

# INSTRUCTION BOOKLET

# F1 POLE POSITION 64



SOLD BY



KIDS TO ADULTS



NINTENDO 64



## WARNINGS AND CONSUMER INFORMATION

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

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.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



Welcome to

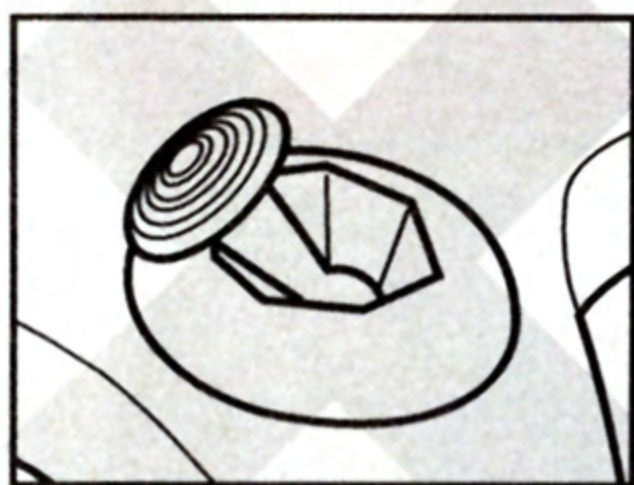
# F1 POLE POSITION 64



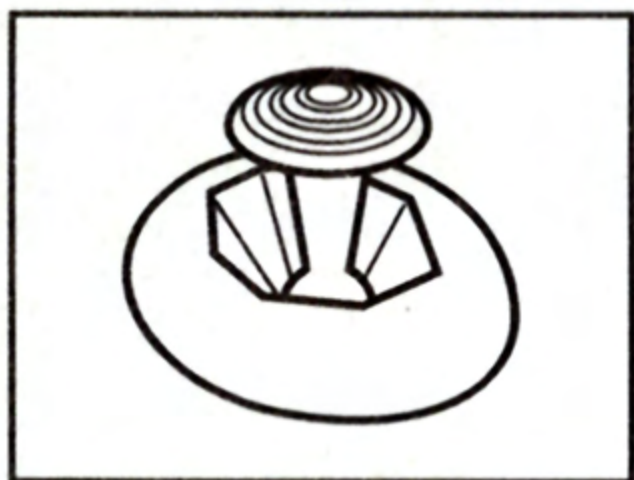
# CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

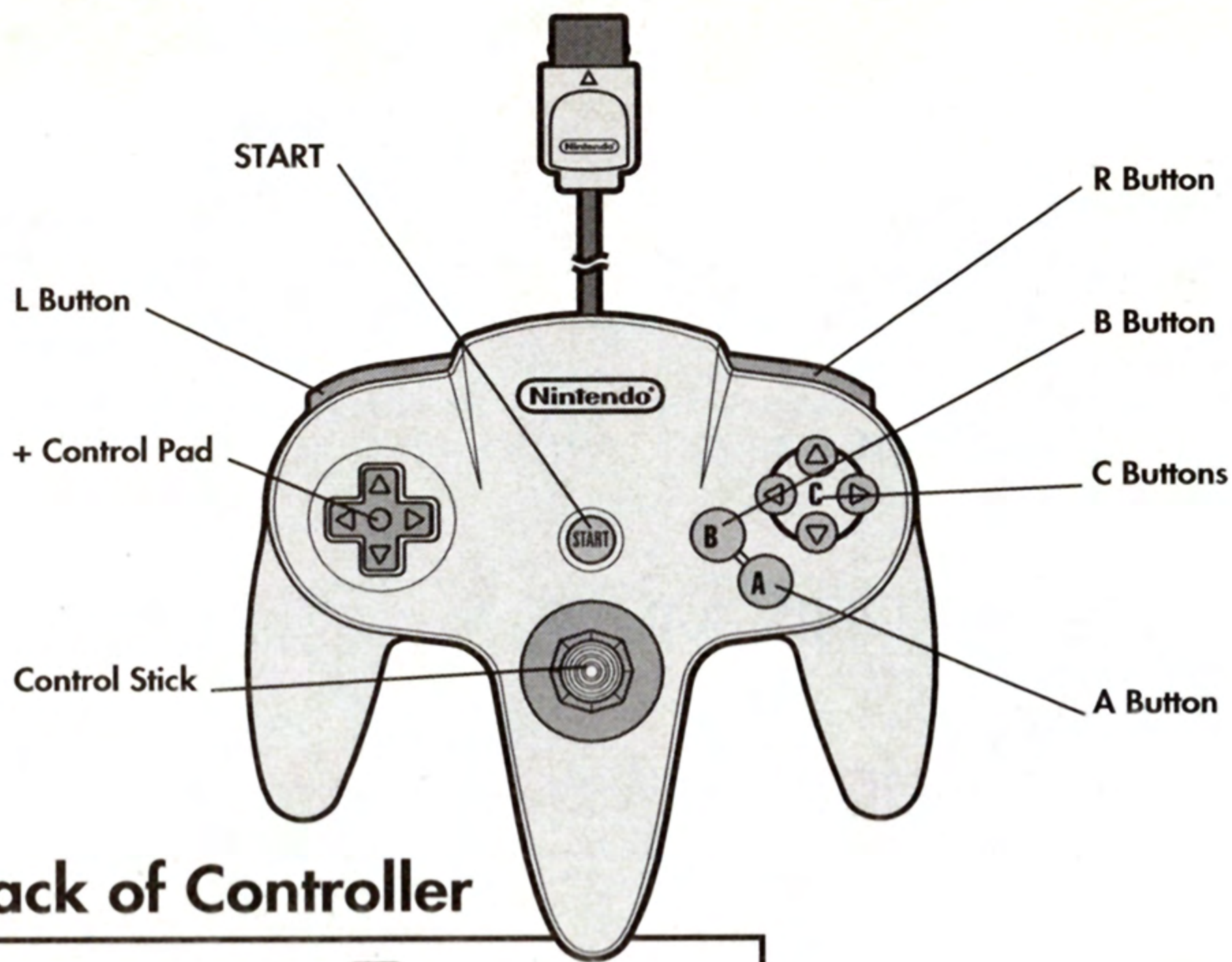
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

# CONTENTS

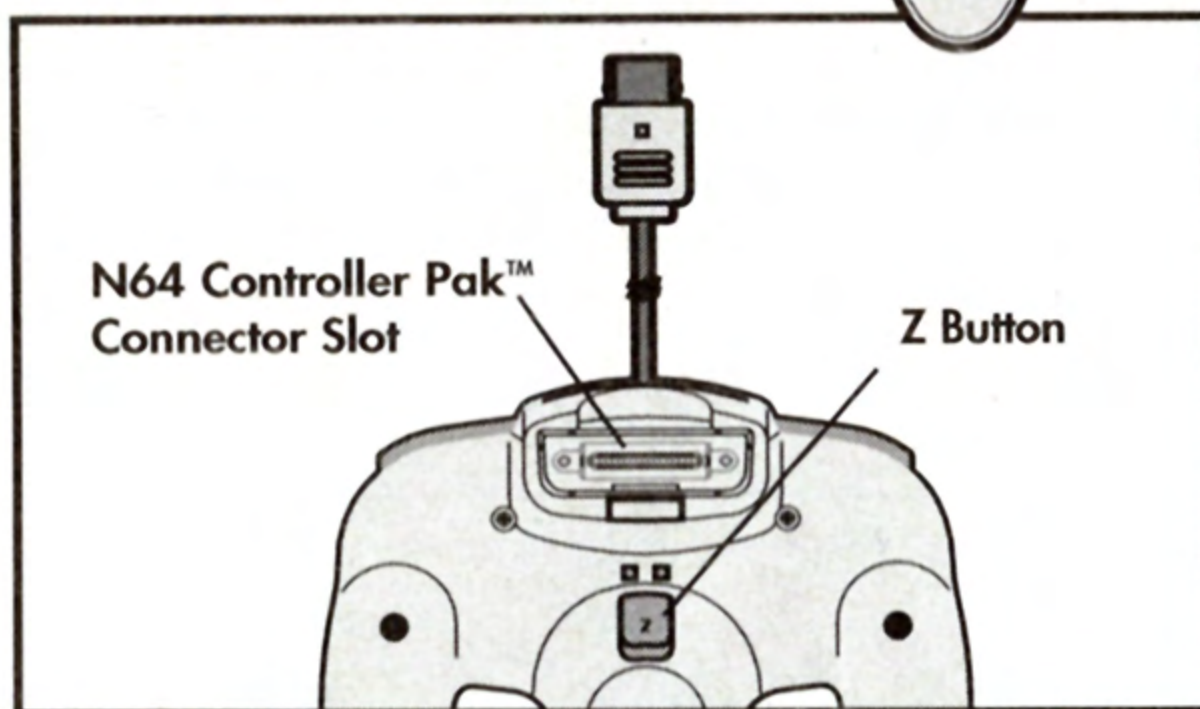
## INDEX

|                       |    |
|-----------------------|----|
| CONTROLLER FEATURES   | 4  |
| OPERATION             | 5  |
| CONTROLLER PAK        | 6  |
| STARTING GAME         | 8  |
| WORLD GRAND PRIX MODE | 8  |
| BATTLE MODE           | 12 |
| TIME ATTACK MODE      | 13 |
| PIT OPERATION         | 14 |
| SETTINGS              | 16 |
| RACE SCENE            | 18 |
| CHANGING PANEL        | 20 |
| CHANGING VIEW         | 20 |
| ROSTER                | 22 |
| DATA SAVE/LOAD        | 23 |
| RECORD                | 24 |
| CONFIGURATION         | 25 |
| NOTES                 | 26 |
| CREDITS               | 28 |

# N64 Controller™



## Back of Controller



## Holding the Controller

For the *F1 Pole Position 64*, the controller can be held in the following ways:



### Standard Position

Basic operation for most driving games



### Left Position

The left position allows for precise control of acceleration



### Right Position

Perfect position for precision steering control when turning the steering wheel

\*The holding method can be modified using the RACE HANDLE machine setting.

## OPERATION

Advance Screen Operations

Control pad, Control stick = item selection

A button = confirm item

B button = cancel item or return to previous screen

(you cannot return to some screens)

Start button = skips the cursor

### Operation During Race

Standard Position



Left Position



Right Position



**Control stick**

disabled

accelerator/brake

steering wheel

**Control pad**

steering wheel

steering wheel

disabled

**A button**

accelerator

disabled

accelerator

**B button**

brake

disabled

brake

**L button**

downshift

downshift

disabled

**R button**

upshift

disabled

upshift

**Z button**

disabled

upshift

downshift

**C top button**

change panel

change panel

change panel

**C right button**

change view

change view

change view

**C button unit (bottom)**

rear view camera

rear view camera

rear view camera

**Start button**

pause

pause

pause

\*Upshifting and downshifting are disabled on automatic gear setting.

\*Accelerated turn = pushing the control pad and braking while pumping the accelerator when the machine is stopped allows for accelerated turns. (not possible in left position)

\*Retire = you can end the race by pressing the pause button and selecting RETIRE.

## **CONTROLLER PAK**

With the F1 Pole Position 64, game data and edited data can be saved to the controller pak, and stored data can be called up.

*Conditions for F1 Pole Position 64 controller pak*

|                             |          |
|-----------------------------|----------|
| <b>Required pages</b>       | 70       |
| <b>Connected controller</b> | one only |

(Precautions)

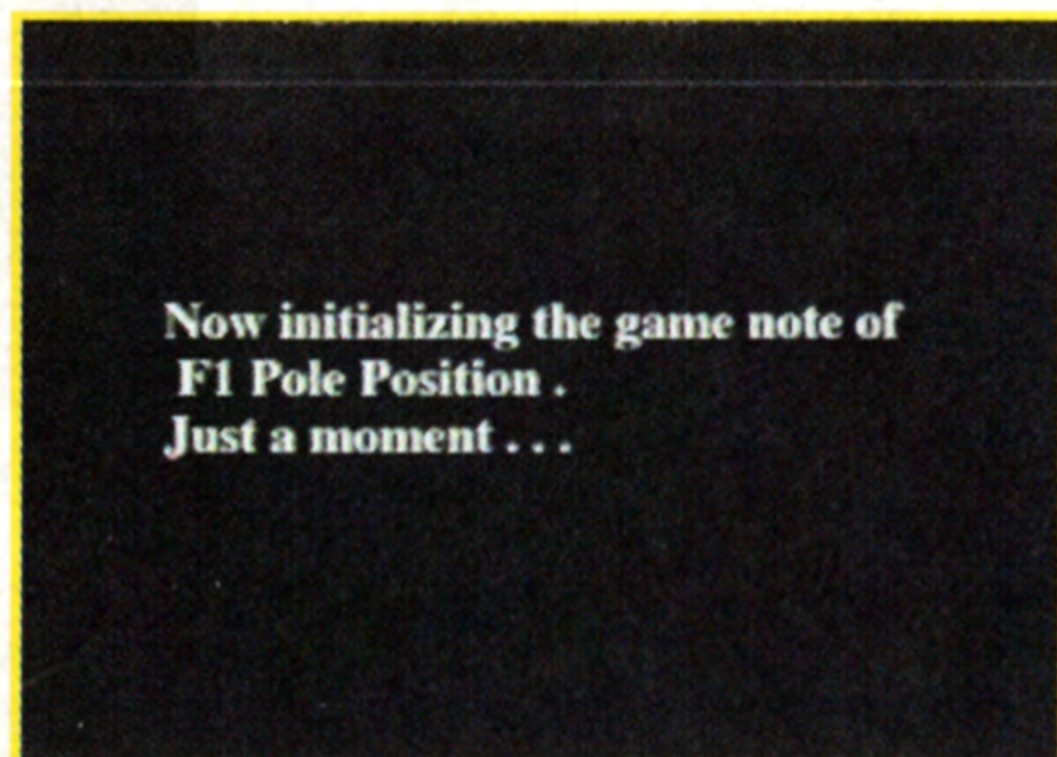
- Controller pak's are sold separately.
- Data cannot be saved to the controller pak without a controller pak. Refer to box for specific examples of data that cannot be saved.
- 70 pages are used even when game data is not saved.
- Always shut the power off before inserting or removing the controller pak.  
If the controller pak is inserted with the power on, the unit will not recognize the installation.
- Do not switch controller pak's during operation.

### **Without a controller pak ...**

You cannot save World Grand Prix data to the controller pak.  
You cannot save contract data to the controller pak.  
You cannot save rename data to the controller pak.  
You cannot save records to the controller pak.  
You cannot save machine settings to the controller pak.  
You cannot save modified environment settings to the controller pak.

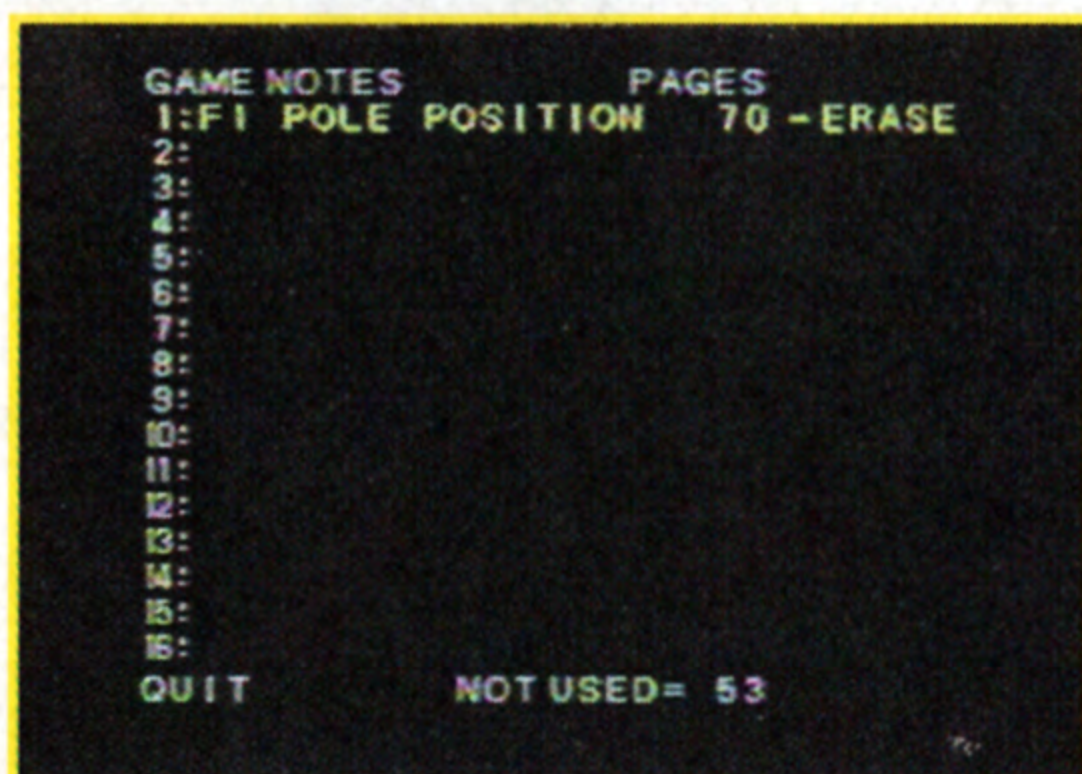
## STARTING PLAY WITH A NEW CONTROLLER PAK

When the power is turned on with a new controller pak inserted, (or without F1 Pole Position 64 game notes) the screen shown at right is displayed and F1 Pole Position 64 game notes are created automatically. Game notes are like notes for recording F1 Pole Position 64 data. Games cannot be saved without game notes, even with a controller pak.



### About the controller pak menu

When a controller pak is connected to the controller, turning on the power or pressing the reset button while depressing the start button displays the controller pak memory screen.



This screen lets you check the contents of the controller pak. You can delete recorded data from this screen as well. Select data for deletion moving the Control pad up and down, and press the A button. The choices "Do you really want to delete?" and "Cancel" are displayed. If you select "Do you really want to delete?" and press the A button, the data display disappears, and the remaining page count display is increased by the number of pages corresponding to the deleted data.

## STARTING THE GAME

When you turn on the power, the opening demo appears. At the conclusion of the demo, the title screen appears. Press the START button and select the desired play mode to start play.

## WORLD GRAND PRIX MODE

In this mode, you can challenge 16 Grand Prix courses to become the world champion.



## MODE SELECT SCREEN

To start a new game, select NEW GAME.

To continue playing a stored game, select FILE LOAD.

## ENTER NAME

Select letters to be entered using the Control pad or Control stick, and confirm with the A button or cancel using the B button.

Pressing the start button allows you to skip to END.



## DRIVER SELECT

Use the Control pad or Control stick to select a driver from among the entered drivers and confirm with the A button.



## RACE MODE SELECT

Select from the Race mode menu and confirm. Selections are discussed on the following page.



## RACE RESULT

The race result screen displays at the end of the race. You can view all results by navigating through the result screen by moving the Control pad up and down. Pressing the A button takes you to the driver's point and team point screen.



## SETTING

Allows you to make machine settings. You can change settings as many times as you want prior to selecting a race.



## **FREE RUN**

A trial run to let you get used to the course. You can do 10 laps, or press START and select RETIRE to return to the mode select screen.

## **QUALIFY**

Lets you do a qualifying round. After 10 laps, the starting grid is set up in order, starting from the car with the fastest lap.

### **F1 Meister Tip!**

*Safety First!*

This game does not allow you to recover from a crash. It's easy to bump into other cars when attempting to pass. Do not try to pass other cars as soon as you can; you must follow the other car until you get to a spot where you can safely and surely pass, such as the home straight or back straight. Then pour on the speed and pass him!

### **F1 Meister Tip!**

*Watch Out for Spins!*

An alarm indicating that tire grip limits have been reached will always sound just before a spin. You can avoid a spinout by letting up on the steering wheel or releasing the accelerator. Spinout rates vary through a combination of chassis capabilities and driver capabilities, so do your homework!

## **RACE**

Lets you start the decisive race. (You have one chance to make final settings before the race). If you go to the race without a qualifying round, your machine starts from the position on the grid. If you win, you get the following points.

- 1st place = 10 points*
- 2nd place = 6 points*
- 3rd place = 4 points*
- 4th place = 3 points*
- 5th place = 2 points*
- 6th place = 1 point*

### F1 Meister Tip!

Remember in Formula One racing the fastest time may not win! This emphasizes the importance of getting a good qualifying time and having a superior placing on the starting grid!

### POINT

Displays up-to-date results (driver points, team points).



| TEAM POINTS |             |       |
|-------------|-------------|-------|
| 1ST         | 96 WILLIAMS | 11PTS |
| 2ND         | 96 FERRARI  | 10PTS |
| 3RD         | 96 BENETTON | 3PTS  |
| 4TH         | 96 McLAREN  | 2PTS  |
| 5TH         | 96 LIGIER   | 0PTS  |
| 5TH         | 96 JORDAN   | 0PTS  |
| 5TH         | 96 SAUBER   | 0PTS  |
| 5TH         | 96 ARROWS   | 0PTS  |
| 5TH         | 96 TYRRELL  | 0PTS  |
| 5TH         | 96 MINARDI  | 0PTS  |
| 5TH         | 96 FORTI    | 0PTS  |

### DATA SAVE

Saves game data. You can save data for up to 8 games.



### F1 Meister Tip!

#### *The Block Defense!*

When a competitor's car approaches you from the rear, you should block him. Blocking prevents the other car from getting ahead of you and allows you to keep your position. Rear-end collisions don't result in damage, so you can block to your heart's content. Defense is as important as offense!

## BATTLE MODE

In battle mode, you select the drivers and circuit you like and compete against the computer.

## COURSE SELECT

### WEATHER

Clear

Rain

Overcast

### COURSE

You can select a course from rounds 1 through 16

### LAP

You can select any number of laps for the race, from 1 to 10 laps.

### EXIT

Advances to the next screen.

## DRIVER SELECT

Use the A button to confirm your driver from among the entered drivers.

## RIVAL SELECT

Use the A button to confirm your rivals. Choosing *FULL ENTRY* allows to you select all drivers. \*You can cancel a selected driver using the B button.

## MACHINE SETTINGS

Make machine setting from the settings screen. See "Setting" on pg.16 for how to make settings.

## BATTLE RESULT

When the race is over, the RESULT screen is displayed. You can view results for all entered cars using the top and bottom C buttons.

Pressing the A button displays the following message.

*RETRY* - Go from the settings screen to another race under the same conditions.

*CHANGE COURSE* - Return to the course select screen

*EXIT* - Return to the title screen



## TIME ATTACK MODE

In time attack mode, a single machine competes against the course record.

## COURSE SELECT

Choose the course and weather conditions. Other settings cannot be modified.

## DRIVER SELECT

Use the A button to confirm your driver from among the entered drivers.

## MACHINE SETTINGS

Make machine setting from the settings screen. See "Setting" on pg. 16 for how to make settings.



\*Note: The time attack mode starts from the pit, and ends automatically when 10 laps have been completed.

## TIME ATTACK RESULT

Upon completion of time attack, the total time for 10 laps and the best lap time are displayed.

Exiting using the A button displays the following message.

*RETRY* - Go from the settings screen to another race under the same conditions.

*CHANGE COURSE* - Return to the course select screen.

*EXIT* - Return to the title screen.

\*Note: In time attack mode, the damage OFF setting cannot be modified. Tip: set gasoline to 10% and tires to D.

## PIT OPERATION

Proceeding to the pit road to allows you to enter the pit. Entering the pit allows you to replace damaged tires and wings and to refuel.

### MAKING A TIRE CHANGE

- 1) Use the A button to select TIRE.
- 2) Move the Control pad button (Control stick) up or down to select DRY or RAIN.
- 3) Move the Control pad button (Control stick) left or right to select tire pattern A, B, C, or D.



### REFUELING PROCEDURE

- 1) Use the A button to select FUEL.
  - 2) Move the Control pad button (Control stick) left or right to choose the refueling level.
- You can set the refueling level in 1% increments using the L and R buttons.

### STARTING OPERATIONS

- 1) Once pit operations have been selected, choose OK.
- 2) The pit operations confirmed with the A button begin.

### F1 Meister Tip!

#### *Keep Track of Pit Time!*

In the pit, a tire change averages 8 seconds and refueling to 100% takes an average of about 12 seconds. You can minimize time lost by completing refueling within the time it takes to change the tires. A wing change takes about 15 seconds, which after completing the tire change and 100% refueling is simply lost time. This is another good reason to avoid collisions.

*\*Pit Stop Precaution:*

You cannot repair or replace the engine, suspension, brakes, or gears during the race.



**F1 Meister Tip!**

*Develop a Pit Stop Strategy!*

Acceleration varies significantly between a 10% gasoline load and 100% load. Lap time is significantly affected by your choice of tire pattern A through D. Do you want to fly through the first half of the race? Or really pour on the speed in the second half? Taking into account your position on the qualifying grid and the characteristics of the circuit, you should select the optimum tire pattern and gasoline load. Also pay attention to accidents and weather changes, since these can upset your strategy. Sometimes it's necessary to keep track of changes in the weather!

## SETTINGS

Machine settings are automatically set according to the course, but you can modify settings to suit your taste.

### EXIT

Exit SETTING

### STEERING

Sets steering wheel resistance

\*Cannot be modified in right position

*Expert* Steering wheel does not return once turned.

*Difficult* Steering wheel returns slightly when turned.

*Standard* Once steering wheel is turned, returns naturally to center when Control pad button released.

*Hard* Once steering wheel is turned, returns to center when Control pad button moved in opposite direction.

There are seven levels of steering wheel resistance



### TIRE

Both SLICK (for overcast weather) and RAIN (for rain) tires come in types A through D.

**A** (hard)

High durability

Weak grip

**D** (soft)

Low durability

Strong grip

### TRANSMISSION

There are three types of transmission units.

*Automatic* -Automatic transmission No shift change.

*Semi-automatic*-Automatic transmission, but allows for manual shift changes.

*Manual*-Manual transmission. Requires making manual shift changes.

### GEAR

Adjusts gear shift. (There are seven levels.)



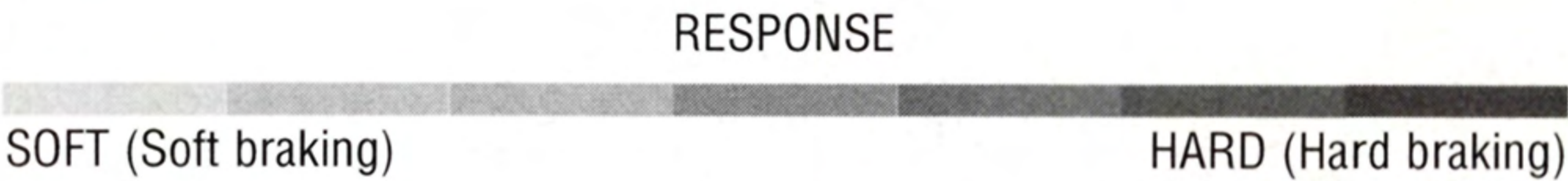
## F1 Meister Tip!

*Get a roaring start!*

Selecting manual or semiautomatic lets you get a high speed start at the start signal. The trick is to time it so as to hit the upshift button (R button or Z button) once you reach the red zone. Depending on the engine, the machine can have a wider or narrower clutch meet. (At the start signal, the five red lamps turn off.)

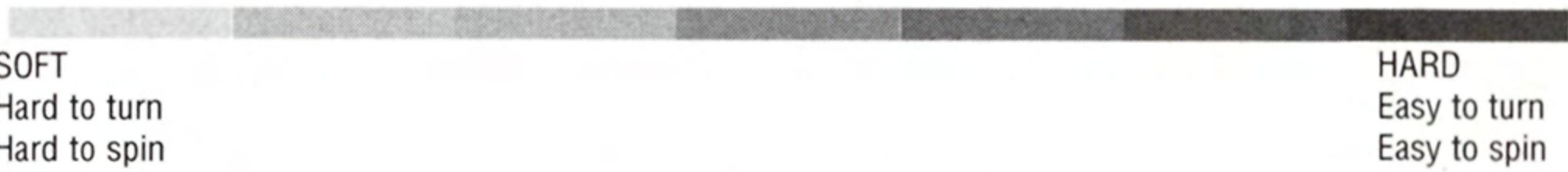
**BRAKE**

Adjusts brake settings (two types)  
Auto brake (supports braking during deceleration)  
Manual brake



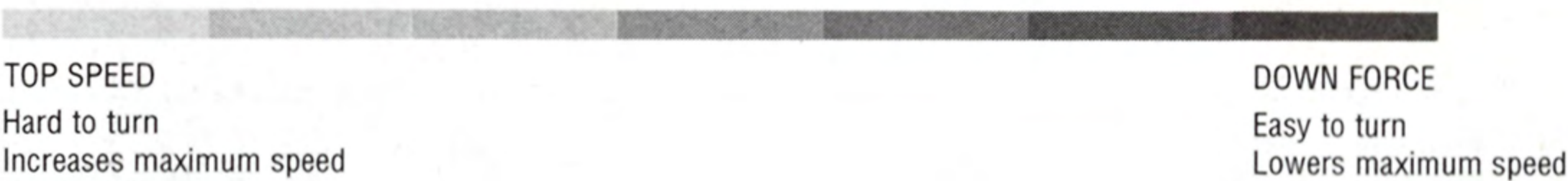
**SUSPENSION**

Adjusts vehicle banking.



**WING**

Adjusts down force.



**FUEL**

Adjusts initial fuel load.  
Lighter vehicle      <      50%      >      Heavier vehicle  
(Use the L and R buttons to make fine adjustments)

**PIT WORK**

Sets the type display when entering the pit

|             |                                           |
|-------------|-------------------------------------------|
| LIGHT WORK  | Replace slightly damaged tires and wings. |
| NORMAL WORK | Replace red or yellow tires and wings.    |
| HEAVY WORK  | Replace red tires and wings.              |

**RACE HANDLE**

Sets the controller pad type.

|                   |                                                            |
|-------------------|------------------------------------------------------------|
| STANDARD POSITION | Previous STANDARD controller position.                     |
| LEFT POSITION     | Position enables analog control of accelerator and brakes. |
| RIGHT POSITION    | Position enables analog control of steering wheel.         |

\*See OPERATION on page 6 for operation of features.

**FILES**

Saves and loads up to 16 items of setting data.

|           |                     |
|-----------|---------------------|
| DATA LOAD | Loads setting data. |
| DATA SAVE | Saves setting data. |

**F1 Meister Tip!**

*Avoid Engine Blowout!*

Blowout can occur when excessive load is placed on the engine in the red zone. Reduce the load by raising the gear ratio by 1. You can avoid load by shifting up before you get into the red zone. Quick upshifting saves fuel too!

# RACE SCENE

## RANK BOARD

## YOUR RANK

### INFORMATION

Displays race conditions in real time during race.

### REMAINING FUEL

An alarm beeps when remaining fuel falls below 10%.

### INFORMATION

|      |                                           |
|------|-------------------------------------------|
| WIN  | Indicates extent of damage to wing.       |
| TIR  | Indicates tire wear.                      |
| SUS  | Indicates extent of damage to suspension. |
| BRA  | Indicates brake wear.                     |
| GER  | Indicates extent of gear damage.          |
| FUEL | The long bar at left is a fuel gauge.     |



**Note:** Continuing to drive with red damaged units can result in being retired. Units other than tires and wings cannot be repaired in the pit.

**CURRENT NUMBER OF CARS IN RACE**

**LAP COUNT**

**LAP TIME**

**FASTEST LAP TIME**

**TIME DIFFERENCE**

"-" indicates behind fastest time

"+" indicates ahead of fastest time

**BEHIND TIME**

**AHEAD TIME**

**TACHOMETER**

**SPEEDOMETER**

**SHIFT POSITION**

**UPSHIFT TIMING LAMP**

**SLIP STREAM LAMP**



## CHANGING PANEL

Pressing the top of the C button allows you to change the display panel.

### PANEL 1

Panel displays a course map.  
T indicates difference from lead car.  
Your position is indicated by blinking yellow on the map.



### PANEL 2

Panel displays ranks 1 through 7.  
B indicates time difference from car in front.  
A indicates time difference from car behind.  
Player is indicated by red display.  
Green indicates drivers who have made one pit stop.  
Yellow indicates drivers who have made two pit stops.



### PANEL 3

Panel indicates positions of team's fastest driver and second driver.



### PANEL 4

"Natural" panel without information displays.



## CHANGING VIEW

Pressing the right of the C button allows you to change the view.

### F1 Pole Position 64 VIEW

This is the default view.  
An arrow (D) display lets you know your steering wheel angle.



### BIRDSEYE REAR VIEW 1

View from an angle higher than default view. The view is better the further ahead on the course.



### BIRDSEYE REAR VIEW 2

View from an angle even higher than default view. The view is better the further ahead on the course.



### FRONT NOSE VIEW

View from a camera installed on the front nose. Lets you feel the speed.



### DRIVER VIEW

View from the driver's seat. Lets you enjoy the real thing.



### VEHICLE-MOUNTED CAMERA VIEW

The vehicle-mounted camera view you know from TV.



### ACTIVE VIEW

Lets you change the view according to conditions. Have fun!



## **ROSTER**

In the contract mode, you can switch original drivers among machines.

Select the driver for a vehicle by moving the direction key or Control stick up or down. Confirm using the A button.

Next, select the replacement driver. Select the team using the left and right keys, the driver using the up and down. After selecting the replacement driver, confirm using the A button. When the contract is done, use the B button to return to the game mode select.

### **F1 Meister Tip!**

#### *Hidden Feature*

Under the following conditions, when you turn on the power and press (A) + (B) when the "Please wait 4 seconds" message is displayed, and then proceed to the game mode select screen, the machine selection shows that famous car ...

Condition 1: You must be World Grand Prix Champion  
Condition 2: The controller pak must be installed.

## **Data Save/Load**

### **Save**

**ROSTER** data can be saved by exiting the screen with the B button.

Select YES at the "DATA SAVE?" prompt.

\*Note: Previously stored data will be overwritten.

The "DATA LOAD?" prompt appears when you enter the CONTRACT screen. Select YES to load previously saved data.

**RENAME** data can be saved by exiting the screen with the B button. Select YES at the "DATA SAVE?" prompt.

\*Note: Previously stored data will be overwritten.

The "DATA LOAD?" prompt appears when you enter the RENAME screen. Select YES to load previously saved data.

## RECORD

In this mode you can view record times.

Switch rounds using the Control pad or moving the Control stick right or left.



Indicates steering type / resistance, tire type, gear setting, brake setting, suspension setting, and wing setting.

The record display shows the best times, up to five historical ranking.

The settings used by the first place player are displayed as well.

\*Note: Free run and qualifying round times are not recorded.

### F1 Meister Tip!

*Go the Distance!*

In this game, most competing cars retire. Rather than race along difficult courses like Monaco and San Marino, you should aim at going the distance, since you sometimes get points for competitors retiring. Another tactic is to emphasize durability when making settings. Keep on going to the end!

## **CONFIGURATION**

This mode allows you to set the game environment.

### **COMPUTER LEVEL**

EASY Slow computer speed

NORMAL Normal computer speed

HARD Fast computer speed

### **MACHINE TOUCH**

EASY High leeway for contact with other cars

NORMAL Normal leeway for contact with other cars

HARD Minimal leeway for contact with other cars

### **MACHINE DAMAGE**

OFF No damage

EASY Low damage indicator drop rate  
(damage is half normal level)

NORMAL Normal damage indicator drop rate  
(standard is one hit per 10 laps)

HARD High damage indicator drop rate  
(damage is twice normal level)

### **COMPUTER ACCIDENT**

ON You can play using data for overall team skill and driver skill.

REAL Race advances with realistic accidents.

OFF Engine, chassis, and driver-caused accidents do not occur.

### **RADIO COMMUNICATION**

ON Wireless pit communication with over 20 messages.

OFF No wireless pit communication

### **PAK FILE**

MANUAL Uses default data when turned on.

AUTO Automatically reads data from pak when turned on.

### **EXIT**

Exits the CONFIGURATION screen and returns to the title.

## NOTES

This image shows a single sheet of white paper with horizontal blue lines, resembling notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## NOTES

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## **CREDITS**

***Project Manager, U.S.***

**Jason Cohen**

***Project Manager, France***

**Vincent Minoue**

***Assistant Project Manager, France***

**Fabrice Pierre Elie**

***Senior Product Manager, U.S.***

**Carrie Tice**

***Product Manager, U.S.***

**Shawn Roberts**

***Product Manager, France***

**Jean-Francois Caillard**

***Marketing Assistant***

**Veronique Thieffine**

***F1 Photography***

**Bryn Williams**

***Internet: [www.f1picturenet.com](http://www.f1picturenet.com)***

***E-mail: [bryn@f1picturenet.com](mailto:bryn@f1picturenet.com)***

**An official product of the FIA Formula One World Championship licensed  
by Formula One Administration Limited.**

## WARRANTY AND SERVICE INFORMATION

### WARRANTY

Ubi Soft Entertainment guarantees this Game Pak against any defect for a period of ninety (90) days from the date of purchase. If a manufacturing defect appears during the guarantee period, Ubi Soft Entertainment will repair or replace the defective Game Pak free of charge.

To take advantage of this warranty, please return the Game Pak to Ubi Soft Entertainment with a proof of purchase. If a Game Pak is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the Game Pak has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

TECHNICAL SUPPORT HOTLINE:  
1-415-547-4028 (8:30-5:30 PST)

FOR GAME SUPPORT, VISIT OUR WEBSITE AT:  
[www.ubisoft.com](http://www.ubisoft.com)

UBI SOFT ENTERTAINMENT  
625 Third Street, 3rd Floor  
San Francisco, CA 94107



An official product of FIA Formula One World Championship.  
Licensed by Formula One Administration Limited. ©1997 Ubi Soft  
Entertainment, Inc. All rights reserved. All other  
trademarks are the property of their respective holder.



625 Third Street, 3rd Floor  
San Francisco, CA 94107

PRINTED IN JAPAN