PlayStation

NTSC U/C

PlayStation

F1 WORLD GRAND PRIX



1999 SEASON

FIA FORMULA 1 WORLD CHAMPIONSHIP

EVERYONE

CONTENT RATED BY ESRB

SLUS-01036

SYSTEM VIDEO SYSTEM

EIDOS INTERACTIVE

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 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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INTRODUCTION

F1 World Grand Prix is a Formula 1 simulation based on the 1999 World Championship season. Formula 1, motorsport's flagship competition, has been putting man and machine to the test ever since 1950 - to the delight of millions of followers around the world. This simulation places you in the driving seat and gives you first-hand experience of every aspect of this challenging competition in which you cannot afford to leave anything to chance.

Of course, knowing how to handle a car is essential if you are to succeed, but the competition calls for much more than just driving skills. Formula 1 cars only deliver their best performance after lengthy sessions of testing and adjustment. This endless search for perfection will be a constant theme during your quest for the world title - the ultimate goal of every Formula 1 driver.

Thanks to a license agreement with the FIA, **F1 World Grand Prix** features real teams and drivers. Each car is a faithful replica of the real car used in 1999, both visually and in terms of its handling. Technical input from a well-known team has allowed us to develop a complete physical model of a Formula 1 car - right down to the forces acting on the individual wheels. In fact, all the technical details (braking, aerodynamics, etc.) have been reproduced so accurately that, should you drive well, your lap times for the different circuits should be similar to those logged during the real 1999 season.

Particularly close attention has been paid to the realism of the circuits: they have been replicated in their entirety rather than just the immediate area close to the track. This offers a great deal of freedom for camera movements and enhances gameplay by providing a practically unlimited view.

But playability, of course, is what really matters. **F1 World Grand Prix** and its artificial intelligence driving module have been designed to ensure that, although you are always faced with very competitive opponents, they can adapt themselves to your level by means of a set of easily applied parameters - making **F1 World Grand Prix** equally suitable for beginners and seasoned simulation fans alike.

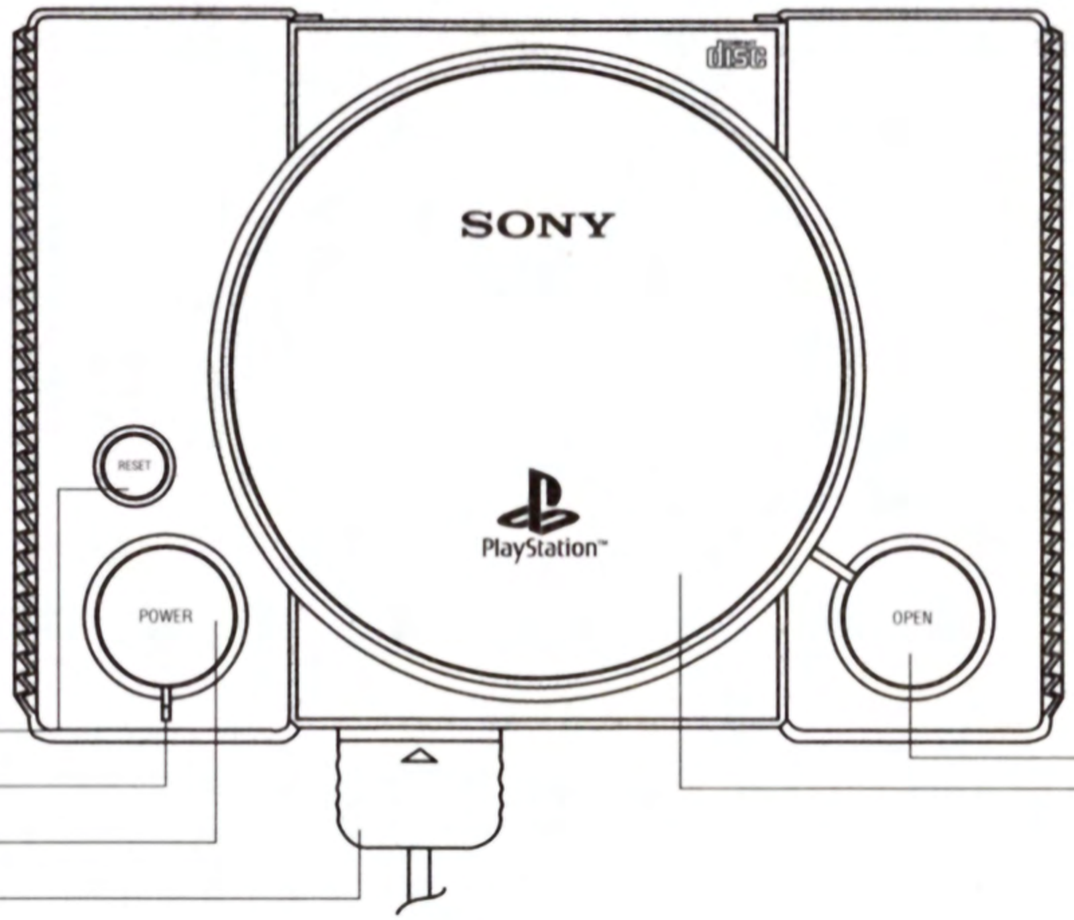


GETTING STARTED

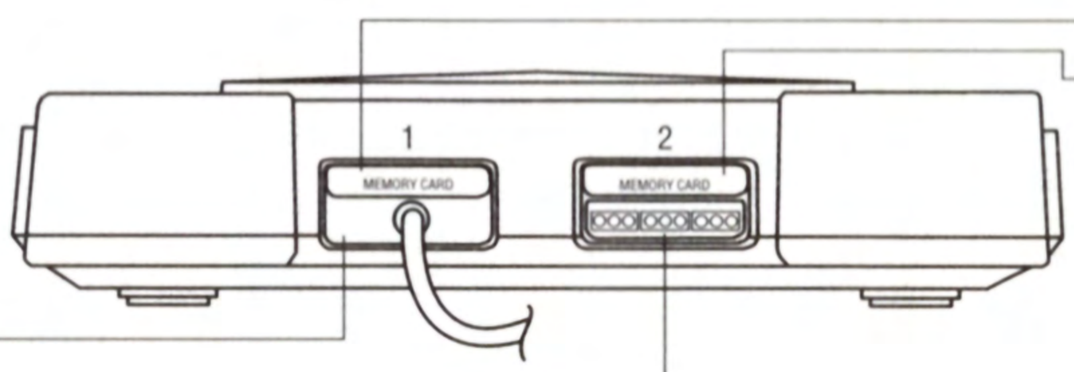
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the F1 World Grand Prix disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.
F1 World Grand Prix starts up. You can skip the introductory videos by pressing the ⊗ button on your Controller.

Console

Top View



Front View



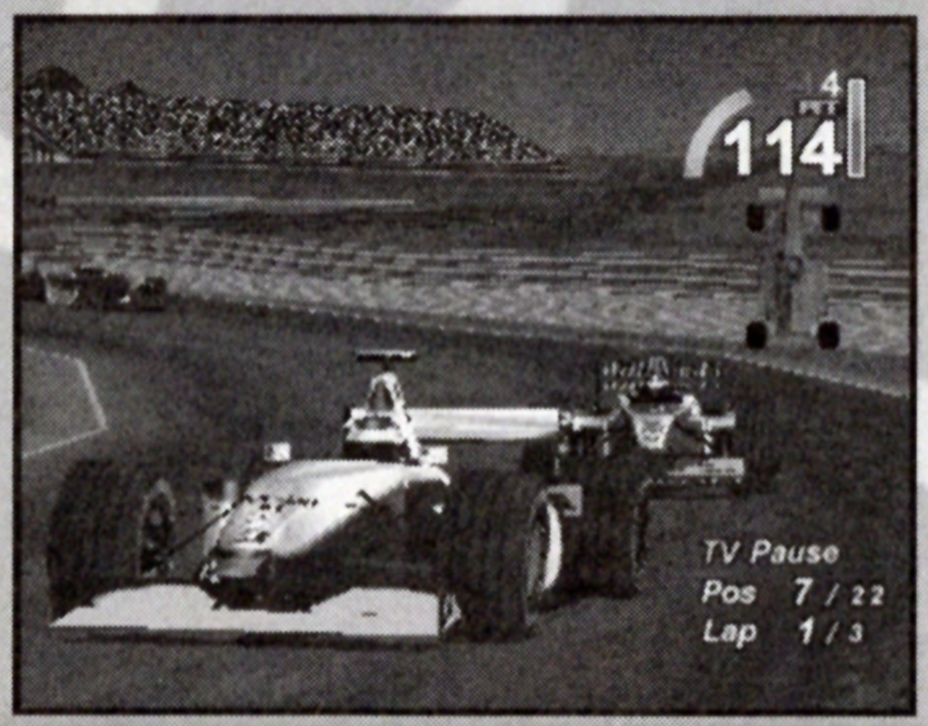
GAME CONTROLS

The controls are used in three different modes: **Menu** mode, **Control** mode, and **TV Director** mode.

MENU MODE

Menu mode only applies when making menu selections. Button assignments cannot be changed in this mode.

left directional button	Move to the left
right directional button	Move to the right
up directional button	Move upwards
down directional button	Move downward
SELECT **button**	Change player
START **button**	Used for calibration
△ **button**	Return to previous screen
⊗ **button**	Confirm



CONTROL MODE

Control mode is used during the races (for driving the car, selecting a limited number of cameras). Button assignments can be changed by using the **CONTROLS** menu. New button assignments are saved for the duration of the session. You have the option of saving them on your **'player' MEMORY CARD** for use during subsequent sessions.

The default button assignment is as follows:

left directional button	Turn left
right directional button	Turn right
SELECT **button**	Switch to **TV Director** mode
START **button**	Display **PAUSE** menu
■ **button**	Brake / (and reverse when in automatic)
✕ **button**	Accelerate
△ **button**	4 driving camera views: • Rear view 1 • Rear view 2 • Cockpit • Cockpit (car invisible)
○ **button**	Request pit stop
L1 **button**	Quick rear view
L2 **button**	Manual gearbox: change down a gear
R1 **button**	Change brake force distribution
R2 **button**	Manual gearbox: change up a gear

TV DIRECTOR MODE

TV Director mode allows you to control the cameras with a high degree of precision and also gives you the option of following a car other than that of the player. Refer to **CAMERAS IN TV DIRECTOR MODE** in the **CAMERA MANAGEMENT** section for a more detailed description of the available options.

Button assignments cannot be changed in this mode:

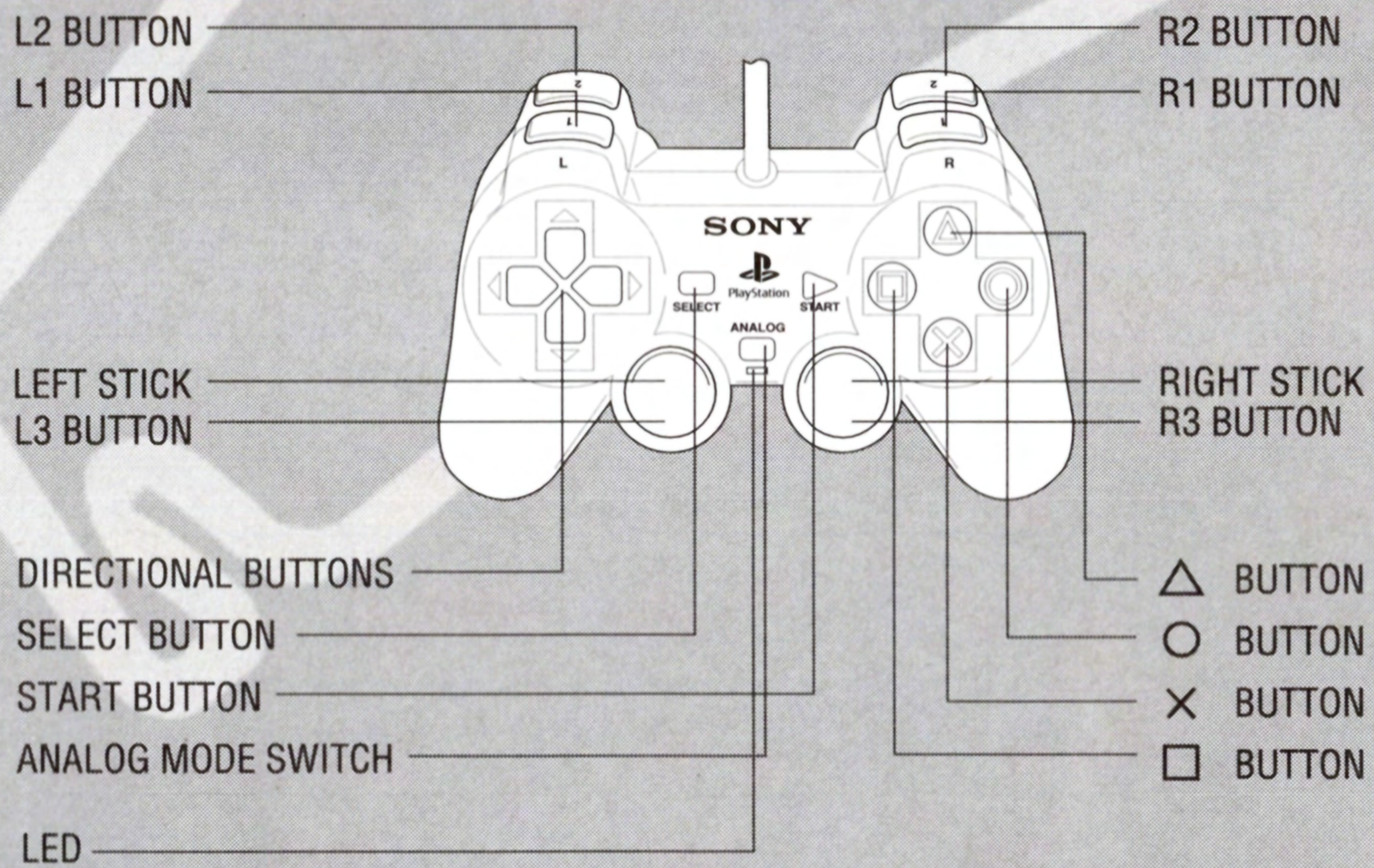
left directional button	Turn exterior camera to the left
right directional button	Turn exterior camera to the right
up directional button	Move exterior camera in
down directional button	Move exterior camera out
SELECT **button**	Return to **Control** mode
START **button**	Display **PAUSE** menu
▣ **button**	Zoom in (exterior camera or overhead shot)
◉ **button**	Zoom out (exterior camera or overhead shot)
△ **button**	Previous camera subtype (loop mode) Up (exterior camera)
⊗ **button**	Next camera subtype (loop mode) Down (exterior camera)
L1 **button**	Dynamic cameras
L2 **button**	Car in front
R1 **button**	Next camera type (loop)
R2 **button**	Car behind

Using a DUALSHOCK™ analog controller

Using a DUALSHOCK™ analog controller makes **F1 World Grand Prix** an even more thrilling experience. As well as offering the refinement of analog control, this device features a Vibration function which puts you in touch with the physical sensations of the racetrack, right down to the slightest bump.

In addition to the controls described above, the DUALSHOCK™ analog controller provides the following extra control features:

right stick forward:	Accelerate
right stick back:	Brake
left stick:	Steer left and right



LANGUAGE MENU

This menu is used to configure the different regional settings.

Use the up and down directional buttons to select a setting and modify it with the left and right directional buttons.

Language:	Five languages are available (English, French, German, Italian and Spanish).
Unit of distance:	Choice of kilometers or miles for distance and speed displays.
Unit of volume:	Choice of liters, imperial gallons or US gallons for the fuel level.
Unit of temperature:	Choice of degrees Celsius or Fahrenheit for the exterior temperature.

Press the ⊗ button to continue.



GENERAL MENU



The **GENERAL** menu is used to modify general game options.

1 PLAYER / 2 PLAYERS

Use the left and right directional buttons to select 1-player mode or 2-player mode.

CONTROLS



This menu is used to modify the button assignments which apply in **Control** mode.

Use the up and down directional buttons to position the cursor next to the particular control to be modified.

Press the ⊗ button followed by the new button which you wish to assign to that function. Save the setting by pressing the ⊗ button.

When you exit the **CONTROLS** menu, the current mode is the last mode which was selected.

PLAYER

About players

Player data can be stored on MEMORY CARDS. **A separate MEMORY CARD is required for each player's data** (space requirement: **1 block**). A MEMORY CARD, which contains the data of a particular player, is referred to as a **'player' MEMORY CARD**. The **'player' MEMORY CARD** for player 1 must always be placed in MEMORY CARD slot 1 and the **'player' MEMORY CARD** for player 2 must always be placed in MEMORY CARD slot 2.

If there is a **'player' MEMORY CARD** in either or both of the MEMORY CARD slots when the game starts, the data corresponding to the player(s) is loaded. If no **'player' MEMORY CARD** is present, the corresponding player is initialized under the name **PLAYER1** (or **PLAYER2**) with the default attributes. The stored player data comprises:

- Regional attributes
- Selected options
- Player's name
- Player's team and car
- Driving assistance
- Game settings
- Settings for each circuit, for qualifying and the actual race, in sunny weather and in the rain
- Default camera mode
- Best times logged on each circuit during qualifying and during the actual race

Player menu



The **PLAYER** menu allows you to create your player, to recall your player if you were not the last person to play, and to delete a player.

In 2-player mode, player 1 presses the SELECT button to transfer control of the menus to player 2. Similarly, player 2 presses the SELECT button to return control of the menus to player 1.

Creating a player

To create a player, use the left and right directional buttons to position the cursor on the **CREATE** option. Press the ⊗ button to confirm. Use the up and down directional buttons to select a letter of the alphabet. The selected letter is entered with the right directional button; the last letter entered can be deleted with the left directional button. The name of the player is limited to 8 characters. The name is saved by pressing the ⊗ button.

A player is created with a default car and team (refer to the **TEAM** menu in order to change them). It is not necessary to have a MEMORY CARD in the corresponding MEMORY CARD slot in order to create a player.

Saving a player

In order to save a newly created player, you must first insert a MEMORY CARD in the corresponding MEMORY CARD slot in accordance with the instructions given by the system. The MEMORY CARD must have at least 1 free block and must not have any other player stored on it.

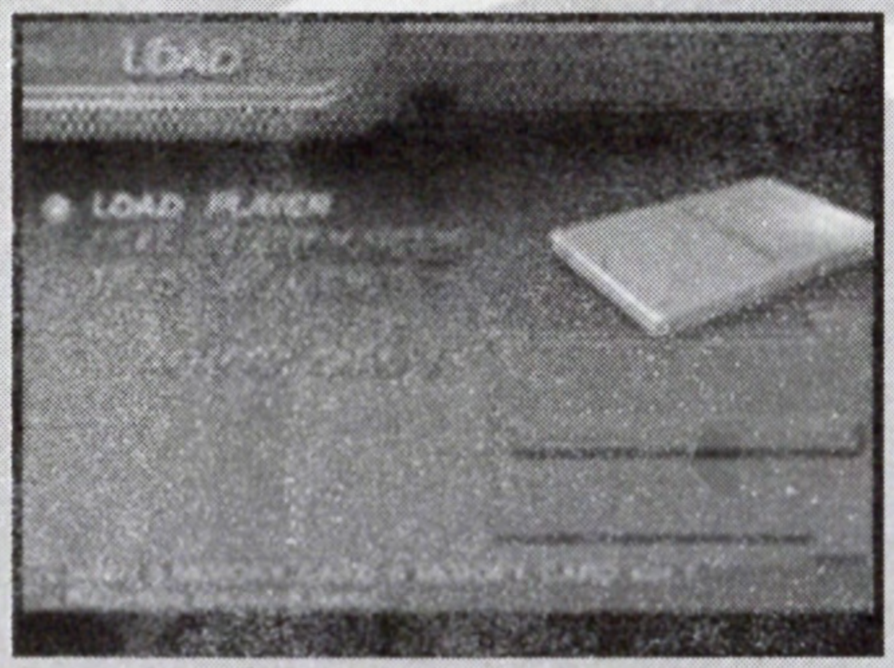
In order to save a player who has already been saved, you must first insert the **'player' MEMORY CARD** for this player in the corresponding MEMORY CARD slot.



Use the left and right directional buttons to place the cursor on the **SAVE** option and press the ⊗ button to display the **SAVE** menu. You can still insert a MEMORY CARD in the corresponding MEMORY CARD slot, if you have not already done so. Confirm the save operation by pressing the ⊗ button.

Loading a player

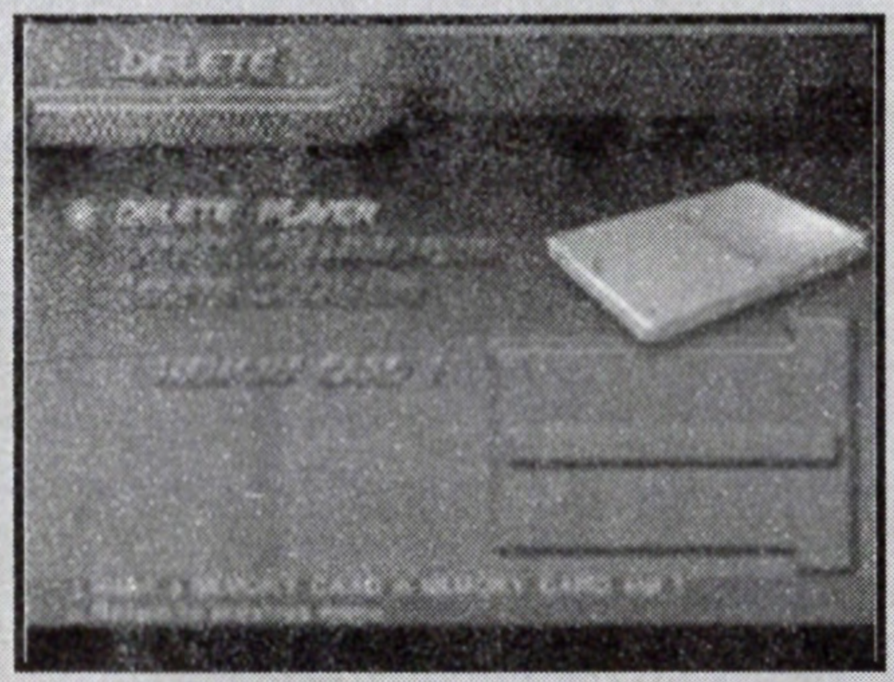
In order to load a previously saved player, you must first insert the **'player' MEMORY CARD** for this player in the corresponding MEMORY CARD slot in accordance with the instructions given by the system.



Use the left and right directional buttons to place the cursor on the **LOAD** option and press the ⊗ button to display the **LOAD** menu. You can still insert the **'player' MEMORY CARD** in the corresponding MEMORY CARD slot at this stage. Confirm the load operation by pressing the ⊗ button.

Deleting a player

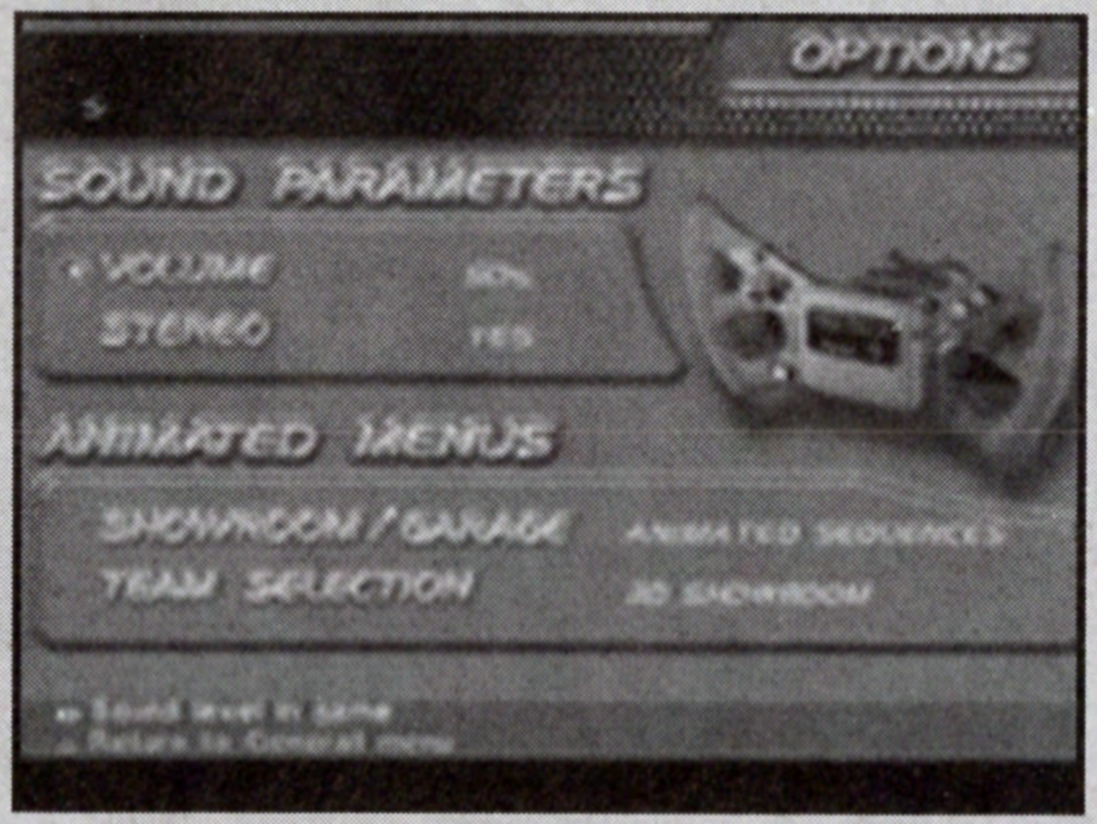
In order to delete a previously saved player, you must first insert the **'player' MEMORY CARD** in the corresponding MEMORY CARD slot in accordance with the instructions given by the system.



Use the left and right directional buttons to place the cursor on the **Delete** option and press the ⊗ button to confirm. The **DELETE** menu will be displayed.

You can still insert the **'player' MEMORY CARD** for the player to be deleted if you have not already done so. Confirm by pressing the ⊗ button.

OPTIONS

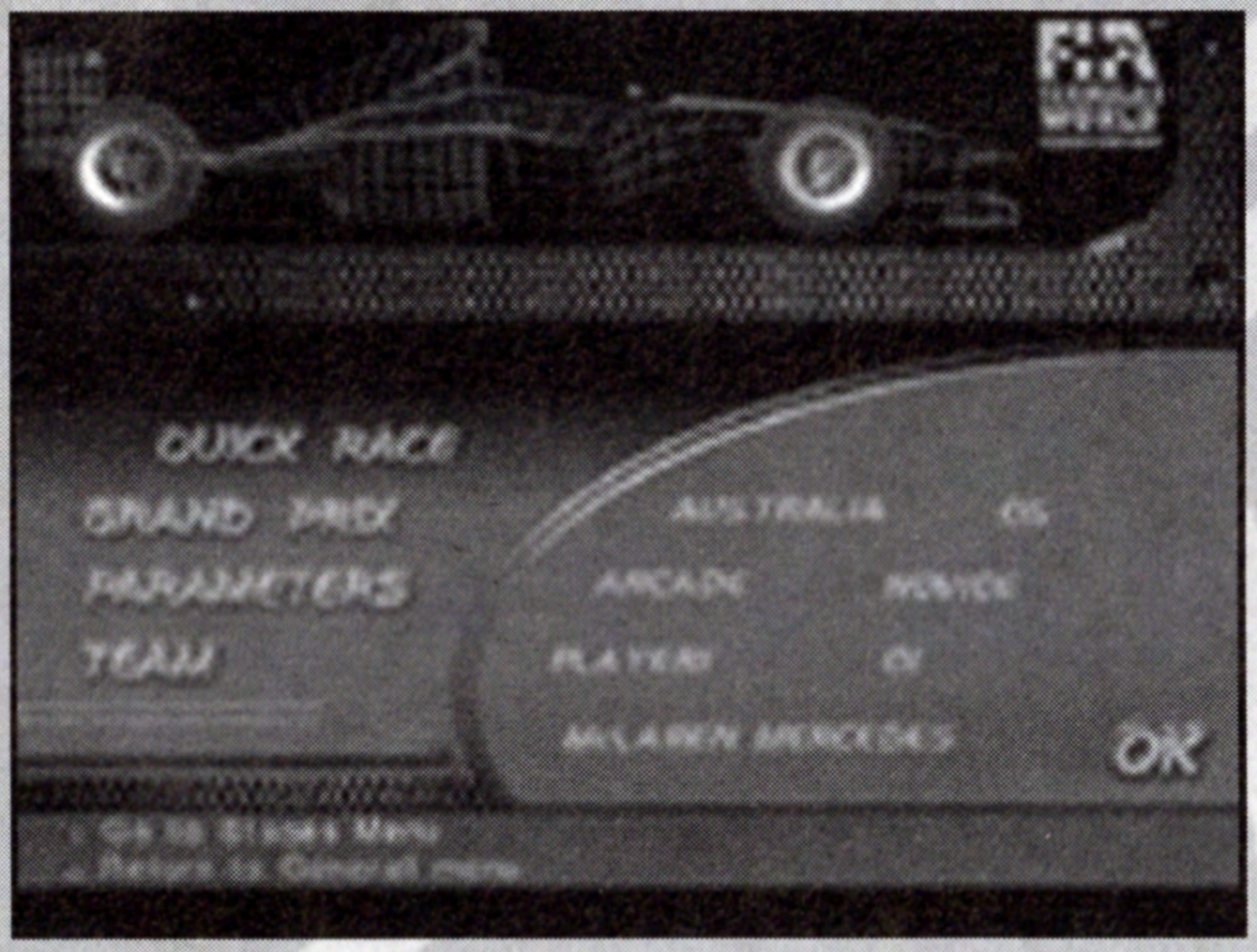


The **OPTIONS** menu is used to configure the different sound settings and the animation in the animated menus.

Use the up and down directional buttons to move from one setting to another and the left and right directional buttons to modify the selected setting.

- **Sound settings**
- **Volume:** choose from the following options:
  - **None** (no sound).
  - **50%, 75%, 100%** volume.
  - **Stereo**: choose **Yes** or **No** to enable or disable stereo sound.
- **Navigation in 3D menus**
- **Team selection:** you can replace the **TEAM** menu with a functionally equivalent 3D environment called **SHOWROOM**.
- **Garage:** you can disable the animation and camera movements in the **GARAGE**.

RACE MENU



This menu allows you to modify the game options before you start playing. Confirm your choices by using the up and down directional buttons to highlight **OK** and then press the ⊗ button.

GAME MODES

Use the up and down directional buttons to select the **Game Mode** option. Use the left and right directional buttons to choose the game mode. In 2-player mode, the game mode is automatically set to **QUICK RACE** and cannot be changed.

Quick race

You drive in the Grand Prix of your choice (outside the championship competition) for as many laps as you like, skipping the preliminary stages.

Single race

You drive in the Grand Prix of your choice (outside the championship competition) for as many laps as you like, participating in all or some of the preliminary stages and using settings of your own choice.

Championship

PLAYER MENU - ABOUT CHAMPIONSHIPS

A championship is made up of a set of Grand Prix which take place in a fixed sequence and in which you have to compete under a specific set of conditions, which remain the same throughout the entire competition. The drivers' and constructors' world championship rankings are calculated during the competition.

A championship can be in one of three different states:

- **New**

  The championship is either in the process of being created or has already been created but none of the Grand Prix of which it is composed have taken place.

  By default, every championship is created with all the Grand Prix of the 1999 season with the true number of laps. The team, the car and the race settings assigned to the championship are those of the current player.

  As long as the championship is **New**, you can modify all these parameters.

- **In progress**

  At least one Grand Prix has taken place but the championship has not been completed. It is no longer possible to change team or car or to alter the Grand Prix which make up the championship.

- **Completed**

  All the Grand Prix which make up the championship have taken place. Confirming the **RACE** menu when the status of the championship is **Completed** causes the **STAGES** menu to be displayed. This menu only allows you to review the results.

A championship can be saved and reloaded using a MEMORY CARD, each championship requiring 1 block. As long as there is sufficient space on the MEMORY CARD, you can save as many championships as you like. The MEMORY CARD, which can be a **'player' MEMORY CARD** or any other MEMORY CARD with at least 1 free block, is inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2.

SAVING A CHAMPIONSHIP

At the end of a Grand Prix, go to the **STAGES** menu and use the up and down directional buttons to select the **Save** option. Press the ⊗ button to display the **SAVE** menu.

Insert a MEMORY CARD with at least 1 free block in MEMORY CARD slot 1 or MEMORY CARD slot 2.

Use the up and down directional buttons to select **Save Championship**. Then, using the right and left directional buttons, select the appropriate championship and press the ⊗ button.

A championship's name can only contain 8 characters.

LOADING AND DELETING A CHAMPIONSHIP

To load/delete a championship, go to the **RACE** menu and select **Championship** mode. Press the ⊗ button and then use the left and right directional buttons to select the **Load Championship/Delete Championship** option. Press the ⊗ button to display the **LOAD/DELETE** menu.

Insert the MEMORY CARD in MEMORY CARD slot 1 or MEMORY CARD slot 2.

Use the up and down directional buttons to select **Load Championship/Delete Championship**; using the right and left directional buttons, select the appropriate MEMORY CARD and press the ⊗ button. The list of championships stored on the MEMORY CARD is displayed.

Use the up and down directional buttons to choose the championship which you wish to load/delete and press the ⊗ button.

Practice

When you confirm the **RACE** menu in **Practice** mode the **STAGES** menu appears; from here you can only access free practice runs.

Scenario

ABOUT SCENARIOS

A scenario is a section of a race which has been saved on a MEMORY CARD and which can be reloaded to allow you to either watch it again as a **Replay**, or to actually drive it again.

The size of a scenario is limited to 3 blocks on the MEMORY CARD - this represents about 6 minutes of racing. As long as there is sufficient space on the MEMORY CARD, you can save as many scenarios as you like. The MEMORY CARD, which can be a **'player' MEMORY CARD** or any other MEMORY CARD with a sufficient number of free blocks, is inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2.

SAVING A SCENARIO

Use the up and down directional buttons to place the cursor on the Save option and then press the ⊗ button. The SAVE menu is displayed. Insert a MEMORY CARD with sufficient free space in MEMORY CARD slot 1 or MEMORY CARD slot 2.

Use the up and down directional buttons to select the **Save Scenario** option. Then, using the right and left directional buttons, select the appropriate scenario and press the ⊗ button.

A scenario's name can only contain 8 characters.

LOADING AND DELETING A SCENARIO

To **Load/Delete** a scenario, go to the **RACE** menu and select **Scenario** mode. Press the ⊗ button and then use the left and right directional buttons to select the **Load Scenario/Delete Scenario** option. Press the ⊗ button to display the **LOAD/DELETE** menu.

Insert the MEMORY CARD in MEMORY CARD slot 1 or MEMORY CARD slot 2.

Use the up and down directional buttons to select **Load Scenario/Delete Scenario**. Using the right and left directional buttons, select the correct scenario and press the ⊗ button. The list of scenarios stored on the MEMORY CARD is displayed.

Use the up and down directional buttons to choose the scenario which you wish to load/delete and press the ⊗ button. You can refer to the **GRAND PRIX, SETTINGS** and **TEAM** menus before running a scenario, but you cannot make any changes.

In Scenario mode, when you leave the **RACE** menu you bypass the **STAGES** menu and are taken straight into the race.

GRAND PRIX



In the **RACE** menu, use the up and down directional buttons to place the cursor on the **Grand Prix** option and press the ⊗ button to display the **GRAND PRIX** menu.

In 2-player mode, it is always player 1 who selects the Grand Prix.

SINGLE RACE, QUICK RACE OR PRACTICE

Use the up and down directional buttons to select a Grand Prix. Press the ⊗ button, and then use the left and right directional buttons to choose the number of laps. You have the choice of any number from 3 to 10 and then four numbers which correspond respectively to a quarter of the real Grand Prix lap count, half the lap count, three quarters of the lap count and the full Grand Prix lap count.

CHAMPIONSHIP

The **Official** option offers all the Grand Prix of the 1999 championship.

The **Custom** option allows you to choose the Grand Prix for a new championship and lets you specify the sequence in which they are to be held and the number of laps in each race.

PARAMETERS



Press the ⊗ button to access the **PARAMETERS** menu, which allows you to adjust the driving parameters for each new game.

Use the up and down directional buttons to navigate between the options; use the right and left directional buttons to select each option.

You exit the **PARAMETERS** menu by pressing the △ button.

In 2-player mode, the parameters are always chosen by player 1.

Note: When you resume a championship or reuse a scenario, all the parameters are reset to the values which they had when the championship was created or when the scenario was saved.

DRIVER LEVEL

There are 3 driver levels:

- **Novice** (maximum speed approx. 240 kph)
- **Standard** (maximum speed approx. 280 kph)
- **Expert** (maximum speed approx. 320 kph).

CAR CATEGORY

Each team is assigned a category between 1 (very good performance) and 5 (poor performance). These performance categories are assigned on the basis of the three following options:

- **Realistic:** Nominal categories established for the 1999 teams.
- **Random:** Categories chosen at random.
- **Cat 1-5:** You can also apply the same category to all the cars.

FUEL/TIRE USAGE

- **Realistic**
- **Relative to the length of the race**
- **No wear**

BEHAVIOR

This applies both to the physical behavior of the cars and the way in which the drivers behave:

- **ARCADE** behavior: enhanced roadholding, collisions are less destructive, the other drivers adapt to the way you drive in order to maintain all the suspense of the race, right up to the finish line.
- **SIMULATION** behavior: roadholding is limited, collisions are destructive, and the other drivers race in a realistic manner.

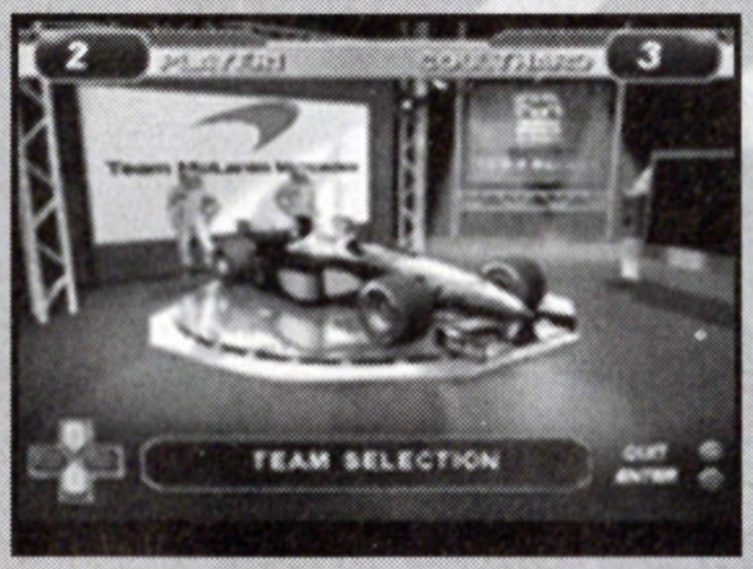
NUMBER OF CARS: BETWEEN 3 AND 22

WEATHER

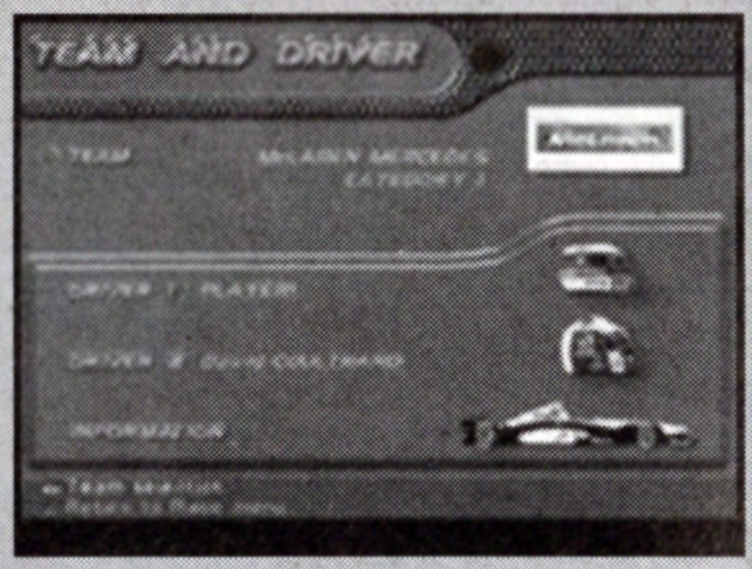
With the **Random** option selected, the weather conditions can change between two stages of a Grand Prix, or even in the course of a single stage.

TEAM

Depending on the selection made in the **GENERAL**, **OPTIONS** menu, the team is chosen using the **TEAM** menu or the **3D SHOWROOM** environment.







Press the ⊗ button to access the **TEAM** menu which allows you to modify your team (team and driver). Use the up and down directional buttons to navigate through the options.

When you resume a championship or replay a scenario, you can access this menu but you cannot change its settings.

In 2-player mode, player 1 presses the SELECT button to transfer control of these settings to player 2. Similarly, player 2 presses the SELECT button to return control of these settings to player 1.

TEAM

Use the left and right directional buttons to scroll through the teams. Press the ⊗ button to save your choice.

DRIVERS

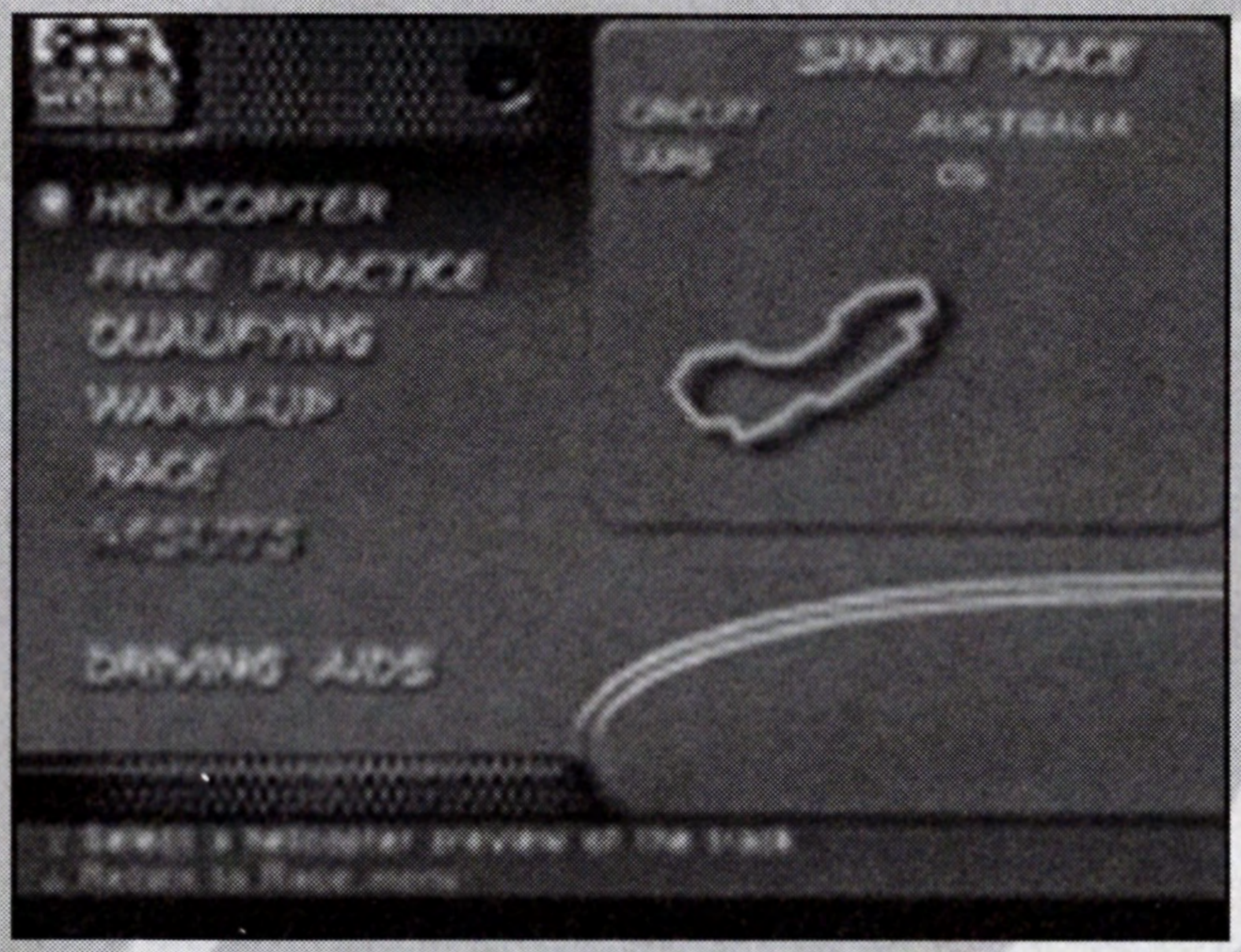
Use the up and down directional buttons to select **Driver 1** or **Driver 2**. Press the ⊗ button to take the role of the team's number 1 or number 2 driver.

INFORMATION



Press the ⊗ button to access the information pages for the 1999 season. Use the left and right directional buttons to scroll through the 5 pages about the selected team. Press the △ button to exit.

STAGES MENU



The **STAGES** menu is accessed by confirming the **RACE** menu. The **STAGES** menu allows you to combine the different stages which make up a Grand Prix in any way you like. You can skip the stages leading up to the race by using the down directional button.

Depending on the game mode chosen or the status of the Grand Prix, certain stages may be disabled or appear grayed out in the menu.

To exit the **STAGES** menu, press the △ button. To enter a stage, press the ✕ button.

HELICOPTER

Presentation of the track with commentary as you fly over it in a helicopter.

FREE PRACTICE

The free practice session is held on the Friday before the Grand Prix. There is no limit to the number of laps.

Before starting free practice, you can specify the setup to be used during the free practice sessions (**Qualifying Setup** or **Race Setup**). You can also opt to go to the **Garage** to modify the individual elements of your chosen setup. Setup changes, which are made during free practice, are automatically retained during the subsequent stages of the race and can be modified if required.

The up and down directional buttons are used to navigate through these options; the left and right directional buttons are used to specify the settings for each option. To enter the free practice session, highlight **OK** and press the ⊗ button.

QUALIFYING

The qualifying session, which is held on the Saturday before the Grand Prix, gives you the opportunity to establish your position on the starting grid, based on your lap time (with a flying start). You are entitled to a maximum of three laps.

Before proceeding to the qualifying session, you have the option of going to the **Garage** to modify the qualifying setup.

The up and down directional buttons are used to navigate through the options; the left and right directional buttons are used to specify the settings for each option.

To enter the qualifying session, highlight **OK** and press the ⊗ button.



WARM-UP

The warm-up session, which takes place on the morning of the Grand Prix, allows you to complete a maximum of three laps of the circuit with the car configured with the race setup.

Before proceeding to the warm-up session, you have the option of going to the **Garage** to modify the setup.

The up and down directional buttons are used to navigate through the options; the left and right directional buttons are used to specify the settings for each option.

To enter the warm-up session, highlight **OK** and press the ⊗ button.

RACE

Before proceeding to the race, you have the option of going to the **Garage** to modify the race setup. If you have not been through the qualifying session, you must specify your position on the starting grid or allow the game to choose a **Random** position for you.

The up and down directional buttons are used to navigate through the options; the left and right directional buttons are used to specify the settings for each option. To enter the race, highlight **OK** and press the ⊗ button.

RESULTS

You access the **Garage after the Race** in order to check the details of the results by pressing the ⊗ button. You can also call up a replay of the race from the garage.

SAVE

You can access the **SAVE** menu by pressing the ⊗ button.

After each race, you can save a scenario or a championship on a MEMORY CARD (see the **RACE** menu, **GAME MODES**, **SCENARIO** or **CHAMPIONSHIP**).

DRIVING AIDS



You can access the **DRIVING AIDS** menu by pressing the ⊗ button.

In this menu you can enable and disable the different driving aids. These aids can also be changed during the game (see the **PAUSE** menu).

NEXT GRAND PRIX

In Championship mode you access the next Grand Prix by pressing the ⊗ button.

GARAGE



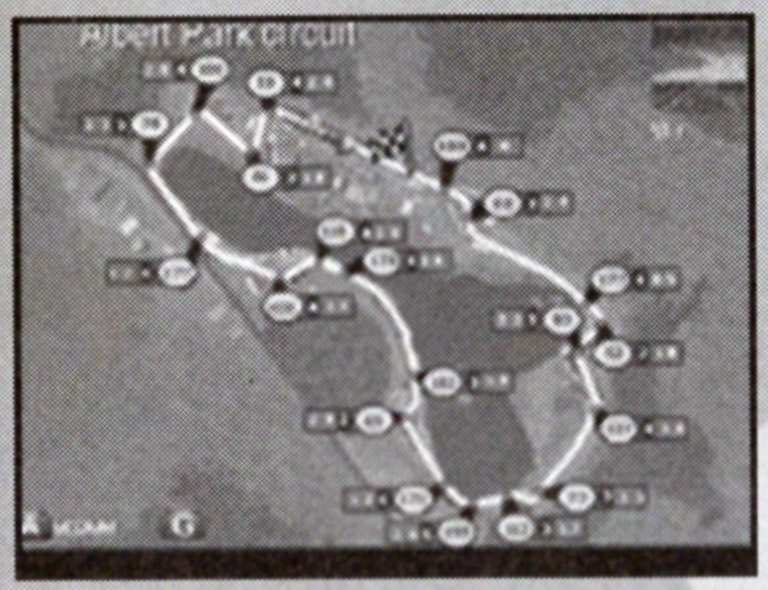
The Garage takes the form of a 3D environment in which you can select the different options by using the up and down directional buttons.

Depending on the option chosen in **GENERAL**, **OPTIONS**, **Navigation in 3D menus**, the garage is portrayed using video sequences or still images.

DONE (OK)

Use the up and down directional buttons to select the **DONE** option and press the ⊗ button to enter the following driving phase.

CIRCUIT + WEATHER



Use the up and down directional buttons to select the **Circuit + Weather** option and press the ⊗ button to view a map giving information about the track.

The map indicates the speed and gear for each corner, as well as the transverse and longitudinal acceleration experienced.

Press the ⊗ button to exit from the map.

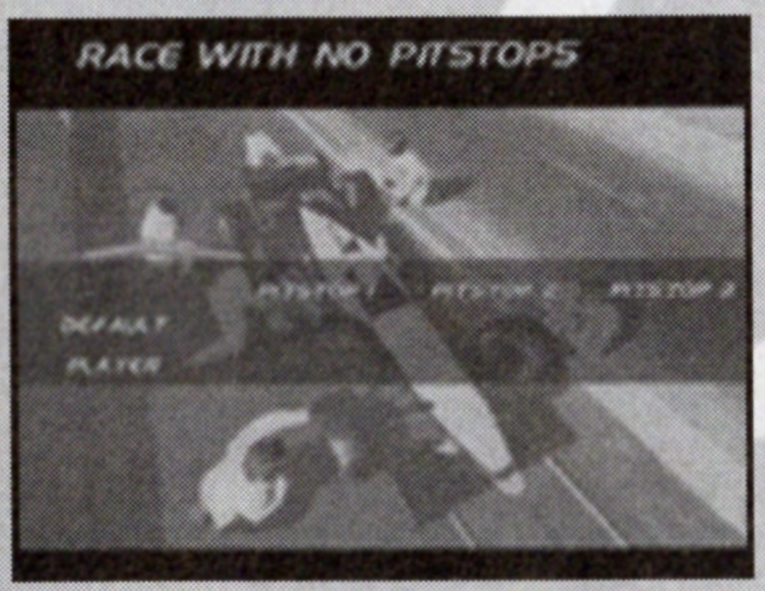
The weather data comprises the temperature and three weather types (sunny, changeable, rain).

The "A" icon stands for the track's abrasion factor and the "G" icon stands for its grip factor.

RESULTS

(Identical to RESULTS in the Garage after the Race)

STRATEGY



If the **Wear and Fuel Consumption** option in the **PARAMETERS** menu has been enabled, select the **Strategy** option by using the up and down directional buttons. Press the ⊗ button to consult the pit-stop strategy. Depending on your settings, 1 to 3 pit stops will be scheduled.

Press the ⊗ button to exit.

CAR

Use the up and down directional buttons to select the **Car** option and press the ⊗ button to access **CAR SETTINGS**.

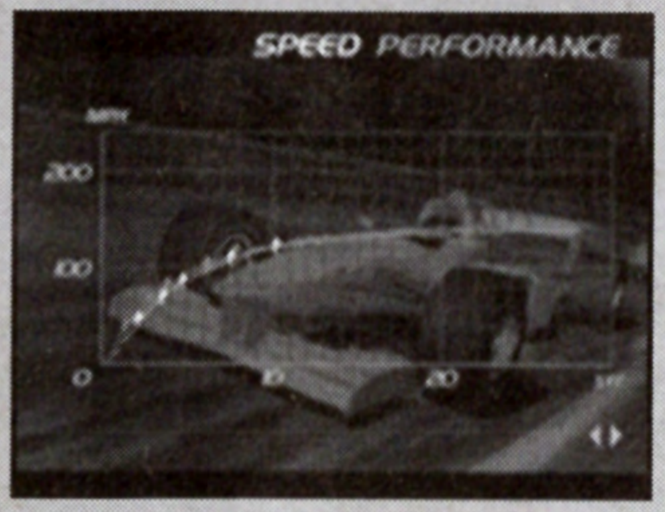
CAR SETTINGS



Use the up and down directional buttons to scroll through the **Car Settings** selector. Press the ⊗ button to access each setting.

After making changes to the settings, it is recommended that you go back and check the pit-stop strategy to ensure that it is still appropriate.

PERFORMANCE

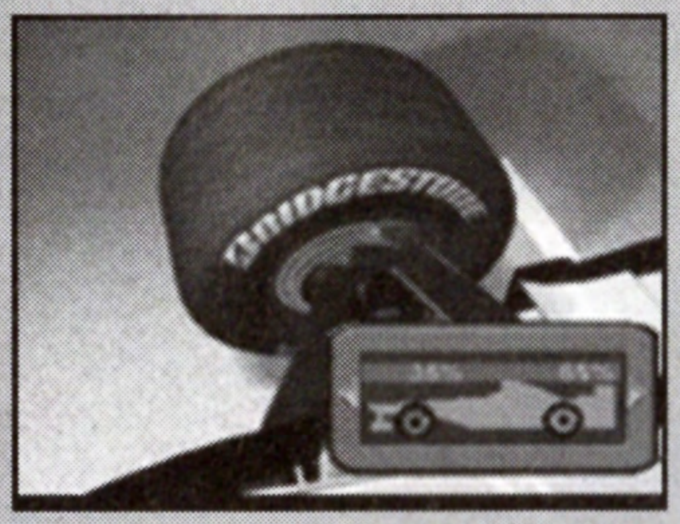


A succession of three graphs are displayed, each of which shows two curves; a shaded one, which represents the settings you have applied to your car, and a solid color curve representing the car of your teammate which is using the default settings of the team.

- **RPM:** indicates the speed of the car over about 24 seconds from a standing start; the dots indicate gear change points.
- **Engine:** indicates the engine speed over the same 24 seconds.
- **Cornering:** shows the maximum speed plotted against the radius of the corner.

Press the ⊗ button to exit.

Brakes



Use the left and right directional buttons to configure the distribution of the braking force between the front and rear wheels. The percentages shown in grey indicate the recommended distribution, but this is not necessarily the optimum configuration.

Press the ⊗ button to confirm.

Technical note: A Formula 1 car is subject to significant changes in longitudinal weight distribution, both when accelerating and braking. During extreme braking, the entire mass of the vehicle shifts to the front. The center of gravity, which is behind the driver when the vehicle is at rest, moves forward to a position near the front axle. In order to deal with this phenomenon, it is recommended that the braking force be distributed in favor of the front. However, you need to avoid locking the front wheels when braking as this increases tire wear ("flat spotting") and reduces front-wheel grip.

TIRES

Use the left and right directional buttons to choose the front **tire type**. S1 and S2 (softer) tires are "slicks" for use in dry conditions, while W designates rain tires for use in the wet.



ϟ Press the ⊗ button to confirm your choice.

Technical note: When deciding on the hardness of the tires you intend to use, base your choice on the abrasion factor of the track (see the **CIRCUIT AND WEATHER** screen in the garage). Soft tires are particularly suitable for the qualifying session. Cars with worn tires tend to skid when braking and cornering. As a rule, you should never try fitting different types of tire on the front and rear axles.



Next, choose your **camber angle** using the left and right directional buttons. The setting ranges from 0° to 4.5° in steps of 0.5°. Press the ⊗ button to confirm your choice.

Technical note: Adjust the **camber angle** so that the full width of the tire is in contact with the track when cornering. The tighter the corners, the larger the camber angle needs to be in order to ensure good grip. Using an inappropriate camber angle overheats the tires, causing them to wear prematurely.

Follow the same procedure to choose the rear tire type. The camber angle for the rear wheels cannot be changed. It is set at 1°.

WINGS



Use the left and right directional buttons to choose the angle of your front wing. The higher the number selected (on a scale of 0 to 9), the steeper the angle of the wing. The recommended medium setting is indicated by a number in grey, but this is not necessarily the optimum value.

Press the ⊗ button to confirm your setting.

Follow the same procedure to set the angle of your rear wing and press the ⊗ button to confirm.

Technical note: **Rear and front wings**

The **rear** wing is used to counteract aerodynamic lift which increases with the square of the car's speed. Twisting circuits call for a powerful downforce in order to prevent the car from spinning off when cornering. The disadvantage of a steeply angled wing is that it increases aerodynamic drag and so restricts the maximum speed.

The **front** wing generates less drag but nevertheless needs to be adjusted in conjunction with the rear wing in order to ensure that lateral stability is not compromised when cornering. Refer to the documentation on the circuits for guidance on the appropriate downforce settings.

Technical note: **Aerodynamic drag**

The higher the speed of a car, the larger the zone of air turbulence behind it. This turbulence is particularly pronounced with Formula 1 cars because of their open-wheel design. If a car enters the turbulence zone it may be quite literally blown off course. Formula 1 drivers usually maintain a certain distance from their opponents in order to avoid the turbulence zone. When a good overtaking opportunity presents itself, they move closer to benefit from the slipstream before suddenly pulling out, making sure that they keep well away from the other car.

During the race, in cockpit view mode, you can tell if you are in the slipstream or the turbulence zone by listening to the wind noise.

- When there is only slight wind noise, you are in the slipstream.
- When the wind noise is intermittent, you are in the turbulence zone.
- If the wind noise is normal, there is no disruption to the airflow.

SUSPENSION



Use the left and right directional buttons to adjust the front suspension. The higher the number selected (on a scale of 0 to 4), the firmer the springs. The recommended setting is indicated by a number in grey. Press the ⊗ button to confirm your setting.

Technical note: **Suspension firmness**

The springs need to be sufficiently firm to withstand the aerodynamic downforce at high speeds, yet relatively soft to serve their main function - maintaining adhesion when cornering at lower speeds. Real Formula 1 cars are equipped with adaptive systems. In the game, your car has a more basic system which, like the wings, needs to be adjusted to find the best compromise for a given circuit. As a general rule, firmer spring settings are chosen for fast circuits.
A softer suspension setting results in less tire wear.



Next, use the left and right directional buttons to adjust the body height. The body height is measured in millimeters. The recommended setting is indicated by a number in grey. Press the ⊗ button to confirm your setting.

Technical note: **Body height**

The body height contributes to the aerodynamic stability of the car. The setting chosen must be compatible with the suspension spring setting. The higher the body is at the front, the more the air can get under the chassis, eliminating a significant proportion of the aerodynamic downforce and increasing drag. Combined with soft suspension, a chassis which is set too low may touch the ground, generating the characteristic showers of sparks which can cause a driver to lose precious hundredths of a second. Fast circuits therefore call for a lower body height combined with suitably firm suspension. Slow, winding circuits call for soft suspension which, in turn, requires a sufficient body height setting in order to work to maximum effect.

Follow the same procedure to adjust the rear suspension and the rear body height. Press the ⊗ button to confirm.

GEARBOX



The gear ratio curve is displayed together with a selector which shows the actual gear components used in the gearbox.

The left and right directional buttons are used to change the gear components, while the up and down directional buttons are used to modify the spacing of the gear ratios. At the right of the graph, a red line indicates the aerodynamic speed limit which is a function of the wing angle settings. The maximum speed will also change in accordance with the ratio chosen for sixth gear, because of the interplay of forces and counter-forces. It is therefore recommended that sixth gear be adjusted before the others. Ideally, the maximum speed which can be achieved in sixth gear should match the aerodynamic limit, thereby fully exploiting the potential of the car. Press the ⊗ button to confirm your setting.

FUEL



Use the left and right directional buttons to specify the fuel level in the tank.

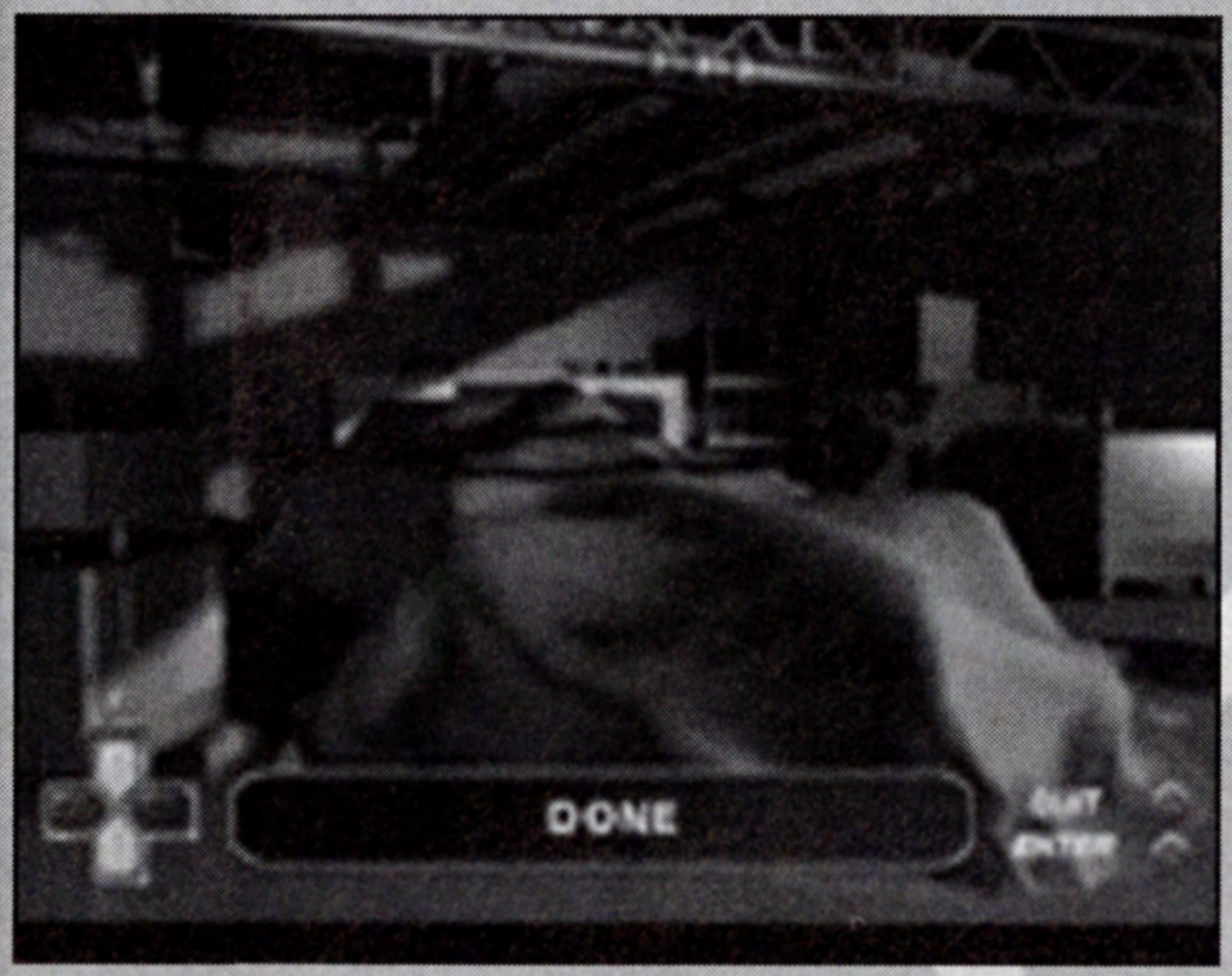
The amount of fuel is shown in liters, imperial gallons or US gallons. A figure in grey indicates the recommended level.

Press the ⊗ button to confirm your choice.

CONFIRM (OK)

Use the up and down directional buttons to select the Confirm option. Press the ⊗ button or the △ button to return to the Garage screen.

GARAGE AFTER THE RACE



To access the Garage after the Race, use the up and down directional buttons to select the **Results** option in the **STAGE** menu and press the ⊗ button.

In the Garage after the Race, you can check race/results information and run a replay.

As in the Garage, use the up and down directional buttons to scroll through the options; press the ⊗ button to access the required option.

REPLAY

Press the ⊗ button to return to the race in Replay mode.

RACE INFORMATION



Use the up and down directional buttons to select the **Race Information** option and press the ⊗ button to view information about the race.

Use the left and right directional buttons to review the drivers in the order in which they completed the Grand Prix. You can read the position of each driver at the end of each lap.

RESULTS



Use the up and down directional buttons to select the Results option and press the ⊗ button to access the different results.

Use the left and right directional buttons to scroll through the finishing order of the **Grand Prix**.

Press the ⊗ button to access the time of: The best lap in the real 1999 Grand Prix, your best lap during the race, and the best lap overall. Press the ⊗ button to exit - or, if you are in Championship Mode, to access the championship ratings. Use the left and right directional buttons to scroll through the driver rankings and then the team rankings. Press the ⊗ button to exit. You can exit from the screens showing the results by pressing the △ button.

CONFIRM (OK)

Press the ⊗ button to return to the **STAGES** menu.

PAUSE MENU



You can access the **PAUSE** menu during any driving phase (free practice, qualifying, warm-up, race) by pressing the **START** button.

Use the up and down directional buttons to navigate through the following options:

RESUME PLAYING

You resume the game at the point where you left it.

RESTART RACE

This option, which is available during the race stage only, allows you to restart the race from the beginning. This option is not available in Championship mode.

You can quit out of any race by selecting Quit.

OPTIONS

DRIVING AIDS

Press the ⊗ button to access the **DRIVING AIDS** menu.

In this menu, use the up and down directional buttons to select a driving aid and then use the left and right directional buttons to enable it or disable it.

- **Automatic gearbox**
  With experience, an automatic gearbox may give you the edge over a player using a manual gearbox.

- **Assisted braking**
  The game operates the brakes to ensure that you can take corners without skidding.

- **Steering Assist**
  This option simplifies cornering. As you turn, the game dynamically adjusts the sensitivity of the steering wheel or Controller around the optimum position and so makes it easier to follow the racing line.

- **Recommended gear**
  The recommended gear is displayed permanently on the steering wheel (to the right of the display showing the currently selected gear).

- **Damage Free**
  Your engine, cockpit and wings are immune to damage. On the other hand, normal patterns of tire wear, fuel consumption and brake heating continue to apply. In 2-player mode, the choice made by player 1 applies.

- **Repositioning**
  When you spin off, you are automatically repositioned to face in the correct direction. **Auto** is displayed at the bottom right corner of the screen when this option is active. The **Auto** indicator flashes when the system returns control of the car to the player.

AUTO DRIVE

Press the ⊗ button to exit **Control** mode and allow the game to drive the car in **TV Director** mode. **TV Auto** appears at the bottom right corner of the screen.

When racing in a full-length Grand Prix (78 laps in Monaco, for example), you can take advantage of this option during the quieter periods of the race to explore the different possibilities offered by **TV Director** mode.

Warning! The game may not drive the car as well as you do and may cause you to lose valuable seconds.

Press the SELECT button to exit from **Auto Drive** in **TV Director** mode and return to **Control** mode.

DISPLAY

Press the ⊗ button to access the **DISPLAY** menu.

Use the up and down directional buttons to navigate through the options in this menu. Use the **left** and **right** directional buttons to highlight **Yes** or **No**, and press the ⊗ button to enable or disable each option. Press the △ button to exit from the **DISPLAY** menu.

- **RACE INFORMATION**

  Current: current lap timing for the selected car (the car which the camera is currently following).
  Record: best lap time achieved by any car (enabled during race and qualification sessions).
  Fastest: best lap time achieved by the selected car. It must have completed at least one lap.
  Front: amount of time by which the selected car is lagging behind the car immediately ahead of it.
  Rear: amount of time by which the selected car is leading the car immediately behind it.

- **MIRRORS**

  Depending on the camera view chosen, the rear-view mirrors appear either in their normal position on the car or in the form of a window at the top of the screen.

- **TV BANNERS**
  Information about the status of the race is occasionally displayed in a band at the bottom of the screen.

- **TRACK**
  Moving points (color coded to designate the different cars) are shown on the diagram of the circuit in the bottom left corner. The points represent the selected car (flashing point); the lead car; the last car.

SOUND

Press on the ⊗ button to access the **SOUND** menu.

- **SOUND VOLUME**
  A cursor enables you to set the sound volume.

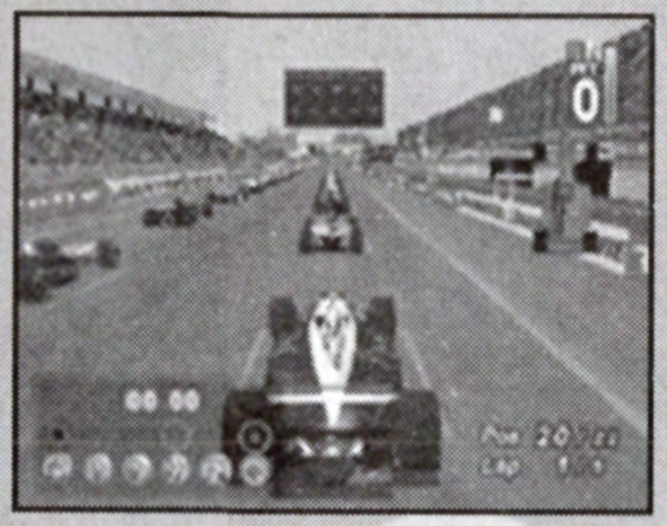
- **CD VOLUME**
  A cursor enables you to set the music volume from the CD.

- **STEREO (YES / NO)**

VIBRATION

This option enables you to activate or deactivate the Vibration function of the DualShock™ analog controller.

REPLAY MANAGEMENT



Press the ⊗ button to access the **REPLAY** interface and exit the **PAUSE** menu.

Replay is available for all driving phases (practice, qualifying, warm-up, race).

Recording starts automatically as soon as you enter one of these phases.

Its maximum length extends to approximately 6 minutes.

The **REPLAY** interface consists of two control levels:

- **Lower line:** VCR controls
- **Upper line:** Fast control bar

An elapsed time counter is also displayed in the upper section.

Use the up and down directional buttons to navigate between the two control levels.

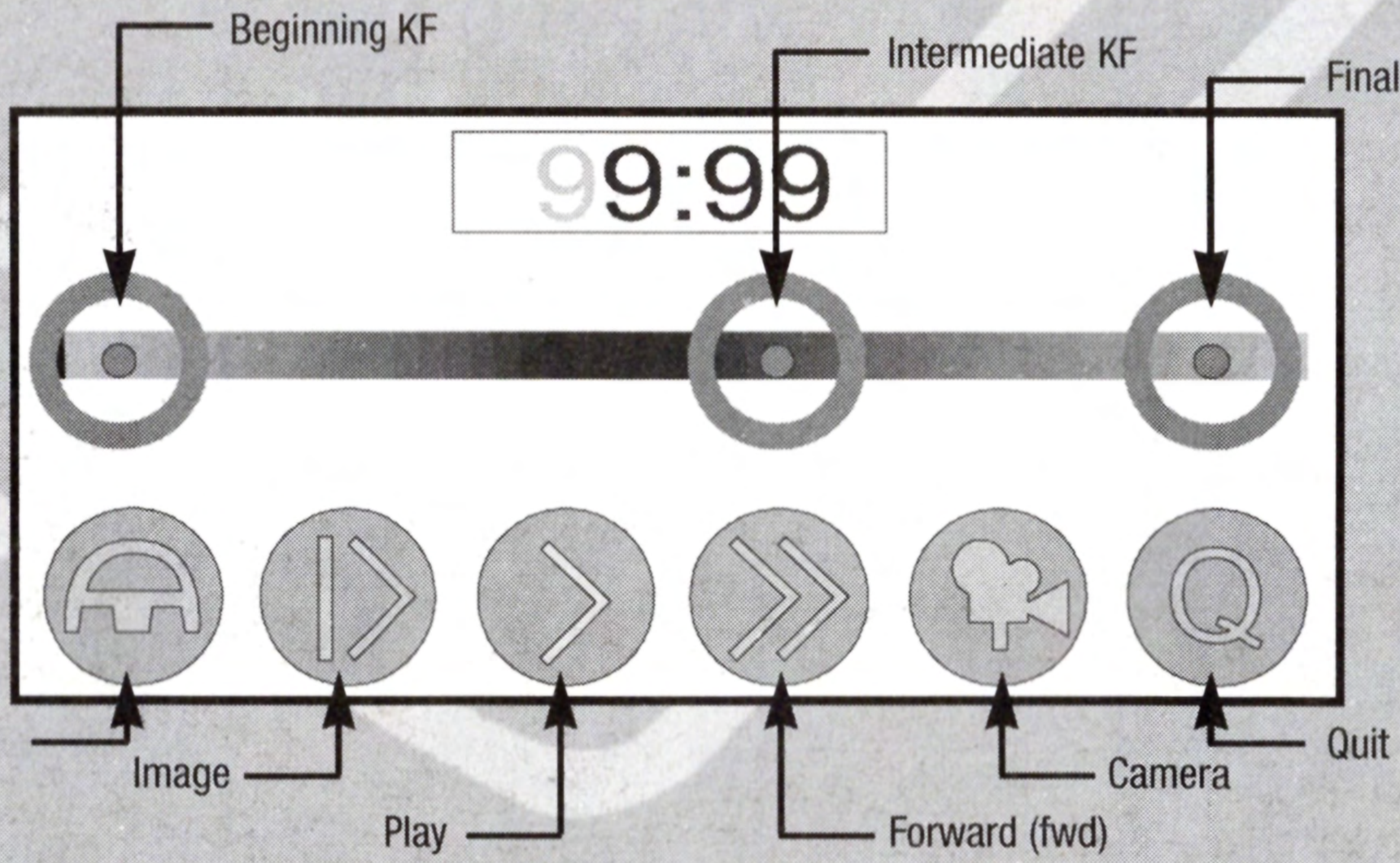
Within each level, use the left and right directional buttons to select the required control.

Fast control bar:

(KF START)	Goes to the start of the Replay
(KF MIDDLE)	Goes to the middle of the Replay (<= 30 seconds before end of Replay)
(KF END)	Goes to end of the Replay (the point at which the Replay was requested)

VCR controls:

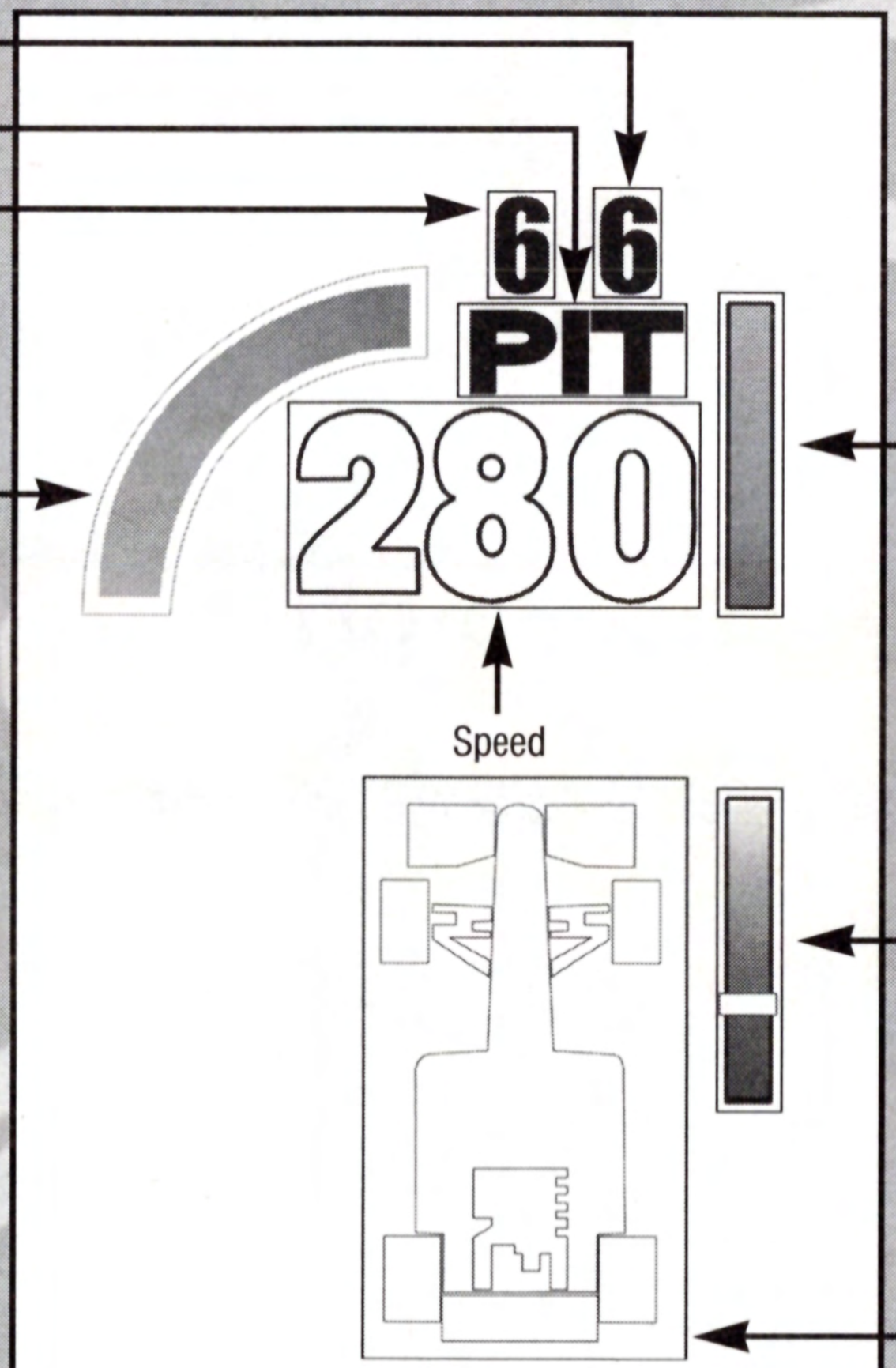
(STEERING WHEEL)	Exit from the Replay and resume the race at the Replay exit point
(FRAME-BY-FRAME)	Replay frame-by-frame
(PLAY)	Replay at normal speed
(FAST FORWARD)	Replay at high speed
(CAMERA)	Switch to **TV Director** mode (same effect as pressing the SELECT button)
(EXIT)	Exit from the Replay and resume the race at the point where it was interrupted



ABANDONING

During the Race stage, regardless of whether you are in Championship mode or not, a Grand Prix which you decide to abandon is regarded as finished. The results are displayed and you take last place.

DASHBOARD INFORMATION



PIT STOPS

PIT-STOP STRATEGY

Pit stops are permitted during the stages before the race, but they are not scheduled.

The pit-stop strategy can be consulted in the garage before the race and can be modified - essentially on the basis of the choice of tires and fuel level. If the race consists of less than 10 laps and the game settings (default settings) are used, no refuelling stop is scheduled.

In practical terms, the strategy consists of making a number of essential stops (from 0 to 3) during specific laps. During the race, you are reminded of the need to refuel on the lap before your scheduled pit stop and during the two following laps. Making a pit stop during this period will mean that you lose less time because you only need to confirm the pit stop rather than defining it as well.

REQUESTING A PIT STOP

You can decide to make a pit stop during any driving phase by pressing the button assigned to requesting a pit stop (by default, the ◉ button).

This causes the word "**PIT**" to start flashing. If, however, your teammate is already in the pits, the word "**PIT**" appears in red and your request is not accepted.

As long as you have not actually entered the pits, you can cancel your request by pressing the pit-stop request button once again.

The pit-stop request can also be triggered by the game if it establishes that you need to refuel. In this situation, the "**PIT**" indicator starts flashing without any intervention by the player.

If the pit-stop request is accepted and not cancelled, enter the pit lane at the next opportunity. Once in the pit lane, your car is controlled automatically by the game (**Auto** appears at the bottom right of the screen).

If you enter the pit lane without a pit-stop request having been made, the game still takes control of your car, but drives it to the exit without stopping. If you enter the pit lane by the exit you will be disqualified.

You can also choose to be in another car when it enters the pits by using **TV Director** mode with **Auto Drive** enabled.

REFUELLING SEQUENCE



The car stops at its pit. If it is your car, a control screen allows you to select different options. Use the up and down directional buttons to select an option and modify it by means of the left and right directional buttons.

The refuelling sequence concerns the fuel, the front tires, the rear tires and the wings.

LEAVING THE PITS

Following refuelling, the car moves off and remains under game control with the cockpit view displayed until it leaves the pit lane. If it is your car, the **Auto** indicator flashes and disappears at the moment when control is returned to you. The camera returns to the view which was selected before the car entered the pits.

PENALTIES

Prohibited shortcuts exist on the Melbourne, Hockenheim and Spa circuits.

In the event of an infringement, a penalty is indicated by a black flag and the word "**PEN**" flashing in black where the "**PIT**" indicator normally appears. The penalty takes the following forms:

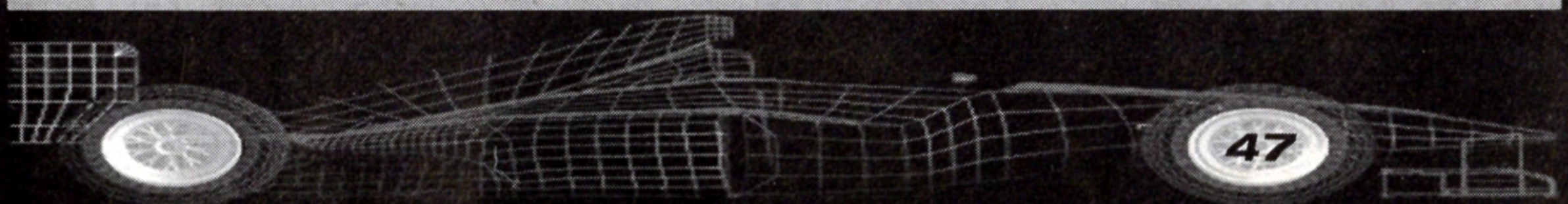
- During qualifying, warm-up, and practice: invalidation of the current lap.
- During a race:
  - In **Arcade** mode: slowing down to 50 kph for 10 seconds.
  - In **Simulation** mode: a compulsory stop in the pit lane.
  - If another car is already in the penalty zone, the penalty stop is postponed until a later lap.

The length of the penalty stop varies from 0 to 10 seconds, depending on the number of laps in the race.

DISQUALIFICATION AND QUITTING

Players are automatically disqualified if they run out of fuel, suffer total engine failure, or enter the pit lane via the exit.

In these three cases, the player's car flashes and then disappears but the game does not stop. The game switches to **TV Director** mode with the camera following the car which was just behind the disqualified player. You can choose to quit the game (START button) or to follow the race until the end using the possibilities presented by **TV Director** mode.



CAMERA MANAGEMENT

Camera management is divided into two areas: the views available in **Control** mode and the cameras available in **TV Director** mode.

CAMERAS IN CONTROL MODE

There are 4 preset views, which you can cycle through by pressing the button assigned to the cameras in **Control** mode (by default, the △ button):

- Exterior view 1
- Exterior view 2
- Cockpit view
- Cockpit view (car invisible)

CAMERAS IN TV DIRECTOR MODE

TV Director mode gives you:

- Extremely accurate control of the cameras (R1 button)
- The opportunity to apply dynamic effects to the camera (L1 button)
- The opportunity to follow a car other than that of the player (L2 and R2 buttons)

When you exit from **TV Director** mode, the camera which was selected in this mode is retained. On returning to **Control** mode, you keep this camera until you select a new one.

TV Director mode can be accessed in a number of different ways:

- **TV Pause**

  Pressing the SELECT button causes the **TV Pause** indicator to appear at the bottom right of the screen and the game is **frozen**.

  Pressing the SELECT button returns you to **Control** mode.

- **TV Auto**

  When the game is running with **Auto Drive** (**PAUSE** menu, **Auto Drive** option), the **TV Auto** indicator appears at the bottom right of the screen and your car is under the control of the game.
  In this mode, the game may not drive the car as well as you do and may cause you to lose valuable seconds.
  Pressing the SELECT button returns you to **Control** mode.

- **TV Out**

  When you are disqualified from a race, the camera transfers automatically to the car in front of yours in **TV Director** mode, **Auto Drive**.
  The **TV Out** indicator appears at the bottom right of the screen and you can no longer return to **Control** mode.

- **TV Replay**

  When you are in Replay mode and you press the SELECT button or you select the **Camera** button on the Replay interface, the **TV Replay** indicator appears at the bottom right of the screen and the Replay interface disappears.
  Pressing the SELECT button returns you to **Replay** mode.

Camera types (R1 button)

Pressing the R1 button selects the next camera type:



EXTERIOR CAMERA

This camera is fully adjustable:

←	Turn to the left (when using an exterior camera)
→	Turn to the right (when using an exterior camera)
↑	Move camera in
↓	Move camera out
▢ button	Zoom in
○ button	Zoom out
△ button	Raise camera
✕ button	Lower camera

COCKPIT CAMERAS

The ✕ and △ buttons allow you to choose from 4 types of cockpit camera.

CAR-MOUNTED CAMERAS

These onboard cameras are fitted in a number of different positions on the car.

The ✕ and △ buttons are used to choose from the 6 types of car-mounted camera.

- Left-side view
- Right-side view
- Driver's view
- View through rear wing
- Rear view looking down
- Front view, looking down, camera mounted on front wing



TRACKSIDE CAMERAS

These television cameras are positioned all along the track. The views from these cameras are automatically sequenced to keep pace with the car as it passes.

SATELLITE VIEW CAMERA

Lined up on the car and positioned vertically above it, this camera looks down from a vantage point high in the sky.

ELEVATED CAMERA

Mounted high up, this camera offers an elevated side view. The zoom of this camera can be adjusted:

- The ▣ button zooms in
- The ◉ button zooms out

HELICOPTER CAMERA

The helicopter camera follows the car from quite high up and at a distance, which varies according to the speed and position of the car.

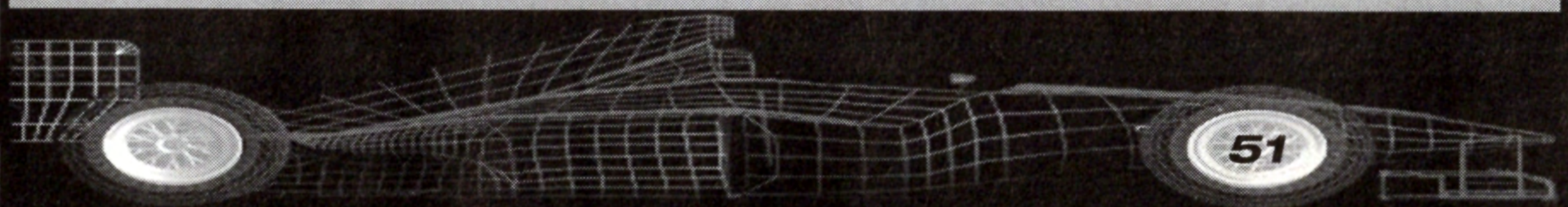
Dynamic cameras (L1 button)

This option makes the race more realistic by adding dynamic effects to the driving cameras, which produce the cockpit and exterior views:

Longitudinal G: Acceleration and deceleration effects (in cockpit view and exterior view). The camera moves away from the car if it accelerates powerfully and moves closer to it if it brakes heavily.

Lateral G: Leaning during cornering (cockpit view). When cornering, the camera tilts to simulate the way the driver tilts his head towards the inside of the curve in order to resist the centrifugal force (G).

Corner anticipation (cockpit view): When cornering, the camera looks towards the inside in order to give the player a view close to that experienced by a real racing driver.



Following a different car (L2 button and R2 button)

L2 button	Car in front The camera watches the car which is in front of you on the circuit.
R2 button	Car behind

SAVING CAMERAS

When you save the player on a 'player' **MEMORY CARD**, the last driving camera (cockpit or exterior view) is saved and can be used again in a subsequent session. This includes any selections and precision adjustments you may have made in **TV Director** mode.



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NOTES

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