PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-00744
94020

FIA FORMULA 1 WORLD CHAMPIONSHIP

FORMULA 1 98

OFFICIALLY LICENSED GAME

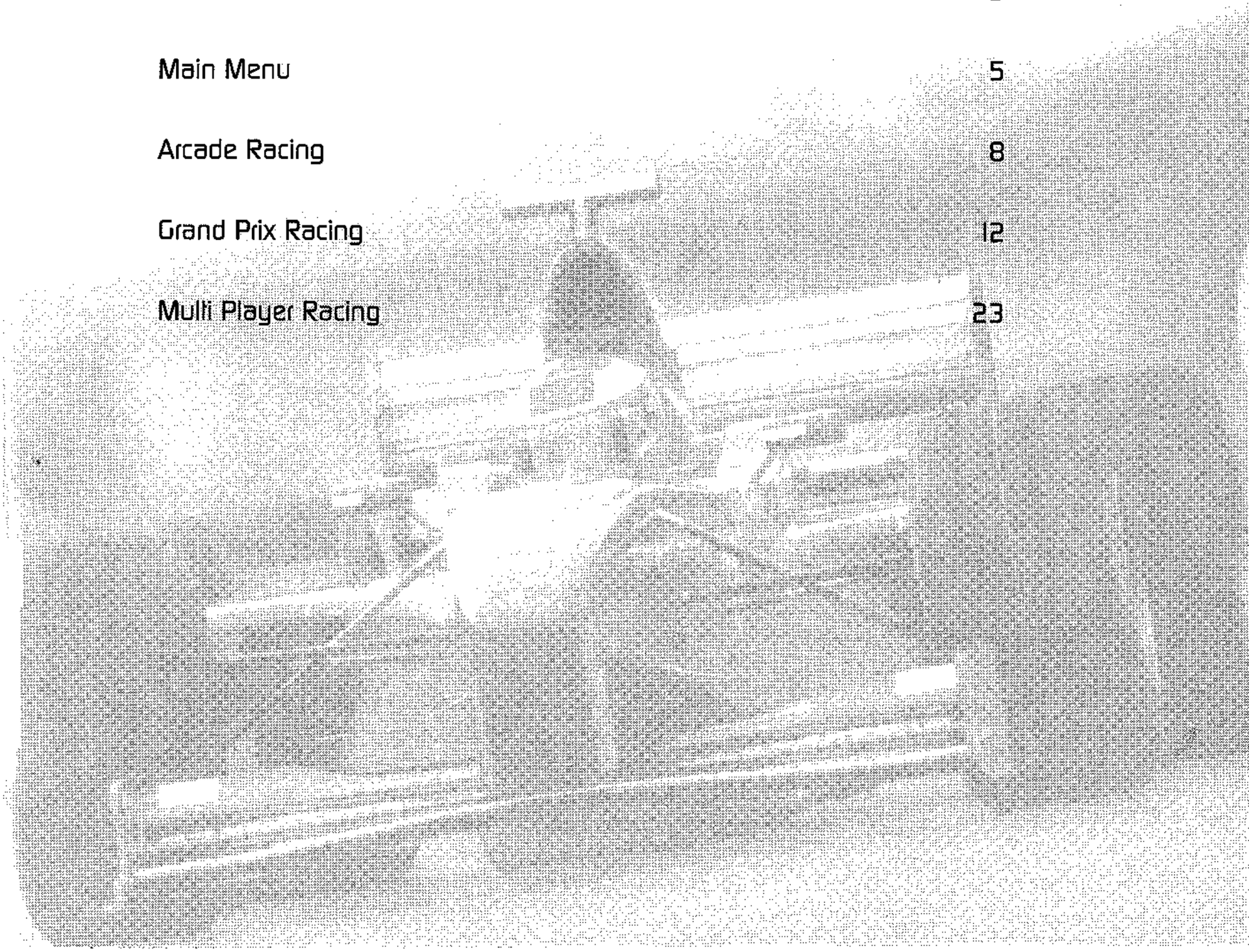


VISUAL SCIENCES

PSYGNOSIS

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STARTING THE GAME

To play Formula 1 98 on your PlayStation® game Console:

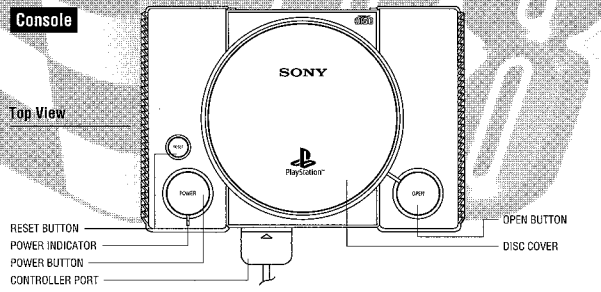
1. Set up your PlayStation® game Console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the Disc onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

To skip through intro screens, press the ⊗ button on the Controller.

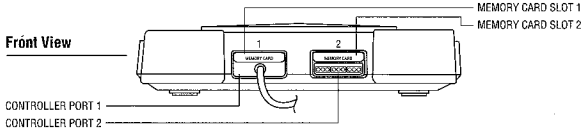
WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.

Console

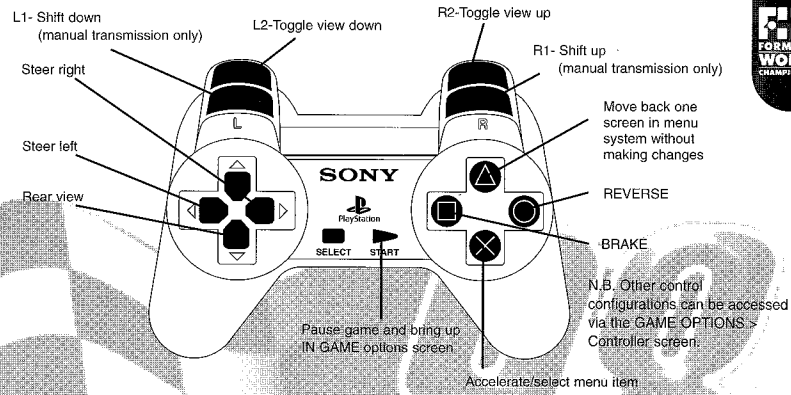
Top View



Front View



FORMULA 1 98 CONTROLS



USING A DUAL SHOCK™ ANALOG CONTROLLER

The Formula 1 98 race experience can be greatly enhanced by use of a Dual Shock™ Analog Controller which not only delivers the accuracy of analog control, but also lets you feel the impact of crashes and collisions when used with the vibration function turned ON.

CONTROLLING THE GAME WITH A DUAL SHOCK™ ANALOG CONTROLLER

In addition to the regular game controls, the following controls apply to the Dual Shock™ Analog Controller.

Left stick	Steer left and right
Right stick	Push the Right stick forwards to accelerate. Push the Right stick backwards to brake and reverse.

Formula 1 98 is structured around two distinct racing styles. An ARCADE mode and the more technically precise GRAND PRIX mode. Within ARCADE mode there is the choice of a straightforward arcade style race or a time trial. Within the GRAND PRIX mode there is the choice of a GRAND PRIX race or a complete CHAMPIONSHIP across all 16 circuits of the 1998 season. There is also a CHALLENGE race mode which has an arcade feel to start with, but which becomes progressively more sim-like.

For those Formula 1 fans among you who can't wait to get racing, we recommend you follow the ARCADE RACING section of this manual. This simply details a few basic options before getting you straight into a car and onto the track for the start of an arcade style race.

Those of you who want to experience a more demanding and realistic Formula 1 drive will find that the GRAND PRIX RACING section details the extensive car and race set up options unique to this mode. N.B. If the game is left on the Main Menu screen it will enter into a demo - this can be bypassed by pressing the ⊗ button.

Once loaded, the game will begin with an intro sequence. Press the ⊗ button on your Controller if you wish to bypass the intro. Use the Left and Right Directional buttons on your Controller to scroll through the national flags that indicate the language choices. When you are happy with the language selection, press the ⊗ button to confirm and the game will move on to the MAIN MENU SCREEN.

THE MAIN MENU SCREEN

Use the Up and Down Directional buttons on your Controller to highlight your choice. Use the Left and Right Directional buttons to switch the option choices.

NUMBER OF PLAYERS

Use the Left and Right Directional buttons to scroll between:

Single Player: A single player race offers Grand Prix, arcade, time trials, challenge and championship racing.

Two Players: A two player split screen race which offers Grand Prix, arcade and time trials. See MULTI PLAYER RACING for more information.

One Player + Link: A two player race which offers Grand Prix, arcade and time trials via a Link cable. See MULTI PLAYER RACING for more information.

Two Players + Link: A four player split screen race which offers Grand Prix, arcade and time trials via a Link cable. See MULTI PLAYER RACING for more information.

GAME MODE

Use the Left and Right Directional buttons to scroll between:

Arcade Race : See section ARCADE RACE for more information.

Arcade Time Trial: See section ARCADE TIME TRIAL for more information.

Grand Prix Race: See section GRAND PRIX RACE for more information.

Championship: New: See section GRAND PRIX CHAMPIONSHIP: NEW for more information

Championship: Load: See section LOADING AND SAVING GRAND PRIX CHAMPIONSHIPS for more information.

Arcade Challenge: New: See section ARCADE CHALLENGE for more information.

Arcade Challenge: Load: See section LOADING AND SAVING ARCADE GAMES for more information.

GAME OPTIONS: Highlight this option and then press the ⊗ button to open up the Game Options Menu Screen. Use the Up and Down Directional buttons to highlight the option choices. Choose from:

Music Volume: Use the Left and Right Directional buttons to alter the volume of the in-game music.

Effects Volume: Use the Left and Right Directional buttons to alter the volume of the in-game sound effects.

Commentary Volume: Use the Left and Right Directional buttons to alter the volume of the in-game commentary.

Change Language: Once highlighted, press the ⊗ button to select. Use the Left and Right Directional buttons to scroll the flags that indicate language choice.

Change Controls: Once highlighted, press the ⊗ button to select. Use the Left and Right Directional buttons to cycle through a list of alternative Controller configurations for the peripheral that is currently inserted. Press the ⊗ button to select. To calibrate analog controllers, select the Controller option to reach the calibration screen.

Display Options: Use the Up and Down Directional buttons to switch between the options. Use the Left and Right Directional buttons to scale the options to your requirement. Make adjustments to the display set up as follows:

Lens Flare - Choose between ON and OFF.

Map Mode - Choose between Scrolling, Rotate and OFF for the on screen map.

Map Zoom - Choose between x1, x2, x3 or x4 zoom.

Race Line - Choose between ON and OFF.

Camera - Choose between 4 different camera set-ups; Low, Medium, High and Cockpit.

Display - Choose between mph and kmh for on screen speed display.

Replay - Choose between ACTION REPLAY including Fast Forward and Rewind or the longer EXTENDED REPLAY.

Done - Return to GAME OPTIONS SCREEN

Screen Options: Allows you to adjust the horizontal and vertical positions of the game window on your television. Use the Directional buttons to adjust the picture.

Load All: It is possible to load individual game elements such as car set up or championship progress separately – refer to the appropriate manual section for more information. However, this option allows you to load them all at once. Once highlighted, press the ⊗ button to select. Use the Directional buttons to highlight the required Memory card block and press the ⊗ button to load it. Alternatively, press the △ button to return to the previous screen, or press the ○ button to alternate between Memory cards if two are inserted into the Console. Once you press the ⊗ button to load a game, you will be prompted to confirm your choice. Use the Up and Down Directional buttons to highlight 'Yes' or 'No' and press the ⊗ button to confirm. Press the △ button to cancel.

Save All: Like 'LOAD ALL', it is possible to save individual game elements separately – you should refer to the appropriate manual section for more information. However, this option allows you to save them all in one go. Use this option to save all the separate game elements which it's possible to save. Once highlighted, press the ⊗ button to select. Use the Directional buttons to highlight a free Memory card block or a used block which you would like to delete. To save the game, press the ⊗ button. To delete a block, press the □ button. To return to the previous screen, press the △ button. If there are two Memory cards inserted, use the ⊗ button to switch between them. If you attempt to save a game or delete a block, you will be prompted to confirm your action. Use the Up and Down Directional buttons to highlight 'Yes' or 'No' and press the ⊗ button to confirm or the △ button to cancel.

Back: Move back to the MAIN MENU SCREEN.

QUICK RACE: Highlight this option and press the ⊗ button to go straight into a one or two player arcade style race with no choice of track or car set up options. The game will simply load all the current settings and go directly to the start of an arcade race. If you alter these settings, subsequent QUICK RACE selection will reflect these changes.

ARCADE RACING

ARCADE RACE: 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 center 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. Following the end of a race, you'll be shown the final race positions and lap times. If your best lap time is in the top 3, you'll also be able to enter a three letter name.

ARCADE RACE PRE RACE MENU SCREEN: Use the Up and Down Directional buttons on your Controller to highlight your choice. Press the ⊗ button to confirm. Press the △ button to cancel.

SELECT TRACK: Press the ⊗ button to enter the Select Track screen and use the Left and Right Directional buttons to scroll through the 16 circuits of the 1998 Formula 1 Grand Prix season. To reveal background information about each track, press the ○ button on your Controller. When you have reached the track you wish to race on, press the ⊗ button to confirm or press the △ button to cancel. The game will return to the PRE RACE SCREEN. Press the □ button to see track in more detail with expert commentary.

SELECT DRIVER/TEAM: Use the Left and Right Directional buttons to scroll through the eleven teams. To reveal background information about the currently highlighted car and team, press the ○ button on your Controller, then select an option from the menu (view team info, view driver info or edit driver name.) When you have reached the team of your choice, use the Up and Down Directional buttons to select the driver. To edit, select the driver you wish to edit, then press the ○ button on your Controller and select the EDIT DRIVER NAME option. Use the Directional buttons to move the highlighting effect around the letters. Press the ⊗ button to select. When you are happy with the name, highlight END and press the ⊗ button to confirm. Press the △ button to abort the driver name edit. When you are satisfied with the driver/team selection, press the ⊗ button to confirm or press the △ to cancel and return to the previous screen.

ARCADE RACE OPTIONS: Use these options to alter a small range of racing conditions.

Lap Count -	Use the Directional buttons to cycle between 3, 6, 12 or 20 laps or full race.
Difficulty -	Use the Directional buttons to cycle between novice, amateur and professional.
Steering Assist -	Use the Directional buttons to switch the steering assist ON or OFF.
Brake Assist -	Use the Directional buttons to switch the brake assist ON or OFF.
Damage -	Use the Directional buttons to turn the damage ON or OFF.
Return -	Return the Arcade pre race menu screen

DISPLAY OPTIONS: Use the Up and Down Directional buttons to switch between the options. Use the Left and Right Directional buttons to scale the options to your requirement. Make adjustments to the display set up as follows:

Lens Flare -	Choose between ON and OFF.
Map Mode -	Choose between Scrolling, Rotate and Off for the on screen map.
Map Zoom -	Choose between x1, x2, x3 or x4 zoom.
Race Line -	Choose between ON and OFF.
Camera -	Choose between 4 different camera set-ups: Low, Medium, High and Cockpit.
Display -	Choose between mph and kph for on screen speed display.
Replay -	Choose between ACTION REPLAY including Fast Forward and Rewind or the longer EXTENDED REPLAY.
Done -	Return to the PRE-RACE SCREEN.

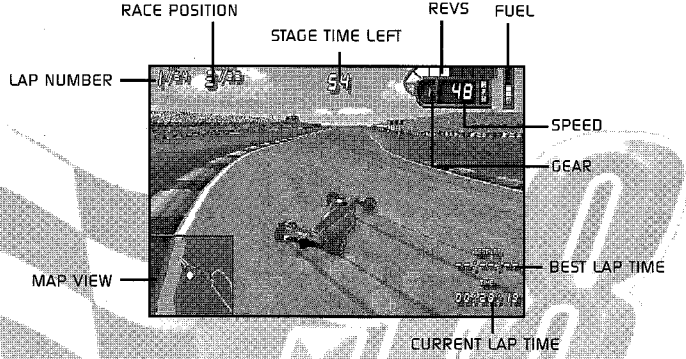
SAVE PROGRESS: Save your current ARCADE RACE progress. See section LOADING AND SAVING ARCADE GAMES for more information.

LOAD PROGRESS: Load up a previously saved race. See section LOADING AND SAVING ARCADE GAMES for more information.

BEGIN RACE: Exactly what it says. Start racing.

ARCADE ON-SCREEN INFORMATION

Once you have decided which team and driver you are going to be, you'll be ready to race. During ARCADE racing the following on-screen information will be displayed. There is also an 'at a glance' track map. Use this to see where you are in relation to other drivers and also for checking out any difficult bends that may lie ahead.



ARCADE TIME TRIAL: An arcade style race with no computer controlled drivers where you simply race against the clock and attempt to beat your previous best lap times. During racing the on-screen information is the same as above with the exception of the race position and countdown display in the center of the screen. Split times are also shown.

ARCADE TIME TRIAL PRE RACE MENU SCREEN: This screen is identical to the one described above except that there are no race options available.

ARCADE CHALLENGE: Available as a single player game only, Challenge racing is a progressive gaming mode with a fixed set of tracks. There are no car or race set up options available in this mode.

ARCADE CHALLENGE RACING PRE RACE MENU SCREEN: Your team and driver will be automatically selected when playing an arcade challenge. Progress within the Challenge is achieved by finishing in a specified position or higher – this finishing position differs as the challenge progresses. As you progress, the racing becomes more difficult in the following ways; your opponents become more skilful; your car dynamics change from simple arcade style handling to the more demanding Grand Prix style, and certain race settings such as flags become enabled. These enabled settings will be displayed before you race so that you have a clear indication of the difficulty ahead.

AFTER RACE SCREEN: Following the end of a race you will be shown your final position in an overall results table. If your best lap time is in the top 3, you'll also be able to enter a three letter name.

ARCADE PIT STOPS: Driving through the pit lane while in Arcade mode will have the following effect providing the relevant options are turned on. Tire wear will be repaired, car damage will be repaired, depleted fuel will be replenished.

LOADING AND SAVING ARCADE GAMES: Formula 1 98 supports both Memory card slots. To load or save an ARCADE game, make sure that you have a Memory card inserted according to the system instructions. Formula 1 98 allows you to make one complete game save per Memory card block. Following the end of an ARCADE style race you will return to the ARCADE PRE RACE MENU SCREEN. Use the Directional buttons to move the highlighting effect over SAVE or LOAD. Press the ⊗ button to select. The MEMORY CARD screen will be displayed.

Save: Select this to save your progress in the current arcade session. Use the Directional buttons to highlight the Memory card block to which you wish to save, then press the ⊗ button to confirm. If you have 2 Memory cards inserted, use the ◎ button to switch between them. If you are choosing to overwrite a used Memory card block, you will be asked to confirm your choice.

Load: Select this to load a previously saved arcade session. Use the Directional buttons to highlight the Memory card block you wish to load, then press the ⊗ button to confirm. If you have 2 Memory cards inserted, use the ◎ button to switch between them.

GRAND PRIX RACING

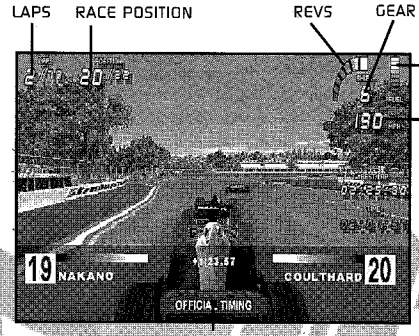
GRAND PRIX RACE

Those of you who want to experience a more demanding and realistic Formula 1 drive will choose this option. Individual car behavior has been calculated according to the official Formula One records for the 1998 season. Choosing to race in the McLaren-Mercedes of Mika Häkkinen will mean that your car will have a different performance to say, the Williams-Mecachrome of Heinz-Harald Frentzen.

The GRAND PRIX PRE-RACE MENU SCREEN allows you to make extensive and detailed adjustments to the set up of both car and race conditions. Each Grand Prix circuit of the 1998 season is different in the demands that it makes on both car set up and driver technique.. However, we do understand that the prospect of adjusting all these variables can be daunting for the novice Grand Prix driver. One way of approaching it is to use the default settings to get used to your chosen car and then use the Practice and Qualifying sessions to adjust one variable at a time. You will soon pick up the subtle differences in handling and car performance that result.

GRAND PRIX ON-SCREEN INFORMATION

On each circuit there are two intermediate timing points as well as the start/finish line time. During a qualifying session the 'split time' will be displayed at the bottom of the screen. Displayed to the left of this is the time you should try to beat at the next intermediate timing point. Displayed to the right of the split time is your actual time. As you cross the finish line a + or - time difference is displayed. A + sign means that you have recorded a slower time by the amount shown. A - sign means that you have recorded a faster lap.



GRAND PRIX RACE INFORMATION

GRAND PRIX RACE PRE RACE MENU SCREEN: This screen is almost identical to the ARCADE RACE PRE RACE SCREEN except for the addition of the RACE, SESSIONS and CAR options. Choose the circuit and driver of your choice as described in the arcade section of this manual and then make the following race and car set up choices.

RACE OPTIONS: Use the Up and Down Directional buttons to switch between the options. Use the Left and Right Directional buttons to toggle the option choices.

Lap Count: Choose between 3, 6, 12, and 20 laps or set the race to the full race length. Full race lengths are based on the 1998 season statistics. For instance, a full race on the Spa Francorchamps Circuit in Belgium would be 44 laps.

Difficulty: Choose between Novice, Amateur, and Professional.

Steering Assist: Turn ON if you need a little help with your cornering. Turn OFF if you're happy to go it alone.

Brake Assist : Turn ON if you have not yet got to grips with your car's braking and this will slow you down if you approach a bend too quickly. Turn OFF if you're confident of your racing abilities.

Weather: Other than car and driver performance, weather is a prime-determining factor affecting the outcome of a Formula 1 Grand Prix. This is mainly due to tire performance being adversely affected by fluctuations in the weather. Starting a race on slick tires in sunny weather is fine until the rain comes down and you find your car lacking any grip or braking ability. This option allows you to select between FINE, RAIN, VARIABLE and RANDOM weather conditions. Selecting VARIABLE will allow the weather to change during the course of any race. Selecting RANDOM will change the weather conditions from either constantly sunny to constantly raining in consecutive Championship races. Whichever weather selection you make, ensure that you use the CAR SET UP screen afterwards to match your tire choice with the weather conditions.

Damage: During Grand Prix racing your car may sustain damage. Fractured wings and bodywork, a buckled suspension or damaged tire may all point to an unscheduled pit stop. Forget all about damage and the ensuing problems by turning this option OFF.

Failures: All Formula 1 cars are subject to mechanical failure. Some are the result of bad car set up. Some of bad technique. For instance, repeatedly driving over rumble strips will cause suspension and tires to deteriorate. Still other failures are the result of plain bad luck. Engines will always blow up and pistons will always burst. But there is very little that the driver or team can do about it. Stack the odds in your favor by turning this option OFF.

Tire Wear: During the course of a long Formula 1 race, tires get hot and pick up dirt, dust and other debris that can cause damage. Riding rumble strips, contact with other vehicles and wheel spinning will cause them to wear down further. Worse still, overbraking will make the wheels lock which is bad news for the tire. The tire will rapidly deteriorate on the locked area and may result in a 'flat spot'. This in turn can cause the wheel to become unbalanced and the vehicle to run out of control. Needless to say try and strike a fine line between the need for hard braking and the tire damage that may ensue. Too hard on the brakes and you may face an unscheduled pit stop for new tires which could cost valuable race time.

Fuel Depletion: With this option turned ON your fuel will run down through the course of a race. Turn it OFF if you want unlimited fuel.

Flags: During Formula 1 racing the marshals and clerk of the course use a number of flags to pass on various warnings and instructions to the drivers. In Formula 1 98 these flags will be displayed and centered at the top of the screen. This option can be toggled ON or OFF.

Black Flag - Informs the driver he has been disqualified and must enter the pits on his next lap.

Black and White Flag - Informs the driver that he has been issued with a warning for unsportsmanlike behavior. The nature and severity of the offense will dictate how many of these warnings a driver receives before disqualification.

Red Flag - Indicates that the race has been stopped.

Yellow Flag - Danger imminent or approaching. Driver must slow down and prepare to stop. Keep in position and do not overtake until given the all clear by the green flag.

Green Flag - Signifies the all clear.

CAR OPTIONS: Bear in mind that for every set up change there will be a positive and negative payoff. There are no right or wrong decisions, and even a misguided decision will not be wasted provided you learn from it. In setting up a Formula 1 car, experimentation coupled with experience is the key to success. During Practice and Qualifying sessions you can access this screen while making a pit stop. In Championship racing this is the screen that you will be offered between each race to allow you to adjust your car set up to meet the demands of individual circuits. It also allows you to load and save car set-ups from a Memory card.

Use the Up and Down Directional buttons to scroll the options. Use the Left and Right Directional buttons to toggle the option choices. Press the ⊗ button to select where applicable. You can access an on-screen description of each option, and the effect that changing it will have on your car, by pressing the ◉ button on your Controller.

Transmission: Allows you to select Manual or Automatic transmission.

Suspension: Formula 1 suspension has to be stiff and strong enough to withstand the powerful downforce generated by the high speeds of competitive racing, yet soft enough to achieve satisfactory grip. A softer suspension set up will make cornering less demanding on tires, but will cause a decrease in handling sensitivity and responsiveness. A hard suspension set up

will improve cornering and offer better handling but cause increased tire wear. Can be set to either hard or soft. Use the Left and Right Directional buttons to adjust the scale to your requirements.

Brake Discs: Can be set between 24mm and 30mm. With the disc set towards 24 mm he brakes will work faster but are more subject to failure during a long race. Setting toward 30 mm improves the brake system reliability but results in a decrease in braking efficiency. Use the Left and Right Directional buttons to adjust the scale to your requirements.

Brake Bias: Due to the low center of gravity of Formula 1 cars, hard braking at high speed pushes weight onto the front of the car. To cope with this Formula 1 cars are usually set up with the brake bias towards the front. Decreasing the rear bias in favor of the front will make the car understeer. Increasing the rear bias will make the car oversteer. Use the Left and Right Directional buttons to adjust the bias to your requirements.

Front and Rear Downforce: Downforce is created by the wings on a Formula 1 car and acts to push the car down on the track. This results in improved grip and cornering but less speed on long straights because of the drag factor. Increasing the front downforce only will result in more oversteer during fast cornering but will also allow you to enter the corner faster. Decreasing it will result in more understeer and make it necessary to decrease cornering speed. In the same situation increasing the rear downforce only will result in more understeer with the additional effect of reducing top speed on straights. Decreasing it will result in more oversteer during fast corners but will increase top speed on straights. If you reduce front and rear downforce this will increase your car's top speed on straights but will mean a decrease in cornering speed through fast corners. Increased front and rear downforce will result in reduced top speed on straights but also make for faster cornering. Use the Left and Right Directional buttons to adjust the front and rear downforces to your requirements.

Fuel Load: The amount of fuel taken on board at the beginning of a Grand Prix can be crucial to success. Too much fuel will make the car too heavy and may cause understeer when cornering. This is due to the fuel tank being located directly behind the driver. The increased load means that the rear wheels have better grip than the front wheels and the car will not react correctly when the driver steers into and around a corner. Too little fuel will mean that you may have to make further pit stops that can cost valuable time. Use the Left and Right Directional buttons on your Controller to adjust the amount of fuel.

Gears: This provides a selection of gear ratio setups. The gear ratios are designed specifically to handle the variety of track needs, be it rapid acceleration, uphill climbs or greater top speeds.

Tires: In Formula 1 98 tires are available in three types.

Dry: For use in dry weather conditions, where these tires will provide maximum grip. However they are extremely hazardous in wet weather and will provide no grip or braking traction. They also wear down very quickly under hard braking.

Intermediate: For use in variable conditions.

Wets: For use in wet weather conditions.

Load Car: Allows you to load a car set up from a Memory card. See below.

Save Car: Allows you to save a car set up from a Memory card. See below.

LOADING AND SAVING CAR SET UPS: Formula 1 98 requires one Memory card block per save. To load or save GRAND PRIX car set ups, make sure that you have a Memory card inserted according to the system instructions. Use the Directional buttons to highlight either the LOAD CAR or SAVE CAR options that appear on the CAR OPTIONS screen. Press the ⊗ button to select. You can load in any of your car set-ups for the start of a Championship or any Grand Prix race.

LOAD CAR OPTIONS: Allows you to load one of up to 15 previously saved car set-ups from a Memory card. Use the Directional buttons to scroll through the choices. Press the ⊗ button to select. A confirm prompt will appear. Use the Directional buttons to highlight NO and press the ⊗ button to confirm if you don't want to continue loading. Use the Directional buttons to highlight YES and press the ⊗ button to confirm if you wish to continue loading.

SAVE CAR OPTIONS: Following either a Grand Prix or Championship race you may wish to save your car set up. Use the Left and Right Directional buttons to highlight SAVE and press the ⊗ button to select. A confirm prompt will appear. Use the Directional buttons to highlight NO and press the ⊗ button to confirm if you don't want to continue with the save. Use the Directional buttons to highlight YES and press the ⊗ button to confirm if you wish to continue with the save. Your current car set up will be saved as a number between 1-15 and the track where you raced the set up will also be noted.

CHAMPIONSHIP: NEW: Available as a single player game only, this mode is a full Championship of 16 races played following the 1998 season order.

CHAMPIONSHIP PRE RACE SCREEN: Use the Directional buttons to move the highlighting effect. Press the ⊗ button to select. Choose from:

SELECT DRIVER/TEAM: Select your team and driver in the same way as outlined earlier.

RACE OPTIONS: Choose from Damage, Tire Wear, Failures, Fuel Depletion and difficulty. The available options are identical to those described in GRAND PRIX RACING.

BEGIN SESSIONS: Choose this option to gain access to the following options.

VIEW TRACK: An overview of the next track in the Championship season.

RACE OPTIONS: Alter the Lap Count, the weather conditions and turn the Brake and Steer Assist ON or OFF.

CAR OPTIONS: These options are identical to those described in GRAND PRIX RACING.

DISPLAY OPTIONS: As described previously in the manual.

SESSION: In Championship mode a calendar is used to co-ordinate the Practice, Qualify and Race sessions. There is a total of four days racing, with 2 days allocated for Practice and 1 day each for Qualification and Race sessions. If you skip Practice, this will skip just the one day of Practice. Use the Left and Right Directional buttons to scroll between Practice 1, Practice 2, Practice 3, Qualify and Race.

SESSIONS: Choose whether to undergo a practice session, a qualifying session, or whether to go straight to the race. The default sequence will be practice, qualify and race.

PRACTICE: One hour to get used to the currently selected circuit. Use this option to test a potential race set up and judge the best tires to use on the circuit. During the practice session, the pit stops are active and the CAR OPTIONS screen is available within the pits. See the GRAND PRIX PIT STOPS section for more information. At the end of the practice hour, you will be given the choice of returning to the main PRE RACE SCREEN or continuing to the NEXT SESSION.

QUALIFY: In Formula 1 qualifying is an essential and vital part of the race preparation. Drivers put in their best time for a single lap and this is then compared to all other driver times in the qualifying session to calculate the car's grid position. The higher a driver's grid position at the start of a race, the better their chance of finishing among the points at the end.

The outcome of a qualifying session can, and often does, dictate a team's tactical approach to the entire race. For example, drivers that are difficult to overtake may well take advantage of a good grid position by running their cars fuel heavy. This is done in the knowledge that they will lose relatively few places at the start of the race. As the race progresses this tactic starts to pay dividends as the cars with lighter loads have to make more pitstops for fuel. With pitstops taking about 30 secs in total it can be seen how much time advantage can be gained by running a fuel heavy car from a high grid position. Conversely, for a car that has qualified further down the grid, it may be prudent to start on a light fuel load. This allows the driver to make the most of their weight advantage and move up several places on the field. Coupled with a pit stop strategy that allows them to pit and refuel when caught in traffic, this may offer the best way of a lower placed driver getting among the points. During qualifying in Formula 1 98 drivers are given one hour in which to log their best lap time. As in the practice session, the pit stops are active. See the GRAND PRIX PIT STOPS section for more information.

When the qualifying session is over, you will go to a Summary screen which displays driver and manufacturer rankings, and gives you the option of returning to the main PRE RACE SCREEN.

RACE: The race itself. However, if you go straight into a race your grid position will be last. Drivers who wish to progress up the Championship will use the practice and qualifying sessions extensively. See the GRAND PRIX PIT STOPS section for pit stop information.

When the race is over, you will go to a Summary screen displaying driver and manufacturer rankings, and give you the option of returning to the main PRE-RACE SCREEN.

LOADING AND SAVING CHAMPIONSHIPS: To load or save a Championship, make sure that you have a Memory card inserted according to the system instructions. Formula 1 98 requires one Memory card block per complete game save. Following the end of a CHAMPIONSHIP race you will return to the CHAMPIONSHIP PRE RACE screen. Use the Directional buttons to move the highlighting effect over SAVE CHAMPIONSHIP. Press the ⊗ button to select. The MEMORY CARD screen will be displayed.

SAVE: Select this to save your progress in the current Championship. Use the Directional buttons to highlight SAVE and press the ⊗ button to select it. Use the Directional Buttons to highlight the Memory card block you wish to save to, then press the ⊗ button. A confirm prompt will appear. Use the Directional buttons to highlight NO and press the ⊗ button to confirm if you don't want to continue with the save. Use the Directional buttons to highlight YES and press the ⊗ button to confirm if you wish to continue with the save. Your current season and all CAR and RACE OPTION settings will then be saved to your chosen Memory card block.

LOAD: Use the Directional buttons to highlight CHAMPIONSHIP: LOAD. Press the ⊗ button to select. Use the Directional Buttons to highlight the Memory card block you wish to save to, then press the ⊗ button A confirm prompt will appear. Use the Directional buttons to highlight NO and press the ⊗ button to confirm if you don't want to continue loading. Use the Directional buttons to highlight YES and press the ⊗ button to confirm if you wish to loading the game. The previous Championship season and GAME MODE settings will then be loaded from the Memory card and the game will commence in the CHAMPIONSHIP PRE RACE screen.

GRAND PRIX PIT STOPS : Pit stop strategy can win or lose races in Formula 1. During racing your pit crew will communicate with you using audio messages. They will advise you of the need for tire changes, fuel stops and replacement wings. If you choose to ignore their requests to enter the pit lane you will place your long term race prospects in jeopardy. Please note that speed limits are rigorously enforced within the pit lane and any misdemeanors may earn the driver a black flag. When you drive into the pit lane your car will be detected automatically and taken to the team garage where an on-screen menu will display the following options.

PIT STOPS IN PRACTICE MODE: The pit stop menu displays the following options:

Car Options: These are the same items detailed in the CAR OPTIONS section. Next to each setting is a time penalty, which will be incurred if that modification is made. Once all changes have been made satisfactorily, highlight MAKE CHANGES and press the ⊗ button. Your total time penalty will then be implemented. You can use the △ button to cancel.

Tires: Use the Left and Right Directional buttons to cycle the tire types. You are committed to the tire type displayed when the bar turns red.

Target Fuel Load: Allows you to reduce or increase the amount of fuel, in terms of laps, with which the car will be filled in the pits.

NOTE: If TIRE WEAR is currently ON, it will be automatically repaired via a tire change while in the pits.

PIT STOPS IN QUALIFY MODE: This is similar to a Practice pit stop, although there is one further option on the pit stop menu:

Advance Clock: By advancing the clock, you adjust the current pole position of other drivers as if they were still completing laps, while keeping your current qualifying time. This is useful if you feel you have achieved a personal best time and want to see how other drivers' times pan out. This option won't be available until you have made a qualifying time.

PIT STOPS IN RACE MODE: Again, this is similar to pit stops in other modes, except that CAR OPTIONS and ADVANCE CLOCK do not appear.

IN GAME MENU SCREEN: Press START at any time during a race to pause the action and access the in game options menu. Press START again to get back into the race at the point you paused the action. Use the Up and Down Directional buttons to switch between the options. Press the ⊗ button to select.

SOUND OPTIONS: Use the Up and Down Directional buttons to switch between the options. Use the Left and Right Directional buttons to scale the options to your requirement. Make adjustments to the following sound set up options; Music Volume; Sound Effects Volume and Commentary Volume. Highlight and select Done when you are finished. The game will return to the IN GAME SCREEN.

DISPLAY OPTIONS: Use the Up and Down Directional buttons to switch between the options. Use the Left and Right Directional buttons to scale the options to your requirement. Make adjustments to the display set up as follows:

Speed Display - Choose between mph and kph for on screen speed display.

Race Line - Choose between ON and OFF.

Lens Flare - Choose between ON and OFF.

Camera - Choose between 3 different camera set-ups.

Aspect Ratio - Change the screen display from normal 4:3 to widescreen 16:9.

Done - Return to the IN GAME SCREEN.

ABANDON RACE: Use the Directional buttons to highlight an option. Press the ⊗ button to make your choice.

RESUME RACE: Return to the race at the point you left it.

REPLAY OPTIONS

ACTION REPLAY (IF CURRENTLY SELECTED): When you select Action Replay, you get the following options: PLAY, FAST FORWARD, REWIND, BACK. Choosing PLAY puts away the Action Replay menu and plays from the start of the presently stored replay period. FAST FORWARD and REWIND increment the replay forward or back respectively but the menu remains available. BACK puts away the Action Replay menu and brings back the Pause menu, from which the player can return to the game. Note that replays are not available in Multi-player, Practice, or Qualify race modes, and that camera views can be cycled using the L2 and R2 buttons.

FULL REPLAYS: If FULL REPLAYS is selected, you will be presented with the Full Replay menu when you complete or abandon a race. Selecting VIEW REPLAY will play an extended replay which can be up to the full race length. If the player plays a long race, replay will not play the whole race, it will stop when it fills up the buffer. While it is playing, the START button will stop the action and return you to the Full Replay menu.

MULTI PLAYER RACING

Formula 1 98 offers a variety of multi player games ranging from two player split screen racing to four player races across two split screens using the PlayStation® Link cable. ARCADE TIME TRIAL, ARCADE RACING and GRAND PRIX RACING are all available in multi player races.

TWO PLAYER SPLIT SCREEN RACING:

Formula 1 98 provides a horizontal split screen view, so that competing drivers can race simultaneously against one another. ***WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.*** Follow the system instructions to insert a Controller into both Controller port 1 and Controller port 2 before the power is switched on. Controller port 1 is referred to as Player 1. Controller port 2 is referred to as Player 2. Player 1 selects TWO PLAYER from the MAIN MENU screen, and then selects the game mode and changes any options from within the GAME MODE screen. Two PRE-RACE MENU screens will be shown, one for each driver. Both players can make driver and track choices as outlined previously; however Player 1 has the extra option to select the track and and change the race options. When they are happy with their choices, both players must highlight and select BEGIN RACE to start the race.

TWO PLAYER LINK CABLE RACING:

WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game. Follow the system instructions to insert a Controller into both Controller port 1 and Controller port 2 before the power is switched on. In order to play, you will need 2 game Consoles connected by a Link cable. Both Consoles will need to be running a copy of Formula 1 98. Both players must select the same 1 Player Link option from the MAIN MENU. After a few seconds a connection message will be displayed on both screens. Both players will be shown the PRE-RACE MENU where both players can make their choice of team and driver, however one player will be MASTER and have the extra option of selecting the track. When they are happy with their choices, both players must highlight and select BEGIN RACE to start the race. If players have chosen GRAND PRIX, then the race options and skip sessions options will become available to both players. Please note, however, that any changes made by the MASTER will affect the other player. NOTE: During Link cable racing, follow all on-screen instructions carefully to prevent the link being broken.