



NTSC U/C

PlayStation



SLUS-01134

FORMULA ONE 2000™

OFFICIALLY LICENSED PRODUCT



Licensed by



DUAL SHOCK™

WARNINGS

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.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC

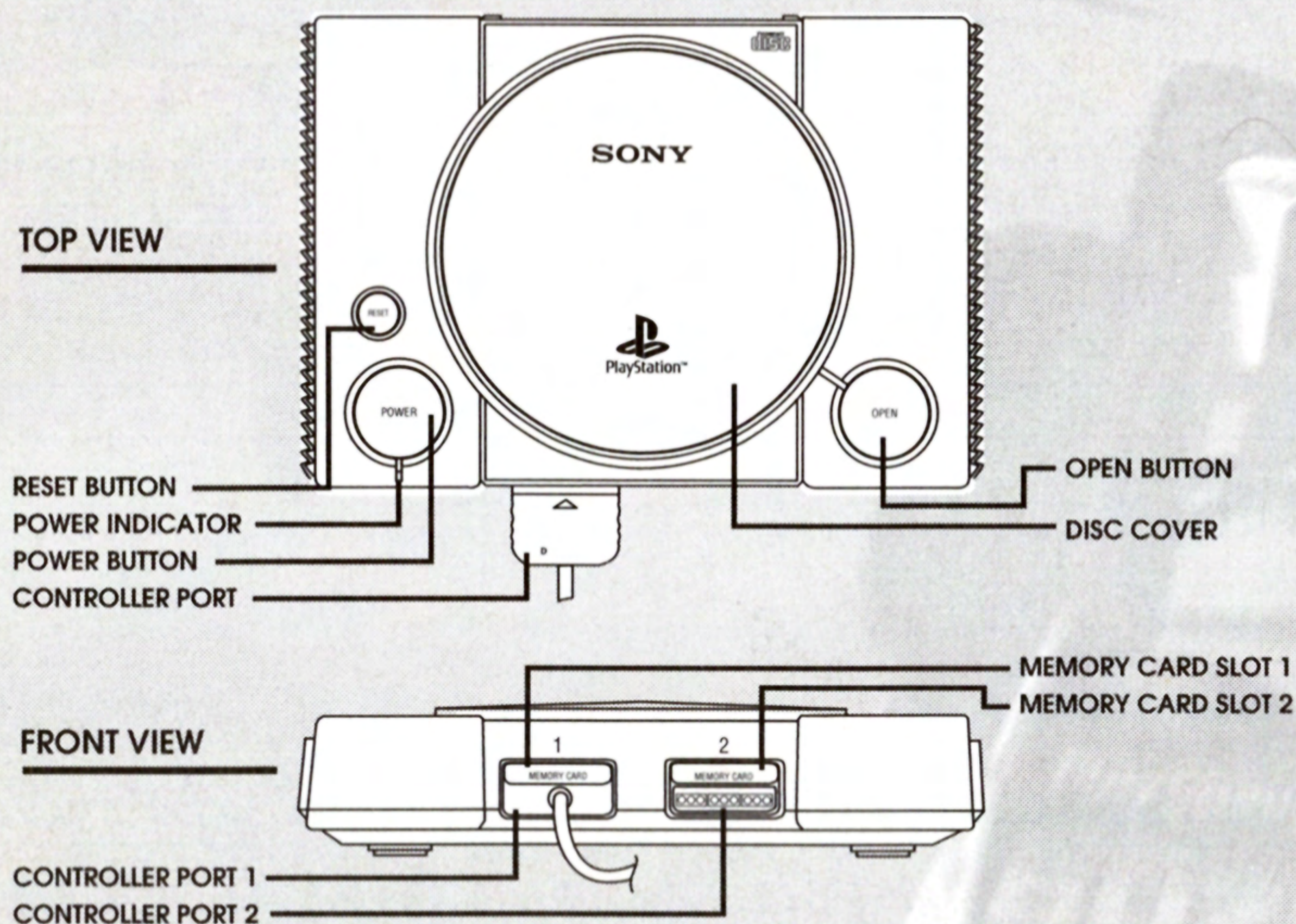
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

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GETTING STARTED

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 One 2000**) disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

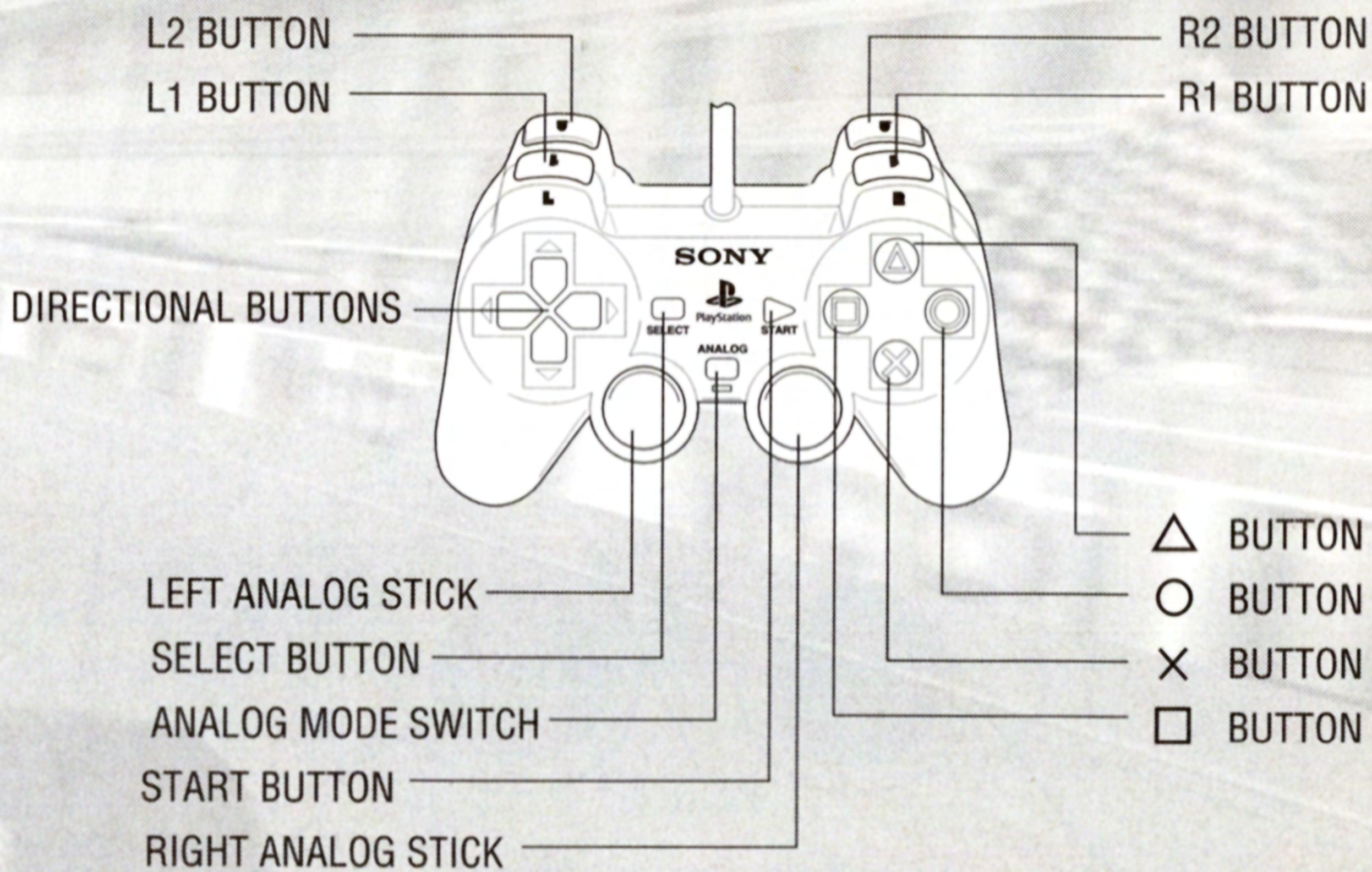


READING THIS MANUAL

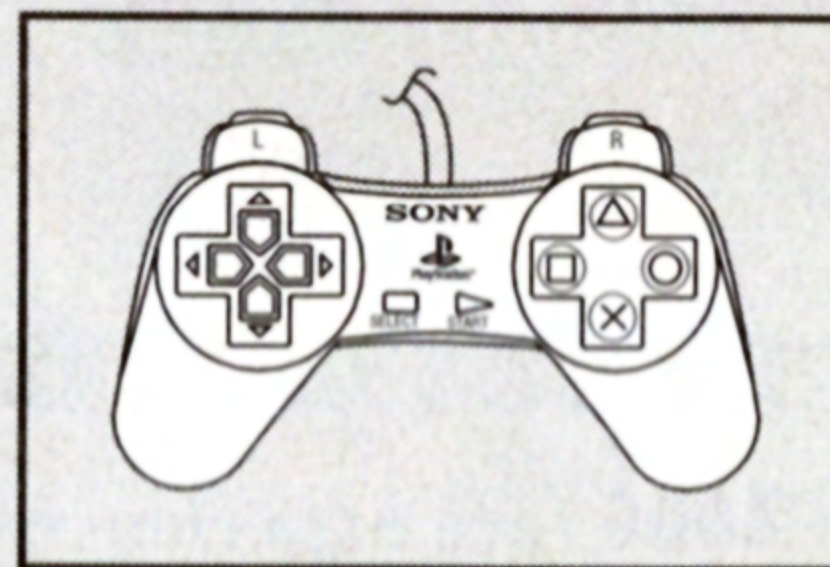
In this manual, **↑**, **↓**, **←** and **→** are used to denote the direction of both the directional buttons and the left analog stick. These are the default controls that may be reconfigured using the **Controller Configuration** option within the **Options Menu** (pgs. 7 - 10).

CONTROLLER

DUALSHOCK™ analog controller



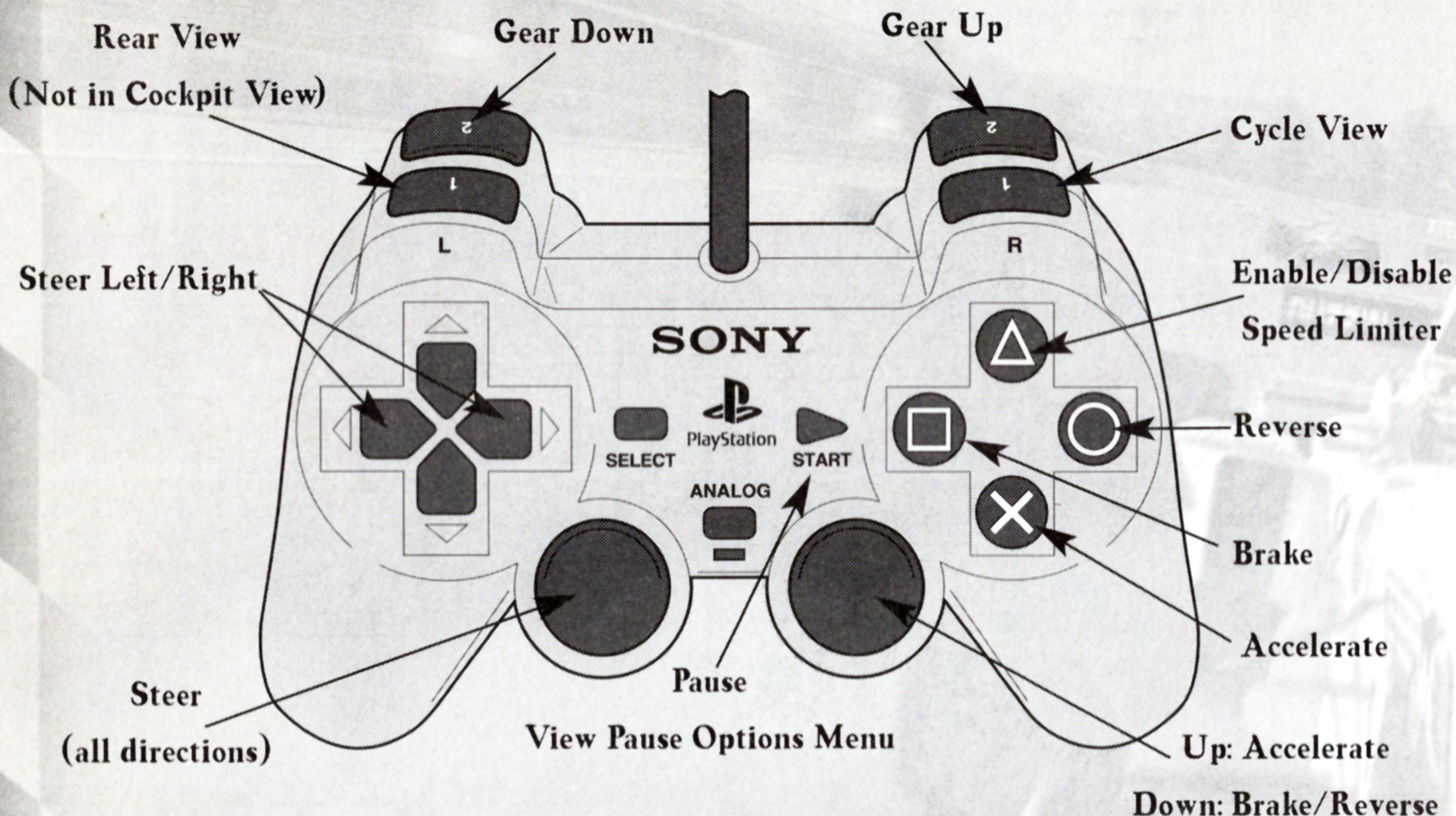
NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on Page 5.



MENU NAVIGATION

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **×** button to make the selection. Press the **△** button to return to the previous menu.

DEFAULT F1 CONTROLS



USING THE DUALSHOCK™ ANALOG CONTROLLER

The **Formula One 2000** race experience can be greatly enhanced by using a **DUALSHOCK™** analog controller. Not only does it deliver the accuracy of analog control, it also lets you feel the impact of crashes and collisions when used with the vibration function turned ON.

MAIN MENU

ARCADE MODE

Arcade Mode has four car classes, grouped into five location groups (Westrack, Souro, Raceline, Pista and Rennbahn). Locations are current Formula One circuits split into geographical groups. The four car classes are the current Formula One teams, arranged in pit-lane order.

Contested over three laps, you must hit each checkpoint within the time limit. Failure to reach a checkpoint means the game is over, and you're returning back to the start of that Location group. Crossing a checkpoint also gives a time bonus.

LOCATION

Initially, only three locations are open (Westrack, Souro and Raceline). You must finish 3rd or better in the last race of each group to open up new classes and locations. If you select a location that has not yet been opened, you will be prompted that it is not yet available.

You begin each race in last place (**22nd**) in each new location group. On each subsequent race, you will begin on a grid position according to where you finished on the previous race. Keep working your way through the field to reach third place or better.

CLASS

Only Class I (Minardi, BAR, Arrows) is available initially. Higher caliber classes are opened as you complete each location.



OPTIONS



SAVE GAME

The current game will be saved to your MEMORY CARD. Each saved game uses **2** blocks. If an existing **Formula One 2000** saved game is found on the MEMORY CARD, you will first be asked to confirm if you wish to overwrite your previously saved data. Press the **X** button when the save is successfully completed.

MEMORY CARDS

Do not insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

Your MEMORY CARD is supported in MEMORY CARD slot 1 only.

OPTIONS

SOUND SETUP

Effects Volume - Press **←** or **→** to change the volume level of the in-game sound effects. Press the **⊗** button to confirm.

Commentary Volume - Press **←** or **→** to adjust the volume level of the in-game commentary. Press the **⊗** button to confirm.

Music Volume - Press **←** or **→** to adjust the volume level of the front-end music and in-game music (Arcade Mode only). Press the **⊗** button to confirm.

Effect Mode - Select either **Mono** or **Stereo** sound output.

Commentary Frequency - Dictate the frequency rate of the in-game commentary by choosing **Min**, **Medium**, **Max** or **Off**.

HIGH SCORES

ARCADE		Fastest Lap	McBourne
1	FRAZ	Häkkinen	1:24.356
2	NIKKI	Barrichello	1:28.666
3	ROY	Schumacher	1:31.116
4	PHLEPPA	Coulthard	1:33.916
5	RYAN B	Häkkinen	1:35.999

< PREV NEXT >
⊗ SELECT ⊙ BACK

Press the **⊗** button to scroll through the various race high score tables. Your Rank, Name, Driver Name & Lap Record or Total Points will be displayed. Press the **⊙** button to return to the previous screen.

OPTIONS

Press **↑**, **↓**, **←** or **→** to highlight an action button icon, then press the **⊗** button to confirm. Press **←** or **→** to cycle through the alternative button choices, then press the **⊗** button to confirm and save the new setting. Repeat this method for each action until you are happy with the settings, then choose **EXIT** to return to the previous screen.

NOTE: when using the neGcon controller, the I and II buttons cannot be remapped from their default settings (accelerate and brake).

CALIBRATION (neGcon® controller only)

When prompted to **CENTER** (release twist) the neGcon, please set the neGcon to its neutral position and press the **START** button to confirm. You will then be prompted to set the **DEADZONE**, **MAX TWIST RIGHT** and **MAX TWIST LEFT**. Twist the neGcon to set the desired levels and press the **START** button to confirm.

To set the **MAXIMUM ACCELERATION**, depress the I button to select the desired level and press the **START** button to confirm. To set the **MAXIMUM BRAKING**, depress the II button to set the desired level and press the **START** button to confirm. If you have successfully calibrated the neGcon, the following on-screen message will be displayed: "Calibration Successful".

Vibration - Press **←** or **→** to turn the vibration function on or off, then press the **⊗** button to confirm. This option only applies when using a **DUALSHOCK** analog controller.

CONTROLLERS MENU



OPTIONS

SCREEN

Press **↑**, **↓**, **←** or **→** to position the screen to your satisfaction. Then press the **⊗** button to confirm the new screen position and return to the Options Menu.

BONUS

As well as opening up new Classes and Locations, winning Location groups in Arcade Mode will reward you with some hot Formula One action photographs. Press **↑**, **↓**, **←** or **→** to highlight the thumbnail that you wish to view and press the **⊗** button to confirm.

RESULTS

Displays the current Locations and Classes that you have access to. Red crosses denote the areas of the game which you have yet to unlock. So, come on, get out of that pit lane and get a move on!

RACE

Press the **⊗** button to access the Arcade Mode Race menu.

ARCADE MODE RACE MENU

Displays information including the number of the current round, your current score, race class, team and starting position.

OPTIONS

See Options Menu above.

RACE

Time to take your position on the starting grid and begin the next race in the current Location.



GRAND PRIX

CHAMPIONSHIP

In this mode you will compete in a full Formula One season (17 races) with the ultimate goal of winning the Drivers' World Championship. If you are already in the middle of a campaign, either because you have loaded a saved game or have re-entered this menu from the Main Menu, then you will be given the option to start a new season or to continue the existing one. Select your preference and press the **X** button to confirm. Once on the Championship Menu, press **↑** and **↓** to highlight the options and press the **X** button to select one of the following:

DRIVER

Press **←** or **→** to cycle through the various driver options. Will you choose seasoned professionals like Coulthard or Alesi, or will go for the unpredictable newcomers like Button or Heidfeld?

RACE SETUP MENU



Press **↑**, **↓**, **←** or **→** to highlight one of the following race options: Weather, Skill Level, Grid Assist, Fuel Usage, Laps, Rules, Pit Assist, Damage or Failures.

Press the **X** button to confirm your choice, then press **←** or **→** to alter the settings for each option. Finally press the **X** button to confirm.

A big influence on the result of a race can often be the weather conditions. Use the Weather setting to choose your preferred conditions for the race. The **Real** setting reproduces the climate experienced at each circuit, so of course, rain is more likely at some tracks than at others.

GRAND PRIX

Weather is unpredictable and sometimes unreliable. It might be different each time you race a track. Check the weather forecast on the **Race Weekend** screen to see what to expect.

The **Skill Level** setting lets you decide how smart your rival drivers are and also affects the dynamics of your own car. As you become expert, you may want to increase the skill level to make the racing more demanding and exciting.

Grid Assist lets you hold your thumb on the throttle and the starting line without jump-starting. Your car won't move until the red lights go out. Initially, **Fuel Usage** is off so you won't have to worry about re-fuelling and race strategies. Turn **Fuel Usage** back on for more realism.

Use the **Laps** setting to determine the number of laps per race. Five laps is the minimum and you can increase this in steps up to full race length.

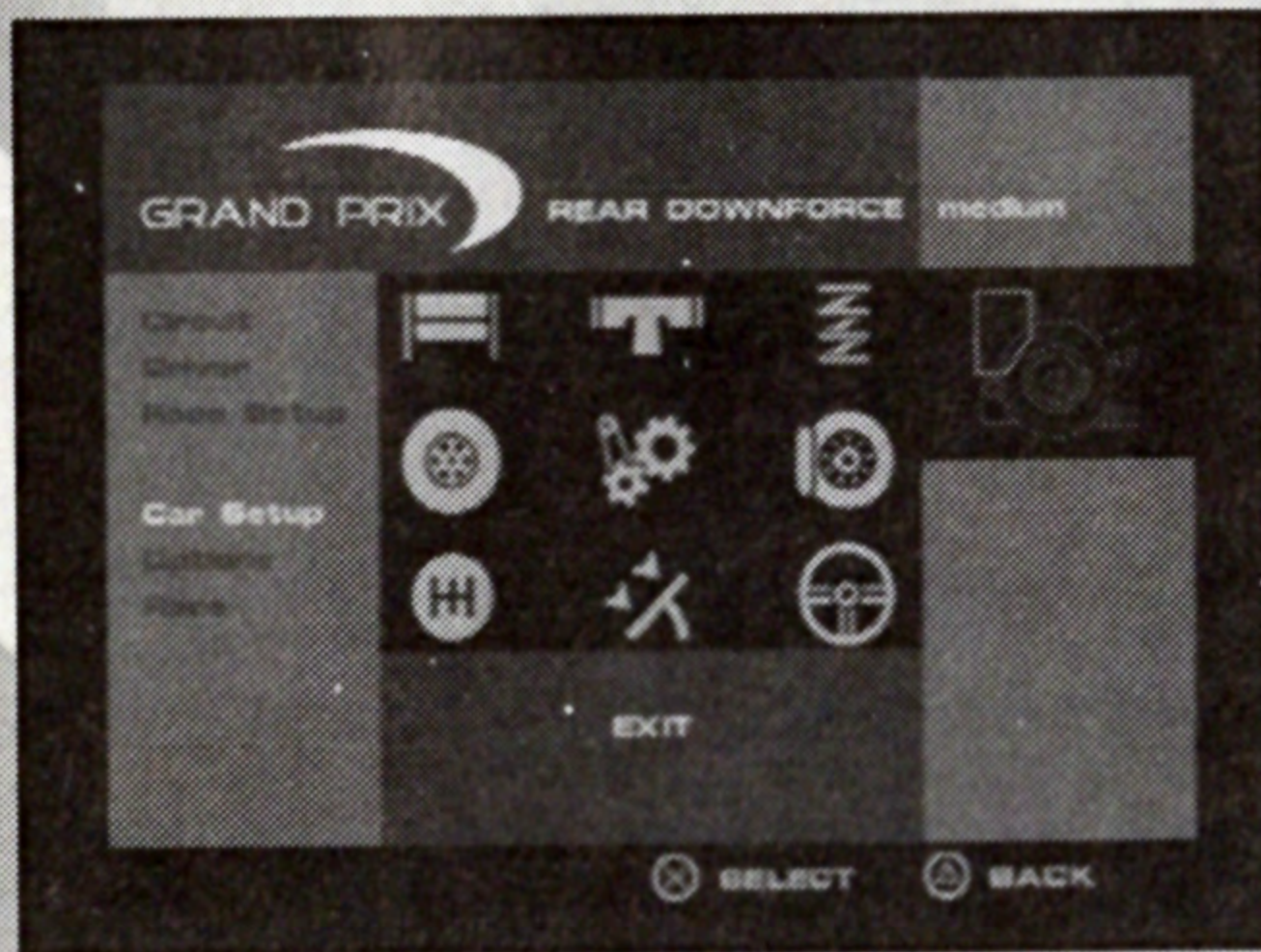
Formula One 2000 allows you to race under the same rules that Grand Prix drivers are subject to. Therefore, you'll get a **Time Penalty** if you jump the start or exceed the speed limit in the pit lane. You may also get a penalty for taking a short-cut, but this depends on whether it helped you gain time or a place, or if you are a persistent offender. You'll get disqualified if you don't serve your penalties within three laps. With the **Rules** setting you can choose to turn off the rules and only see warning flags, although the default setting is for both flags and Rules to be OFF.

You can also get some help with your pit stops by turning **Pit Assist** on. This will automatically switch on the speed limiter as you approach the pit lane and switch it back off as you re-join the track. **Pit Assist** will also prevent you from stalling the engine as you move off after a pit stop.

The **Damage** and the **Failure** settings let you decide on the level of realism in the game when things start to go wrong on the track. The default settings are both OFF, which means you are less likely to have a big crash and that your car won't be disabled if you do. As you become an expert driver in **Formula One 2000** you will probably want to play with greater realism and can change these settings.

CAR SETUP

CAR SETUP MENU



For every setup 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 One car, experimentation coupled with experience is the key to success.

Press **↑**, **↓**, **←** or **→** to highlight one of the following car options:

Front Downforce, Rear Downforce, Suspension, Tire Compound, Gear Ratios, Brake Balance, Gear Select, Brake Assist or Steer Assist.

Press the **⊗** button to confirm your choice, then press **←** or **→** to alter the settings for each option. Press the **⊗** button to confirm.

The **Front Downforce** and **Rear Downforce** settings determine the amount of downforce applied to the car. Downforce is needed to help the tires grip on tight corners; the more downforce you have, the higher your cornering speed. The downside of this is that the wings create drag, reducing the maximum speed the car can reach on the straight-aways. Aim to find a setting that will give you enough grip on the corners without sacrificing too much straight line speed.

Alter the **Suspension** setting to give you the best control in the corners. A soft setting will work best on a tight, bumpy circuit like Monaco, and a hard setting will be ideal for a circuit with lots of high-speed straight-aways, such as Hockenheim.

There are just two **Tire Compounds** – hard and soft – and both are

CAR SETUP

available as either wet weather tires or the more common dry tires. Soft tires give better grip, but are not as durable as the hard ones.

Racing drivers talk about "long gearing" and "short gearing" when they refer to the final drive ratio of the back axle. This **Gear Ratio** is chosen to get the best out of the car on each particular circuit. "Long gearing" gives you the highest top speed at the expense of some acceleration. You should choose a "shorter" ratio for a low speed, twisty circuit to help you accelerate quickly out of the slow corners.

The front brakes have to do more work than the rear brakes, as the weight of the car is thrown on to the front wheels under heavy braking. The **Brake Balance** setting lets you alter the proportion of braking force applied to the front wheels. Under heavy braking, if you find the rear wheels tend to lose grip and break away before the front ones, then there's too much braking force at the rear and you need to increase the bias to the front brakes.

The **Gear Select** setting defaults to the **Auto** setting, but you can choose **Manual** for that extra authenticity of motorsport racing.

The **Steer Assist** and **Brake Assist** settings are there to make it easier to control the car.

OPTIONS

See **Options**, pgs. 7 - 10.

RACE

See **Race Weekend**, pg. 15.

SINGLE RACE

The Single Race Menu replicates the Championship Menu (pg. 11), but you may now select the Circuit option to take you to the Circuit Select Menu.

CIRCUIT SELECT

Press ← or → to display the available race tracks. A map of each circuit will be displayed along with a fly-by guide on the central screen. Press the ⊗ button to confirm your choice.



RACE WEEKEND

Press ↑ or ↓ to highlight Practice, Qualify or Race (see Playing the Game, pgs. 25 - 27), Car Setup, Options or Quit. Press the ⊗ button to confirm your choice. Press the △ button to return to the Championship Menu. You may also press the ⊙ button to access the Fuel Strategy menu if you have turned Fuel Usage to ON using the Race Setup menu (pg. 11).



FUEL STRATEGY

Use this menu to decide on a one, two or three stop strategy for the next race. Once you have selected the number of stops, you may press ↑, ↓, ← or → to highlight and press the ⊗ button to confirm and then move the fuel stop markers along the horizontal time graph to modify your strategy. Select EXIT when you are satisfied with your strategy.

TWO PLAYER RACING

The Two Player Menu replicates the Championship Menu and the Single Race Menu (described previously in this manual). Either player may move the highlight and select menu items with the two exceptions listed below:

1. The Driver Menu will prompt both players to select their team (see Driver Menu, pg. 11). Player **2** will follow Player **1** when selecting a team and driver. Player **2**'s Controller will be locked out while Player **1** is selecting his driver and vice versa.

2. Once a Controller has been selected on the Controllers Menu, only the selected Controller will respond to user input on the sub-menus: **Remap**, **Calibration** and **Vibration** (see pg. 9).

During a Two Player race, the screen will default to a VERTICAL split. If you want to split the screen horizontally, use the following procedure: press the START button to pause the game, then press **↑** or **↓** to highlight **Options**. Press the **⊗** button twice to select "ON SCREEN DISPLAY". Then press **↑** or **↓** to highlight Split Screen and finally press the **⊗** button to select "HORIZONTAL".

The Two Player race structure is as follows: you'll both race a flying lap to determine who starts in pole position (unless you bypass qualifying from the Race Weekend Menu - both will start on the back row). It's then time to burn some rubber, head-to-head in a three lap race to the finish.



LOAD GAME



To access a previously saved Formula One **2000** game, highlight **Load Game** and press the **X** button. Saved game data will be automatically read from the **MEMORY CARD**. You will be asked to confirm if you want to overwrite your current game with this data (remember that your **high scores**, progress in **Arcade Mode** and all **Championship modes** will be replaced by the data read from the **MEMORY CARD**).

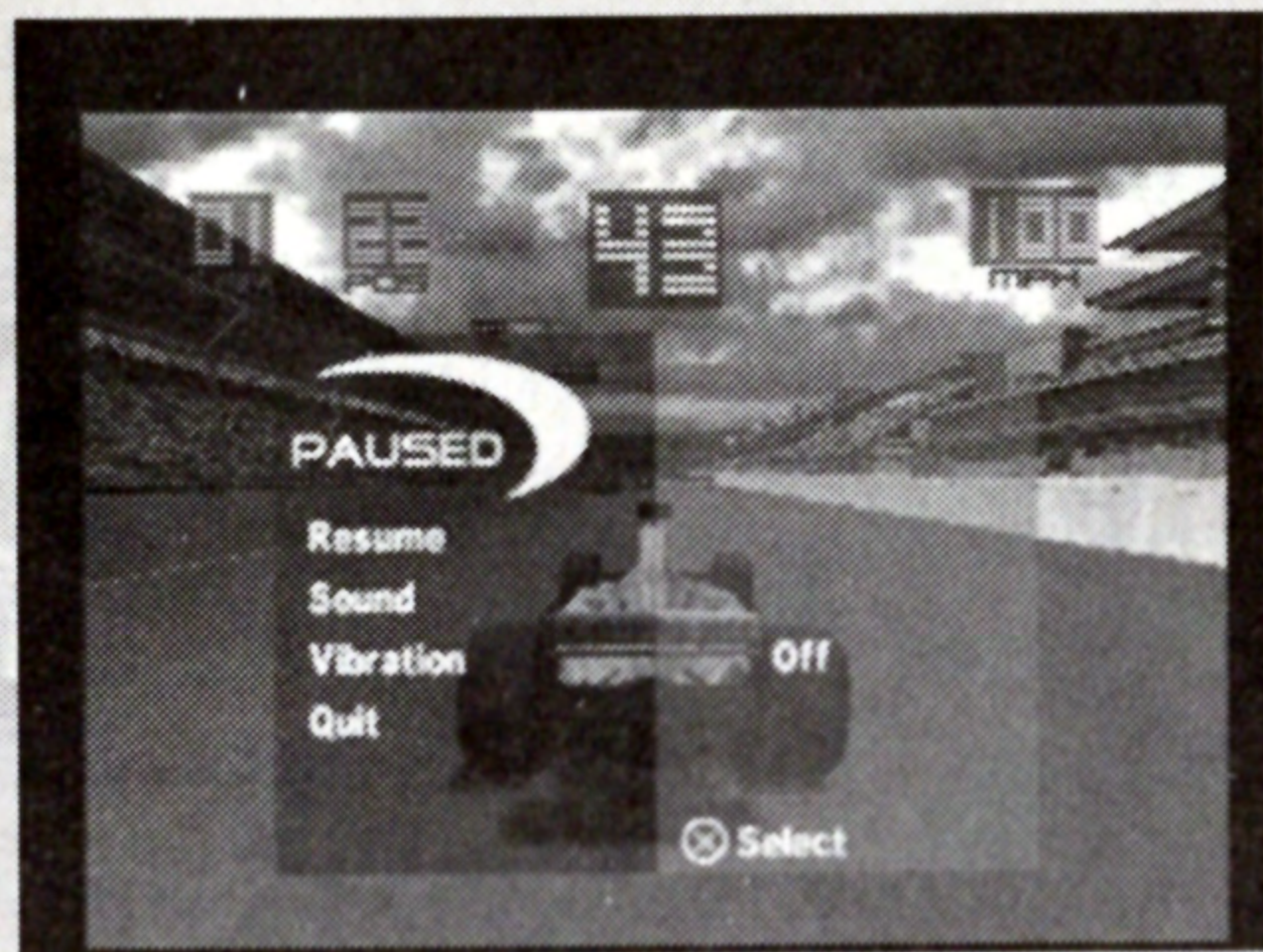
Press **←** or **→** to highlight **YES** or **NO** and press the **X** button to confirm your selection. Your saved game will then be loaded. You're ready to go.

IMPORTANT

Do not insert or remove peripherals or **MEMORY CARDS** once the power is turned on. Make sure there are enough free blocks on your **MEMORY CARD** before commencing play.

Your **MEMORY CARD** is supported in **MEMORY CARD slot 1** only.

IN-GAME OPTIONS



RESUME

Press the **X** button to continue racing.

RETIRE FROM RACE (Grand Prix only)

This will end the current race, but in Championship mode will allow you to progress to the next race in the season, although you will not score any championship points for this round. Press the **X** button to display the text

"ARE YOU SURE?" Press **←** to highlight "YES", then press the **X** button.

OPTIONS (Grand Prix modes only)

A small sub-menu of options will be displayed from which you can alter settings during a race.

SOUND (Arcade modes only)

The only options you can change during an Arcade Mode race are the volume settings for the sound effects and music. Highlight the component you wish to change and press the **X** button. Press **←** or **→** to alter the level of the chosen audio component and press the **X** button when you have finished. Press the **△** button to return to the In-Game Menu.

QUIT

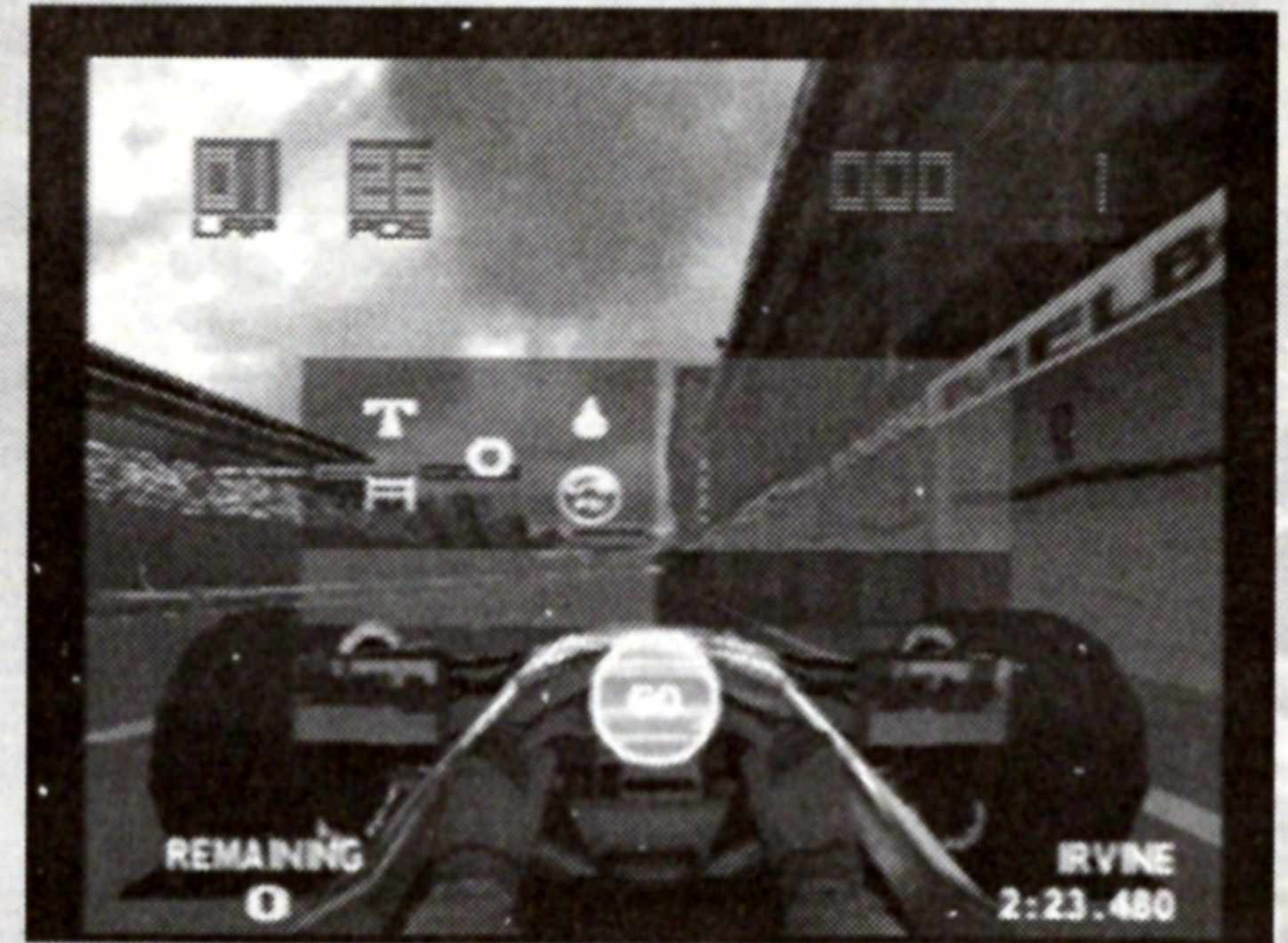
If you select this option you will exit the current race and also the current Location Group (if in Arcade Mode) or the current Championship (in both single and two player games). Press the **X** button and select "YES" to quit.

PIT STOPS

PITSTOP MENU

Pitstop strategy can make all the difference in Formula One. You will receive messages throughout the race to advise you on the need for fuel stops, tire changes and replacement wings. Don't ignore the messages.

Remember, speed limits are enforced in the pit lane, drive too fast and you could get a Stop/Go penalty. When you enter the pit lane, your car will be detected and automatically taken to the team garage.



PITSTOPS IN PRACTICE MODE

Pitstops in Practice Mode give you the full range of settings to alter, with the exception of fuel (you will never run out in a practice session). The pit timer and countdown is also enabled allowing you to practice racing pitstops. If you are unhappy with your car's settings after you have tinkered with them for a while, you can simply select the PS icon to reload all of the defaults you set in the Car Setup menu.

PITSTOPS IN QUALIFY MODE

The Pitstop Menu displays the time remaining in the session, the number of qualifying laps remaining (from your allocation of 12) and the following options:

GO TRACK

Select **Go Track** to make a qualifying run. The timer will not start counting until you complete your pit-out lap and start your flying lap. After your flying lap, you may either stay out for another flying lap or drive back round to the pit entry, trying not to impede other drivers who may be on a flying lap.

PIT STOPS

PIT SETUP

You can modify your car setup to improve your lap times on the current track. You are only offered a limited number of parameters to alter because there is not enough time in a qualifying session to make major adjustments to your car. Take advantage of the practice sessions to set your car up, and then you should only need to make minor adjustments during qualifying. Of course, if the weather changes during the session you may have to change your tire type.

There are two counters on this screen: the counter on the right shows time elapsed since the pit-stop started. The counter on the left will show either the number of qualifying laps you have remaining or, if you have chosen to change a setting on your car, the time until the current modification is complete. If you decide to change an individual setting, it will increase your pit crew's workload and time will be added to the countdown on the left. If the crew can complete the additional task in the time that is already shown, then no extra time will be added.

Once the countdown reaches zero, it will return to displaying laps remaining and the red "OK" icon will change to the green "GO" icon. Press **↑**, **↓**, **←** or **→** to highlight "GO" and press the **⊗** button to confirm your Pit Setup choices. You will be returned to the Pit Stop Menu.

START FLYING LAP

If you want to avoid performing an *Out Lap* each time you pit-in and just want to get straight on with that all important flying lap, you'll want to use this option. Your car will get a rolling start at the beginning of the home straight – initially under computer control. You may either choose to take-over control immediately or wait until you reach the start/finish line, at which point computer control will cease automatically. An *Out Lap* will still be deducted from your qualifying allocation of **12** laps. If you select **Return To Pit** from the **In-Game Menu** while on the track, your current lap will count as a full in-lap from your allocation.

PIT STOPS

QUALIFYING STANDINGS

Choose Qualifying Standings to see who is setting the best lap times and your provisional grid position. Press **↑** or **↓** to scroll through the list. Initially, there may be no names on this list but sooner or later, someone will start the scramble for pole position!

ADVANCE TIME

The qualifying session lasts for an hour, but you don't have to sit through the whole sixty minutes if you don't want to. Highlight Advance Time and press the **⊗** button to move the clock forward in 5 minute increments. Try doing this a couple of times and then view the Qualifying Standings. You'll find that the other drivers will have already set some lap times, which you can then try to beat.

END QUALIFYING

Press the **⊗** button and select "YES" to advance to the Parade Lap and the race itself. Before the Parade Lap begins, you will be given the option to edit the grid. If you select this option, you will be shown a display of the current grid line-up. Using the **↑**, **↓**, **←** or **→** buttons, move the highlight to the first of the two drivers you wish to swap and press the **⊗** button.



Now, move the highlight over the second driver and press the **⊗** button - the two drivers will change places. Continue this process until you are happy with the current line-up and then press the **△** button to return.

QUIT

Press the **⊗** button and select "YES" to quit. Remember, this will not only quit the current race, but also the Championship season (if you are playing in Championship Mode) - so be careful!

PIT STOPS


PITSTOPS IN RACE MODE

As you drive down the pit entry lane, remember to activate your speed limiter by pressing the  button. Control of your car will be taken out of your hands as you enter the pit lane and the Pit Stop Menu will be displayed. If you want to abort your pitstop, simply highlight the Drive Thru icon and press the  button before you come to a halt. Control will be returned to you when you reach the end of the pit lane.

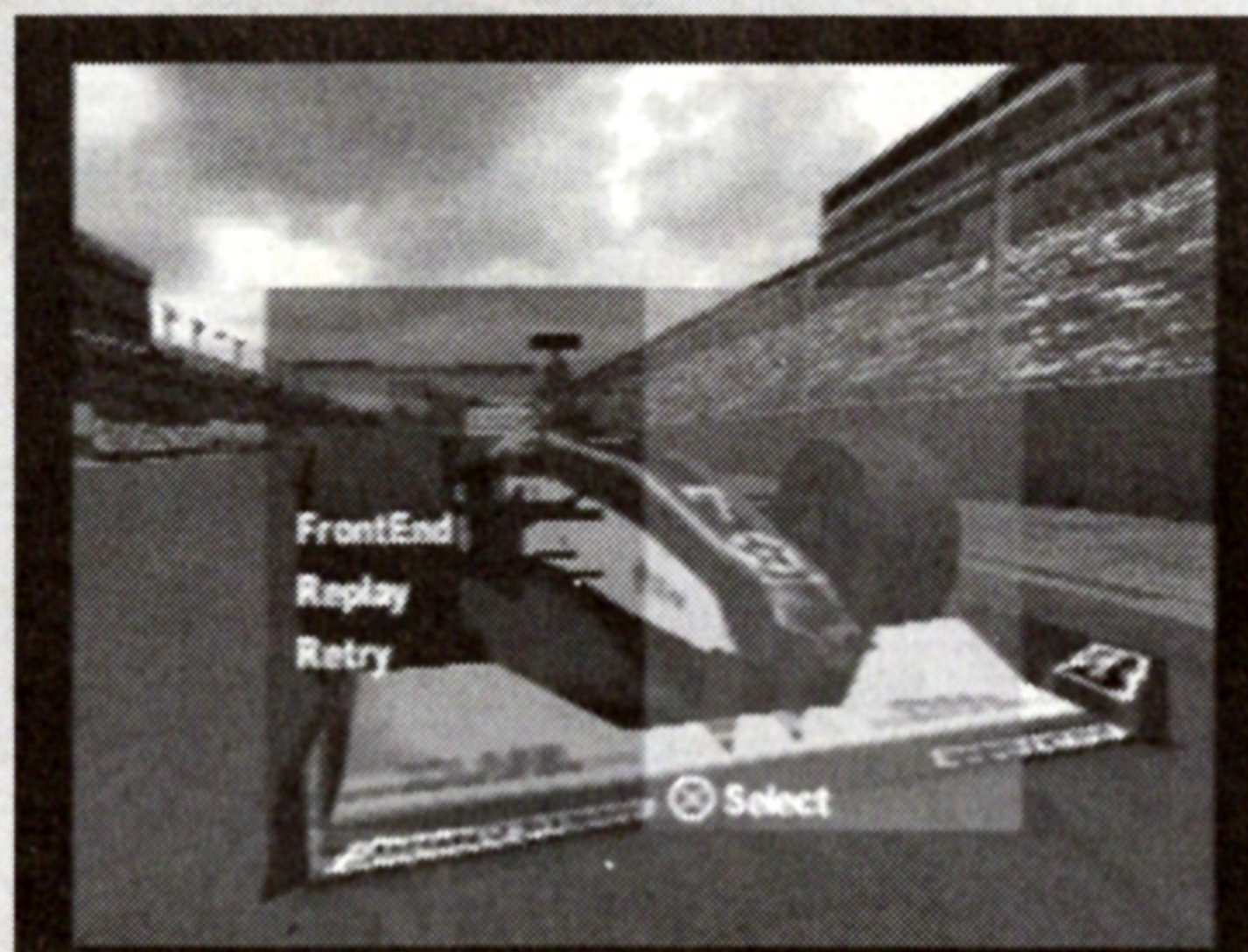
If Fuel Usage was turned ON in the Race Setup Menu, select the Fuel setting to choose how much fuel you want your crew to put in the tank. This setting shows how many laps you can complete with the chosen fuel load.

Assuming that you want to make a pitstop, your car will simply stop at your pit – there is no need to press any buttons. The Drive Thru icon will change to the red "OK" icon and the countdown will commence. The Pit Stop now functions exactly the same as the Pit Setup in Qualifying Mode, except that pressing GO will return control to you and you can drive out of the pits.

Be careful though! If you press "OK" in the last second of the countdown before it changes to GO, there is a chance that your engine will stall. Time will be added to the countdown while your crew uses the electric starter to get your engine going again.

Remember to turn off your speed limiter in the pit exit road by pressing the  button.

END OF RACE



ARCADE MODE RESULTS SCREEN

Once you have reached the checkered flag, you will be presented with the End of Race Menu. Press **↑**, **↓**, **←** or **→** to highlight and press the **⊗** button to confirm one of the following options:

FRONT-END

Return to the Front-End to view the results and save or continue your game (if in Championship Mode).

REPLAY

Watch the race again in real-time (some race replays may not be shown in their entirety).

RETRY

Start racing again on the same track (Single Race Mode only).

GRAND PRIX RESULTS

RESULTS SCREEN

The first screen displays the final finishing positions for the **22** drivers, along with the total race time and average speed of each. Press **↑** and **↓** to scroll the entire list.

The next screen shows the number of Drivers' World Championship points awarded in this race. First is awarded **10** points; runner up gets **6** points; third receives **4** points; fourth collects **3** points; fifth is awarded **2** points and sixth place gets **1** point. Points are not awarded for a seventh place or lower.

In Championship Mode you'll have access to two further screens, accessed sequentially by pressing the **⊗** button to advance. The first is the Drivers' World Championship Table, showing the current standings for the season. The second table shows you how the race for the Constructor's World Championship is shaping up.

ENTER NAME

If you have done well enough to get a place on the hi-score chart, here's where you can enter your name. Press **↑**, **↓**, **←** or **→** to highlight a letter from the alphabet, then press the **⊗** button to select. Use the space character to leave a space in your name or use the arrow icon to delete a letter. Finally highlight **OK** and press the **⊗** button to enter your name.

The screenshot shows a screen titled 'RESULTS' with a sub-header 'AUSTRALIAN GP' and 'Classification'. The table lists 11 drivers with their positions, names, nationalities, race times, and average speeds. A 'SELECT' button is visible at the bottom right.

		Nat	RaceTime	Speed
1	Coulthard	GBR	0:07.389	108.501
2	M.Schumacher	GER	0:00.036	108.556
3	Barrichello	BRA	0:00.251	108.350
4	Hakkinen	FIN	0:00.441	108.160
5	Diniz	BRA	0:02.250	107.341
6	Herbert	GBR	0:02.338	107.253
7	Trull	ITA	0:02.361	107.240
8	Villeneuve	CAN	0:07.287	105.314
9	Fisichella	ITA	0:11.853	105.738
10	R.Schumacher	GER	0:14.547	105.954
11	Frentzen	GER	0:20.074	104.527

PLAYING THE GAME

Formula One 2000 brings you the authenticity of a Grand Prix race weekend experience. You should begin with a practice session, then progress on to the qualifying session before you enter the main event.

QUALIFYING

Drivers put in their best time for a single lap, which is compared to all the other driver times in the qualifying session to calculate each car's grid position. The higher a driver's grid position at the start, the better his chance of finishing in the points at the checkered flag.

There is a practice session in the morning and qualifying takes place in the early afternoon. The outcome of a qualifying session can dictate a team's tactical approach to the main event.

FLAGS

A Formula One race is controlled by a system of flags shown to the drivers by the track marshals stationed at every corner on the track. The flags, and the rules which control them, can be turned on or off in the Race Setup Menu.

BLACK FLAG

A black flag is shown to the driver when he has received a Time Penalty, or has been disqualified from the race.

Time Penalty - A Time Penalty is imposed if a driver makes a jump-start before the red lights go out, takes a short-cut, exceeds the pit-lane speed limit, or ignores three consecutive blue flag warnings. The driver must serve the penalty within the next three laps by entering the pits and stopping for ten seconds at his garage. This is known as a Stop/Go penalty. If a Time Penalty is imposed during the last five laps of a race then 25 seconds is added to the driver's race time, instead of a Stop/Go.

Disqualification - A driver can be disqualified for failing to serve a Stop/Go Penalty or for dangerous driving.

PLAYING THE GAME

BLUE FLAG

The blue flag is used to warn a driver that he is about to be overtaken by a faster car, and that he must allow the other car to overtake. Failing to obey three consecutive blue flags will result in a Time Penalty.

YELLOW FLAG

The yellow flag warns of danger on the track ahead, such as a crashed car or debris. Drivers must slow down and be prepared to stop. Overtaking is forbidden when the yellow flags are displayed.

CHECKERED FLAG

This flag tells the driver that the race is finished.

WEATHER

The weather is one of the biggest factors affecting the outcome of a Grand Prix. The Race Weekend Menu displays the weekend's weather forecast. This could have all manner of repercussions for your car setup decisions. Pay particular attention to how the temperature could affect the track and ultimately your tires. Furthermore, the mere threat of rain, should have you reconsidering your whole game plan.

PIT-STOP STRATEGIES

Formula One cars are allowed to re-fuel and to change tires during a race. Although pit crews work hastily to change all four wheels and re-fuel, the driver loses a lot more time than this on each pit-stop. This is due to the speed limit in the pit lane and the length of the pit entry and exit roads. On some circuits, upwards of forty-five seconds can be lost by making a pit-stop.

So why do they bother making pit-stops? Why don't they put enough fuel in the tank before the start to last the whole race? Why don't they choose tires that don't wear out at half distance?

PLAYING THE GAME

TIRES

Formula One cars use tires with much softer rubber than road cars. This gives them phenomenal grip at the expense of wearing out quickly. If the cars are already stopping to re-fuel it makes sense to use tires that are optimized to last just long enough to complete each leg of the race. This way the tires can be made as grippy as possible.

BRAKING STRATEGIES

Braking hard for a tight corner at the end of a long straight can be one of the few overtaking opportunities in modern Formula One racing. As you approach the end of the straight, try to get your car alongside the car you are trying to overtake. Whoever brakes last will then be able to command the racing line into the corner. This maneuver takes a lot of skill and courage. Get it right and you can pull off a spectacular passing move. Get it wrong and you will probably spin off the track.

HINTS AND TIPS

You don't score any points if you don't finish a race, so your strategy needs to be a combination of aggressive and defensive tactics. Sometimes you have to be bold and go for the win, at other times a car in urgent need of repair means you should settle for a points finish.

If you try to stay out of trouble and take your opportunities as they arise, capitalizing on others' mistakes, you should do well. A true champion will recognize the right moment to pile on the pressure and force their rivals into making mistakes.

With overtaking so difficult in Formula One, a good qualifying position is important. The secret to qualifying well is good preparation. Ensuring you're familiar with a track and driving a perfect lap is only the start of your preparation. The car also needs to be set up to match the needs of each track, and it is worth experimenting in the Friday practice session to see if you can improve on the set-up to suit your own driving style.

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