



EA
SPORTS™

F1

2002

2002 FIA FORMULA ONE WORLD CHAMPIONSHIP



F1
Formula 1®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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®2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

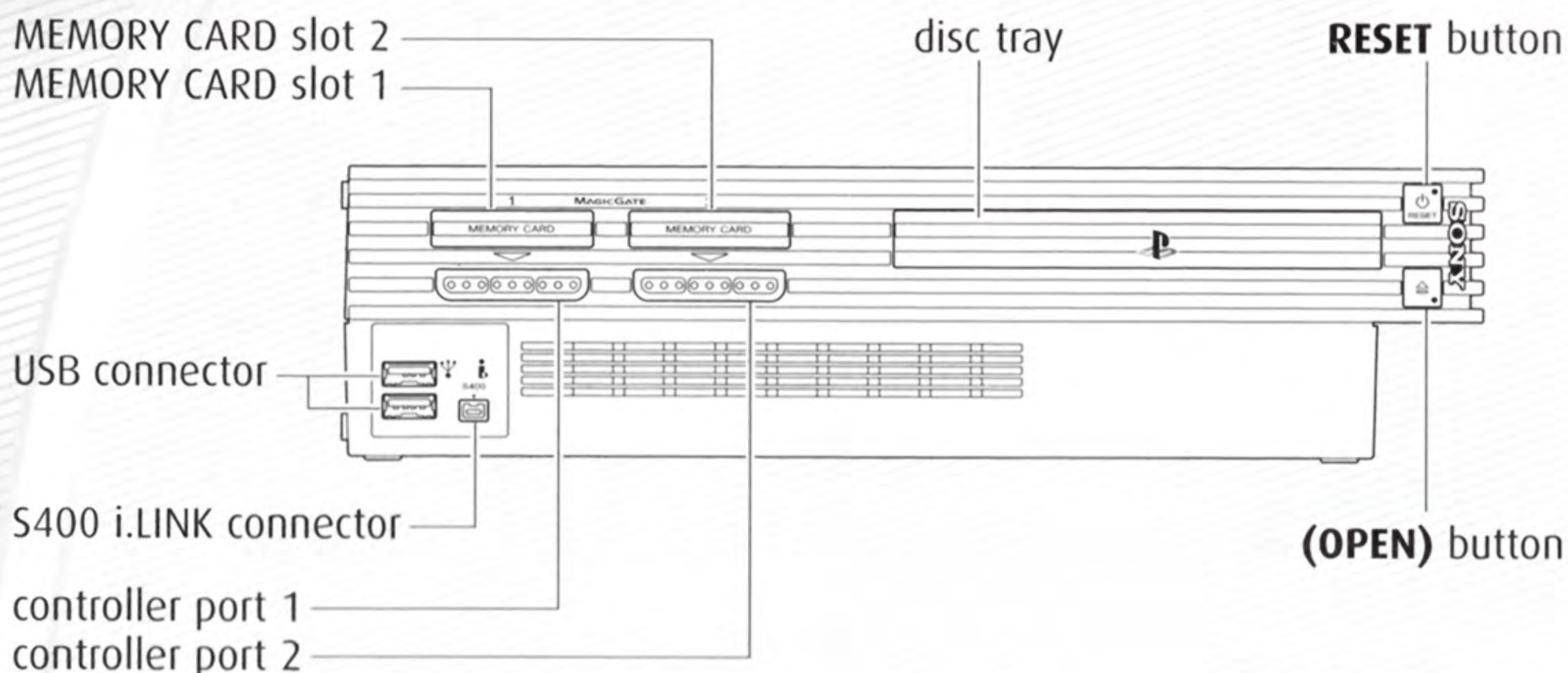


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STARTING THE GAME

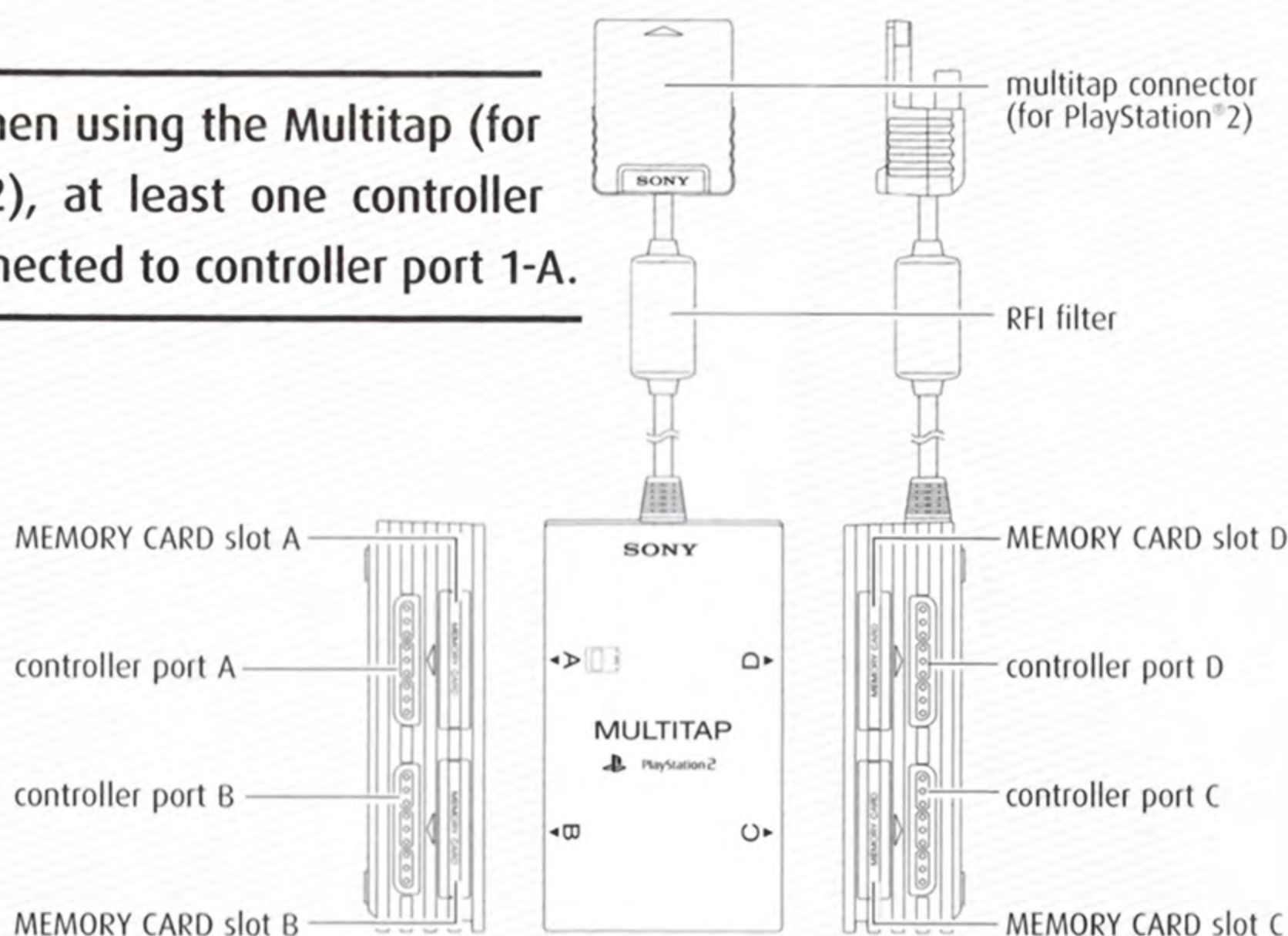
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *F1 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.



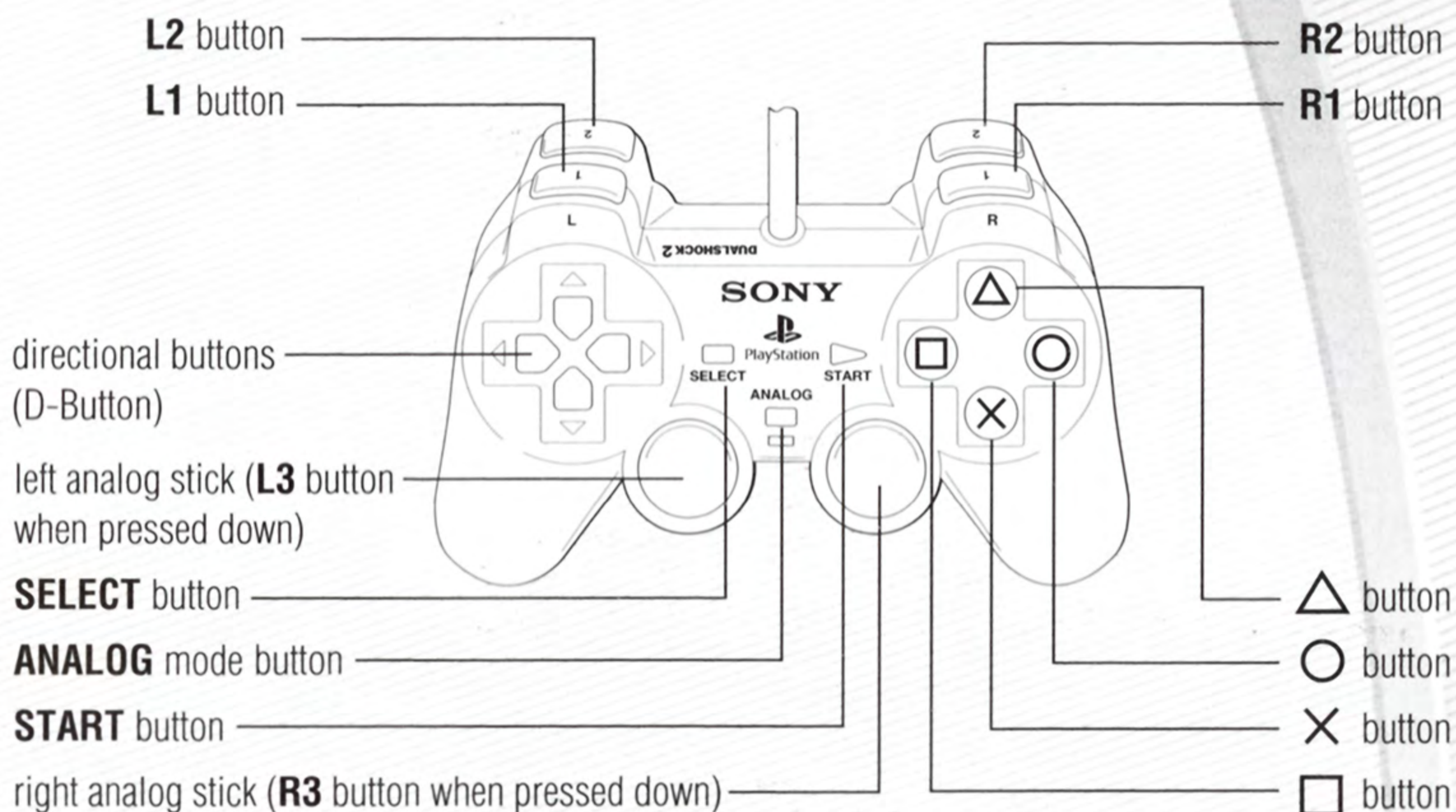
NOTE: When using the Multitap (for PlayStation®2), at least one controller must be connected to controller port 1-A.



COMMAND REFERENCE



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	D-Button ↑
Change highlighted item	D-Button ↔
Select/Go to next screen	× button
Back to previous screen	▲ button

COMPLETE CONTROLS

Leave fear behind in your drive for the 2002 FIA Formula One World Championship™. Master these controls and fight your way to the front of the field.

DRIVING CONTROLS

Steer	D-Button/left analog stick ↔
Accelerate	× button/ right analog stick ↑
Brake	■ button/ right analog stick ↓
Reverse (automatic transmission)	● button
Shift up/down (semi-automatic transmission)	R2 button/L2 button

OTHER CONTROLS

Instant replay	▲ button
Rear view	L1 button
Toggle camera angles	R1 button
Pause game	START button

- ◆ In semi-automatic mode, pressing the ● button only *selects* reverse gear (when in 1st gear or neutral).
- ◆ The controls featured here are the default controls only. For information on how to change your controller configuration, ➤ *Controller/Wheels* on p. 9.

INTRODUCTION



Put your driving skills to the test in the first game to feature the new 2002 Formula One™ season—for the first time, vie for the coveted Formula One driver's title as the real season unfolds. The world's best drivers pilot the world's sexiest racing machines, with the high-tech, high-intensity panache that could only come from EA SPORTS™.

KEY FEATURES

- ◆ **The First Chance to Race the 2002 Season on PlayStation®2—** Featuring the new Toyota and Renault Formula One teams, all 17 tracks including Indianapolis, and every driver from Schumacher to Villeneuve.
- ◆ **Drive Hard to Win EA SPORTS™ Cards—**All-new team-specific rewards for upgrading cars and unlocking new modes.
- ◆ **Unique Team Characteristics—**Handling, AI, and even engine sounds are modeled specifically for each car.
- ◆ **11 New Challenges for the Ultimate Driving Test—**A vastly expanded Challenge mode pits you one-on-one against superstar drivers or in a team duel against a driver in an equally-matched machine.
- ◆ **Authentic Formula One Atmosphere—**Roaring crowds, grid girls, crew radio, 22-man pits, and real weather effects—from the pits to the podium, EA SPORTS delivers all the speed, passion, glamour, and rivalry of Formula One racing.



For more info about this and other titles, visit EA SPORTS™ on the web at **www.easports.com**.

STARTING A QUICK RACE

Select QUICK RACE from the Main menu and start a 4-lap race without worrying about any of the pre-race set-ups. Earn points with every top-six finish, which in turn, unlocks new circuits to race on.



NOTE: Default options are listed in **bold** in this manual.

To start a Quick Race:

1. At the Main menu, press the **X** button to select QUICK RACE. The Select Driver screen appears.
 2. Press the D-Button **↑** to scroll through the available driver/car combinations and press the **X** button to select. The Select Circuit screen appears.
 3. Press the D-Button **↑** to scroll through the available tracks and press the **X** button to select an unlocked track (at the start of the game you have the choice of SILVERSTONE, HOCKENHEIM, and MONZA). The game loads and the race begins.
- ◆ A text bar at the bottom of each menu screen provides help for that screen.



NOTE: In Quick Race mode, default settings are as follows: Handling: **NORMAL**; Damage: **OFF**; Race Length: **4 LAPS**; Speed Assists: **ON**; Corner Indicator: **ON**.



EA TIP: If you want to unlock a Quick Race season, win all the EA Sports Cards at Gold standard (➤ EA SPORTS Cards section on p. 31).

SETTING UP THE GAME



Take the wheel in *F1 2002* and take aim at the 2002 Formula One World Championship™.

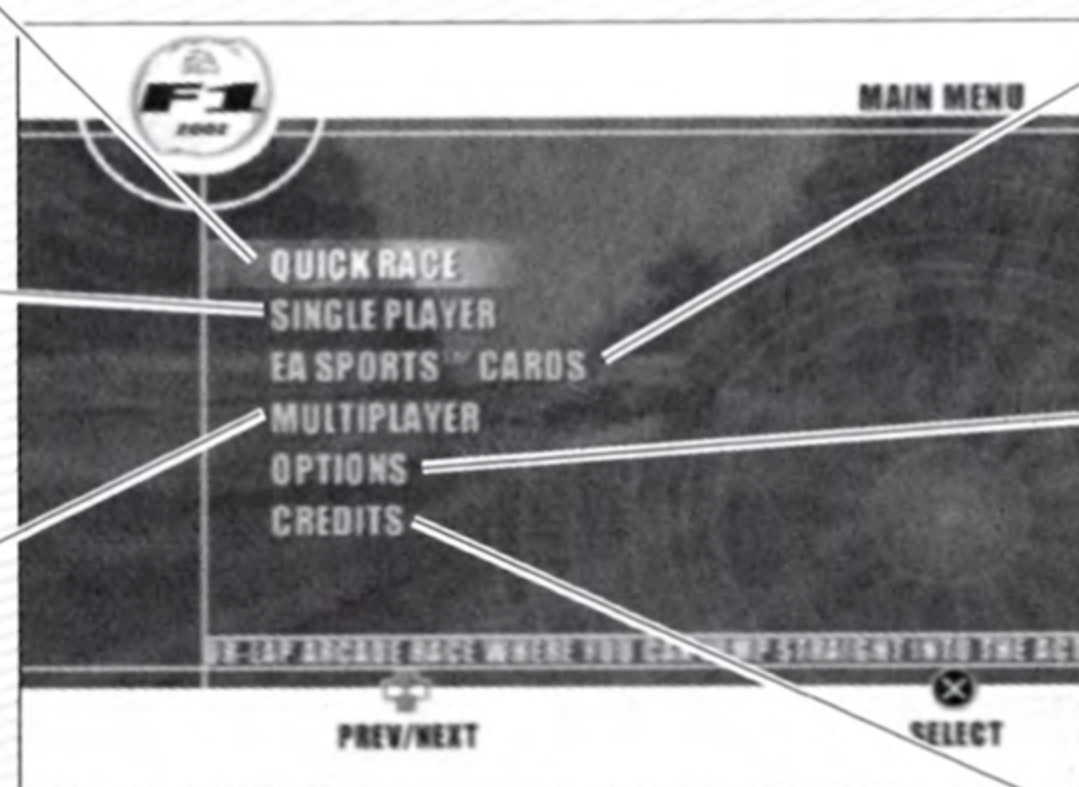
MAIN MENU

From the Main menu screen you can start a Quick Race, access Single Player modes, view your EA SPORTS Card collection, set up a Multiplayer game, adjust various game Options and view a list of *F1 2002* Credits.

Jump straight into the cockpit in Quick Race mode (➤ *Starting a Quick Race* on p. 6)

Take part in one of five Single Player modes (➤ *Single Player Modes* on p. 20)

Choose one of four exciting Multiplayer game modes (➤ *Multiplayer* on p.28)



Complete team, skill and challenge based tasks at all difficulty levels and collect the whole set of EA SPORTS Cards

Access the Options screen (➤ *Options* on p. 8) to adjust various Audio/Visual, Controller, AutoSave and Language settings

Check out the credits for *F1 2002*

OPTIONS

Select OPTIONS from the Main menu to adjust various game settings.

AUDIO

Adjust the audio settings to suit your preferences.

MODE

Set the game's sound setting to **STEREO** or MONO.

SOUND EFFECTS

Set the volume level for effects such as engine noise and other sounds within the game.

COMMENTARY

Increase or decrease the volume level for commentary.

MUSIC

Set the volume level for all music included in *F1 2002*.

DISPLAY

Change various visual settings to suit your preferences:

HUD

Set the Head Up Displays **ON**/OFF (➤ Screen Displays on p. 11).

TV PANELS

TV Panels display up-to-the-minute race information such as your current position and split times. Toggle this option **ON**/OFF.

SCREEN FORMAT

Toggle the aspect ratio for your television between **NORMAL** and WIDE. Set to WIDE for an image optimized for widescreen televisions.

CIRCUIT MAP

Toggle this option **PARTIAL**/FULL/OFF. When FULL, a small map of the entire circuit appears on-screen, showing your progress around the track. Select PARTIAL to view only the section of the track you are currently on.

SPEED Set the speeds to **MPH**/KPH in the game.



CONTROLLER/WHEELS

Select CONTROLLER from the Options menu to assign controllers, calibrate wheels and to change controller configurations.

WHEEL ASSIGNMENT

Select CONTROLLER ASSIGNMENT to assign your wheels to different players.



NOTE: CONTROLLER ASSIGNMENT will only appear on the Controller Screen if there is a wheel connected to the USB connector.

To assign wheels to players:

1. Highlight PLAYER 1 and then press the D-Button ← to remove automatically assigned wheels.
2. Choose the player you wish to re-assign the wheels to then press the D-Button → to add the wheel back to a vehicle.
3. Press the ✕ button to apply changes.

WHEEL CALIBRATION

Select WHEEL CALIBRATION from the player 1 configuration menu to setup wheels.

To calibrate a wheel:

1. To calibrate a wheel once it is allocated (for up to 4 players), select WHEEL CALIBRATION in the Player Configuration screen.
2. Press the ✕ button on the wheel and follow the on-screen instructions.

CONTROLLER CONFIG.

Select CONTROLLER CONFIG to change the configuration of your controllers to one of the five available presets.



NOTE: It is strongly recommended that you configure all steering wheel controllers in the Controller Options screen before starting a race).

To choose a controller configuration:

1. Highlight and press the D-Button ↔ to cycle through the five available controller configurations.
- ◆ Highlight and press the D-Button ↑↓ to turn Vibration/Force Feedback ON/OFF.
2. Press the ✕ button to apply changes or press the ▲ button to return without saving changes.

LOAD/SAVE

ENABLE or DISABLE the game's AutoSave feature (➤ *Saving and Loading* on p. 32), load a saved game, or select CANCEL to return to the Options screen.

LANGUAGE

Change the language of in-game text and commentary. Press the D-Button ⬆ to highlight your preferred language and press the ✕ button to select it.

SCREEN

Select this for a visual guide to set your monitor/TV's brightness, contrast and color saturation settings.

- For screen alignment, press the D-Button ⬆ or ↔ and use the on-screen markers for guidance. Press the ✕ button to save your changes and return to the Options menu (or press the ▲ button to return without saving changes).

ON THE TRACK



Take on the most intelligent and daring racers to hit the Formula One circuit.

GAME SCREEN

View the action with or without screen displays, or view an instant replay of that awesome maneuver around the last chicane.

SCREEN DISPLAYS

Track your performance throughout the race and receive valuable information about your car's status with the help of screen displays.

- Select your display options by turning them ON or OFF from the options screen (➤ p. 8) or from the In-Game Options menu (➤ p. 12).

View race info such as your current position and split times

Position indicator

Lap counter

The pit in indicator lights up when you're required to enter the pit lane

Lap time/split times



Gear indicator with rev count indicator (If Transmission is set to SEMI-AUTOMATIC, change gear when the fifth counter lights up)

Speedometer

SlipStream meter

INSTANT REPLAYS

Press the **▲** button at any time during racing to begin an interactive instant replay of the last 20 seconds of action. Press the **START** button to return to the race.

PAUSE MENU

Press the **START** button at any time during play to pause the game.

CONTINUE

Return to the current race or stage.

RETIRE FROM SESSION

End the current session. For Grand Prix or Championship events, this option takes you to the next session. For Quick Race events, this option takes you to the Classification screen.

OPTIONS

Access the In-Game Options menu to adjust settings for Assists, Sound, and Display (➤ below).

PIT IN

Takes your car straight to the pits and opens the Pit menu (Practice, Qualify, and Warm-up sessions of Grand Prix modes only).

RESTART RACE/ RESTART CHALLENGE

Select and confirm at the prompt to begin the current session again (not available in Grand Prix/Time Challenge Multiplayer modes).

QUIT EVENT

Quit the current on-track mode or event.

IN-GAME OPTIONS

ASSISTS



NOTE: The Assists available, and their default options, depend upon the mode you are racing in. As a guide, for more realistic options settings, choose **Simulation** and for a more arcade-like style, choose **Normal**.

SPEED ASSISTS

When ON, the computer assists the player with their speed at corners (Normal handling mode only).

CORNER INDICATOR

When ON, arrows appear in color-coded circles warning you of approaching corners (tight corners are red, shallow corners are green, and all others are yellow).

TRACTION CONTROL

Toggle ON to make it easier to pull away without unnecessary wheel-spin (Simulation handling mode only).

ABS

Toggle your anti-skid breaks ON to enable hard braking without skidding (Simulation handling mode only).



SOUND

Use the sliders to adjust volume levels for Commentary and Effects (e.g. engine noise).

➤ Press the D-Button $\updownarrow$ to move between the Sound options and press the D-Button $\leftrightarrow$ to adjust the selected option.

DISPLAY

TV PANELS

Toggle **ON** to display up to the minute race information such as your current position and split times.

SCREEN DISPLAYS

Toggle between OFF and **ON** (➤ *Screen Displays* on p. 11).

CIRCUIT MAP

Toggle FULL/**PARTIAL**/OFF. FULL displays a small map of the circuit on-screen, showing your progress around the track. **PARTIAL** shows only the section of track you are currently on.

SCREEN FORMAT

Toggle between **NORMAL** and WIDE. Select WIDE if you are playing *F1 2002* on a widescreen TV.

SPEED

Toggle the Speedometer display between **MPH** and KPH.

PIT STOPS

Choose an Interactive Pit Stop during a race and shave valuable seconds off your total race time. Mess up, though, and you can watch your crew making mistakes based on your performance.

AUTOMATIC PIT STOPS

You can pull into the pit lane at any stage of a Grand Prix mode race. As soon as you enter the pit lane, the Limiter is automatically applied and the computer takes control of the car.

INTERACTIVE PIT STOPS

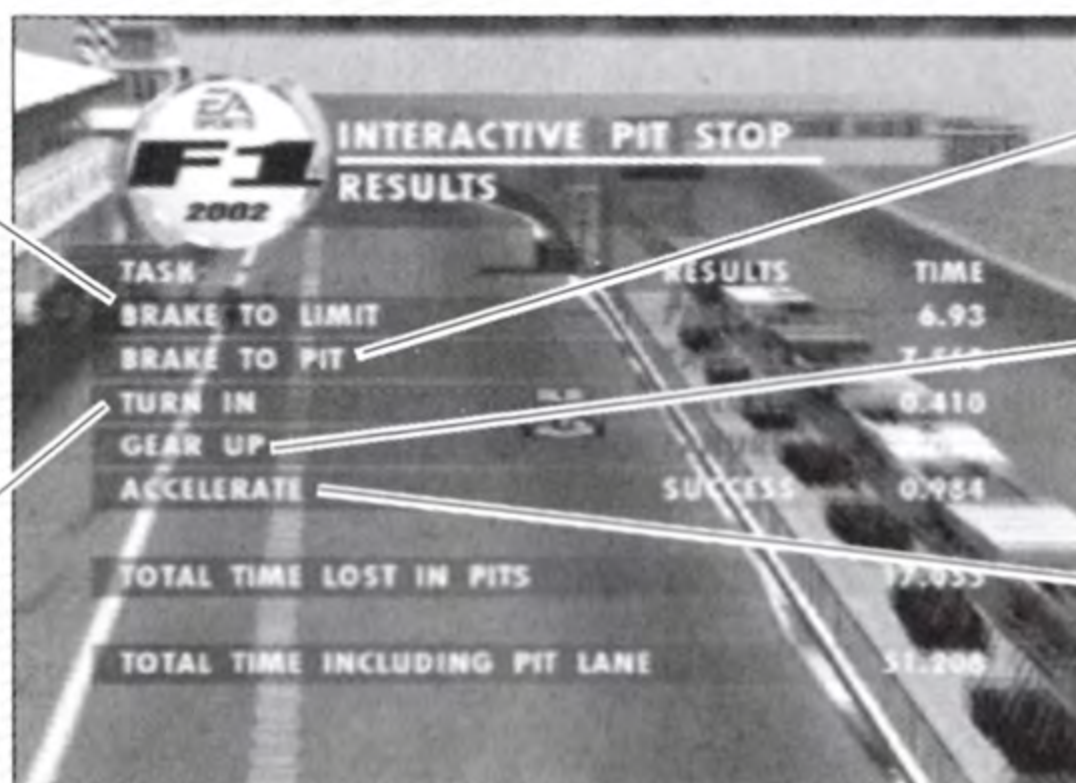
You can attempt to improve the speed of your pit stops by enabling Interactive Pit Stops in the Event Options menu. You may then attempt to complete certain tasks when pitting. Success in these tasks can shave seconds off that all-important pit stop time. However, failures can lead to time-consuming errors and penalties (more so, if FIA RULES are ON in Event Options).



NOTE: You can only perform Interactive Pit Stops in Race sessions during Grand Prix, Championship, and Challenge modes.

Braking down to a speed of 50 mph in the pit area—fast enough to maintain momentum but slow enough to adhere to the rules

Steering into the pit bay



Braking from 50 mph to 12 mph in order to pull into the pit bay

Shifting into first gear when told by the pit crew

Accelerating out of the pits at the prompt



PITTING DURING PRACTICE, QUALIFY, AND WARM-UP SESSIONS

During the Practice, Qualifying, and Warm-Up sessions, you can enter the Pits (or select PIT IN from the Pause menu) to take on fuel (if Fuel Use is set to ON, ➤ *Event Options* on p. 22) and to make adjustments to your Car Setup.

- ◆ If you pit during the Practice or Qualify sessions, you automatically receive about 5 laps worth of fuel. In Warm Up, you receive enough fuel for approximately 20 laps.
- As soon as the Car is stationary in the Garage, press the ✕ button to access the Pits menu.

PIT MENU

The Pit menu opens before you commence Practice, Qualifying and Warm-Up sessions.

START FLYING LAP

Leave the pit lane and begin your next lap with a rolling start.

VIEW CLASSIFICATIONS

View the current fastest lap times and provisional starting grid positions for all drivers or accelerate time using the QUICK TIME option. This advances time in the session. Select **NORMAL TIME** to bring Quick Time to an end.



NOTE: The View Classifications option is only available when Qualifying.

CAR SETUP

Make adjustments to your Car Setup (➤ *Car Setup* on p. 17).

LEAVE PITS

Leave the pit lane and return to the track.

RETIRE FROM SESSION

End the current session.

PITTING DURING RACE SESSIONS

During the race itself, pulling into the pit lane allows you to amend your fuel Strategy (➤ *Strategy* on p. 27) and Tire Type selection (➤ *Tire Type* on p. 27), change tires, re-fuel, and repair any damage to your car. Tire changes, re-fuelling, and damage repair are performed automatically—you just need to be ready when control of the car is returned to you on leaving the pit lane.

- ◆ The amount of fuel you take on when you pit during the race is determined by your Strategy (➤ *Strategy* on p. 27).
- ◆ If you decide to alter your Strategy, you must do so before the car comes to a complete stop and your pit stop begins, so that your pit crew knows how much fuel to put in your car.
- To access the Strategy and Tire Type pop-ups, press the **SELECT** button when prompted.

CAR SETUP

Select CAR SETUP from the Pit menu during a Practice, Qualify, or Warm-Up session to make the adjustments your car needs to put you over the top. Experiment with the various options to find the best setup for each circuit.



NOTE: Any changes made during the Practice, Qualifying, or Warm-Up sessions automatically carry over to the next stage. During the Race itself, the only Car Setup option available is Tire Type.

When Handling is set to SIMULATION (➤ *Handling Mode Screen* on p. 24), the following Car Setup options are available.



NOTE: When Handling is set to NORMAL, only the Tire Type option is available.

TIRES

TIRE TYPE

Select SOFT, **HARD**, WET, or DRY (different options are available under different circumstances). A SOFT tire gives generally better grip than a HARD tire, but does wear out quicker (if Tire Wear is set to ON – ➤ *Event Options* on p. 22). If it is raining, select WET.

FRONT PRESSURE

Adjust front tire pressure between 13.8 and 23.5 PSI.

REAR PRESSURE

Adjust rear tire pressure between 12.8 and 25.5 PSI.



NOTE: You cannot choose between SOFT and HARD tires during the Race and Warm-up sessions.

AERODYNAMICS

FRONT WING

Adjust downforce by changing the angle of the wing between 1 and 20. A higher setting helps to correct understeer through corners, while a lower setting helps correct oversteer through faster corners.

REAR WING

Adjust downforce by changing the angle of the wing between 1 and **19**. A higher setting helps to correct oversteer through corners, while a lower setting helps correct understeer through faster corners.

SUSPENSION

FRONT

Adjust RIDE HEIGHT, HIGH BUMP STOP, LOW BUMP STOP, SPRING RATE, and ANTI-ROLL BAR for the front suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

REAR

Adjust RIDE HEIGHT, HIGH BUMP STOP, LOW BUMP STOP, SPRING RATE, and ANTI-ROLL BAR for the rear suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.



BRAKES

BRAKE BIAS

Set the braking distribution between the front (-50%) and rear (50%) of the car. A setting to the rear helps to compensate for understeer during braking, while a setting to the front helps to compensate for oversteer when braking.

BRAKE STRENGTH

Set the strength of your brakes between 20% and 100%.

GEARBOX

Select the Gear Ratio for your car. Choose between **SHORT RATIOS**, **MEDIUM RATIOS**, and **LONG RATIOS**, or set your own individual settings by selecting **CUSTOM RATIOS**. A shorter setting provides better acceleration but a lower top speed, while a long setting gives a higher top speed but lower acceleration.

RESET TO DEFAULTS

Cancel all your changes and return to the car's default settings.

AFTER THE RACE

After each Race or Session, the Classification screen appears. This displays full final standings for the Race or Session.

- When you've finished viewing the Classifications, press the **✕** button to continue.
- In Quick Race mode, a pop-up appears asking if you wish to race again. Select **YES** to restart the race or **NO** to return to the Select Circuit screen.

SINGLE PLAYER MODES

Prove your skills and learn your trade at different race-related challenges, unlocking new modes and features with each success. Or, put yourself through the physical and mental punishment of a Championship circuit in Grand Prix mode.

CHALLENGE MODE

Take your Formula One apprenticeship in Challenge Mode and prove you've got the skills to take on the big boys. There are 11 challenges named after the 11 Formula One teams and each challenge can be taken at BASIC or ADVANCED level, with a choice of two handling types.

To choose a Challenge:

1. Select SINGLE PLAYER from the Main menu and press the **✕** button. The Single Player screen appears.
2. From the Single Player screen select CHALLENGE MODE.
3. Choose BASIC or ADVANCED challenge, and press the **✕** button to proceed.
4. Select a Team Challenge. An explanation of the task appears, including Pass and Fail criteria. Press the **✕** button to select the challenge or press the **▲** button to go back and choose another one.
5. After a challenge is selected, set your car's Handling (NORMAL or SIMULATION) then view the Gold, Silver and Bronze criteria. Press the **✕** button to begin the challenge.

After completing a task:

- ◆ After a task is completed, the Results screen documents whether you have passed or failed the challenge, displaying your Challenge Time and, if you have passed, your rating.
- Press the **✕** button to continue and select **YES** to take the challenge again or **NO** to return to the Challenge menu.
- ◆ Your progress is shown by an EA Sports Card alongside the respective team in the Select Challenge screens.



NOTE: Replays are not available in Challenge Mode.



GRAND PRIX MODE

Grand Prix mode is what Formula One racing is all about. From practice laps to qualifying to the real race, the pressure is on to perform your best while fighting off the best drivers in the world. Race a single Grand Prix weekend, a full season, or multiple seasons to show the world you've got what it takes.

- ◆ If Autosave is ENABLED (➤ *Saving and Loading* on p. 32), your progress is automatically saved, allowing you to resume your Grand Prix game at a later stage.

SINGLE GRAND PRIX

In Single Grand Prix mode, you participate in a full race Weekend, including Practice Sessions, Qualifying, Warm Up, and the Race itself. When you select SINGLE GRAND PRIX from the Grand Prix Modes screen, the Driver Select screen appears.

DRIVER SELECT

- Press the D-Button ↑↓ to scroll through the available drivers and press the ✕ button to select. The Select Circuit screen appears.

CIRCUIT SELECT

- Press the D-Button ↑↓ to scroll through the available circuits and press the ✕ button to select. The Event Options screen appears.



NOTE: All 17 circuits are available in Single Grand Prix mode.

EVENT OPTIONS

Set various gameplay options for your Grand Prix:

GEARS

Toggle between **AUTOMATIC** and SEMI-AUTOMATIC.

DAMAGE

Set car Damage to **OFF**, FORGIVING, or ON. When ON, your car sustains damage from collisions with barriers or other drivers. When set to FORGIVING, damage is sustained but to a lesser extent.

- ◆ If your car sustains too much damage, you may be forced to retire from the stage.



NOTE: You will only be forced to retire from a session due to damage if FIA rules are set to ON in the Event Options screen.

OPPOSITION DIFFICULTY

Set the ability of the computer controlled cars to **EASY**, MEDIUM, or HARD.

RACE LENGTH

Set the number of laps for the Race to **4**, 8, 16, HALF, or FULL (the actual number of laps raced in the FIA Championship).

INTERACTIVE PIT STOPS

Toggle ON/**OFF** (➤ p. 14).

WEATHER

Set the weather conditions for the weekend to **DRY**, VARIABLE, or WET.

FUEL USE

Toggle ON and fuel depletes during the course of a session, degrading the handling of the car. Default is **OFF**.

- ◆ The amount of fuel you take on during pit stops depends on the stage and on your fuel Strategy. For more information, (➤ *Pit Stops* on p. 14 and *Strategy* on p. 27).



NOTE: You can only change Fuel Use and Tire Wear options if the number of laps in your race is 16 or higher.



TIRE WEAR

When **ON**, your tires wear out at the normal (lap) rate of real F1 cars. Default is **OFF**.



EA TIP: Take into account tire wear when planning your strategy as you may lose valuable time by having to stop for fresh tires in longer races.

FAILURES

When **ON**, cars may be affected by mechanical failures over the weekend. Some Failures can be repaired by your pit crew—if you can make it back to the pits. Otherwise, a mechanical failure may force you to forfeit. Default is **OFF**.

- ◆ When you've finished setting the Options for your Single Grand Prix, press the **X** button to proceed.

FIA RULES

When **ON**, official FIA rules apply to your race, meaning you can be penalized for such misdemeanors as speeding in the pit lane and under yellow flags. Default is **OFF**.



NOTE: You can be black-flagged (and, as a result, automatically forfeit the race) for driving in the wrong direction in a pit lane or failing to comply with a stop-go penalty.

SLIPSTREAM

Set to **ON** to take advantage of the *F1 2002* awesome slingshot effect for quicker over-taking.



NOTE: The Slipstream feature is not available while qualifying.

GAME BREAKERS

When **ON**, you'll be treated to exciting multiple camera angle replays of exciting events in the race. Switch **OFF** if you prefer your racing without interruption.

HANDLING MODE SCREEN

- Select **NORMAL** or SIMULATION handling. SIMULATION handling gives a ride closer to that of the real thing while choosing NORMAL makes handling and braking easier and reduces the chances of the car spinning. This selection also determines what Car Setup (➤ p. 17) options are available.

NEXT SESSION SCREEN

- At the Next Session screen, highlight which session you'd like to go to (a Grand Prix weekend consists of the following sessions: PRACTICE, QUALIFY, WARM-UP, and RACE) and press the **X** button. For more information, ➤ *Grand Prix Weekend Events* on p. 26.



NOTE: Electing to do a session out-of-turn means that you have opted to skip the sessions before it (if you skip a Qualify session, you will be placed in last position on the grid in the ensuing race).

FULL CHAMPIONSHIP

Take part in a full season, spanning 17 Grand Prix weekends. Select a Driver and adjust your Event Options as you would in a Single Grand Prix (➤ *Event Options* on p. 22) and select BEGIN SESSION 1 in the Championship screen to start the season. The two other options on this screen, DRIVER STANDINGS and CONSTRUCTOR STANDINGS become available after the first round has been completed.



CUSTOM CHAMPIONSHIP

Select CUSTOM CHAMPIONSHIP from the Single Player screen to create your own individual Championship Season. You set the number of stages and the running order of the Circuits.

To set up a Custom Championship:

- 1.** Select a Driver and set your Event Options as you would in a Single Grand Prix (➤ p. 21) and press the **✕** button to proceed. The Custom Championship screen appears.
 - 2.** Select ADD ROUND 1. The Select Circuit screen appears.
 - 3.** Select the Circuit you want for the first Round. The Custom Championship screen re-appears. Select ADD ROUND 2 and repeat the process.
- To remove a Circuit from the schedule, press the D-Button **↕** to highlight the circuit and press the **■** button to remove it.



NOTE: You can choose between 2 and 17 Rounds (you can only include each Circuit once).

- 4.** When you're happy with the schedule for your Custom Championship, select CONTINUE.
 - 5.** Now select your Event Options and press the **✕** button to continue.
 - 6.** To start the first race of your Custom season, select BEGIN SESSION 1. The race begins.
- DRIVER and CONSTRUCTOR STANDINGS are selectable in the Season Review screen after the first round of your Custom Championship.

TEAM DUEL

Team loyalties are brushed aside in Team Duel mode as you set out to finish ahead of your teammate in a full grid race! If you fail, you can try again—but succeed and you win one of the EA SPORTS Team Duel cards.

GRAND PRIX WEEKEND EVENTS

A Grand Prix Weekend consists of the following sessions: Practice, Qualify, Warm-Up, and Race.



NOTE: You begin Practice, Qualifying and Warm-Up sessions in the pits. Select **START FLYING LAP** or **LEAVE PITS** from the Pit Menu (➤ *Pit menu* on p. 15) to begin.

- ◆ During the Practice, Qualifying and Warm Up stages, the Pause menu (➤ p. 12) features an additional option: **PIT IN**. Select this option to automatically return to the Pits (without having to pull in manually).

PRACTICE

During the Practice session, you have up to an hour in which to get accustomed to the selected circuit and to make adjustments to your Car Setup (➤ *Car Setup* on p. 17). Lap times are recorded throughout, allowing you to monitor your performance on the track.

QUALIFY

In the Qualify session, you have up to an hour (in which you can complete a maximum of twelve laps) to try and post the fastest lap time possible. Your best lap time determines your starting grid position for the race.



NOTE: Starting grid positions for the race are not finalized until the end of the full hour (i.e., if you quit the session before the hour is up, some other driver might still beat your time).

- ◆ If you have set Tire Wear to ON and have set the number of laps for the race to 16, HALF, or FULL (➤ *Event Options* on p. 22), the Tire Compound pop-up appears at the beginning of the Qualify session. Select a **SOFT** or **HARD** Tire Compound and press the **✕** button to proceed. Your choice of tire determines your Tire Compound for the remainder of the weekend (in accordance with the rules of the sport).



NOTE: If you have set Tire Wear to OFF, or you skip the Qualify session, your Tire Compound is chosen automatically.



VIEW CLASSIFICATIONS

Select VIEW CLASSIFICATIONS from the Pit menu to view current Qualifying classifications. Highlight SPEED and press the D-Button $\leftrightarrow$ to toggle between **NORMAL TIME** and QUICK TIME if you want to speed up the session.

WARM-UP

After the Qualify session, you have up to an hour on the circuit to fine tune your performance and make any last minute adjustments to Car Setup ($\triangleright$ *Car Setup* on p. 17).

RACE

With the Practice, Qualify, and Warm-Up sessions behind you, it's time to prove your worth in the main event.

STRATEGY

If you have set the number of laps for the race to 16, HALF, or FULL and have Fuel Use set to ON ($\triangleright$ *Event Options* on p. 22), you must pit at least once during the race. For 16-lap, HALF, or FULL races, the Strategy pop-up appears automatically at the start of the race.

- $\odot$ Press the D-Button $\leftrightarrow$ to schedule your first pit stop.
- $\odot$ Press the D-Button $\downarrow$ to select the 2nd pit stop. If you currently only have one stop scheduled but you wish to add another to the schedule, press the D-Button $\downarrow$ to highlight END, then press the D-Button $\leftarrow$.
- ◆ You can only schedule one or two pit stops per race.
- $\odot$ When you're happy with your Strategy for the race, press the $\times$ button to proceed.

TIRE TYPE

If Weather is set to WET or VARIABLE in Event Options ($\triangleright$ p. 22), you also need to select your Tire Type (**WET** or DRY). Press the $\times$ button to confirm your choice.

CHANGING STRATEGY/TIRE TYPE DURING A RACE

If you pull into the pits on a lap for which you don't have a pit stop scheduled, press the **SELECT** button while in the pit lane to access the Strategy ($\triangleright$ *Strategy* above) and Tire Type ($\triangleright$ *Tire Type* above) pop-ups. You can then make any adjustments necessary before returning to the race.

MULTIPLAYER

Select MULTIPLAYER from the Main menu to take other players on in Split Screen, Time Challenge, Tag Team or Full Season modes.



NOTE: You must have at least two controllers/wheels inserted in order to play all Multiplayer modes except for Time Challenge.



NOTE: In order to play Multiplayer games with three or four players (apart from Time Challenge mode), you must have a multitap inserted in controller port 1. The controllers must be connected sequentially to controller port 1-A, 1-B, 1-C and 1-D.



NOTE: The memory card (8MB)(for PlayStation®2) is only supported in MEMORY CARD slot 1-A if using the multitap.

SPLIT SCREEN

Race against up to three other players on a single track in Split Screen mode.

- Select the number of opponents (**2 PLAYERS**, 3 PLAYERS or 4 PLAYERS), which Drivers you wish to use, the Circuit you wish to race on, the number of laps you wish to race over, and a Handling Mode to begin.



NOTE: If you are taking part in a 2-Player game, you can also choose to race HEAD TO HEAD or with a FULL GRID (i.e., against 20 other cars).



TIME CHALLENGE

Up to 22 players can take part in a Time Challenge, in which drivers take turns trying to record the fastest lap time on any one of the 17 available circuits. Each player has five minutes to complete a lap.

To set up a Time Challenge race:

1. Select number of players by pressing the D-Button $\leftrightarrow$, then press the $\times$ button to proceed to the Driver Select screen.
2. Player 1 selects a Driver and presses the $\times$ button.
3. Repeat the process until each player has selected a Driver.
- To remove the last Driver from the list, press the $\blacktriangle$ button.
4. Choose the track that all drivers will race on by pressing the D-Button $\updownarrow$, and selecting the track by pressing the $\times$ button.
5. Choose your Handling Mode.



NOTE: In Time Challenge mode, each player shares the same controller or wheel, inserted in controller port 1.

TAG TEAM

In Tag Team, two teams of up to four players can take each other on racing on any circuit, with each player in a team taking turns to complete a lap.

To race in Tag Team mode:

1. Select a Driver to represent Team 1 and the number of players on that team.
2. Repeat this process for Team 2.
3. Choose a Circuit.
4. Select the number of laps you wish to race over.
5. Choose a Handling Mode.
6. The race begins and Player 1 on each team is instructed to take control of their respective cars. Each remaining player then takes control at the end of every lap until the race has been completed.



NOTE: Tag Team mode requires a minimum of 2 players and only uses controllers plugged into controller ports 1 and 2 or when using a Multitap (for PlayStation®2) controller ports 1-A and 1-B.

FULL SEASON

Two players duke it out for an entire Formula One season! The ultimate multiplayer competition!

- 1.** To set up a Full Season Multiplayer game, select FULL SEASON from the Multiplayer menu and press the **✕** button.
 - ◆ Player 1 selects a driver in the Select Driver 1 screen (press the D-Button **↑** to cycle through the choices). Once Player 1 has chosen, Player 2 can select his favored driver.
- 2.** Press the D-Button **↑** (Player 1) to highlight BEGIN SESSION 1, then select Handling type. The race begins.
 - ◆ Once the race has finished, your progress is autosaved. This allows you to re-join the season where you left off at another time.

CONTINUING A SAVED MULTIPLAYER FULL SEASON

Select CONTINUE when you next fire up the Full Multiplayer Season mode.

EA SPORTS™ CARDS



EA SPORTS Cards are a feature well-worth exploiting. Each team has six card types to collect. Collect two cards for each team at Bronze, Silver, or Gold level in Basic and Advanced Challenges. Win the remaining four cards for each team by playing the game at Easy, Medium and Hard levels. Win all the cards and you'll unlock cool extra features.

- As well as winning cards in the Team challenges, you can win other cards by making normal Formula One achievements during races. You are notified at the end of the race.
- ◆ To scroll through the cards/teams, press the D-Button  or .
- ◆ To zoom into individual cards, press the  button. Zoom out by pressing the  button.

SAVING AND LOADING

F1 2002 includes an Autosave feature that saves all of your Game Settings as well as your progress, car setups (per track) in all Grand Prix modes.

- ◆ If you start the game with a memory card that does not contain any previously saved games inserted in MEMORY CARD slot 1, the Autosave screen gives you the following options:

YES, ENABLE AUTOSAVE The game saves all of your settings and options changes and all of your progress through all game modes. The memory card must have 256KB free space for Autosave.

NO, DISABLE AUTOSAVE None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving your progress or changes.

- ◆ If you start the game without a memory card - The Autosave screen warns you that you cannot save your progress:

NO, DISABLE AUTOSAVE None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving your progress or changes.

- Alternatively, insert a memory card to bring up the AUTOSAVE options.



NOTE: Never insert or remove a memory card when loading or saving files.



NOTE: To enable Autosave during play, access LOAD/SAVE in the Main menu Options menu.



NOTE: To load a save game you must first select either Enable or Disable Autosave to get to the load game menu.

MUSIC CREDITS



Blackbeat

Performed by Apollo Four Forty.

Written by Noko, Gray, Gray, Hoxley

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1999 Recording courtesy of Epic Records/Sony Music Entertainment (UK) Ltd.

Intensity

Performed by Lee Coombs.

Written by Lee Coombs © 2000.

Published by Reverb Music Ltd. Recording courtesy of Fingerlickin' Records

Cold Rock

Performed by Politika.

Written by Crichton / Dimech.

Published by Reverb Music Ltd.

® 2000. Recording courtesy of Politika

The Push

Performed by Plump DJs.

Written, produced and arranged by L. Rous & A. Gardner.

Formulated and controlled at Laboratoire Plump © 2000.

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Recording courtesy of Fingerlickin' Records

Artist: Ils; Track: 6 Space.

Written & produced by: I. Walker.

Published by: Copyright Control. Marine Parade [p] & © 2001

This Feeling's Gone

Performed by Lexi Love.

Written by Worrall.

Published by Second Skin Music / Reverb Music Ltd. ® 2000 Recording courtesy of Second Skin Records Ltd.

Kunky

Performed by Toy.

Written by Toy.

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