



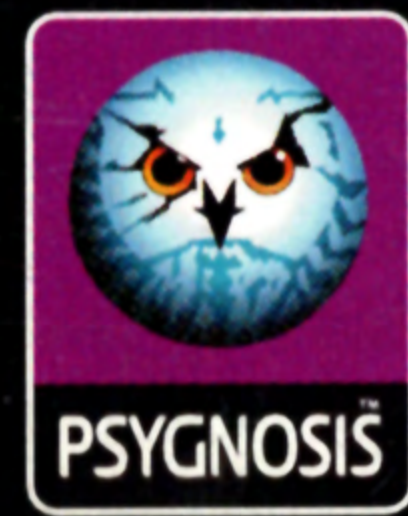
NTSC U/C

PlayStation™

# FORMULA 1



SCUS-94353



**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.



# **FORMULA 1**

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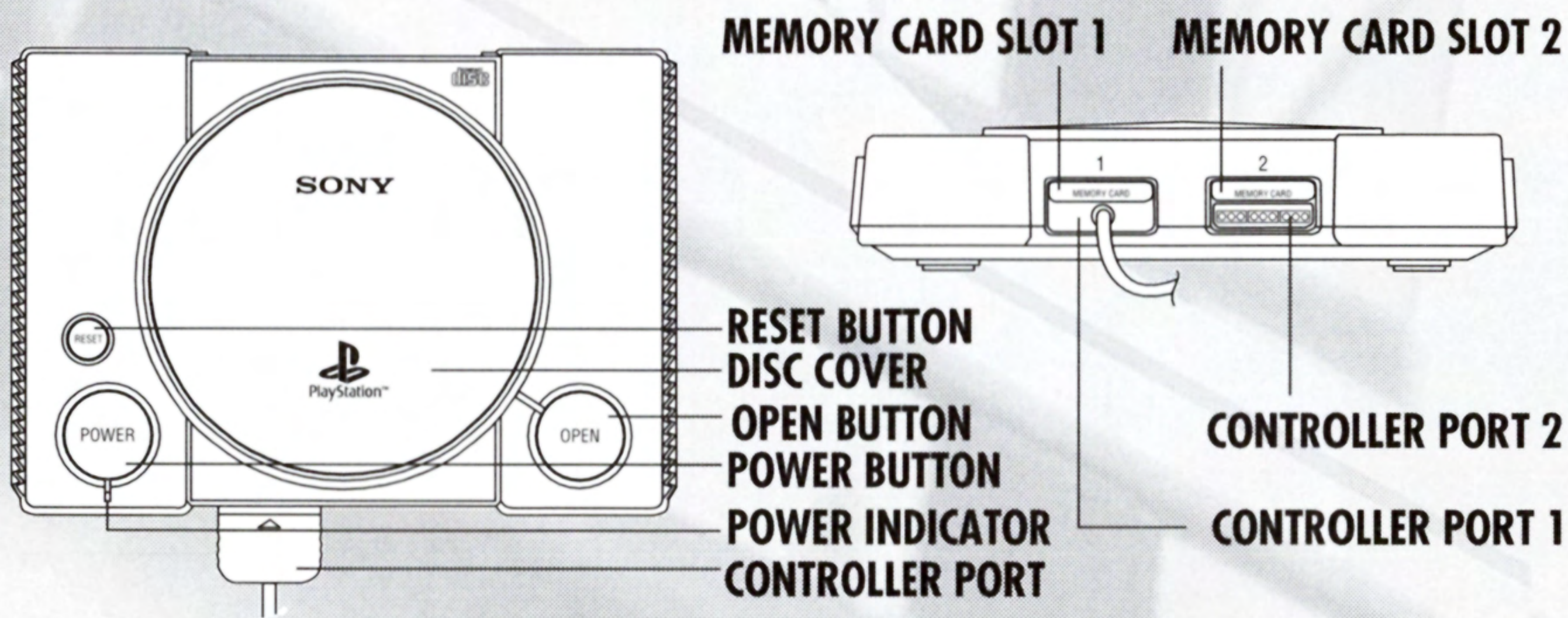
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# PLAYSTATION SETUP

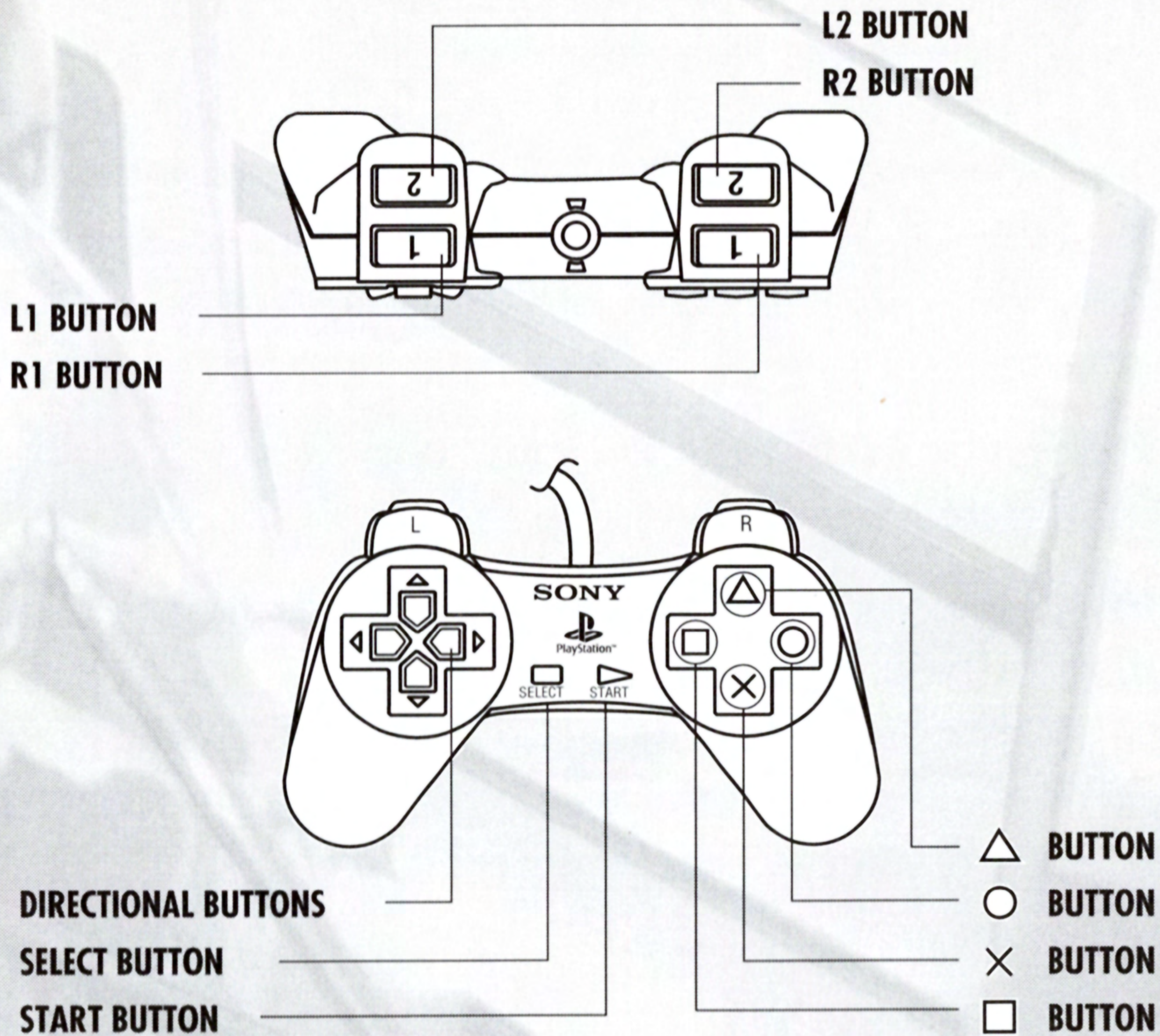
To load and run Formula 1 on your PlayStation™, follow these simple instructions.

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. Insert the Formula 1 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

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.



# PLAYSTATION CONTROLS



## ***RACING MENU***

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 license 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 preset 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 analog 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 Play 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. NOTE: It is essential that you do not remove or insert a Memory card when the following operations are in progress.

## ***MEMORY CARD***

### **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. Return to the Main Options menu by pressing the triangle button on your Controller and then select Resume. Your choice will then be loaded from the Memory card.

### **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 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. NOTE: 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.



## ***STYLES OF RACING***

### **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 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.

### **Grand Prix**

Individual car and driver behavior 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 than, for example, 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.

## ***FINE-TUNING YOUR RACE***

### **Single Race**

Exactly what it says. A single race either against the rest of the field or as a duel. (see note on Duel p.10)

### **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, tire wear, car damage, race length and race order. You may also apply boost, which means that during racing, slower cars will catch up with 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 12 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. NOTE: Any adjustments to car downforce and fuel loads that you make during practice and qualifying sessions will be carried over into the race proper.

## ***DURING THE RACE***

### **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 or 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 team's 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 tires, 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.

## ***AFTER 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 6 to 7 "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.

## CREDITS

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Back to Shalla-Bal  
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From the CD *Flying in  
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Published by Strange  
Beautiful Music Licensed  
by RELATIVITY RECORDS

Summer Song  
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From the CD *Alien  
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Jordan Grand Prix FOCA, Fuji Television	General Help Licence Assistance
Beeline Group, Inc.	Packaging & Manual Design

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Within the US: **1-900-933-SONY** (1-900-933-7669)  
\$0.95 per minute pre-recorded information  
\$1.15 per minute live representative assistance  
\$4.95 for mailed out tips

Within Canada: **1-900-451-5757**  
\$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

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This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

### Consumer Service/Technical Support/Order Line

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**(1-800-345-7669)**

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