



PlayStation

NTSC U/C

PlayStation



EVERYONE



CONTENT RATED BY
ESRB

SLUS-01120



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- ◆ This compact disc is intended for use only with the PlayStation game console.
- ◆ 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 rest break during extended play.
- ◆ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

LICENSED FOR IN HOME PRIVATE USE ONLY

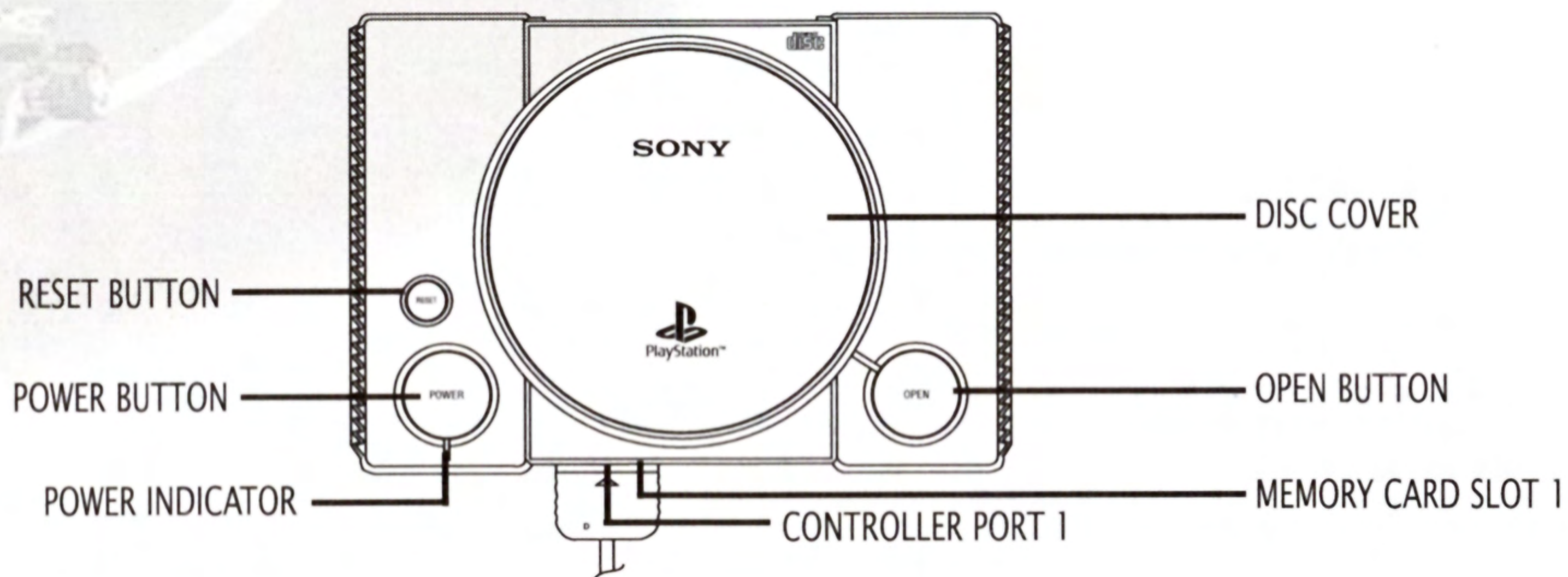


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FOR MORE INFO about this and other titles, check out EA SPORTS™ on the web at www.easports.com.

STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *F1 2000* disc and close the disc cover.
3. Insert game controllers and turn ON the PlayStation game console.
4. After the intro sequence, the game loads and the Language Select screen appears, followed by the MEMORY CARD screen (➤ *Saving and Loading* on p. 18).

COMMAND SUMMARY

MENU CONTROLS

ACTION	CONTROL	FRANÇAIS
Select highlighted option	✖	Sélectionner l'option en surbrillance
Toggle highlighted item	D-Button ↔	Activer ou désactiver l'option en surbrillance
Return to previous screen	▲	Revenir à l'écran précédent
Help	START	Aide

DANS LE MENUS

DRIVING CONTROLS

ACTION	CONTROL	FRANÇAIS
Steer	D-Button/Left stick ↔ (NOTE: Analog controls only work with an analog controller when analog mode is selected.)	Tourner
Accelerate	✖/Right stick ↑	Accélérer
Brake	■/Right stick ↓	Freiner
Reverse	●	Faire marche arrière
Instant Replay	▲	Voir le film
Rear View	L1	Regarder derrière
Toggle camera view	R1	Interrompre la partie
Shift up/down (semi-auto transmission only)	R2/L2	Monter /Descendre d'un rapport (avec une boîte semi-auto uniquement)
Engage Gear/Neutral (auto-transmission only)	R2/L2	
Pause Game	START	Freiner
Toggle fuel and damage graphics ON/OFF	SELECT	Afficher /Enlever l'instrumentation

EN COURSE

NOTE: The controls featured here are the default controls only. For information on how to change your controller configuration, (> *Controllers* on p. 7).

NOTE: To use the Left Stick and Right Stick of the DUALSHOCK™ analog controller, press the ANALOG mode switch.

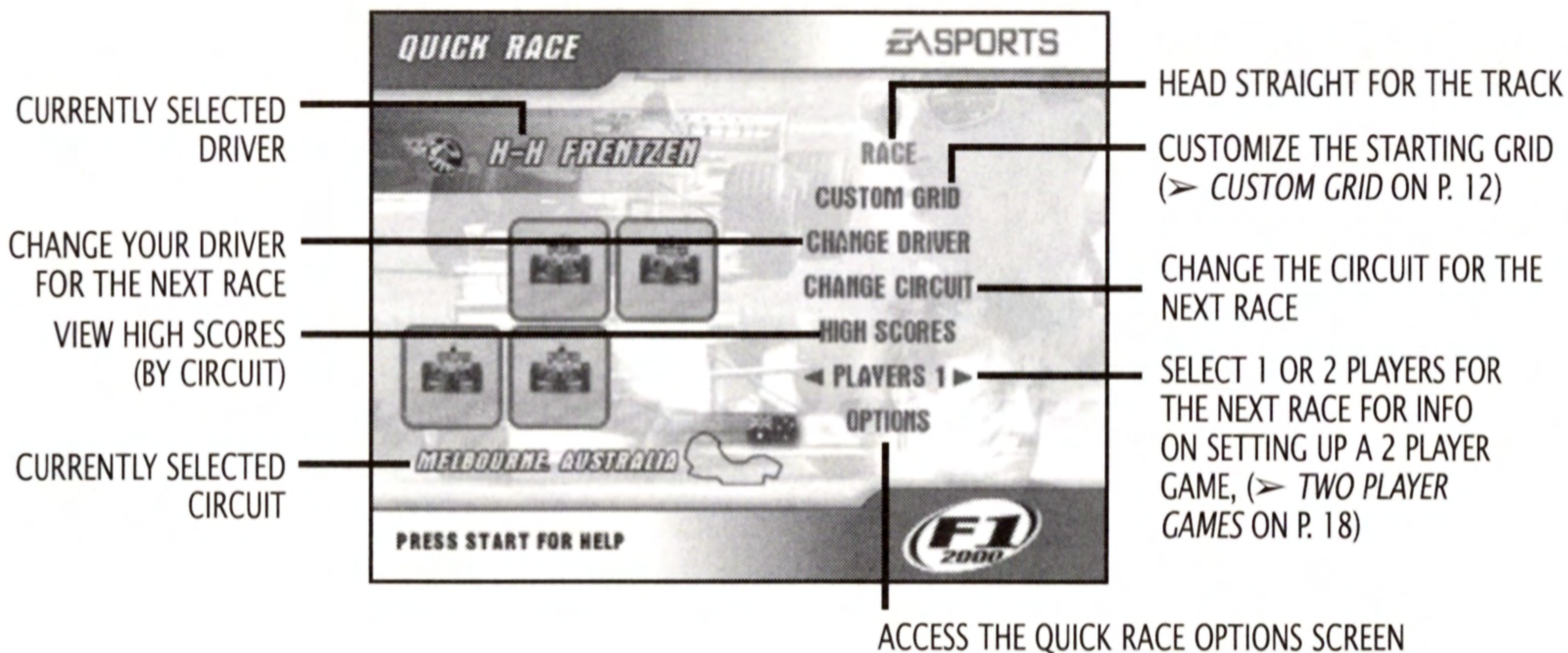
SETTING UP A QUICK RACE

Select QUICK RACE from the Game Mode screen to set up a single race for one or two players on the track of your choosing.

QUICK START: *To hit the track quickly, choose QUICK RACE from the Game Mode screen. At the Quick Race screen, press X to select RACE. The race begins with all of the saved settings active.*

QUICK RACE MENU

Get from the garage to the starting grid for a winner take all race.



CUSTOM GRID

Choose the drivers and their starting positions. (➤ *Custom Grid* on p. 12).

NOTE: Custom Grid option is not available in 2 player mode.

CHANGE DRIVER

Change your driver for the next race.

- ▶ D-Button ↔ to toggle through the available teams and D-Button ↑ to toggle through the available drivers from each team.
- ▶ Press ● to bring up the option to change between **AUTO**- or SEMI-AUTO transmission.

NOTE: Default options appear in **bold** in this manual.

CHANGE CIRCUIT

Change the circuit for the next race.

- ▶ D-Button ↔ to cycle through the 17 circuits.

HIGH SCORES

- ▶ D-Button ↔ and ↑ to view your best place finish and fastest lap time for each Quick Race circuit.

PLAYERS

D-Button ↔ to choose between a 1-player or 2-player race (➤ *2 Player Games* on p. 18).

OPTIONS

Select OPTIONS from the Quick Race menu to adjust difficulty and realism settings for the next race. The Quick Race Options menu gives you the following options:

- | | |
|--------------------|---|
| RACE LENGTH | Set the length of your next race. Cycle between 4 , 8, or 16 laps. |
| DIFFICULTY | Set the difficulty level to EASY , MEDIUM, HARD, or EXPERT. |
| DAMAGE | When ON, your car sustains damage when contact is made with other cars or barriers, affecting the performance of the damaged area of the car. |
| DONE | Return to the Quick Race screen, saving any changes you've made. |

NOTE: Pressing ▲ returns you to the Quick Race screen without saving any changes.

SETTINGS SCREEN

Select SETTINGS from the Game Mode screen to adjust various game settings.

CONTROLLERS

Change your controller configuration to one of three available preset configurations. You can also toggle the vibration function of the DUAL SHOCK analog controller ON/OFF.

AUDIO/VISUAL

Change audio and visual settings to suit your preferences.

Sound: Use the sliders to set the volume levels for Music, Effects, and Commentary.

Screen Alignment: Position the picture on your television.

Display Adjust: Display a visual guide for fine-tuning the brightness, contrast, and color settings on your television.

HUD (Heads Up Display): Toggle the onscreen race display (**HUD Enabled**/HUD Disabled).

Aspect: Toggle the aspect ratio for your television between **NORMAL** and WIDE. Set to WIDE for improved image on a wide screen television.

Sound Output: Toggle between **MONO** and STEREO sound.

Done: Return to the Settings screen, saving any changes you have made to Audio / Visual settings.

NOTE: Pressing ▲ returns you to the Settings screen without saving any changes.

Language: Change the language for menus and commentary.

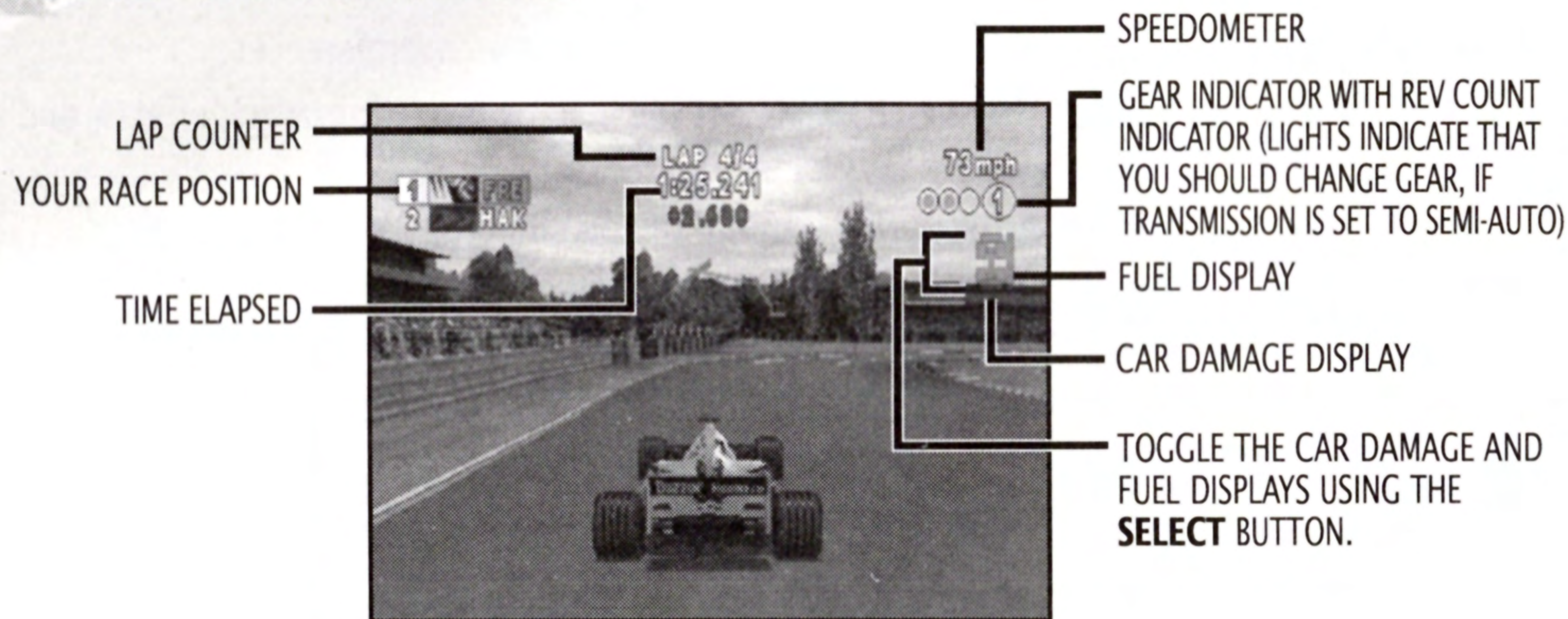
CREDITS

View the game's credits.

ON THE TRACK

Before the lights go off and the engines scream, check out the following tips to get you race-ready.

GAME SCREEN



DRIVING ASSIST

When you approach a turn an onscreen display appears, indicating the direction of the approaching turn.



- To view an **instant replay** of the last few seconds of action at any time during a race, press ▲. Press ✕ to return to the race.

PAUSE MENU

Press **START** at any time during a race to pause the game. Most Pause menu topics are self-explanatory. Items requiring more info are listed below.

OPTIONS

Access the Pause menu options.

Effects: Adjust the volume level of the game's sound effects.

Commentary: Adjust the game commentary volume.

Racing Line: When **ON**, the optimum racing line appears on-screen during the race.

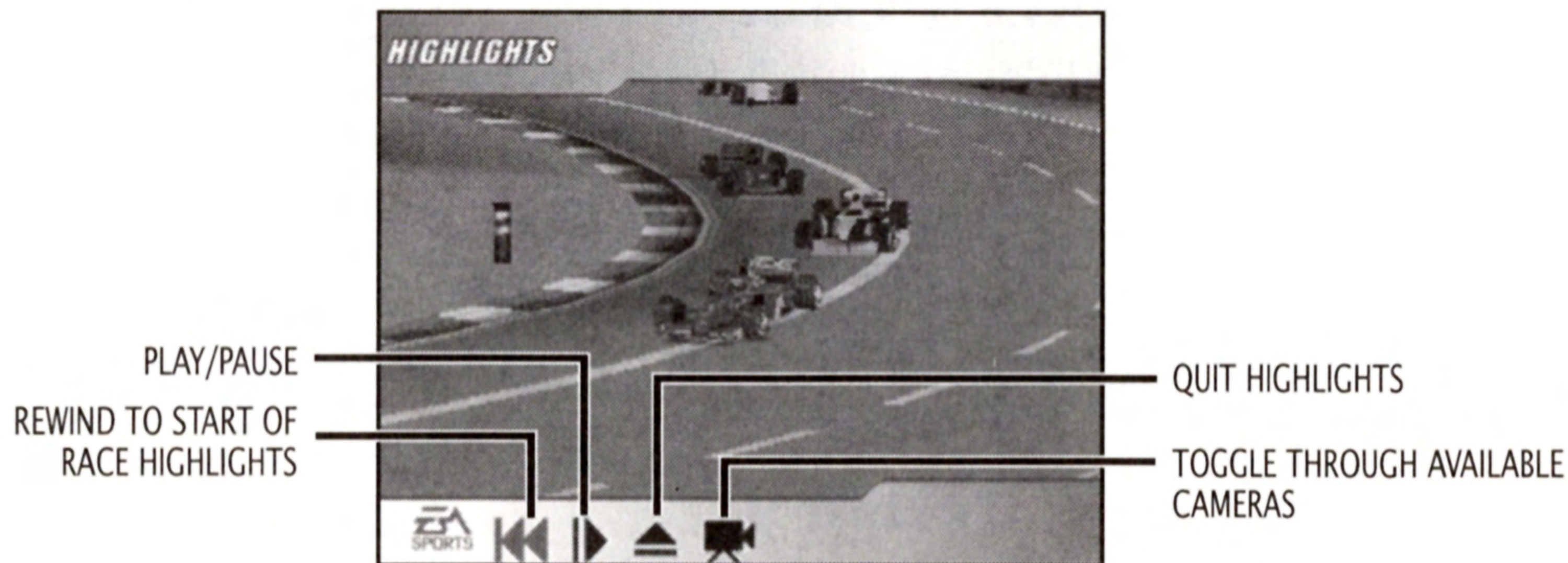
Vibration: Toggle Vibration ON/OFF

Driving Assist: (> *Driving Assist* on p. 8.) Toggle Driving Aid ON/OFF.

Brake Assist.: Toggle **ON/OFF** to have the car help control your speed going into corners. This option is only available in Quick Race mode with the Difficulty set to **EASY** (> *Quick Race Options* on p. 6).

RACE HIGHLIGHTS

After each race, a RACE OVER message is displayed on screen—press **X** to proceed. At the prompt, select **YES** to view race highlights or **NO** to end your race and return to the Game Mode screen.



DEEPER GAME MODES

Once you've conquered the circuit in a Quick Race, invest a few more minutes setting up a Time Trial, Weekend, Championship, or Two-player Game to see if you can really handle the challenge of the F1 hot seat.

TIME TRIAL

To start a Time Trial race:

1. From the Game Mode screen, select TIME TRIAL. The Time Trial screen appears.
 - ▶ Select CHANGE DRIVER or CHANGE CIRCUIT to select a different driver or track (➤ *Change Driver and Change Circuit* on p. 6).
 - ▶ Select FASTEST LAPS to view the record lap times for each circuit.
2. When you're happy with your choice of driver and circuit, select RACE to begin the Trials.
3. At the prompt, choose your car for your Time Trial session. D-Button ↑ to highlight a vehicle and press ✕ to select.
4. Enter a name for your player (up to 3 characters). D-Button ↓ to change letters and D-Button ↔ to move between characters. When you're satisfied with your player name, press ✕ to proceed.

TIME TRIAL PAUSE MENU

The Time Trial Pause menu functions the same as the Quick Race Pause menu (➤ *Pause Menu* on p. 9) but lists two additional options, ADD PLAYER and NEXT PLAYER.

Add Player

Select this option to add a new player to the Time Trial session. Select a car and enter a name for the new player, then press ✕ to proceed. The new player's name appears highlighted on the Add Player pop-up. Press ✕ to begin the new player's Time Trial lap. Alternatively, D-Button ↓ to highlight a different player to race and press ✕.

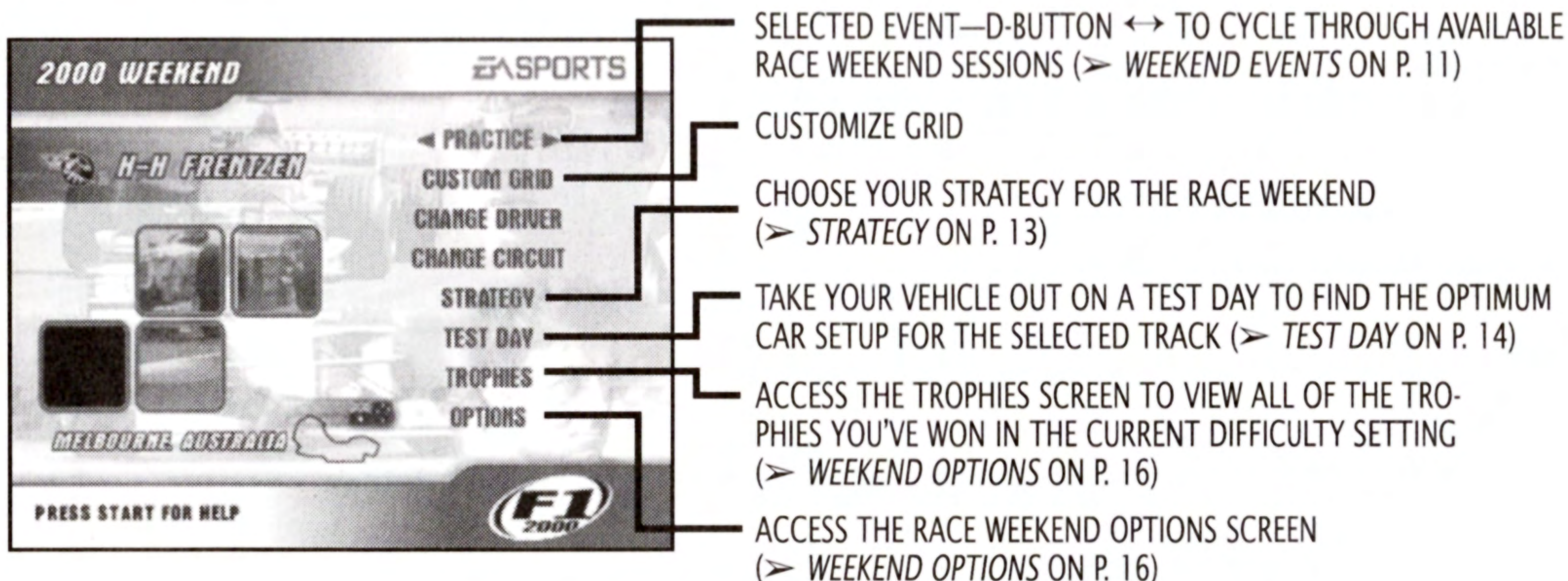
NOTE: No two players may use the same car in Time Trial mode.

Next Player

Select NEXT PLAYER from the Time Trials Pause menu to switch between players in Time Trial mode. A list of all players in the session is displayed. D-Button \updownarrow to scroll through the player list, highlight the name of the player that you wish to select, and press \times . The selected player begins the lap with a flying start.

WEEKEND

Select WEEKEND from the Game Mode screen to participate in a full Race Weekend, including Practice and Qualifying sessions.



WEEKEND EVENTS

Practice

Start your Weekend with a Practice run. You begin your Practice session in the Pits.

The Pits Screen

The Pits screen gives you the following options:

CAR SETUP

Access the Car Setup screen (\triangleright Car Setup on p. 16)

START OUT LAP

Select this option if you want to drive a single lap of the circuit before starting to record your lap times.

START FLYING LAP

Select this option to begin timing laps immediately.

END SESSION

End the current session and advance to the next session.

QUIT

End your Race Weekend and return to the Race Weekend screen.

Qualify

In the Qualifying session, drivers have an hour in which to record the best lap time possible. Your fastest lap time determines your position in the starting grid.

The Pits screen (➤ *The Pits Screen* on p. 11) has an additional option for Qualify mode: VIEW CLASSIFICATION.

View Classification

See how your best lap time compares to those of other drivers to give yourself an idea of your potential grid position.

NOTE: Grid positions are not finalized until the end of the full hour. Your displayed position is provisional until the end of the Qualifying session (i.e., an opponent driver may beat your best lap in the remaining time).

- ▶ To speed up the remaining Qualifying time (displayed in the top right corner of the Provisional Classification screen), press and hold ●.

CUSTOM GRID

The Custom grid appears with all 22 positions vacant. Give yourself the pole position or start at the back of the pack for more of a challenge.

To set up a Custom Grid:

1. Select CUSTOM GRID from the Quick Race menu.
2. D-Button ↑ to scroll through drivers and then press ✕ to select the highlighted driver and proceed to the next car. You can scroll through the grid using D-Button ↔.

NOTE: You may start a race with fewer than 22 cars.

- ▶ To undo your last selection, press ▲.
3. When you have completed your Custom grid, press **START** to proceed.
 - Don't forget to place the driver you highlighted into the grid.

4. The number of cars in the grid is displayed. Select **REVIEW** for a last look at the grid or select **ACCEPT** to begin the race. (➤ *On the Track* on p. 8)

RACE

With the Practice and Qualifying sessions behind you, it's time to prove your worth in the main event!

Pit Stops

If you have elected to race with **DAMAGE**, **FUEL USAGE**, or **TIRE WEAR** set to **ON** (➤ *Weekend Options* on p. 16), you need to pit at least once during each race. Set your Fuel Strategy to determine the amount of fuel you carry at the start of the race (➤ *Fuel Strategy* on p. 13), then monitor your fuel and damage to decide when you need to pit.

From the pit lane, you can change your tire type (Wet/Dry) and set the amount of fuel that you take on.

To Refuel and Repair Tire Wear and Damage:

1. From the track, pull into the pit. Once you're inside, the Pit Stop overlay appears on the screen.
 - ▶ Press D-Button ↔ and ↑↓ to make adjustments to your Fuel Strategy (➤ *Fuel Strategy* on p. 13).
 - ▶ Press ■ and D-Button ↔ to change tire type (WET or DRY).
 - ▶ Press ● to return to Fuel Strategy (➤ *Fuel Strategy* on p. 13).
2. Press ✕ to continue. Progress bars appear for tires, fuel, and repairs. When all of these have filled up, your Pit Stop is complete.
3. Press ✕ to return to the track and resume racing.

STRATEGY

Develop a plan to best use your resources and overcome any difficulties on the track.

Weather Forecast

View the weather forecasts for each event in the Race Weekend.

Fuel Strategy

NOTE: In order for Fuel Strategy settings to have any effect, you must set Fuel Usage to **ON** at the Race Weekend Options screen (➤ *Weekend Options* on p. 16).

PIT STOPS

Toggle the number of Pit Stops required during the next race, depending on how many laps are chosen.

STRATEGY

Select the amount of fuel you have in your tank at the start of each event, which in turn determines the stage at which you must pit. Toggle between EARLY, **MIDDLE** or LATE.

QUALIFY

Set the amount of fuel you put into the car each time you pit during the Qualify session, determined by the number of laps to run.

PRACTICE

Set the amount of fuel you put into the car each time you pit during the Practice session (enough for 3–16 laps).

DONE

Return to the Strategy screen, saving any changes you've made to Fuel Strategy. Alternatively, press ▲ to return without saving changes.

Tire Compound

D-Button ↑ to toggle between a HARD tire compound and a **SOFT** compound. Select a soft tire for low temperatures and a hard tire for higher temperatures.

NOTE: Due to FIA™ rules, you must select the same Tire Compound for the Race as the one used for the Qualifying session.

DONE

Save all changes and return to the Race Weekend screen.

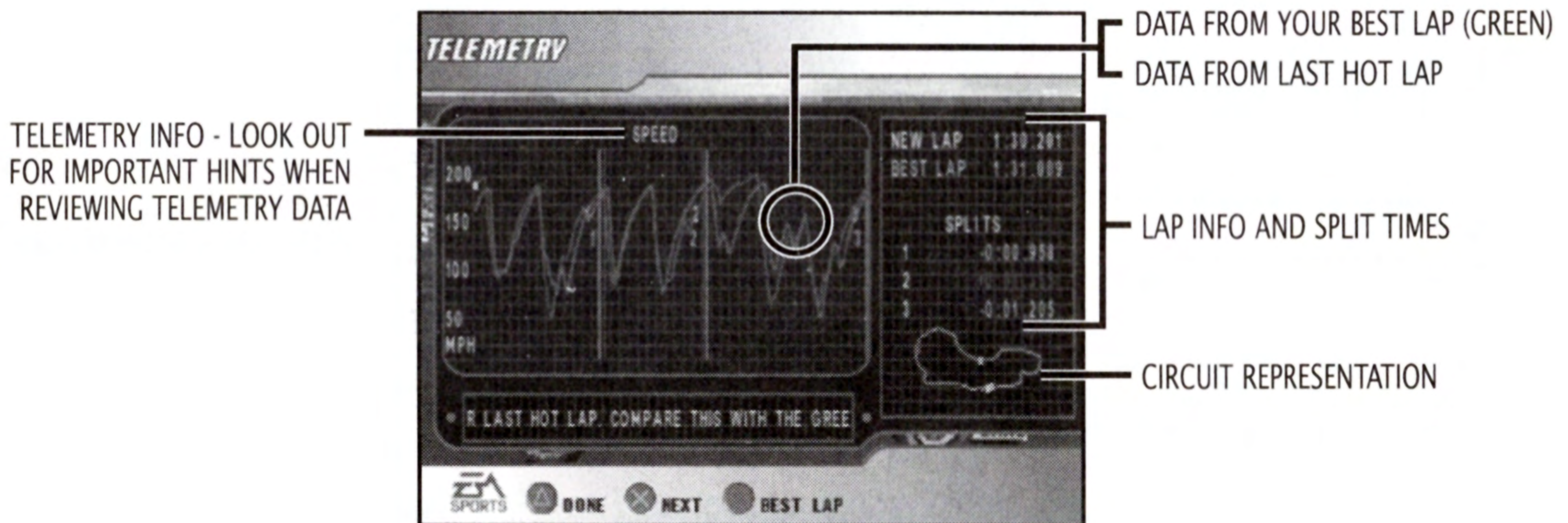
TEST DAY

The Test Day is an opportunity to try out new car setups and find out how to get the most out of your car on the selected track.

- When you select TEST DAY from the Race Weekend menu, you begin the circuit in the pits. Select START OUT LAP if you want to race one lap before you start to record data or START FLYING LAP to begin monitoring Telemetry data immediately during the pace lap.

TELEMETRY

Once you've completed a lap of the circuit, an onscreen message informs you that Telemetry has ended. To view telemetry for your hot lap, press **START** and select PIT IN. Then, from the Pits screen, select VIEW TELEMETRY. The Telemetry screen appears.

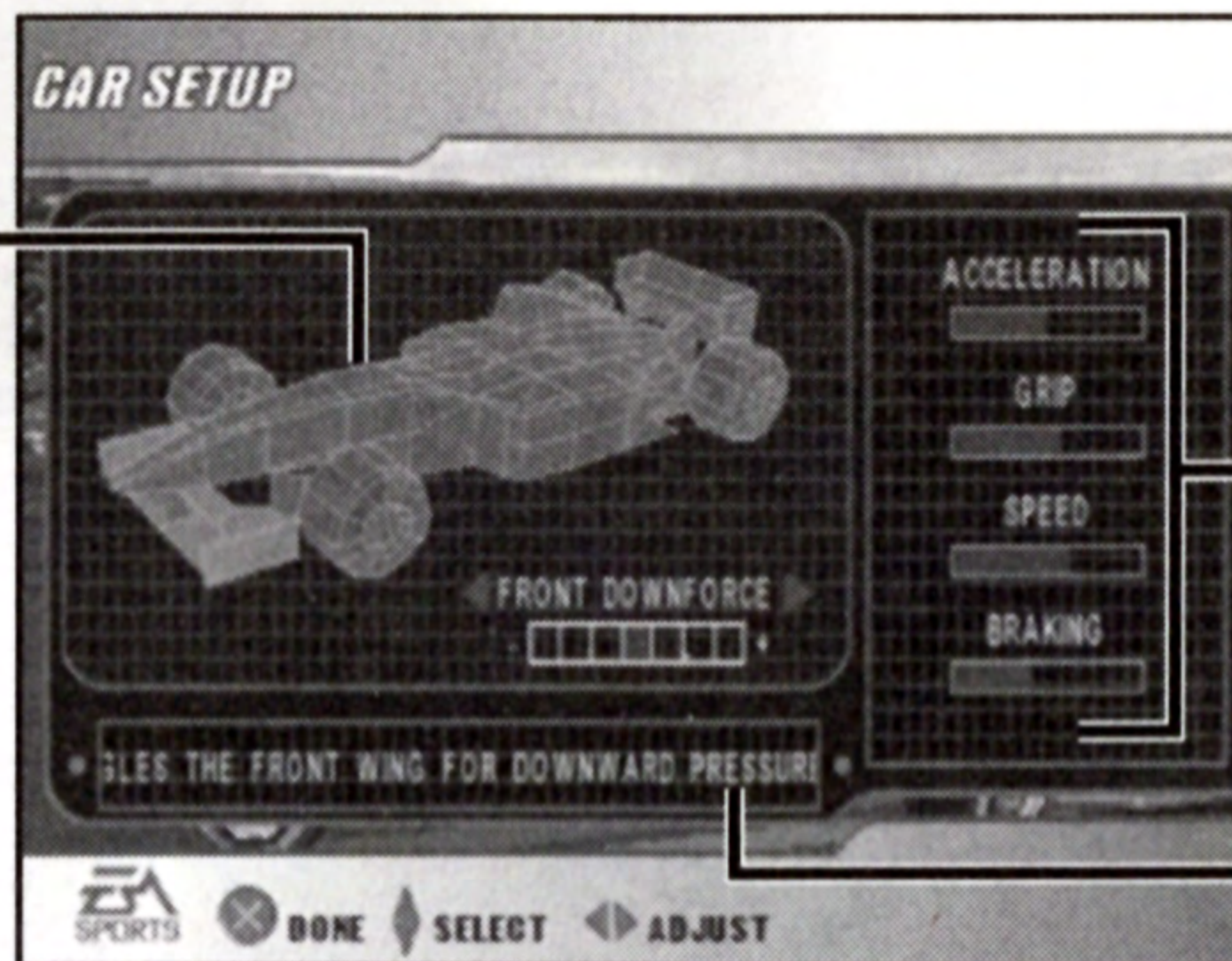


- ▶ Press **✕** to cycle through the categories of telemetry data: SPEED, BRAKING, STEERING DEMAND, ENGINE RPM, and GEAR.
- ▶ Use the Trace (the difference between your best lap data and your last hot lap data) to calculate the optimum positions on the track for accelerating, braking, turning, and changing gear. This information can also be used to test out the effectiveness of new Car Setups.
- ▶ Press **▲** to return to the Pitting screen.

CAR SETUP

Select CAR SETUP from the Pits screen to make adjustments to your car's configuration.

CAR MODEL. THE AREA OF THE CAR THAT YOU'RE CURRENTLY ADJUSTING APPEARS HIGHLIGHTED ON-SCREEN.



CAR PERFORMANCE RATINGS FOR ACCELERATION, GRIP, BRAKING, AND SPEED. THESE RATINGS CHANGE TO REFLECT ADJUSTMENTS TO CAR SETUP AS YOU MAKE THEM.

INFORMATION ON CURRENTLY SELECTED AREA OF CAR SETUP.

- ▶ D-Button \updownarrow to toggle through the various areas of Car Setup: FRONT DOWNFORCE, REAR DOWNFORCE, GEAR RATIOS, STEERING LOCK, FRONT SUSPENSION, REAR SUSPENSION, BRAKE BALANCE, and GROUND CLEARANCE.
- ▶ D-Button \leftrightarrow to adjust the setting of the currently selected area of Car Setup.
- Whenever you change a Car Setup setting, be sure to read the on-screen information and monitor the effects of the change on the car performance rating bars. Test out a new Car Setup by running a lap and checking the Telemetry afterwards to see how you've performed against your best lap.

WEEKEND OPTIONS

Select OPTIONS from the Race Weekend screen to adjust various gameplay options for the next event or race. The Weekend Options menu gives you the following options:

WEATHER

Set weather conditions for your next race. Select **DRY WEATHER**, REALISTIC WEATHER, or WET WEATHER.

LAPS

Set the number of laps for the next race to 4, 8, **16**, HALF RACE, or FULL RACE.

DIFFICULTY

Set the Difficulty Level to EASY, **MEDIUM**, HARD, or EXPERT.

FUEL USAGE

When **ON**, you expend fuel each lap and will need to pit at least once during each race (➤ *Fuel Strategy* on p. 13 and *Pit Stops* on p. 13). (Not available in 4- and 8-lap races)

FLAGS

When set to **ON**, yellow flags indicate an accident on the track, green flags indicate that the circuit is clear after an accident, and black flags indicate disqualifications. Black flag offenses include cutting corners, driving backwards around the track, and passing an opponent while under yellow flag. In addition, you can be assessed a time penalty for reckless driving.

TIRE WEAR

When **ON**, your tires become increasingly worn with each lap and eventually require that you pit to change tires (➤ *Pit Stops* on p. 13).

EQUIPMENT FAILURES

When **ON**, your car and computer-controlled cars can suffer from engine failure during a race.

DAMAGE

When **ON**, your car sustains damage when contact is made with other cars or barriers. This requires longer pit stops to repair car damage (➤ *Pit Stops* on p. 13).

DONE

Return to the Race Weekend screen, saving any changes you've made.

CHAMPIONSHIP

To start a Championship game:

1. Select CHAMPIONSHIP from the Game Mode screen.
 - ▶ If an existing Championship is detected on your MEMORY CARD, a prompt asks you whether you wish to resume your Championship game or begin a new one. Select **CONTINUE** to resume your existing game. The Championship screen appears (see below).
2. If this is the first time you've started a Championship (or if you've selected START AGAIN), the Driver Select screen appears. D-Button ↑ and ↔ to choose your driver and press ✕ to proceed.
3. The Championship Options screen appears. This functions identically to the Race Weekend Options screen (➤ *Weekend Options* on p. 16). Set your game options for the Championship and select **DONE** to proceed to the Championship screen.

NOTE: Once Options have been set at the beginning of a Championship game, they cannot be altered later in the season.

THE CHAMPIONSHIP SCREEN

The Championship screen functions exactly the same as the Race Weekend screen (➤ *Weekend* on p. 11). However, in place of OPTIONS (which are set at the beginning of a Championship game), there is a STANDINGS option. Select this to view the Championship's current running order.

TWO-PLAYER GAMES

To set up a Two-Player Quick Race:

1. From the Game Mode screen, select QUICK RACE.
2. At the Quick Race Menu (➤ *Quick Race Menu* on p. 5), select PLAYERS 2.
3. Set up your game as you would a Single Player Quick Race, allowing both Player 1 and Player 2 to select a Driver.
4. Select RACE to begin.

SAVING AND LOADING

F1 2000 includes an AUTOSAVE feature that saves all of your Game Settings and your progress through Race Weekend and Championship modes.

If you start the game with a MEMORY CARD that does not contain any previously saved *F1 2000* data inserted in MEMORY CARD slot 1, the MEMORY CARD screen gives you the following options:

- ENABLE AUTOSAVE** The game saves all of your settings and options changes and all of your progress through Race Weekend and Championship modes. Autosave requires 3 free MEMORY CARD blocks.
- DISABLE AUTOSAVE** None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving progress or changes.

NOTE: Never insert or remove a MEMORY CARD when loading or saving files.

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If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT

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PROOF OF PURCHASE

F1 2000

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Prove You Can Handle The HORSEPOWER

- 1999 SBK Superbike World Championship Season: All 13 circuits including Laguna Seca in Monterey, California
- Dream Machines From All 6 Manufacturers: Ducati®, Honda™, Suzuki®, Kawasaki®, Yamaha™, and Aprilia™
- 20 Superbike World Championship Riders: Including 3-time World Champion Carl Fogarty
- TV Presentation: Race commentary, multiple camera and replay options
- Multiple Modes: Solo and Head-to-head, Arcade and Sim modes, and Championship mode



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