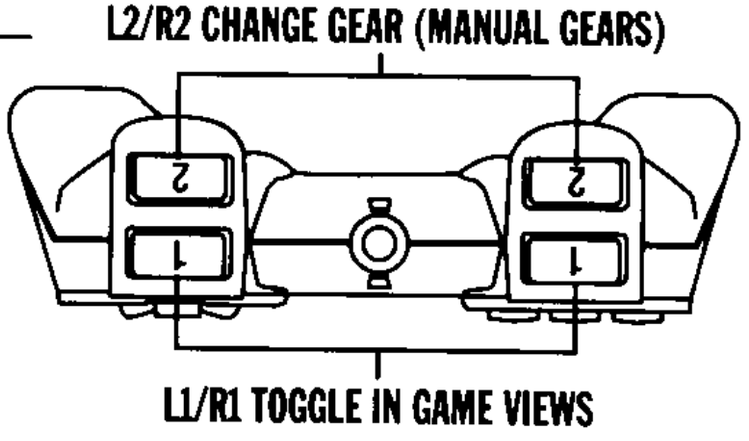
GREEN LIGHT!!!

Formula 1 has two game environments, the menus and the races. When in the menu system, use the Directional buttons on your Controller to move the highlighting effect over the option of your choice. Press the X button to select the option currently highlighted.

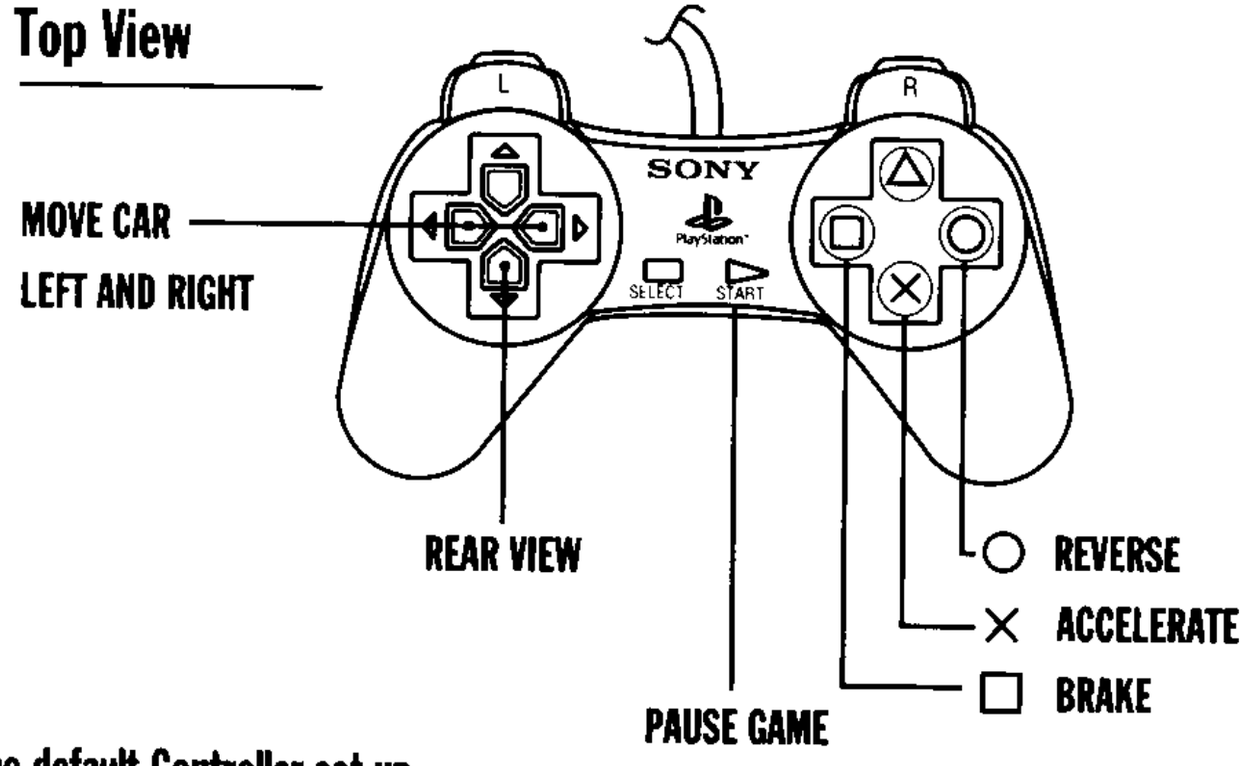
GO!!!!

IN GAME CONTROLS

Front View



Top View



N.B.
This is the default Controller set up.

THE F1 RACING MENUS

Once loaded, the game will allow you to choose between an English, French, German, Spanish or Italian language version. Use the left or right Directional buttons on your Controller to scroll through the choices. Press the X button to select the language of your choice. This is followed by the intro. sequence and then the licence screen. Press the X button on your Controller if you wish to bypass the intro. after which you will be taken on to the main menu screen.

In the main menu screen use the Directional buttons on your Controller to move the highlighting effect and then press the X button to implement your choices.

Select One Player to begin a new one player race. Select Two Player to begin a new two player race via the Link cable. Select Quick Race if you want to get straight into an arcade style single race with a pre-set choice of team, driver and track. Select Options to access the Game Options screen. Select Resume to resume either a current championship that you have exited in order to save, or a loaded Memory card championship.

Before the racing begins you may configure the game to suit your personal requirements. To do so simply select Options from the main menu screen. Use the Directional buttons on your Controller to move the highlighting effect around the Game Options screen and press the X button to make your choice. You will then be able to modify a large range of in-game settings, as follows.

Controller

Take your pick from one of eight different pre-set Controller set ups. If you are using an Analog Controller such as neGcon you will be able to access other menu headings to the left of the Controller diagram. Use these to alter a range of settings that are specific to this type of controller.

Formula 1 supports the neGcon, Mad Catz and Per4mer analogue controllers.

Sound

Allows you to adjust the volume levels of the commentary, music, crowd noise and other sound effects. You may also select between Mono, Stereo, Q Sound or Dolby Surround. Enter the CD Player screen to make selections from the track listings.

High Scores

See if you can top the high score table.

Screen Set Up

Allows you to adjust the horizontal and vertical positions of the game window on your television.

Memory Card

Select this to gain access to a sub menu where you can load and save games and carry out other alterations to your Memory card set up. N.B. It is essential that you do not remove or insert a Memory card when the operations below are in progress.

Loading a Game

Insert a Memory card with previously saved games on it into your Console. Using the same highlight and select procedure as above, move from the main menu screen to the Memory card screen. Once there use the up and down Directional buttons on your Controller to move the highlighting effect over the "Load" option. Next, use the left and right Directional buttons to scroll through the list of saved games. Press the X button to select the saved game that you wish to load. Your choice will then be loaded from the Memory card. Return to the Main Options menu by pressing the triangle button on your Controller and then select Resume.

Saving A Game - Championship Racing

If you wish to save a game, ensure that you have a Memory card inserted into your Console. Following the end of a race and the results screen you will be shown an options screen. Using the Directional buttons on your Controller move the highlighting effect over the Return to Front End option and press the X button to select it. This will take you back to the main menu screen. Using the same highlight and select procedure as above, move from the main menu screen to the Memory card screen. Once there use the up and down Directional buttons on your Controller to move the highlighting effect over the "Save" option and press the X button to select it. A slot will appear just to the right of the listed options. Name the slot by using the up and down Directional buttons to scroll through the alphabet and pressing the X button to select each letter. When you have named the slot, press the X button on your Controller and the game will then be saved to that slot. Finally, use the same highlight and select process to choose "Exit" and quit the screen. Select Resume from the main menu if you then wish to continue with the championship.

Saving a Game - Default Options

If you wish to save your default game preference settings choose all your preferred settings in the front end and then save a game named 'Default'. If the PlayStation™ is turned on while the Memory card with the 'Default' save game is in Memory card slot 1 then these settings will be automatically loaded into the front end for you.

Delete

Choose this if you wish to erase previously saved games from your Memory card. Use the same highlight and select procedure as before to choose the game you wish to delete.

Format Card

Select this to format a new Memory card. N.B. You cannot reformat a previously formatted Memory card

Exit

Takes you back one screen. Alternatively you can press the triangle button on your Controller to back up one screen anywhere in the main game menus.

When you have configured the game to your satisfaction, use the Directional buttons to move the highlighting effect over the Exit box and press the X button to select it. This will take you back to the Main Menu screen.

Quick Race

Choose Quick Race for an instant arcade style race with a choice of team, driver and track. Selecting this will take you straight into the game where all options will be the same as the last options chosen.

However, if you choose One or Two Player racing you will then be prompted to decide between Arcade or Grand Prix racing.

Arcade

A style of racing that allows you to simply pick up and play. The cars are more robust and easier to handle than in the Grand Prix mode. In this mode you are racing against the clock as well as other drivers. The clock in the centre of the screen starts with a number of seconds on it - the time given depends on the length of the track currently selected. As time counts down you can earn extensions and further race time by putting in good lap times and passing checkpoints.

Grand Prix

Individual car and driver behaviour has been calculated according to the official Formula 1 records from the 1995 season. Choosing to race as Reubens Barrichello will mean that your car will have a different performance to say that of Michael Schumacher. The cars in Grand Prix mode can also be tweaked allowing you to make final adjustments to downforce, handling etc. But be warned. The difference in car handling between Grand Prix and Arcade mode certainly takes some getting used to! Pit stops are available for both Arcade and Grand Prix racing.

After selecting either Grand Prix or Arcade mode you will move on to another screen where you can make decisions about the races and car performance as follows.

Single Race

Exactly what it says. A single one off race either against the rest of the field or as a duel. (see note on Duel p.12)

Championship

Find out whether you've really got what it takes. Puts you in the driving seat for a whole Championship season of up to 17 races.

Ladder

One car is marked as the car that you must finish ahead of. Over a 12 round Ladder you are given 3 attempts to beat the marked car with the ultimate object being to beat one driver from each of the other 12 teams. But be warned. As you make progress, the skill and ability of the driver in the marked car increases.

Car Set Up

Designed for optimum performance this feature allows you to give your vehicle some essential final tweaks. In both arcade and Grand Prix modes you can choose manual or automatic gear shift, brake assist on/off, and steering assist on/off. You may also adjust the downforce and set the starting fuel load. 100% fuel will take you the full race distance. Less than 100% will mean having to make pit stops for fuel.

Race Set Up

Allows you to make final adjustments to the weather conditions, tyre wear, car damage, race length and race order. You may also apply boost which means that during racing slower cars will catch up the faster ones.

Following this screen you will move onto another screen where you can make further essential adjustments as follows.

Skill Level

Use the Directional buttons on your Controller to move the arrow pointer across Easy, Medium or Hard. For the Formula 1 novice 'Easy' mode with with steering and brake assist is recommended.

Rounds

Allows you to adjust the number of rounds/races over which the Championship takes place. (Grand Prix mode only)

Game Type

Use the Directional buttons on your Controller to move the arrow between the choice of Full Grid (24-26 other cars) or Duel (a head to head race against one opponent). Note that there is no qualifying session for Duel racing. Press the X button to make your choice.

When you have completed these adjustments you will move on to the first of 3 screens which allow you to make choices regarding the team that you race for, the F1 driver whose style you will adopt, track selection and race qualification.

Team, Car & Driver Selection Screen

Use the Directional buttons on your Controller to scroll through the choices. Press the X button to make your choice.

Take your pick from the 13 Formula One racing teams, cars and drivers of the 1995 season.

When you have finished making your choices use the same highlight and select procedure as before to click on Continue. You will now be taken to the Circuit Selection screen.

Circuit Selection (Only available in single race mode)

The 17 Grand Prix circuits from across the globe are available, each track featuring its own unique driving characteristics.

When you have selected the track of your choice use the same highlight and select procedure as above to click on Continue. You will now move onto the Pre-Race screen.

Pre-Race

The final screen before the race begins allows you to make the choice between Practice, Qualifying or Race. Practice allows you to have an unlimited number of laps to get used to the currently selected track and is followed by a qualifying session (not available in Duel or Quick race mode) and then the race itself. Choose qualify in Grand Prix mode and you will have twelve laps in which to achieve your best lap time (1 lap in Arcade mode). This time will then be compared to all the other drivers qualification times and will dictate your grid position in the race proper which follows. If you do not wish to qualify then select

Race where you will start the race proper. However, your grid position will automatically be last. Therefore it makes sense to practice and then qualify to achieve the best position possible on the starting grid.
N.B. Any adjustments to car downforce and fuel loads that you make during practice and qualifying sessions will be carried over into the race proper.

In Race Menu

Press the START button on your Controller at any time during racing and you will pause the game and gain access to the in game menu. Using the same highlight and select procedure as before you may continue the race or end the current practice, qualifying or racing session which will then move automatically on to the next part of the game i.e. will move from practice to qualify, qualify to race and race to the race results screen.

You may also choose options which will allow you to alter a wide range of in-game settings as well as letting you abandon the race altogether. Abandoning the race will quit the current race or championship altogether and return you to the front end screen.

Pit Stop Menu

During racing in either arcade or Grand Prix mode you may need to make a pit stop to refuel, repair damage etc. Once you steer into the pit lane your car will be automatically taken to your teams garage and the pit stop menu will come up on screen. Use the Directional buttons on your Controller to move the highlighting effect around the menu choices. Press the X button on your Controller to make your choice. You may repair front and rear wings, change your tyres, refuel and adjust the downforce settings. Press the X button again when you are happy with the changes made and move on to the next menu

choice. Each change you make will take a number of seconds to complete so make your pit stop decisions carefully. As you become more skilled at moving around the pit stop menu your pit stop timings should come down. When you have completed your pit stop select the "Go" icon in the menu to leave the pit lane and rejoin the race.

End Of Race Menu - Single Race

Following the completion of a single race you will be presented with the race results screen. Following this you will be shown a menu which allows you to choose between replaying the race, restarting the race or going back to the front end screen.

End Of Race Menu - Championship

Following the completion of each race you will be presented with the championship results screen which shows your standing in the championship. Following this you will be shown a menu which allows you to choose between continuing the championship, replaying the race or returning to the front end. Returning to the front end will allow you to save your progress to a Memory card.
(see section on pages 8 to 9 "Saving A Game")

TV Cameras and Replays

Replays can be viewed from the TV cameras that are positioned at various points around the track - just like the real thing! Once you have chosen Replay from the End Of Race menu and the replay is rolling press the SELECT button on your Controller to bring up the camera menu. Holding the SELECT button down press the Square button which will toggle between TV and in- car cameras. Press the Triangle button to move the view to the car in front of that currently selected and the X button to the car behind. Pressing the circle button will take you back into your own vehicle.

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Licensed tracks

Back to Shalla-Bal by Joe Satriani (Satriani)	From the CD Flying in a Blue Dream. Published by Strange Beautiful Music Licensed by RELATIVITY RECORDS
Summer Song by Joe Satriani	(Satriani) From the CD The Extremist Published by Strange Beautiful Music Licensed by RELATIVITY RECORDS

Licensed tracks

Juice by Steve Vai (Vai)	From the CD Alien Love Secrets Published by Sy Vy Music Licensed by RELATIVITY RECORDS

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