

# Ferrari

**FORMULA ONE™**  
GRAND PRIX RACING SIMULATION



C64  
128



RICK KOENIG

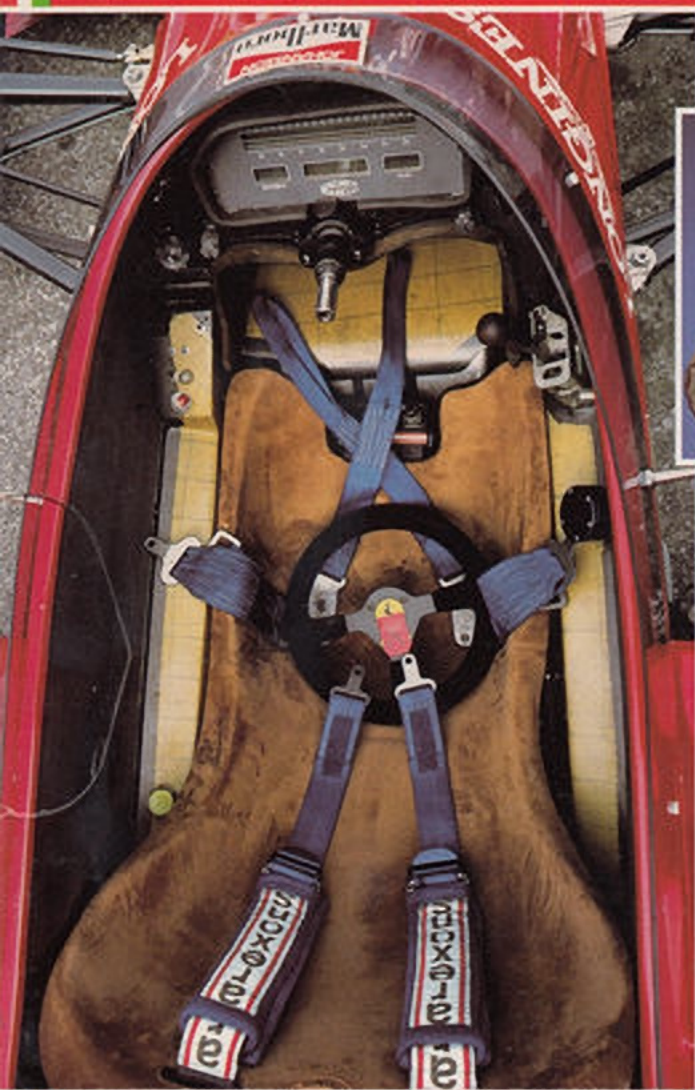
**R**ick Koenig became fascinated with computers while operating the computerized attendance system in high school. Needless to say, Rick's name never showed up on the absentee list.

His first computer game, **Motocross™** for Intellivision™, was inspired by his love of high performance motorcycles. Rick went on to create **Racing Destruction Set™** for Electronic Arts, which was awarded SPA Gold status for achieving 100,000 unit sales.

Rick's experience in racing games has culminated in **Ferrari Formula One**. He wanted to make a

point-of-view racing game that would capture Formula One racing. "It's the most exciting and sophisticated racing in the world," Rick says, "and of course, Ferrari is a racing legend."

With hobbies like windsurfing, water skiing, four-wheeling, and getting "airborne" on his off-road motorcycle, it's no wonder one of Rick's earlier games was called **He-Man And The Masters Of The Universe™**.



#### C R E D I T S

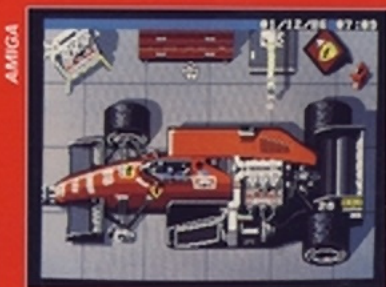
Software Design and Implementation: Rick Koenig  
Graphics: Connie Goldman & Michael Kosaka  
Music & Sound Effects: Dave Warhol  
Producer: Rich Hilleman  
Technical Director: Dave Maynard  
Assistant Producer: Randy Breen  
IBM, C-64 & Atari ST versions by Imagitec Design Ltd.  
Producer: Jocelyn Ellis  
Associate Producer: Kevin Shrapnell  
Package Design: Michael LaBash, Spiegelman & Mandel, Inc.  
Package Photography: Paul-Henri Cahier  
Artist Photography: Henrik Kam

About our company. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this program, are evidence of our intent.

Special Thanks to: Emilio Anchisi, Ferrari North America, Don Traeger, Happy Keller  
Software © 1988, 1989 by Rick Koenig.  
Package Design © Electronic Arts.  
Simultaneously published in Canada and U.S.A.

# The First Race Car Challenge For Simulation Fans

**J**oin the legendary Ferrari Racing Team and take charge of the Ferrari F1/86. As complex as a modern warplane, it accelerates from 0 to 175 mph in 10 seconds and corners at up to 3 G's.



## Put Together A Winner

Switch engines, change the suspension, adjust gear ratios. Every modification makes a difference you can feel for yourself on the Ferrari test track at Fiorano.



Monaco at 180 mph. A crash and burn could blow your season.

Design your vehicle from engine to suspension, from gear ratios to fuel mixtures. Then race against the hottest Grand Prix drivers in the world on 16 actual Grand Prix courses, each accurate to the meter. Carren through turns, roar down the straightaways and "drag to the flag" at the finish line.



## Win the Grand Prix

Simulated intelligence of actual Grand Prix racing opponents will separate the dreamers from the drivers.



## Hug the Road

Analyze your aerodynamics with performance graphs from the Fiorano Wind Tunnel. Test air speeds and wing angles to set up your car with optimal drag and downforce.



## Harness your Horsepower

In the Dyno Room, try different fuel mixtures, test the cooling system, electrical system, engine ROM, and Turbochargers.



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COMMODORE C64 & 128\* (\* in C64 emulation Mode); ON-DISK COPY PROTECTION; Joystick req'd; 1541 or 1571 disk drive req'd; 1 Player  
Note: Screen Shots do not represent C64 version  
Ferrari Formula One 1323