

ADDITIONS TO THE MANUAL

DYNO ROOM (Page 29 of your *Ferrari Formula One* Manual)

The performance graph displays fuel, torque and H.P. Fuel is in yellow, torque in red and H.P. in green.

The control sliders for the dyno room are from top to bottom RPM, turboboost and hours.

WIND TUNNEL (Page 30 of your *Ferrari Formula One* Manual)

The performance graph displays downforce on the front wing in red, the rear in brown and drag in green.

TRANSPORT (Page 15 of your *Ferrari Formula One* Manual)

In the C64 cassette version of *Ferrari Formula One*, you travel directly to your destination, bypassing the world map screen.

KEYBOARD COMMANDS:

←	Pause on/off (while on the track).
K	Kill engine and go to the pit.
P	Pits next (in P mode only).
0,1..9	Turbo boost.
F1	Toggle C128 mode on/off. If you are running <i>Ferrari Formula One</i> on a C128, then using this function will make the game run a little faster.
R	Cancel Mauro's changes on all open windows. (Pit & Garage only)
G	Use Mauro's settings on all open windows. (Pit & Garage only)

JOYSTICK CONTROLS:

Forward	Accelerate
Back	Decelerate
Left	Steer left
Right	Steer right
Forward and fire	Shift up (i.e. towards 5th)
Back and fire	Shift down (i.e. towards 1st)

Technical Support

If you have any queries about this product, Electronic Arts' Technical Support Department can help. Call (0753) 46465 or 49442 Monday to Friday between 9:00am and 6:00pm. Please have the product and the following information to hand when you call. This will help us answer your question in the shortest possible time:

- Type of Commodore machine you own
- Any additional peripherals you have attached to the machine (like cartridge, printer, modem, etc.)
- Description of the problem you are having

If you live outside of Europe, you can contact one of our other offices.

- In the United States, contact Electronic Arts, P.O. Box 7578, San Mateo, CA, 94403-7578. Tel. (415) 572-ARTS
- In Australia, contact ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Tel. (75) 963-488

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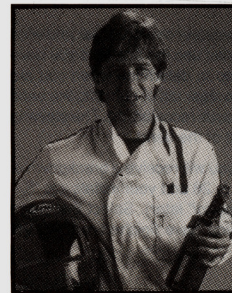
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Package Design ©1988,89,90 Electronic Arts

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RICK KOENIG

Rick 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. 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". Rick's hobbies are wind-surfing, water skiing, four wheeling, and getting 'airborne' on his off-road motorcycle.

CREDITS

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FERRARI FORMULA ONE

Driver's Reference Guide - C64/C128 Cassette

To start Ferrari Formula One

1. Remove any peripherals not used i.e. 2nd disk drive, cartridge, printer, etc.
2. Plug your joystick into Port 2.
3. Switch on your computer, ensuring that the cassette deck is connected.
4. Insert the *Ferrari Formula One* Tape 1 into the cassette deck either side up (both sides have the **Boot** program recorded onto them), and rewind to the beginning.
5. Hold down the **SHIFT** key and press **RUN/STOP** and then press **PLAY** on the cassette deck.

Going for a Lap

1. To begin racing quickly, when the *Ferrari Formula One* theme starts playing, press the **SPACE BAR** and type "N" to the question "Practice at Fiorano?". You will be asked to insert Tape 2 Side 2 and rewind.
2. When this has loaded, you are presented with the race control panel. Use the joystick to move the cursor to the '+' button, next to the chequered flag icon and press the joystick button six times. Select the green **Accept** button at the bottom of the race control panel. This will take you to the paddock at Rio.
3. Move the pointer to the bottom of the screen, press and hold the joystick button. A steering wheel icon will replace your pointer.
4. Release the button and follow the on-screen instructions.

Note: Whenever the program prompts you to "REWIND THE TAPE", always rewind the tape to the beginning.

If whilst loading, the message "LOAD ERROR" appears, rewind the tape to the zero position on the tape counter, or to the beginning of the tape if the section you were loading started at the beginning and press **PLAY** to re-try loading. If loading errors persist, try moving the tape deck further away from your monitor or TV. If you are still having problems, you may need to re-align the tape heads (your computer dealer should be able to advise on the procedure for doing this.)

You will now go to the cockpit view of the cars lined up on the grid (similar to Figure A), ready to start the race. When the green race light appears, the race has started and you are in control of your Ferrari. Race information such as the current flag, lap and lap time appears in the upper right-hand corner of the screen. Don't worry if you can't seem to keep up with the other cars yet. They are experienced drivers and you are just learning the trade!

Overhead Map — In the top left-hand corner of the cockpit view, there is an overhead map of the track you are currently driving on. The coloured dots on the track represent the other drivers on the track and the flashing dot represents your car.

Steering — You control your Ferrari with the joystick. Move the joystick to the right to steer right and to the left to steer left. The Ferrari is very responsive, so use small steering movements to avoid oversteering. Push the joystick forwards to accelerate and pull the joystick back to brake.



You can only race in one direction — you cannot make a U-turn and race in the opposite direction

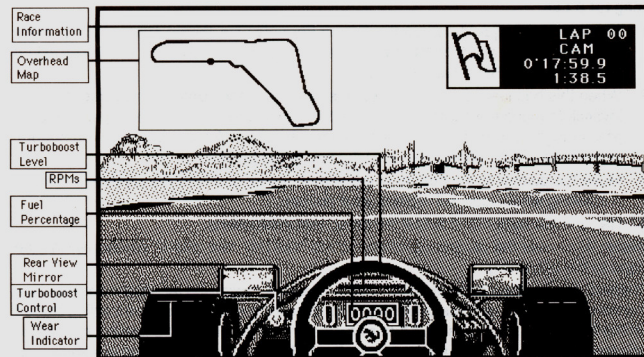


Figure A: The Ferrari Cockpit

Shifting — You automatically start at the beginner driving level (F3). At this level you don't have to worry about shifting gears — it will happen automatically. At more advanced levels, you will use the joystick and fire button to shift gears. See the "Joystick Controls" section at the end of this guide for more information.

Curves — Take curves cautiously at first. It's very easy to oversteer or understeer and wind up on the pilings. Let up on the accelerator going into a curve, use the brakes if you have to and accelerate out of the curve. Use the Overhead Map to determine when you are approaching a curve and brake accordingly. A useful tip is to steer left or right into the bend and then, at the apex of the bend, just push the joystick forwards (accelerate). The steering wheel will slowly straighten up on its own, steering you out of the bend.

Finishing — Your first race runs for three laps. At the end you will receive a breakdown of how you did against the other drivers. Your driver number is 28 and your initials are "SJ" (you will be able to change this of course, see "Race Control" later). Select the green **Accept** button in the upper middle of the screen when you have finished reading the standings and you will go to the pit.

SELECTING SCREEN REGIONS

Once you are in the pit, you should go to the track's paddock area. You do this by selecting the Ferrari placard in the top right-hand corner of the screen. The pit contains regions which you can select to perform other functions. For instance, hold down the fire button while the pointer is on a grey area of the pit floor. Continue to hold down the fire button and move the pointer around the screen with the joystick. As the pointer passes over "hot spots", it will change into an icon that represents the function you can perform by selecting that spot — but nothing will happen until you release the fire button. The icons for the various screen regions are located in the manual. If you want a detailed explanation for a particular icon, look for the icon in the manual and read the adjacent section.

The Paddock — You can learn more about the pit by reading about it in the manual. For now, return to the track paddock by selecting the placard near the upper right-hand corner of the screen. After a moment, the track paddock appears. Move the pointer around while holding down the fire button to locate all of the hot spots identified in Figure B.

Race Control — When you locate the Race Control hot spot (a chequered flag icon), release the fire button to select it. The Race Control panel that appears is your key to controlling many aspects of *Ferrari Formula One*. For instance, select the track icon on the panel and a requester appears that contains all of the tracks from the 1986 Formula One World Driving Championship.

The second race in the season, Jerez, is currently highlighted. If you want to continue the season now, select the red **Cancel** button to leave Jerez selected. Read the following sections about entering your name as a driver and saving and loading seasons before you begin the season.

If you feel that you need more driving practice and would like to experiment with car

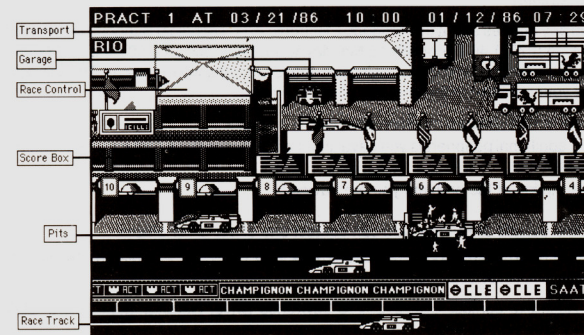


Figure B: Track Paddock

configurations, select FIORANO to return to the Ferrari test track. Notice that this also resets the date and time to the beginning of the season. Select the green **Accept** button to confirm your track selection.

Note: When prompted to "FLIP TAPE AND FULLY REWIND", select the green **Accept** button, then turn the tape over, rewind and press **PLAY**.

Driver's Name — Select the driver's helmet icon on the Race Control panel. Enter your name in the "Text Entry" box (similar to Figure C) of the requester, and select the **Accept** button or press Return to confirm your name as a driver. Now select the **Accept** button on the Race Control panel to go to the paddock of the track you have selected from the track requester in the previous section. If you're going to begin a season, you should read "Your First Race" in the manual. If you are going to Fiorano, then read "Fiorano - Launching Your Career" in the manual for a detailed description of the Ferrari test track.

SAVING / LOADING SEASON STANDINGS

You will need a blank cassette in order to save your season standings.

SAVING

1. Bring up the Race Control panel.
2. Remove the *Ferrari Formula One* tape and insert your blank tape into the cassette deck.

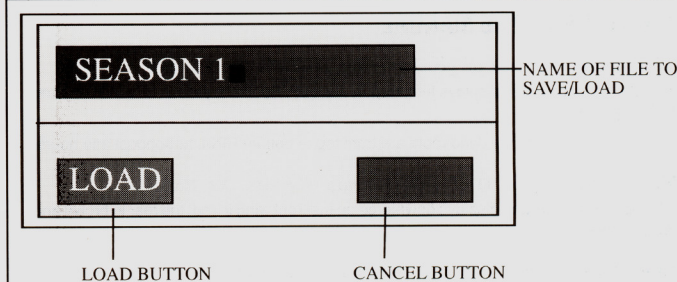


Figure C: The Save/Load requester

3. Select the trophy icon to open the Save/Load requester (Figure C).
 4. In the Save/Load requester (Figure C), delete the text before the flashing cursor with the **DEL** key and then type in a name for your saved game and press **RETURN**.
- Note:** do not use extensions (e.g. GAME.1) as you will not be able to retrieve the file.
6. The save confirmation requester will now come up. Select the green **Accept** button to save the file or the red **Cancel** button to cancel this operation. Once this is saved replace the *Ferrari Formula One* tape that you removed into the cassette deck.



You can only save race statistics. You cannot save the qualifying times and pole positions you achieve before the actual race.

LOADING

1. Bring up the Race Control panel.
2. Remove the *Ferrari Formula One* tape and insert the tape containing the saved file into the cassette deck.
3. Select the trophy icon to open the Save/Load requester.
4. In the Save/Load requester, delete the text before the flashing cursor with the **DEL** key and then type in the name of your file and select the **LOAD** button.
5. The load confirmation requester will now come up. Select the green **Accept** button to load the file or the red **Cancel** button to cancel this operation. Once the file is loaded, replace the *Ferrari Formula One* tape that you had removed and resume your season right where you left off.