

FORMULA ONE 2001™ GAME MANUAL

989
SPORTS™

F FORMULA
ONE 2001™
OFFICIALLY LICENSED PRODUCT



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.

Formula One 2001™ Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
\$0.95/min. auto hints, \$6.95-\$16.95 for tips by mail
(subject to availability), \$5.00-\$20.00 for card recharge

Within Canada: **1-900-451-5757**
\$1.50/min. auto hints

Automated service is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday, 7AM–6:30PM PST.

PlayStation 2 Online **www.scea.com**

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.



CONTENTS

Starting the Game

Setup	3
Controller Configuration	4

Getting Started

Logitech GT Force Controls	5
Auto Save Setup	6
Main Menu	6
Saving	6
Loading	8
Racing	10
Gallery	12

Game Select

Test Drive	13
Single Race	13
World Championship	15
Time Attack	16
Spectator Mode	17

Screen Menus

On Screen Display	18
In-Game Menu	18
Game Options	19
Car Setup	21

Playing the Game

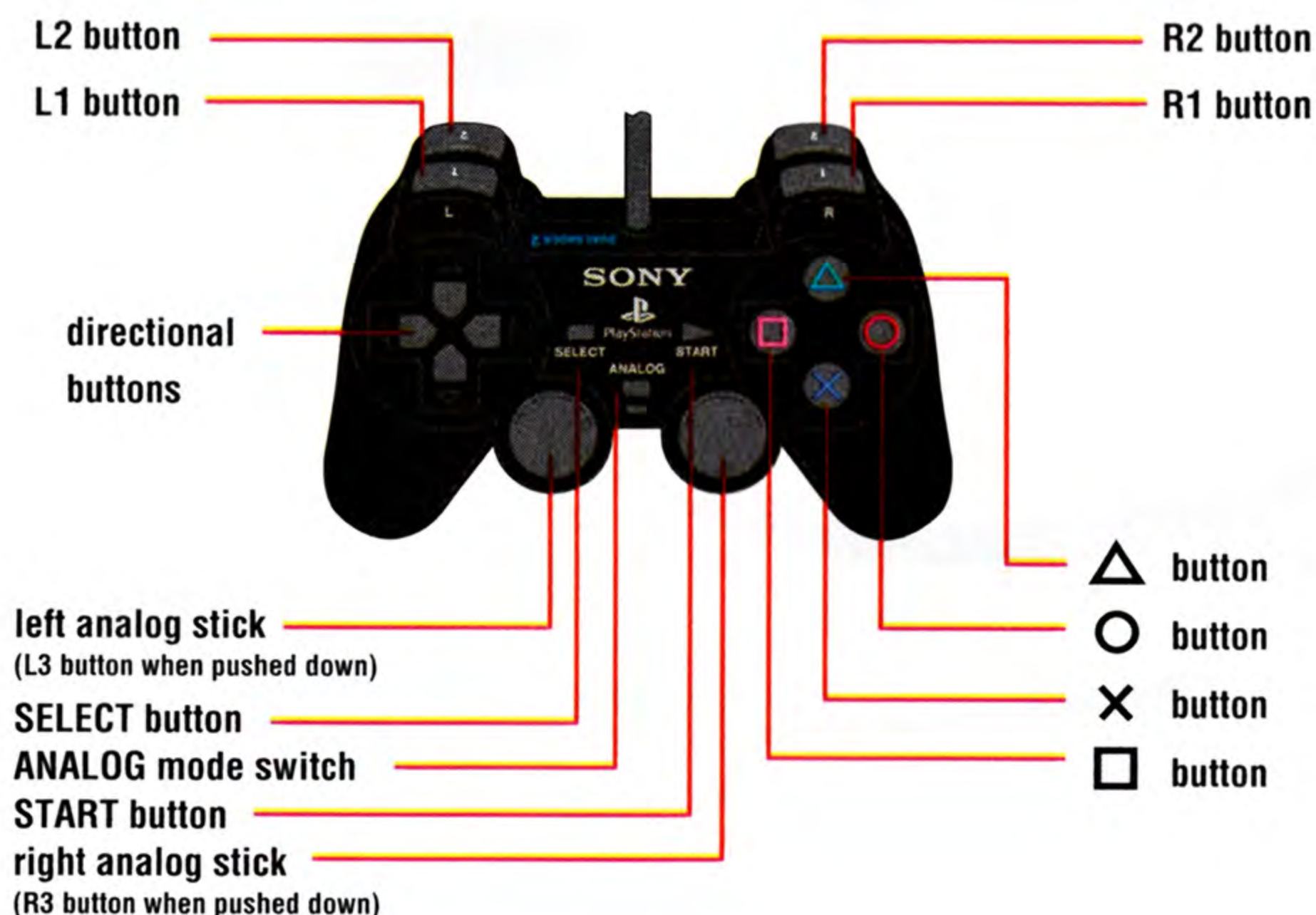
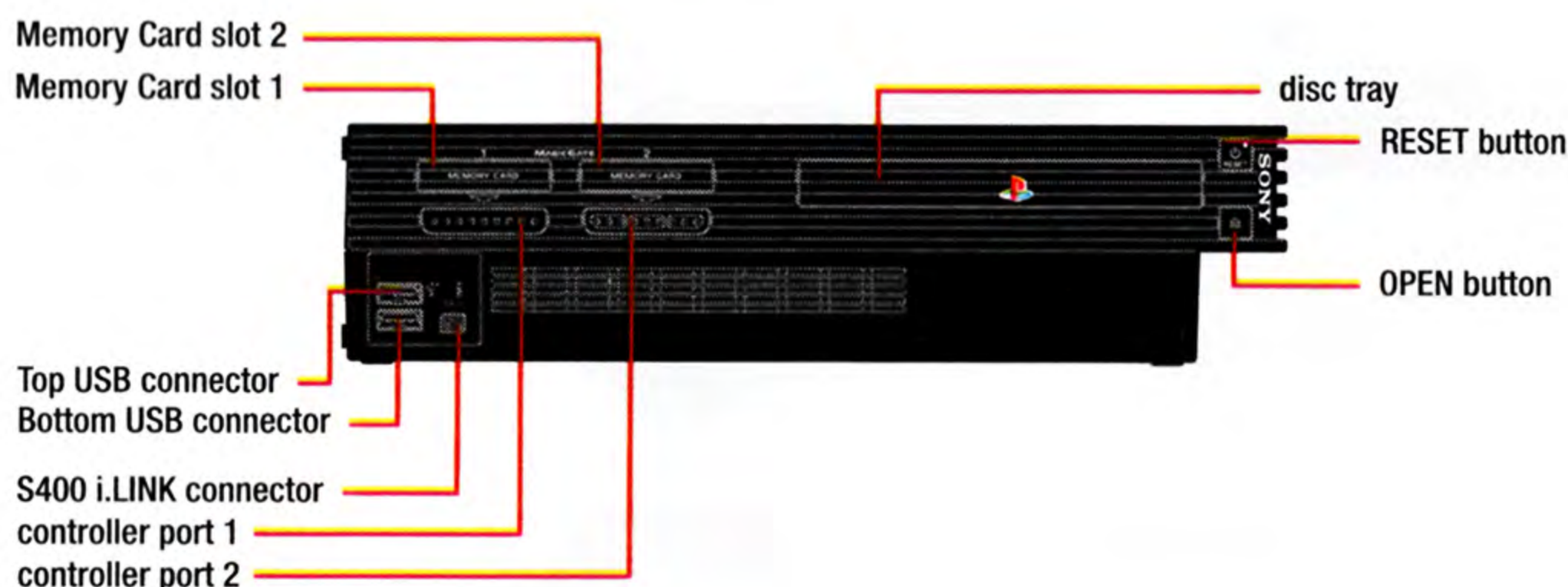
Qualifying	23
Flags	24
Weather	25
Clutch	25
Pit Stop Strategies	25
Making Pit Stops	26
Pit Stop Menu	26
Braking Strategies	26
Hints and Tips	27
Credits	28

STARTING THE GAME



SETUP

Setup your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the FORMULA ONE 2001™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the controls.



DUALSHOCK™ ANALOG CONTROLLER CONFIGURATION

CONTROLS (Analog Mode)

↑ Directional button	In-game menu Up
↓ Directional button	In-game menu Down
← Directional button	In-game menu Left
→ Directional button	In-game menu Right
Left analog stick	Steer
Right analog stick	Throttle (forward) & Brake (back)
⊗ button	Confirm menu selections/Throttle/Engine Restart (hold down when stalled, manual only)
⊠ Square button	Brake/Reverse (manual only)
△ Triangle button	Cancel menu selection/Cycle through camera views (during race)
L1 L1 button	Clutch (pressure sensitive, manual only)
L2 L2 button	Shift Down (manual only)
R1 R1 button	Rear View
R2 R2 button	Shift Up (manual only)
 START button	Pause & see in-game menu
 SELECT button	Pit (see Making Pit Stops on pg 26)

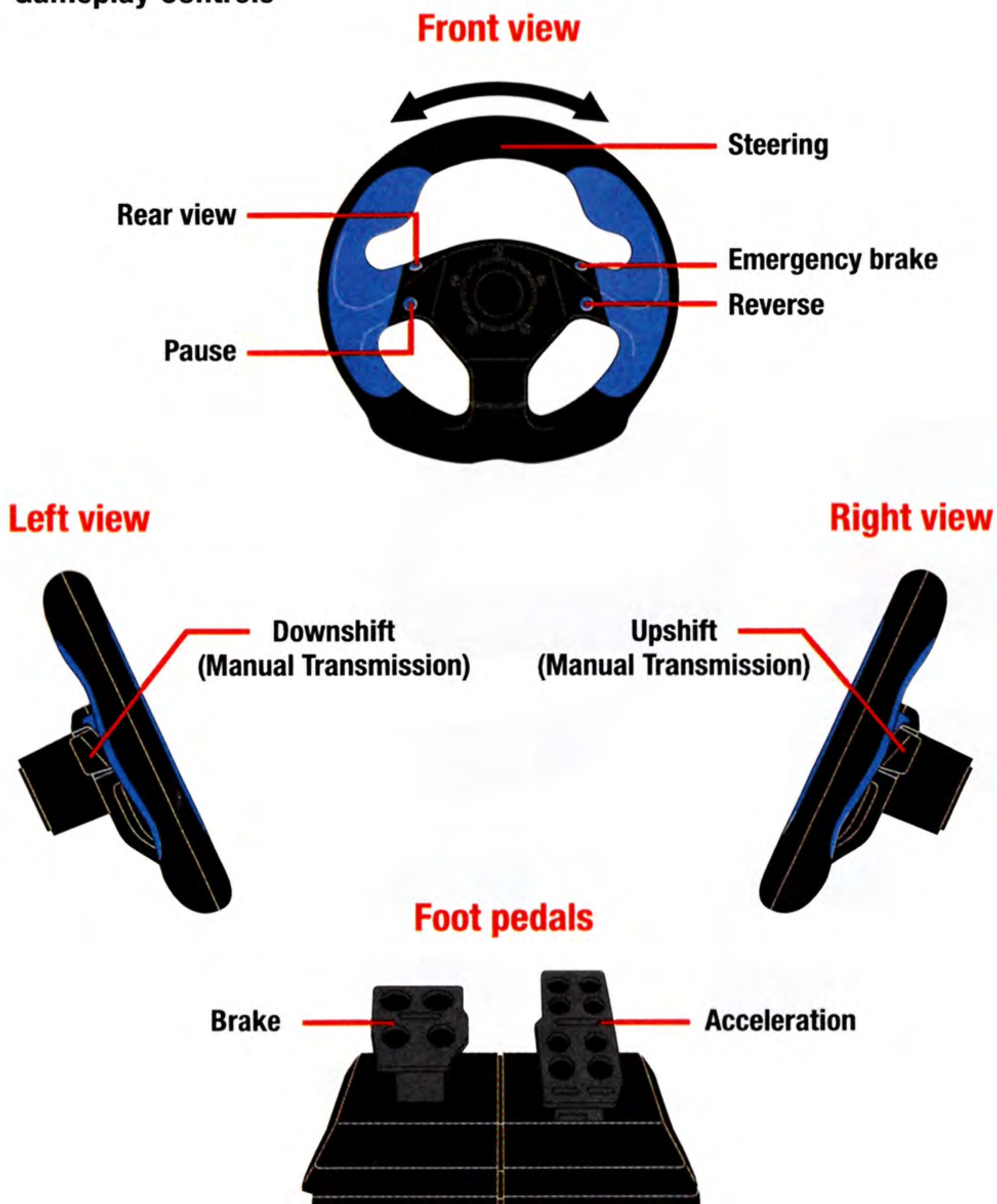
CONTROLS (Digital Mode)

↑ Directional button	In-game menu Up
↓ Directional button	In-game menu Down
← Directional button	In-game menu Left/Steer Left
→ Directional button	In-game menu Right/Steer Right
⊗ button	Confirm menu selections/Throttle/Engine Restart (hold down when stalled, manual only)
⊠ Square button	Brake/Reverse (manual only)
△ Triangle button	Cancel menu selection/Cycle through camera views (during race)
L1 L1 button	Clutch (pressure sensitive, manual only)
L2 L2 button	Shift Down (manual only)
R1 R1 button	Rear View
R2 R2 button	Shift Up (manual only)
 START button	Pause & see in-game menu
 SELECT button	Pit (see Making Pit Stops on pg 26)

LOGITECH GT FORCE CONTROLS

With a GT Force steering wheel the controls are as follows.

Gameplay Controls



When installing a single GT Force steering wheel to the PlayStation 2, be sure to connect the USB connection to the top USB port. In 2 Player Battle (in Arcade Mode), two GT Force steering wheels may be used if both wheels are connected to the USB ports.



GETTING STARTED



AUTO SAVE SETUP

Each time you start the game, you will be prompted to select a MEMORY CARD slot for Auto Save. Choose the MEMORY CARD slot that you plan to save your game to. Later, when you choose to save your game, data will automatically be saved to the MEMORY CARD (8MB) (for PlayStation 2) in this slot.

MAIN MENU



The following choices are available from the Main Menu screen:

Quick Load (pg 8)
Gallery (pg 12)
Quick Race (pg 10)
Game Select (pg 12)
Game Options (pg 19)
Load (pg 8)

SAVING

• SAVING YOUR GAME

*Accessed from the Race Weekend screen
in World Championship mode*

To save game settings and progress, insert a MEMORY CARD into either MEMORY CARD slot 1 or 2 of your PlayStation 2. You can load saved game data from the MEMORY CARD or any MEMORY CARD containing previously saved Formula One 2001™ games. Make sure there is enough free space (80kb) on your MEMORY CARD before commencing play.

● **SAVING CAR SETTINGS**

Accessed from the Car Setup screen

FORMULA ONE 2001™ provides an easy way for you to save different car settings for each of the 17 circuits in the game. In fact, you can save up to three different car settings for each circuit!

To Save Car Settings for a Circuit:

1. Start by entering a practice or qualifying race in either Test Drive, Single Race, or World Championship mode. Be sure to choose the circuit that you want to save car settings for. You can only save settings for the circuit you're currently racing on.
2. After the game finishes loading, you will see the Garage screen. Access the Car Setup screen by highlighting the wrench icon on the right side of this screen and pressing the **X** button.
3. In the Car Setup you can change all the different settings to your car (see pg 21).
4. To save the changed car settings, highlight the lower of the two MEMORY CARD icons that's on the right side of your screen and press the **X** button.
5. Select the MEMORY CARD (8MB) (for PlayStation 2) in MEMORY CARD slot 1 or 2 and press the **X** button.
6. Select a Car Setup file (see screen below) to save onto. Remember, you can't select different circuits because car settings are only saved for the circuit you're currently racing on. Press **↑** or **↓** to select a file to save your settings to and then press the **X** button. If there are already settings saved for the current circuit, you will be asked to "Confirm Selected File Overwrite." If you want to replace old car settings with the current ones, select "Accept" and press the **X** button.



- a. Name of current circuit.
- b. Number of current circuit in Car Setup file.
- c. Car Setup file that can store separate car settings for all 17 of the game's circuits.
- d. Empty file for another set of car settings for all 17 circuits!

What's what on the Save Car Settings screen

Each file can fit car settings for the 17 different circuits in the game. If you need more than one group of car settings for a particular circuit, you should save another car setup file in one of the empty slots.

- **SAVING GAME OPTIONS**

Accessed from within Game Options, which is selected from the Main Menu

When you exit the Game Options screen, Highlight "Exit and Save" to save the changes made to the game options. If you don't want to save changes to game options, select "Exit and Restore" to reset all options to their default settings.

LOADING

- **QUICK LOAD**

Accessed from Main Menu

Automatically accesses the most recently saved game data for FORMULA ONE 2001™ from the MEMORY CARD (8MB) (for PlayStation 2). Make sure that the MEMORY CARD is inserted according to the system instructions before attempting a Quick Load.

- **LOAD**

Accessed from Main Menu

Choose this option to manually load your saved game data from a MEMORY CARD (8MB) (for PlayStation 2). Unlike the Quick Load option, this method of loading gives you an opportunity to load saved game data from the card in slot 1 or slot 2.

- **LOAD CAR SETTINGS**

Accessed from the Car Setup screen

Use this option to load previously saved car settings before a race, practice session or qualifying race. Unlike Saving Car Settings, you will not be limited to loading the settings from a particular circuit. This means you can load the settings that worked well on one circuit onto your car while racing a totally different circuit.

• **LOAD CAR SETTINGS** *CONTINUED*

To Load Car Settings:

1. You can load car settings before a race, practice session or qualifying race in either Test Drive, World Championship or Single Race mode. Choose the circuit that you want to save car settings for. You can only save settings for the current circuit.
2. After the game finishes loading, you will see the Garage screen pictured below. Access the Garage by highlighting the wrench icon on the right side of this screen and pressing the **ⓧ** button.
3. In the Car Settings screen, highlight the uppermost MEMORY CARD icon that's on the right side of your screen and press the **ⓧ** button.
4. Select the Memory Card (8MB) (for PlayStation 2) that you want to load car settings from and press the **ⓧ** button.
5. On the following screen (below) you will select a Car Setup file, and then choose which group of settings to load. Press **↑** or **↓** to select different Car Setup Files. Press **←** or **→** to select the settings from one of the 17 different circuits in the game. As you scroll through the numbers, the name of the country they correspond to will appear at the bottom of your screen. Remember: when you saved car settings they were assigned to the circuit you were racing at the time. Highlight a circuit number and press the **ⓧ** button to load the car settings that are saved for that circuit.



1. Name of current circuit.
2. Green Arrows indicates currently selected circuit to load car settings for.
3. Shows name of currently selected circuit to load car settings for.
4. Currently selected Car Setup file. (Press **↑** or **↓** to select other files)
5. Red type shows which circuits have car settings saved.

What's what on the Load Car Settings screen

Each file can fit car settings for the 17 different circuits in the game. If you need more than one group of car settings for a particular track, you should save another car setup file in one of the empty slots

RACING

• **QUICK RACE**

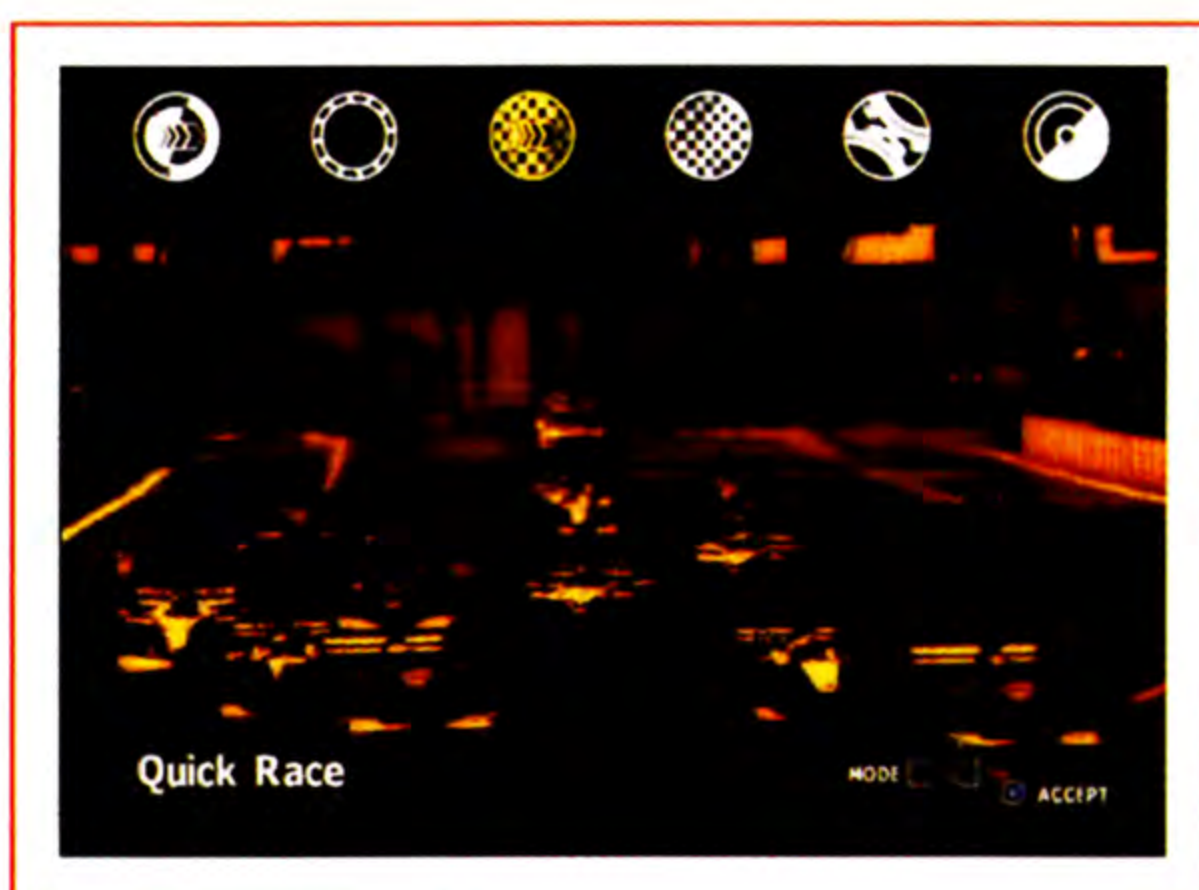
Accessed from the Main Menu

Quick Race mode offers a single arcade style race featuring the circuit, team, and driver of your choice. You will not be able to qualify, practice, or alter a car's setup features in the Quick Race mode. Here you will be able to choose a driver from 12 different teams. You will also be able to choose between 17 different circuits.

To start a single player Quick Race:

1. Select Quick Race from the Main Menu.
2. Press **←** or **→** to choose either 1 player or 2. Press the **⊗** button to confirm your selection.
3. Press **←** or **→** to customize the race length between 3 and 10 laps. Press the **⊗** button to confirm your selection.
4. Press **↑** or **↓** to scroll through the teams and press **←** or **→** to switch between each team's drivers. Press the **⊗** button to confirm your selection.
5. Once you have selected your team and driver, press **↑** or **↓** to scroll through the circuits.
6. Press the **⊗** button to confirm your selection and the GRID SETUP screen will appear. This screen will allow you to set up the grid placing for the race.

• **QUICK RACE** *CONTINUED*



Grid Setup Screen

1. Press **↑** or **↓** to highlight the driver that you wish to move.
2. Then press **←** or **→** to move the driver up or down within the grid to the chosen grid position.
3. Once you have arranged the grid to your liking, press the **⊗** button to start the race.

Quick Race for Two Players

Quick Race is the only gaming mode in Formula One 2001™ that supports 2 player horizontal split screen racing.

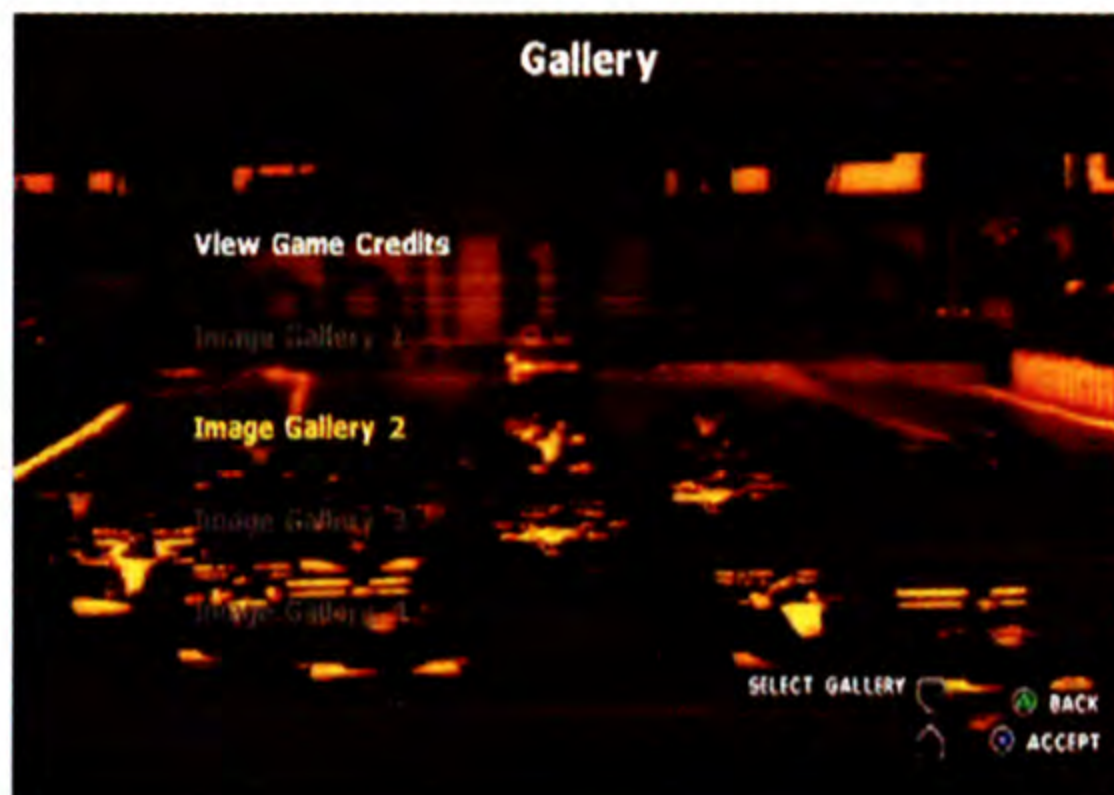
To start a Quick Race for Two Players:

1. Make sure that you have a Controller inserted into each of the Controller Ports.
2. Player 1 must press **→** to choose 2 players.
3. Once player 1 has chosen 2 players, press **⊗** button to select the amount of laps. Press **→** to increase the number of laps.
4. Player 1 selects team and driver for both player 1 and player 2. You can only choose from 4 teams in this mode: McLaren Mercedes, Williams BMW, Ferrari, and Jordan Honda.
5. Finally player 1 chooses the circuit and the race begins.
6. During the race, the indicator in the center of the screen will display the time difference between the two cars with the green indicator denoting which car is in the lead.

GALLERY

Accessed from the Main Menu

The Gallery provides access to Credits and Formula One images. To gain access to the four Image Galleries you must win the World Championship at all the different skill levels.



GAME SELECT

Game Select accessed from the Main Menu

The following choices are available from the Game Select screen:

Test Drive (pg 13)

Single Race (pg 13)

World Championship (pg 15)

Time Attack (pg 16)

Spectator Mode (pg 17)

Test Drive

Accessed from the Game Select screen

This mode allows you to test drive any car on any circuit, using any of the available drivers. Before each test drive you will be taken to the Car Setup screen so you can adjust your car settings. Experiment with a variety of car setups to learn what works best for different tracks before you commit to the full Grand Prix season.

To start a Test Drive:

1. Select Test Drive from the Game Select screen.
2. Press **↑** or **↓** to scroll through the teams and press **←** or **→** to switch between each team's drivers. Press the **⊗** button to confirm your selection.
3. Once you have selected your team and driver, press **↑** or **↓** to scroll through the circuits.
4. In the Car Setup screen you can change the set up of your car's parts to suit the circuit you've chosen. When you're ready to begin the test drive, highlight the steering wheel icon and press the **⊗** button.

SINGLE RACE

Accessed from the Game Select screen

A single Grand Prix style race with a choice of circuits, teams, and drivers. The layout of Single Race mode is very similar to that of World Championship mode, but it only lasts for one race.





To start a Single Race:

1. Select Single Race from the Game Select screen.
2. Press **↑** or **↓** to see the different cars. Press **←** or **→** to scroll between team drivers for the selected car, then press the **⊗** button to advance to the next screen.
3. Once you have selected your team and driver, press **↑** or **↓** to scroll through the circuits. When you've made your selection, press the **⊗** button to advance to the Race Weekend screen.
4. The following choices appear on the Race Weekend screen:

Practice: You have four opportunities to get acquainted with the track your next race is on and to experiment with different car settings for that track.

Qualifying: Race to determine your grid position in the starting line up of the upcoming race. If you start the race without qualifying, you will begin at the back of the grid.

Warm Up: Your last chance to practice before the race begins.

Race: Begin the next race!

Save: Save your game.

Exit: Return to the Game Select screen.

When you choose Practice, Qualifying, or Warm Up, you will advance to the Garage screen. When you are done practicing, making changes in the Car Setup screen and Qualifying, it's time to begin the actual race. Select Race on the Race Weekend screen and you're off!

Guide to icons on right:

Steering Wheel: Select to begin the chosen event.

Wrench: Select to enter the Car Setup screen.

Fast Forward: Speeds up clock in lower left of screen.

Calculate Results: Skips the event and shows results.

Quit: Return to the Race Weekend screen.

WORLD CHAMPIONSHIP

Accessed from Game Select screen

Compete in a full Grand Prix World Championship season and play as a driver of your choosing. See Loading (pg 8) to learn about continuing a previously saved World Championship season.



To begin a new season in World Championship mode:

1. Select World Championship from the Game Select screen.
2. Press **↑** or **↓** to see the different cars. Press **←** or **→** to scroll between team members for the selected car. When you've made your selection, press the **⊗** button to advance to the Race Weekend screen.
3. The following choices appear on the Race Weekend screen:

Practice: You have four opportunities to get acquainted with the track your next race is on and to experiment with different car settings for that track.

Qualifying: Race to determine your grid position in the starting line up of the upcoming race. If you start the race without qualifying, you will begin in last place.

Warm Up: Your last chance to practice before the race begins.

Race: Begin the next race!

Save: Save your game.

Exit: Return to the Game Select screen.



When you choose Practice, Qualifying, or Warm Up, you will advance to the Garage screen. When you are done practicing, making changes in the Car Setup screen and Qualifying, it's time to begin the actual race. Select Race on the Race Weekend screen and you're off!

Guide to icons on right:

Steering Wheel: Select to begin the chosen event.

Wrench: Select to enter the Car Setup screen.

Fast Forward: Speeds up clock in lower left of screen.

Calculate Results: Skips the event and shows results.

Quit: Return to the Race Weekend screen.

Pro Tip: Don't take too long in the screen above, because the timer in the lower left corner begins counting down the moment you get here! Either go to the Car Setup screen or start your outlap.

TIME ATTACK

Accessed from Game Select screen

A single or multi-player race against the clock on a circuit of your choice. In multi-player Time Attacks, players take turns racing to see who can get the best lap time.

To begin a single or multi-player Time Attack in Normal Mode:

1. Select Time Attack from the Game Select screen.
2. Press **↑** or **↓** to see the different cars. Press **←** or **→** to scroll between team drivers for the selected car. In multi-player Time Attacks, all players must race as the same car and driver. When you've made your selection, press the **⊗** button to advance to the next screen.
3. Highlight Normal on the Select Time Attack Mode screen, and then press the **⊗** button.
4. Press **←** or **→** to select the number of players who will participate in the Time Attack. Press the **⊗** button to confirm your selection.
5. Press **←** or **→** to select the number of laps each player must complete during their Time Attack, then press the **⊗** button to confirm your selection.

TIME ATTACK CONTINUED

6. Each of the players then chooses a name of no more than 10 characters. Once the name appears correctly, select the arrow in the lower right-hand corner of the screen and press the  button to confirm the name. After all names have been input, you will advance to the Select Circuit screen.
 7. Press  or  to select a circuit for the Time Attack to take place on, then press the  button to begin the Time Attack.
-

SPECTATOR MODE

Accessed from Game Select screen

In Spectator mode, you can watch a race that's controlled entirely by the game's AI. This allows you to setup a virtual championship race, based on a track & grid of your preference. During the race the game will automatically switch between a variety of different camera angles. During the race you can change the camera angle by pressing the  or  buttons. To make the camera stop switching, and stay on one angle, press the  button, enter the Spectator Options and turn the Auto Director feature OFF.

To begin a Spectator Mode race:

1. Select Spectator Mode from the Game Select screen.
 2. Press  or  to see the different cars. Press  or  to scroll between team members for the selected car. When you've made your selection, press the  button to advance to the next screen.
 3. Once you have selected your team and driver, press  or  to scroll through the circuits. When you've made your selection, press the  button to confirm.
 4. Before the race begins you can change the order of the grid. Press  or  to highlight different drivers, and press  or  to change the grid position of the selected driver. When you're ready to watch the race, press the  button.
-



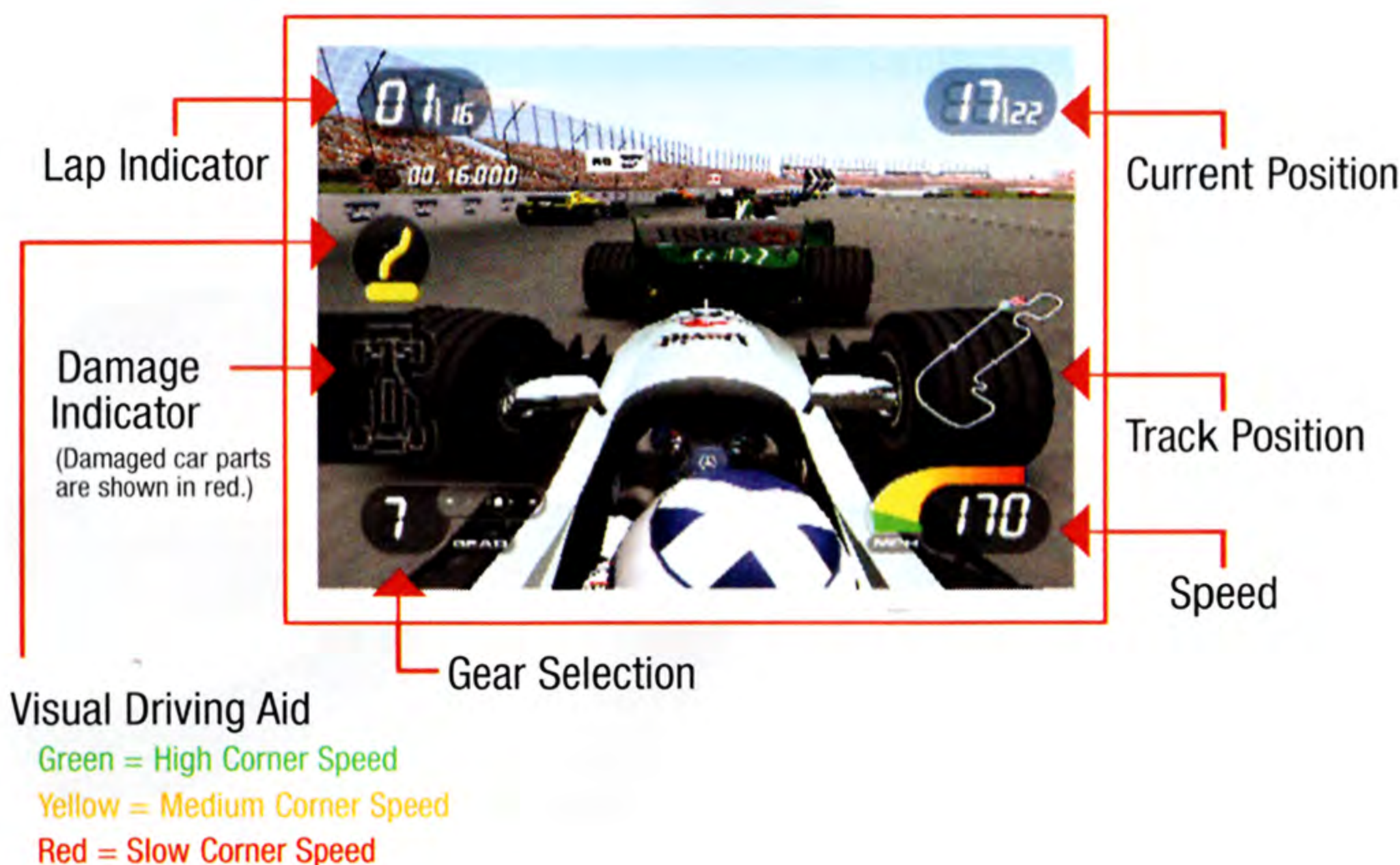
SCREEN MENUS



ON SCREEN DISPLAY

a.k.a. "HUD" or "Heads Up Display"

It's what you see when you're racing



IN-GAME MENU

Accessed by pressing the  button during a race

Press the  button at anytime during a race to pause the game and bring up the In-Game Menu. Press  or  to choose between different available options in this menu and press the  button to confirm your choices. Different options are available on this menu, depending on which mode of the game you are playing when you access it. For instance, the Jump To Garage option appears during practice and qualifying laps, but not during actual races.

Continue: Return to the current race.

Restart: Select Restart to start the race over.

Jump To Garage: Go instantly to your garage where you can make changes to your car's settings.

IN-GAME MENU CONTINUED

Sound Options: Turn the Main Commentary or the Pit Commentary ON or OFF.

Replay: Replay the action from the last few seconds of the race. Press the  button again during the replay to bring up a sub-menu where you can choose to stop the replay using the normal highlight and select process.

Driving Aids: ABS, Traction Control, Automatic Gears and Visual Driving Aids can all be turned ON or OFF here (does not apply for Semi-Pro & Pro difficulty options). Press  or  to highlight your choice. Press the  button to toggle options ON or OFF.

- ABS (automatic braking system) applies a moving vehicle's brakes instantly upon contact with another object, minimizing the damage and injury from reverse motion collisions.
- Traction Control electronically eliminates wheelspin and enhances acceleration.

MPH: Press  or  to have your car's speed displayed in Miles-per-hour or Kilometers-per-hour.

Quit: Returns you to the front end following an on-screen prompt for confirmation.

GAME OPTIONS

Accessed from the Main Menu

Game Options is where you can customize many facets of FORMULA ONE™ 2001 to suit your personal tastes. Press  or  to highlight different options, then press  or  to change the highlighted option. The different game options are:

• **DISPLAY**

Adjust Horizontal Position: Move the screen display left or right.

Adjust Vertical Position: Move the screen display up or down.

• **DIFFICULTY SETTINGS**

Skill Level: Choose between Novice, Amateur, Semi-Pro and Pro skill levels.

Flags/Rules: Turn this ON if you want penalty flags to be called on you and other drivers during races.



Tire Wear: Turn this OFF if you don't want your tires to wear out during races.

Fuel Usage: Turn this ON to experience realistic fuel consumption during races.

Damage: With this turned ON, parts of cars can be knocked off during collisions.

Failures: Turn this ON to experience realistic engine failure added to your races.

Tip: Hold the ⊗ button to restart a stalled car

Note: Selecting Pro skill level will automatically turn all difficulty options ON.

Flags/Rules, Tire Wear, Fuel Usage, Damage and Failures options do not apply for Quick Race mode

● **EXIT**

Exit and Save: Save the changes made in the Game Options screen and return to the Main Menu.

Exit and Restore: Restores Game Options to the last saved settings and return to the main menu.

Cancel: Return to the Main Menu without affecting Game Options.

● **RACE OPTIONS**

Weather: Set to Forecast to have the game manage the weather for you, or choose between Sunny, Cloudy, Overcast and Light or Heavy Rain.

Race Length: This setting determines what percentage of the normal number of laps you will race on each circuit. If you want the shortest possible races, set Race length to 10%. If you want the longest races, set it to 100%.

Default Camera Position: This option determines what default point of view you will see the race from.

● **SOUND**

Master Volume: Adjusts all volume levels simultaneously.

SFX Volume: Adjusts the sound effects volume.

Commentary/Music Volume: Adjust the volume for music and commentary at the same time.

Main Commentary: Turn the announcer's voice ON or OFF.

Pit Commentary: Turn the voices of your pit crew members ON or OFF.

Sound Mode: Can be set to Stereo, Reverse Stereo or Mono depending on the type of sound your television provides.

GAME OPTIONS CONTINUED

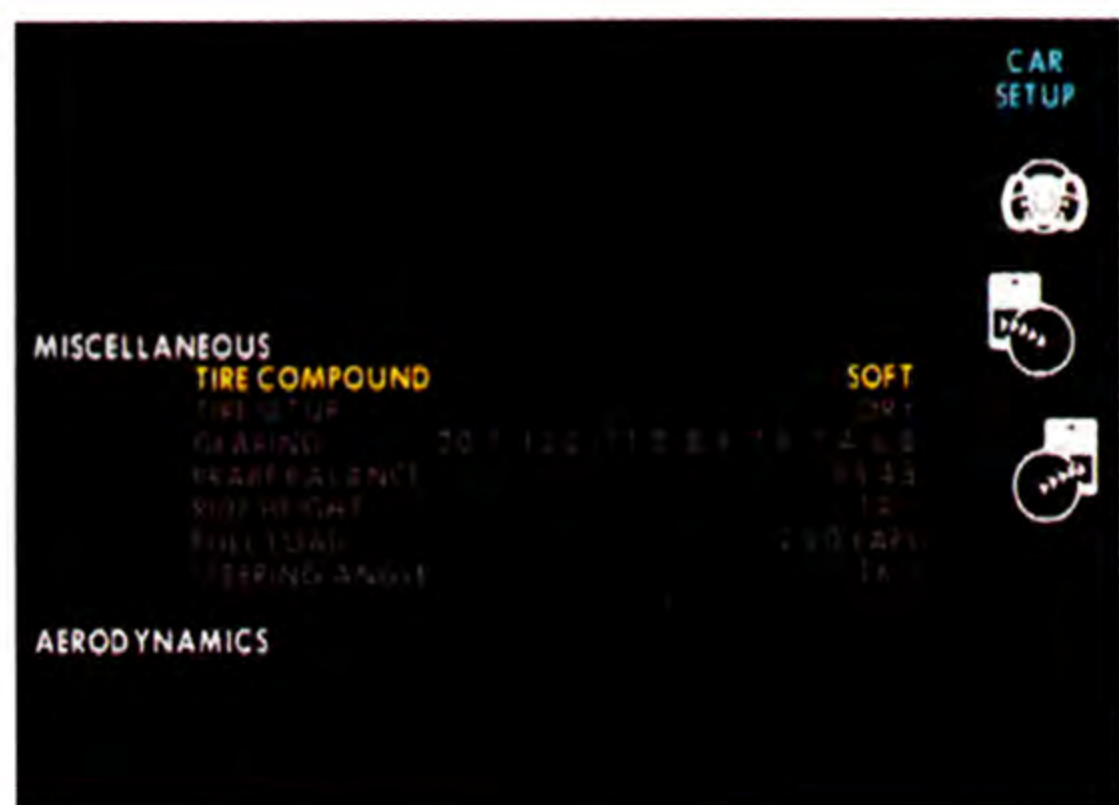
● CONTROLLERS

Player 1 or 2 Vibration: Turn the vibration feature of the DUALSHOCK™2 Analog Controller ON or OFF for each player.

Player 1 or 2 Controller: Select the type of controller that each player is using.

CAR SETUP

Accessed by choosing Practice, Qualify, Warm up, or Race in the Race Weekend Menu. The Race Weekend Menu is accessed before races in World Championship and Single Race modes.



Success in Formula One depends on a number of factors combined correctly on race day. One such factor is the setup of the various car parts. You'll often hear drivers in a post race interview saying whether they felt that their team had achieved the correct setup or not. As every circuit in Formula One is unique, placing different demands on

both car and driver is crucial to get the correct set up to maximize performance. The problem when setting up a Formula One car is that there are no right or wrong decisions. Experimentation coupled with experience is the key to success.

1. Press **↑**, **↓**, **←** or **→** to highlight one of the following options: Tire Compound, Tire Setup, Gearing, Brake Balance, Ride Height, Fuel Load, Steering Angle, Aerodynamics, Springs, Anti-Roll, Camber, and Race Strategy.
2. Press the **⊗** button to confirm your choice, then press **←** or **→** to alter the settings for each process. Press the **⊗** button to confirm.

● MISCELLANEOUS CAR SETTINGS

Tire Compound: Dry weather tires come in two types of compound — hard or soft. Soft tires warm up quickly giving superior grip to the hard variety. However, they do have a tendency to wear out faster.

Tire Setup: Choose between wet and dry tires, depending on the weather conditions you're racing in.

Gearing: A short gear ratio results in quick acceleration, but less top speed. A short gear ratio is suitable for slower circuits with lots of close cornering and few flat out sections. A long gear ratio gives less immediate acceleration but a higher top speed. It is suitable for fast circuits with lots of flat out sections.

Brake Balance: The heavy braking required in Formula One means that the front brakes work much harder than the rear. This setting lets you alter the proportion of braking force applied to the front wheels. Try to create a balance between front and rear. If the rear wheels are losing grip and breaking away when you use the brake strongly then there's too much rear brake force. If this is the case, you should increase the front wheel bias.

Ride Height: The lower the car the greater the cornering grip. Set it too low and bumps on the track may 'ground' the car causing damage to the underside.

Fuel Load: Fuel load is largely dictated by your race strategy. Heavier fuel loads cause less top speed and acceleration, but will reduce the frequency with which you must pit to refuel.

Steering Angle: Increase the steering angle to increase the turning circle of the car. Tight, hairpin turn circuits like Monaco call for an increase in the car's turning circle. However, increased 'lock' leads to increased tire wear.

● **AERODYNAMICS CAR SETTINGS**

Front and Rear Wing Angle: Increasing the height of the front and rear wings creates more down force. Down force creates more grip and makes for better cornering. Down force also creates increased drag, which in turn can reduce top speed.

● **SPRINGS CAR SETTINGS**

Front and Rear Bump Damp: Increase this setting to 'damp' out bumps on the track surface. It is important to note that too much damping results in a car that is very aggressive and hard to handle

Front and Rear Rebound Damping: When you hit a bump, the suspension unit compresses to absorb the shock. However, it also needs to reset itself following the compression. This recoil is known as "rebound". Rebound damping controls the speed at which this occurs — more damping smoothes the ride, but too much results in the suspension failing to return quickly enough for the next bump.

CAR SETUP CONTINUED

- **ANTI-ROLL CAR SETTINGS**

This forms a major part of the suspension setup. If the car is understeering, then soften the front anti-roll. If the car is oversteering, then soften the rear anti-roll.

- **CAMBER CAR SETTINGS**

The front and rear camber setting is used to place the tires in a position where the best performance is available through a corner.

- **RACE STRATEGY SETTINGS**

Choose up to four pit stops during a race. Use the stop scheduler to pick the lap number that you wish to stop on.

When you are happy with your settings, press ➡ to move the highlight to one of the icons to the right, which offer you the choice to save or load settings from the MEMORY CARD or to return to the circuit. Press the ⊗ button to confirm your choice.

PLAYING THE GAME



Single Race and World Championship modes in FORMULA ONE 2001™ bring you the authenticity of a Grand Prix race weekend experience. It is advisable to begin with a practice session which enables you to try different car setups. Afterward you can progress on to the warm-up and qualifying sessions before you enter the main event. Points are granted to the top six finishers in each Grand Prix event. The winner is awarded 10 points, runner-up receives 6, and third place gets 4 points. Fourth place is awarded 3 points, with 2 points going to fifth and 1 point for sixth.

QUALIFYING

In Formula One, the qualifying session is vital for race preparation. Drivers put in their best time for a single lap, which is compared to all other driver times in the qualifying session to calculate each car's grid position. The higher a driver's grid position at the start, the better his chance of finishing in the points at the checkered flag.

There is a practice session in the morning and qualifying takes place in the early afternoon. The outcome of a qualifying session can, and often does, dictate a team's tactical approach to the main event. A good tactic for a car that qualifies down the grid is to begin the race with a light fuel load. Combined with a pit stop strategy that allows the car to refuel when caught in traffic, a skillful driver could use his car weight advantage to move up through the field.

FLAGS

A Formula One race is controlled by a system of flags shown to the drivers by the track marshalls stationed at every corner on the track. The flags, and the rules which control them, can be turned ON or OFF in the Game Options Menu. (see pg 19 for more info)

Black Flag: A black flag is shown to the driver when he has received a Time Penalty, or has been disqualified from the race.

Time Penalty: A Time Penalty is imposed if a driver makes a jump-start before all five of the red starting lights turn on, exceeds the pit-line speed limit, or ignores the blue flag warnings. The driver must serve the penalty within the next 3 laps by entering the pits and stopping for ten seconds at his garage. This is known as a Stop/Go Penalty.

Disqualification: A driver can be disqualified for failing to serve a Stop/Go Penalty.

Blue Flag: The blue flag is used to warn a driver that he is about to be overtaken by a faster car, and that he must allow the other car to overtake. If you do not let a faster car overtake, you may get a Stop/Go Penalty.

Yellow Flag: The yellow flag warns of danger on the track ahead, such as a crashed car or debris. Drivers must slow down and be prepared to stop. Overtaking is forbidden when the yellow flag is displayed.

Checkered Flag: This flag tells the driver that the race is finished.

WEATHER

The weather is one of the biggest factors affecting the outcome of a Grand Prix. The Race Weekend menu displays the weekend's weather forecast. Keep this forecast in mind when making decisions about your car setup. Pay particular attention to how the temperature could affect the track and, ultimately, your tires. Furthermore, the mere threat of rain should have you reconsidering your whole game plan.

CLUTCH

The clutch can be used in any mode in which manual gears are selected. The clutch is pressure sensitive, so pressing **L1** button completely in will result in a total loss of power to the drivetrain. Letting the clutch out by even a small amount will allow power to go through to the driven wheels, moving your car forward or backward (depending on your gear selection).

PIT STOP STRATEGIES

Formula One cars are allowed to refuel and to change tires during a race. Although the pit crews work hastily to change all four wheels and refuel, often in less than ten seconds, the driver loses a lot more time than this on each pit stop. This is due to the speed limit in the pit lane and the length of the pit entry and exit roads. On some circuits, upwards of forty-five seconds can be lost by making a pit stop. The reason they have pit stops is to maximize the performance of the cars. A heavy fuel load makes for a car that will not have the acceleration of a car with half a load. In the same way, tires that will last the entire race simply do not provide the grip required to cope with the demands of modern Formula One racing. To get the best out of the cars, certain sacrifices have to be made and pit stops are one of them.



MAKING PIT STOPS

Before you can make a pit stop, you must press the  button to alert your pit crew to be prepared. If you do this correctly, your car will automatically come to a full stop when you drive into the pit. If you find yourself slowing for an unwanted pit stop, you can cancel the stop by pressing the  button before the car comes to a complete stop.

PIT STOP MENU

You may pit at anytime during a race. The pit crew will be in contact with you throughout the race via speech and on-screen indicators. If you have set up a race strategy in the Car Setup Menu the crew will call you in at the allotted time. When you come into the pit lane the AI will assume control of your car. You may adjust the amount of fuel and tire types that are put in the car.

BRAKING STRATEGIES

Braking hard for a tight corner at the end of a long straight can be one of the few overtaking opportunities in Formula One racing. As you approach the end of the straight, try to get your car alongside the car you are attempting to overtake. Whoever brakes last will then be able to command the racing line into the corner. This maneuver takes a lot of skill and courage. Get it right and you can pull off a spectacular passing move. Get it wrong and you will probably spin off of the track.

HINTS AND TIPS

- You don't score any points if you don't finish a race, so your strategy needs to be a combination of aggressive and defensive tactics. Sometimes you have to be bold and go for the win. At other times a car in urgent need of a repair means you should settle for a points finish. Pushing your car too hard may end in disaster and the loss of all championship points for the current race.
 - If you stay out of trouble and take opportunities as they arise by capitalizing on the mistakes of others, you should do well. Of course, there's a lot of luck involved in winning a championship, but a true champion will recognize the right moment to pile on the pressure and force his/her rivals into making mistakes.
 - Because overtaking other cars is so difficult in Formula One, a good qualifying position is extremely important. The secret to qualifying well is always good preparation. The car also needs to be setup to match the needs of the track and it's worth experimenting in the Friday practice session to see if you can find a car setup that better suits your driving style.
-



CREDITS



SONY COMPUTER ENTERTAINMENT STUDIO LIVERPOOL

Studio Manager
Clemens Wangerin

Associate Producer
Martin Harrow

Lead Programmer
Jason Chown

Programming team
Tom Cooper, James Ogden, Darren Wood,
John Young, Lee Hammerton

Lead Artist
Andrew Phelan

Art team
John Eggleton, John Dwyer, Mark Stokle,
Jon Kendrew, Simon James, Dean Ashley,
Art Lenavat, Jay Weston

Sound Engineer
Mike de Belle

Lead Designer
Stephen Hood

Designer
Chris Grannell

Network Infrastructure Manager
Steve Loughran

Formula One Management, Ltd
Laura McNamara

Thanks to
Suttons Motorsport, Trevor Jones,
Gavin Fitzgerald, Gareth Molan,

SONY COMPUTER ENTERTAINMENT AMERICA, PRODUCTION

Producer
Taku Imasaki

Assistant Producer
Rick Kane

Vice President, Product Development
Shuhei Yoshida

Director, Product Development
Allan Becker

Senior Producer, Product Development
Barbara House

Technical Director, Product Development
Jon Steele

Creative Director, Product Development
Mike Giam

Production Coordinator, Product Development
Jessica Brunelle

Director of Music
Chuck Doud

Core Manager, Quality Assurance
Mike Veigel

Usability Manager, Quality Assurance
Doug Damron

Supervisor, Quality Assurance
Adrien Langlois

Quality Assurance Lead
Steve Schulte

Usability Quality Assurance Lead
David Paymard, Masa Ogasawara

Quality Assurance Analysts
Adam Orth, Aly Farrow, Chris Greer, Matt Anaya,
Phil White, Terry Oppenheimer, Eric Gonzales,
Conrad M. Noche, Geoff Show, Jacque Segall,
Chad Walker, Brad Raistrick

Director of Quality Assurance
Michael Blackledge

Senior Manager, Quality Assurance
Ritchard Markelz

Project Coordinator, Quality Assurance
Fred Dodson, Eric Ippolito

Project Manager, Quality Assurance
Nicole Nokes

Technology Manager, Quality Assurance
Kevin Simmons

Lab Technician, Quality Assurance
Vince Loughney

**SONY COMPUTER ENTERTAINMENT
AMERICA, MARKETING**

Senior Vice President Marketing
Andrew House

Director, Product Marketing
Ami Blaire

Associate Product Marketing Manager
Ron Eagle

Director, Public Relations
Molly Smith

Public Relations Specialist
Ryan Bowling

Director, Promotions
Sharon Shapiro

Promotions
Donna Armentor, Aimee Duell,
Blair Elliot, Bob Johnson

Creative Services Manager
Jack Siler

Creative Services
Josh Bingham, Ed DeMasi, Peggy Gallagher,
Ted Jalbert, Jennifer Jones, Marie Macaspac,
Noel Silvia, Dayton Paiva

**Vice President, Loyalty and
Channel Marketing**
Marilyn Weyant

Loyalty and Channel Marketing
Jesse Caid, Michele Freeman,
Jonathan Ries, Cyril Tano, Kim Yuen

Director, Legal and Business Affairs
Lisa Lunger

Legal and Business Affairs
Brian Fukuji, James Williams, Michelle Manahan,
Sue Nopar, Susan O'Driscoll, Riley Russell

Package & Manual Design
Brad Maur, CMB Design Partners, Inc.

SPECIAL THANKS

Jeff Adams, John Aspinwall, Connie Booth,
Jesse Caid, Claudette Castillo, Kenneth Chan,
Jeal Choi, Brian Dimick, Ron Eagle Sr.,
Brian Hale, Ryoichi Hasegawa, Kaz Hirai,
Andrew House, Jeff Hutchinson, Mai Kawaguchi,
Doug Kelley, Dan Kinhead, Chuck Lacson,
Rich Larocca, Ken Law, Glenn Nash, Frank O'Malley,
Tanya Page, George Richard, Jonathan Ries,
Victor Rodriguez, Rick Rooney, Steve Ross,
Jun Sakai, Phil Salas, Leonard Scalero,
Jack Tretton, Misa Usui, Saul Villegas, Kim Yuen,
Rapp-Collins Worldwide, TBWA/Chiat Day

MUSIC CREDITS

"Duck-It", "Screw-Up" & "Supermoves"
Performed by Overseer. Published by Warner-
Chappell Music Ltd. [PRS] administered by WB
Music Corp. [ASCAP]. Courtesy of Columbia
Records. By arrangement with Sony Music
New Media Licensing www.sonymusic.com.
ALL RIGHTS RESERVED. USED BY PERMISSION.

"Gift"
Written by Toni Halliday and Dean Garcia.
Performed by Curve. Produced, engineered &
recorded at Total. Additional Guitar: Roby Holliday
and Alan Moulder. Bleeps and Analogs: Flood.
Published by Curve administered by Bell
Management and Promotions. Taken from the
album "Gift". Courtesy of Estupendo/Hip-0
Records under license from Universal Music
Enterprises.

"Hard Wax"
Written by Max Odell, Brett Parker, Antonio Hardy
& Marlon Williams. Performed by Manchild with
additional vocals from Nathan Evans. © 2000
Warner-Chappell Music Ltd. [PRS] / Copyright
Control. (p) 2000 One Little Indian Records.
Contains a sample from "Set It Off" as performed
by Big Daddy Kane licensed courtesy of Warner
Bros. Records Inc. by arrangement with Warner
Special Products. ALL RIGHTS RESERVED. USED
BY PERMISSION.

"Rockin' The Place"
Written by Max Odell, Brett Parker & Paul
Laster Performed by Manchild. © 2000
Warner-Chappell Music Ltd. [PRS] / Nog Nod
Music [BMI] (p) 2000 One Little Indian Records.
ALL RIGHTS RESERVED. USED BY PERMISSION.

MUSIC CREDITS *CONTINUED*

“Shockwave”

Written by Shackelton and Saunders. Performed by Lunatic Calm. Published by Junkbond Ltd. administered by Universal-MCA Music Publishing, a Division of Universal Studios, Inc. (p) 2001 Luna Module. Taken from the album “Breaking Point” [City of Angels Records] International Rights Secured. Not for broadcast transmission. All rights reserved. DO NOT DUPLICATE.

“We Luv U”

Words and Music by Ralph Jeppard & Richard Battersby Performed by Grand Theft Audio. © 2000 Universal Music Publishing Limited Administered By Universal-Polygram International Publishing, Inc. [ASCAP]. (p) 2000 London-Sire Records Inc. Produced Under License from London-Sire Records by arrangement with Warner Special Products. International Rights Secured. Not for broadcast transmission. All rights reserved. DO NOT DUPLICATE.

WARNING: “It is a violation of Federal Copyright Law to synchronize this Video Game with video tape or film, or to print the Composition embodied on this Video Game in the form of standard music notation, without the express written permission of the copyright owner”.

Game © 2001 Sony Computer Entertainment Europe. An official product of the FIA Formula One World Championship. Licensed by Formula One Administration Limited. All rights reserved.



“Formula One”, “Formula 1”, and “F1”, “FIA Formula One World Championship”, (together with their foreign translations and permutations) are trademarks of the Formula One group of companies.



Experience Driving Realism

Experience the new level of realism in racing games. Force Feedback technology lets you feel the road, the car handling, the bumps...and if you're not careful, the wall.

Full-Size Wheel

4 Buttons

Rubber Grips

2 Wheel-Mounted Gear Shifters

Dual Clamping System

Realistic Pedals

Non-Slip Floorboard



GT FORCE

For the PlayStation®2 Computer Entertainment System

**Available @ www.playstation.com
or look for it at your local retailer**



USB Only

© 2001 Logitech. All rights reserved. Logitech, the Logitech logo and other Logitech marks are owned by Logitech and may be registered. All other trademarks are the property of their respective owners.