

INSTRUCTION MANUAL

*An Official
Product of the FIA
Formula One World
Championship*

DOMARK
Champions of Sport



EPILEPSY WARNING

WARNING: READ BEFORE USING
YOUR COMPUTER

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce 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 computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsion, **IMMEDIATELY discontinue use and consult your physician before resuming play.**

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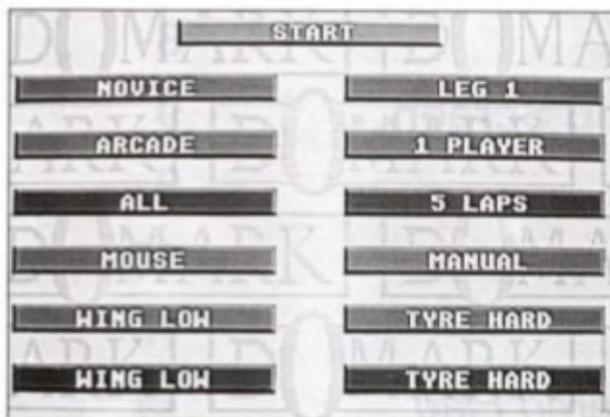
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INTRODUCTION

Are you ready to race around the real circuits and against the actual drivers and teams of the FIA Formula 1 World Championship? You will need to combine split second timing, lightning reactions and the ability to get the best out of your car to be able to compete and challenge for victory!

All the colour, drama, thrills and speed of the Formula One circus have been included to make F1 the most breathtaking game you have ever played. From the FIA Championship season where speed and consistency will bring you victory to the amazing 'simultaneous split-screen' option where you can race head to head against a friend, F1, the most technically advanced sport in the World has been captured in the most technically advanced racing game ever available on your computer.

Face the challenge of F1, the World's fastest and most dangerous sport.



STARTING UP

Ensuring that your computer is switched off, insert the F1 disk into your computer's disk drive and turn the computer on. F1 will now load automatically.

MAIN MENU

From the Main Menu you can make your choice of the type of game you would like to play. There are four options available : Demo, Arcade, Training and Championship. You can use either a mouse or joystick to highlight an option, and the left mouse button or fire button to change or select the highlighted choice. Buttons coloured green are available options, buttons coloured red are not available in the current mode. Your current selection is coloured blue.

Demo: In Demo you can watch a computer driver race around the course of your choice. This is handy for learning course lay-outs before your actual race. You can also select which type of game you would like to watch.

Arcade: In Arcade mode the name of the game is to overtake. In each race you are set a quota of cars to pass. For instance, in the first race the quota is six cars. If you manage to equal or better this at the end of 7 laps then you can continue to the next race. In the second race you have to overtake 10 cars, in the third 12 etc, etc. The more successful you are and the more races you complete the more points you are given. Arcade is available as a 1 Player or a 1 Player Turbo mode game.

Training: Throughout the year Formula 1 teams fly around the World testing their new cars in an effort to lower their lap times. The training option allows you to select any of the 12 Formula 1 circuits and practice in a non-competitive environment.

Training is important because this is where you can really get to learn the circuits. In addition you can enter the pits to try new wing, gearbox and tyre settings. For more information on these settings see the 'Car Set-Up' section.

Championship: Championship mode allows you to see if you have got what it takes to become FIA F1 World Champion by taking part in the Grand Prix season. You can select to race ALL tracks in each LEG of the race or you can select an individual track (see Select Circuit section).

After each race in the Championship the top six drivers and their teams are given World Championship points. If you win you receive ten points, second placed gets six, third gets four, fourth gets three, fifth gets two and sixth get one point. Not only is the driver given points but the team (also called the Constructor) receives the same number of points which are put towards the Constructors Championship.

SKILL LEVEL BUTTON

The Skill Level Button allows you to pick the skill level you want to play; from Novice to Expert. Click the left mouse button to cycle through the options. The options you can choose are as follows..

Novice: This skill level is recommended for the first time F1 driver. The racing is slower and you can get away with crashing the car more often than you would on any other level. The drivers you will be competing against are not 'too' aggressive in their tactics.

Amateur: As you become more experienced you should try the Amateur level. Here the car is more fragile than in Novice level and the drivers are faster and more experienced. Racing speeds are also faster.

Professional: Now things are going to get tough! The first thing you will notice here is the speed, but Professional is the first level where you can be really proud if you manage to win a race.

Expert: This is the ultimate! Now your F1 car with its space-age technology will not stand up to the misuse that a novice may give it and the opposing drivers are all at the peak of their abilities and are hungry for victory. Don't be surprised if your opponents deliberately block you going into a corner or only give an inch of space to pass them on the straight. In Expert level the stakes are high and second place is just not good enough.

PLAYER BUTTON

This button allows you to select the number of players. 1 player mode puts you against the rest. 2 player mode gives you split-screen action where you can race against a friend. In 1 player versus CPU you race head to head against the computer. Finally you can choose Turbo, but beware! It is very fast!

CONTROL SELECT

You can select either mouse or joystick for Player 1 whilst Player 2 can only use a joystick. When using the mouse move it forward to accelerate, back to brake, click the left button to change down a gear and the right button to change up a gear. When using a joystick pushing forward accelerates, forward and fire changes up a gear, pulling back brakes and pulling back and pressing fire changes down a gear.

Amiga: If you are using an A1200 the CAPS LOCK key reduces the speed of the game to resemble the A500. This can be used at any point within the game. You can adjust the sensitivity of the mouse by using the ← → ↑ ↓ keys. For higher sensitivity use ← on steering and ↓ for acceleration.

Atari ST: Pressing the "" key adjusts the sensitivity of the mouse. Initially the game is in fast mode. Pressing "" will place you in slow mode, pressing "" again will return you to fast mode.

SELECT CIRCUIT

In F1 you can choose from 12 circuits. These are...

Leg 1

Brazil (*Interlagos*)
San Marino (*Imola*)
Spain (*Barcelona*)
Monaco (*Monte Carlo*)
Canada (*Montreal*)
France (*Castelet*)

Leg 2

Britain (*Silverstone*)
Germany (*Hockenheim*)
Belgium (*Spa*)
Italy (*Monza*)
Portugal (*Estoril*)
Australia (*Adelaide*)

If you have selected Training then you have to choose one of the 12 tracks to practice on.

CAR SET UP

In F1 you can alter three different features of your car, the wings, the gearbox and the tyres.

Wings: The three wing settings are high, medium and low. Unlike the wings on an aircraft which give lift and make a plane fly, the wings on your F1 car give downforce and keep the car on the circuit. More downforce gives more grip and increases cornering speed. On a slow twisting course such as the one at Monaco you will need high downforce to give you grip around the corners so you would need a high wing. In direct contrast are fast circuits with long straights such as Silverstone, which require less downforce so you would need a low wing setting. Use the training option to try different wing settings and note how they affect the handling of your car.

Gearbox: Here you have two settings, Manual and Automatic. With a manual gearbox you have to change up and down gears yourself. With an automatic gearbox the gears are changed for you. This is perhaps the best option for Novices and Amateurs as it allows you to concentrate on your driving a little more, but Expert drivers will find that they can get better car performance from a manual gearbox.

THE RACE

This is when the real action starts. Your qualifying lap time has given you your grid position. If you are near the front you have a good chance to overtake the leaders at the first corner. If you are near the back you will have to be patient and try to keep out of trouble until things settle down.



The top section of the screen displays the circuit and your race times. Your position on the circuit is indicated by a coloured dot on the map. This is especially handy if you are playing the two-player split-screen mode since you can see how far ahead/behind your opponent is. In addition to this circuit information is the total race time (TOT), your best lap time (BST), the current lap number and your position in the race.

Each race is 4 laps long and it may be necessary to enter the pits for a tyre change during the race if you find that your tyres are wearing and the car is sliding about or your fuel is running low.....

Pit Stops

Every second you are in the pits you are losing time to your opponents, so you have to be careful to judge your pit stop strategically. Drive into the Pit Lane and stop under the roof of the Pits building. Once in the pits you can only change your tyre type (if you enter the pits whilst training you can also

change your wings and gearbox.) Once you have made your choice press T on the keyboard for new tyres or G for Gas to make the mechanics jump into action! During the race your tyre changes take a few seconds. Once the tyre change or refuelling stop has been completed by your mechanics, accelerate away as quickly as possible and rejoin the race!



The Chequered Flag

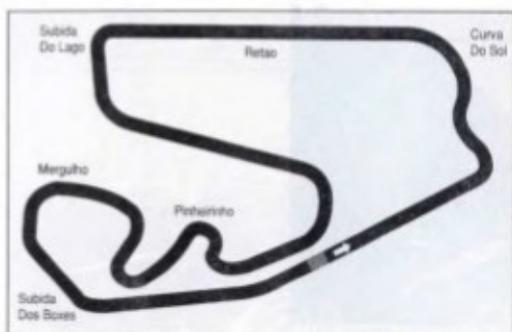
As you cross the finishing line on the last lap the Chequered Flag will come out and your car will automatically slow down. The race is over. If you have finished in the top six, both you and your team will get FIA World Championship points.

Once you have seen all the scores you can press F1 - F9 to save your game, or hit the fire or left mouse button to continue to the next track.

THE TRACKS - A Driver's view

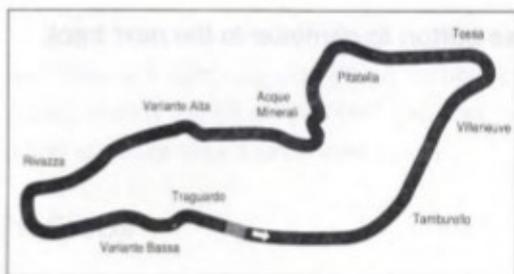
BRAZIL: *Interlagos*

A demanding but rewarding circuit with two top speed straights and a fantastic long left-handed curve which will have the car struggling for grip. Pit stops in this race are especially important. Spend too long having tyre changes and you will be surprised how quickly your opponents catch up!



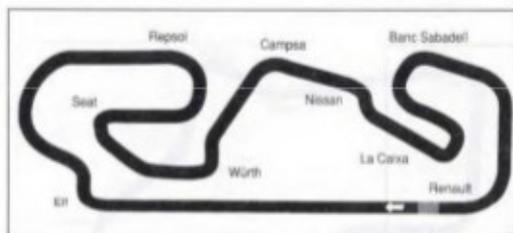
SAN MARINO: *Imola*

A "Ten-tenths" circuit where you really have to drive on the limit. The course is very fast so you won't need too much downforce, but try to remember where the chicanes are, as they require some brave braking manoeuvres.



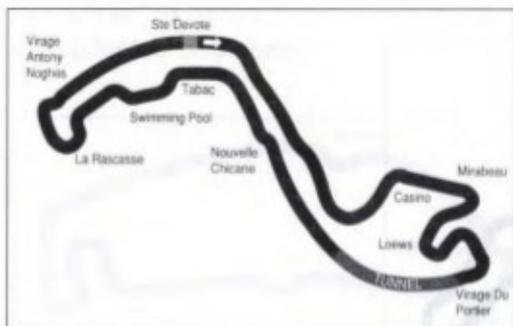
SPAIN: *Barcelona*

A tough course with corners that seem to appear out of nowhere. It is especially important in Barcelona to keep an eye on the circuit map at the top of the screen.



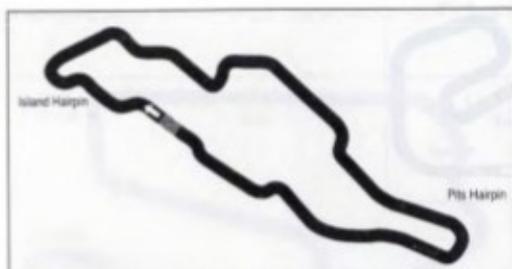
MONACO: *Monte Carlo*

The most famous race in the world and also one of the hardest. Built on the streets that run alongside the harbour you will find that the qualifying session is just as important as the race itself since on the tight corners overtaking is very difficult.



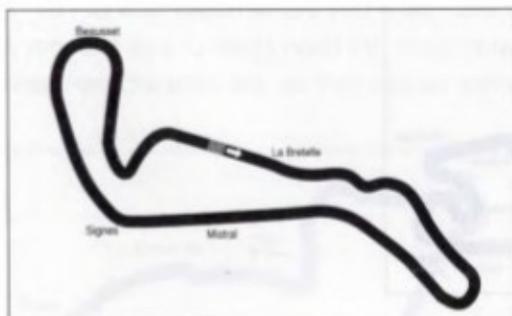
CANADA: *Montreal*

Constructed around the rowing lake built for the Montreal Olympics the Canadian Grand Prix will put a lot of pressure on your tyres and brakes. Try to remember your braking points so you aren't caught out by some of the slower corners.



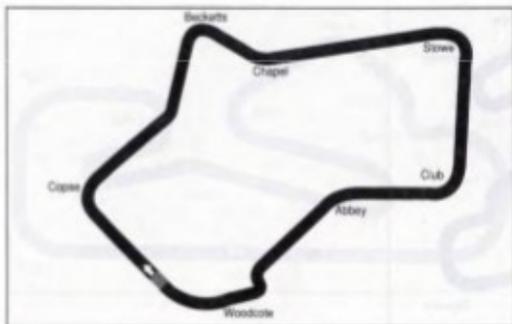
FRANCE : *Castelet*

Situated along the coast between Toulon and Marseille, the 3.8km long circuit at Castelet has one of the most spectacular chicane sections of any motor racing circuit.



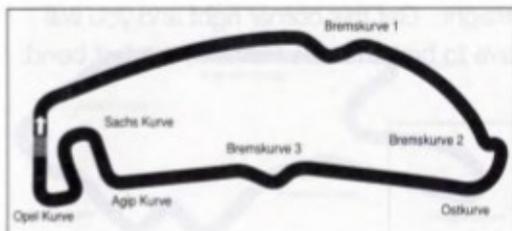
BRITAIN: *Silverstone*

Built on the perimeter road of an old WWII airfield, Silverstone has been recently revised because it was becoming just too fast! Now the circuit is one of the most challenging around with fast sixth gear straights leading to tight second gear corners.



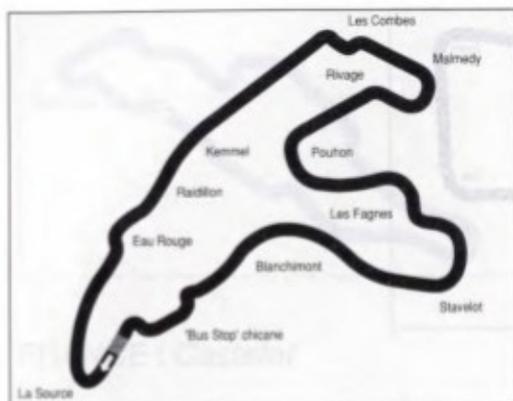
GERMANY: *Hockenheim*

A dangerous 'wooded' circuit which is unforgiving to those who stray off the racing line. As the course is mainly made up of straights your car should be set-up for low downforce.



BELGIUM: Spa

A popular circuit for drivers mainly due to the fantastic dips and bends which need perfect precision for fast lap times. Be careful, however, of the first corner, a very tight right hander which is especially dangerous as the cars roar away from the starting grid on the first lap.



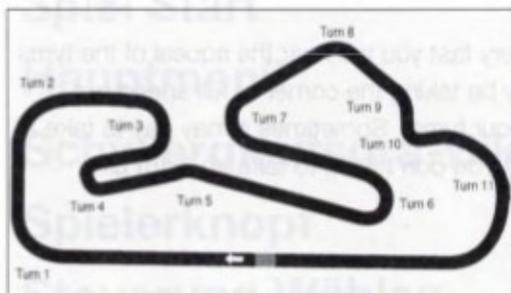
ITALY: Monza

Situated twelve miles outside Milan, this very fast circuit used to be a Royal Park. The most incredible part of the track is the top gear Parabolica corner which leads onto the start-finish straight. Get this corner right and you will reach fantastic speeds until you have to brake for the Rettifilo, the first bend.



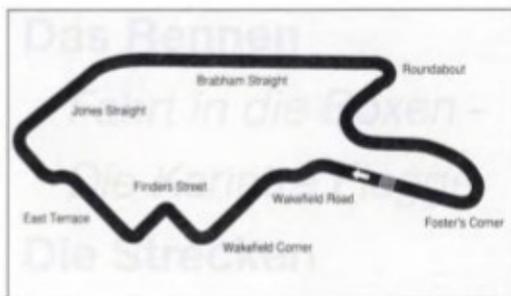
PORTUGAL: *Estoril*

A circuit made up almost entirely of long sweeping curves which put tremendous G-force pressures on a driver's neck muscles. Overtaking isn't too difficult if you are prepared to leave the racing line and go around the outside of other cars in the long corners.



AUSTRALIA: *Adelaide*

A street circuit which may have you wishing you selected an automatic gearbox! Setting up your car for this race might be a bit tricky since although the course is twisty in parts the long back straight means you also need high top speeds.



TIPS

- To become F1 World Champion will require a lot of practice. This is especially important when learning the courses. With 12 circuits to contend, memorising every dip, corner, chicane and straight is going to be hard work, so it is important to make use of the circuit map at the top left of the screen.
- When going around a corner very fast you will hear the squeal of the tyres as they struggle for grip. You may be taking the corner at full speed but you are also quickly wearing out your tyres. Sometimes it may pay to take a corner a little slower simply so that you don't have to take an extra pit stop.



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