

**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.

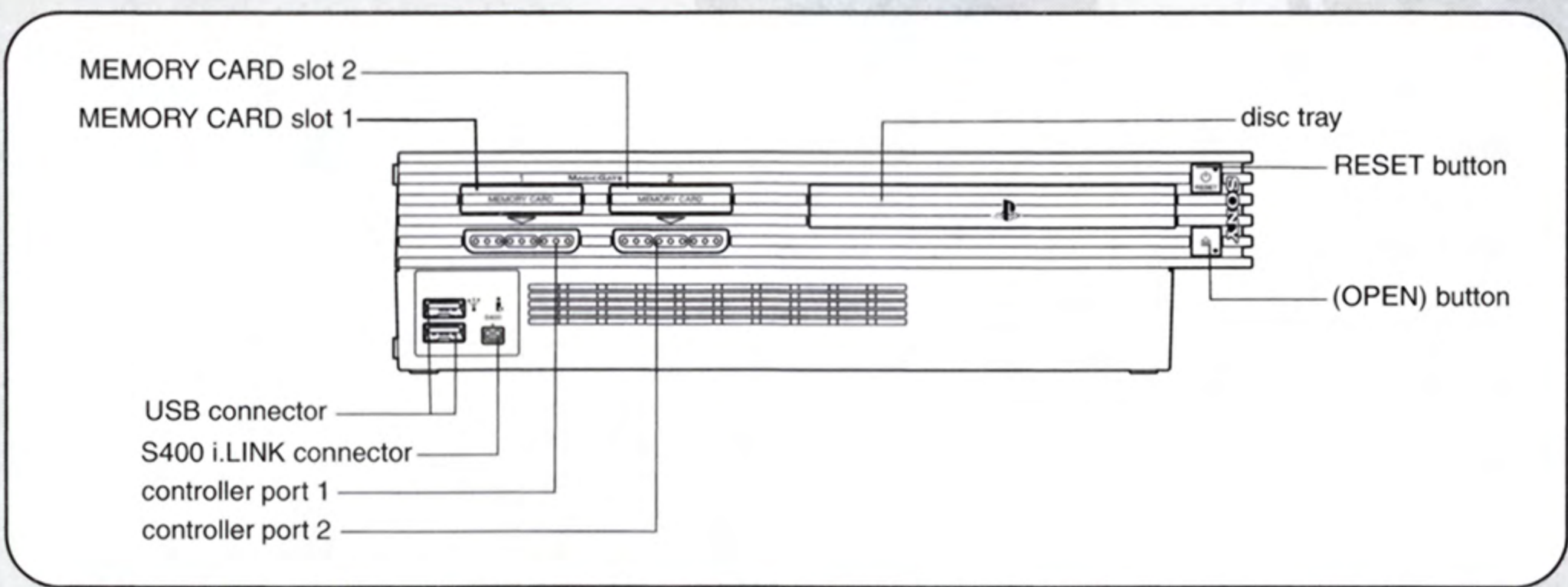
HANDLING YOUR PlayStation 2 FORMAT DISC:

- 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.*

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GETTING STARTED



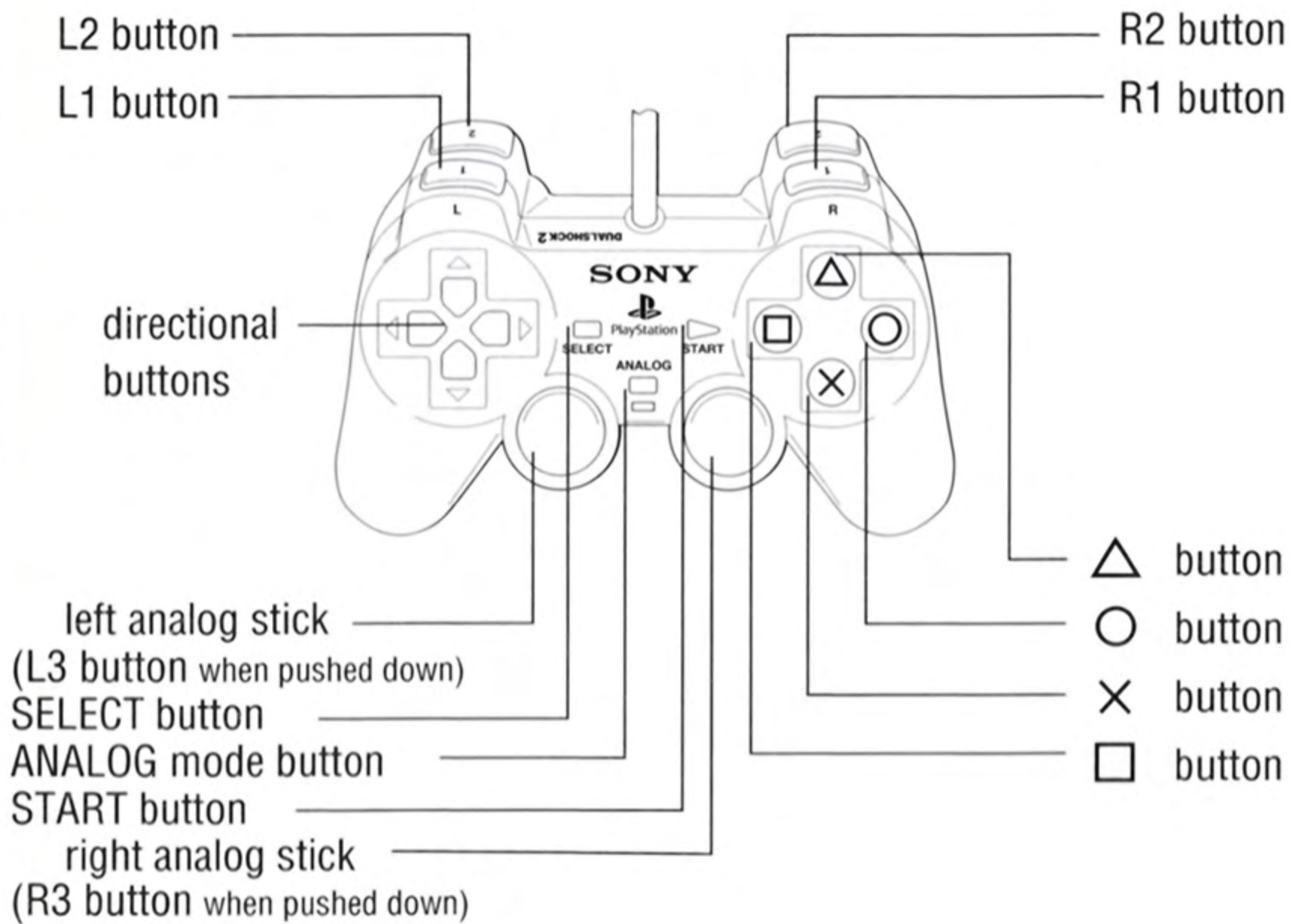
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Grand Prix Challenge 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 software.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game or save a game. Grand Prix Challenge requires 280KB of free space on your memory card to save your game progress.

Note: Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.

Grand Prix Challenge supports the DUALSHOCK®2 analog controller. Digital controllers are not supported.

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



	MENU	IN-GAME	REPLAY
START button	—	Pause	Pause / Menu
▲ button	Cancel	TCS Adjust	—
● button	—	—	HUD ON/OFF
× button	Accept	Accelerate	—
■ button	—	Brake	—
L1 button	—	Look back	Look back
L2 button	—	Gear down	—
R1 button	—	Change View	Change View
R2 button	—	Gear up	—
Directional buttons	Move in the menus	Steer	—
Up directional button	—	—	Select car
Down directional button	—	—	Select car
Left analog stick	—	Steer	—

MAIN MENU

Use the directional buttons or left analog stick to move through the menus.

Press the ✖ button to confirm your selection or the ▲ button to go back.

Select from the six Game Modes, set Options or view the fastest laps table in Records.

QUICK RACE

Dive straight in to the world of F1 racing. Select from 11 F1 teams and 22 championship drivers.

GRAND PRIX

Experience all the excitement of a Grand Prix weekend.

Tune your car in the practice sessions.

Qualify with the fastest lap time while keeping an eye on your opponents' times.

Make last minute adjustments during Warm-Up.

Now you are ready to race.

CHAMPIONSHIP

This is what it's all about. Drive in the full 2002 FIA Formula One World Championship season for the twin titles of World Champion and World Constructor Champion. Practice, Qualify and Warm-Up for the main event.

GRAND PRIX CHALLENGE

Take on a series of challenges in exotic locales based around ever more complex situations faced by Grand Prix drivers.

TIME TRIAL

Practice makes perfect. Set the fastest lap. Save and race against a fastest lap "Ghost Car." Enter your initials in the high score table.

MULTIPLAYER

Race a friend in two player split-screen mode.

OPTIONS

Race Options

Set the different race options for Quick Race, Grand Prix, Championship, Time Trial and Multiplayer game modes. Depending on the race mode, you can select:

- Race Laps
- Car Damage
- Rules*
- Fuel Use*
- Tire Wear*
- Weather
- Ghost Car (Time Trial Only)
- Catch-Up (Multiplayer Only)

**These options are not available in Quick Race mode.*

Game Options

This menu allows you to choose:

- Load Game
- Speed Display: KPH / MPH
- Braking Indicator: ON / OFF

Controls

You can choose from four controller configurations and toggle Vibration function ON / OFF.

Audio - Video

- Set the volume for the in-game Music and Sound Effects.
- Sound: Stereo / Mono
- Widescreen: ON / OFF

Adjust Image

Center the screen.

RECORDS

View the top five fastest laps for each of the 17 circuits that make up the 2002 FIA Formula One World Championship season.

GAME MODES (Detail)

Grand Prix Challenge features six game modes.

QUICK RACE

This mode allows you to play a single race. Only the first six circuits of the season are initially available in Quick Race. Winning races in Quick Race unlocks more tracks.

The helicopter follows the race leader.

Use it to gauge your distance from the front of the pack.

GRAND PRIX

Participate in a single Grand Prix weekend. Only six circuits are initially available. Victory in the Grand Prix mode unlocks more tracks. The mode consists of the sessions that make up a Grand Prix weekend: Practice, Qualifying, Warm-Up and Race.

CHAMPIONSHIP

In Championship mode, you will race a full season.

Championship mode begins with the first race of the season, Melbourne.

You must complete the races in succession to build up your championship points.

Championship races consist of all the events of a full Grand Prix — Practice, Qualifying and Warm-Up, and the Race itself.

You may skip any session to access the race directly. However, skipping the Qualifying session means you will start at the rear of the grid.

A Full Championship consists of a complete 17-race season.

The title of “FIA Formula One World Championship Driver” is awarded to the driver with the greatest number of points at the end of the season.

The title of “FIA Formula One World Championship Constructor” is awarded to the team with the greatest number of points. (Results from both cars in the team are taken into account.)

TIME TRIAL

Time Trial lets you learn the circuits of the 2002 season and set the fastest lap times.

You have the option of pacing yourself against a fastest lap “Ghost Car”.

The “Ghost Car” of your fastest lap can be saved onto the memory card.

GRAND PRIX CHALLENGE

Grand Prix Challenge presents 10 challenges grouped by a particular theme.

These challenges increase in their level of difficulty.

Only the first Grand Prix Challenge will be open. Successful completion will unlock the next challenge.

MULTIPLAYER

This mode allows two players to race against each other on a horizontal split-screen. All tracks are available to the players, who have the option of going through the sessions available on a race weekend:

- *Practice*
- *Qualify*
- *Warm-Up*
- *Race*

PRE-RACE OPTIONS

SELECT CIRCUIT

Choose one of the 17 circuits from the 2002 FIA Formula One World Championship season.

In Championship mode, the first circuit of the season, Melbourne, is automatically selected. Grand Prix Challenge has only the first challenge available. In Quick Race and Single Grand Prix modes, only the first six tracks of the season are open. Circuits are unlocked by winning events in these modes.

SELECT DIFFICULTY

Set the difficulty of the AI racers: Easy, Medium or Hard.

SELECT CAR

Select from any one of the 11 teams in the 2002 FIA Formula One World Championship series.

SELECT DRIVER

Once you have selected a team, choose from either of the team's two drivers, 22 in all.

SELECT HANDLING

Choose from three types of handling: Beginner, Intermediate and Expert. Beginner offers automatic braking, ABS and Traction Control (TCS). Intermediate offers no braking assistance, while Expert offers no braking assistance and the option of manual or automatic transmission. You can modify the amount of Traction Control in Intermediate and Expert Handling Modes.

RACE WEEKEND OPTIONS

Experience all the elements that make-up a Grand Prix Weekend.

Car Set-Up

Tune your car to your own specifications.

Practice

In Practice sessions, you prepare and test your car. You may enter the pits to adjust your car set-up, either by driving in via the pit lane or by using the Pause menu to go there directly.

Practice sessions last 60 minutes and finish when the time limit is up or when you select "End Session."

You can view the current Practice, Qualifying or Warm-Up times of the other drivers by selecting the “View Session” option while in the pits. The up and down directional buttons will show the other drivers in the pits or working on their times. Press the ✖ button to view driver times and standings.

Qualifying

Qualifying sessions last sufficient time for 12 laps. You can enter the pits for adjustments, but be careful: Partial laps are counted in your total number of qualifying laps. Your fastest lap time is your Qualifying Time.

Your Qualifying session ends when the lap limit is reached, when the time limit expires, or when you select “End Session.”

If you skip the Qualifying session, you start last on the grid.

Warm-Up

Warm-Up is identical to Practice, and it is the last event before the race. Warm-Up allows you to adjust your car according to the weather conditions on race day. Warm-Up lasts 60 minutes.

As the Warm-Up takes place on race day, weather conditions are similar to those that will be encountered in the race.

Pre-Race

Formation Lap and Strategy Selection

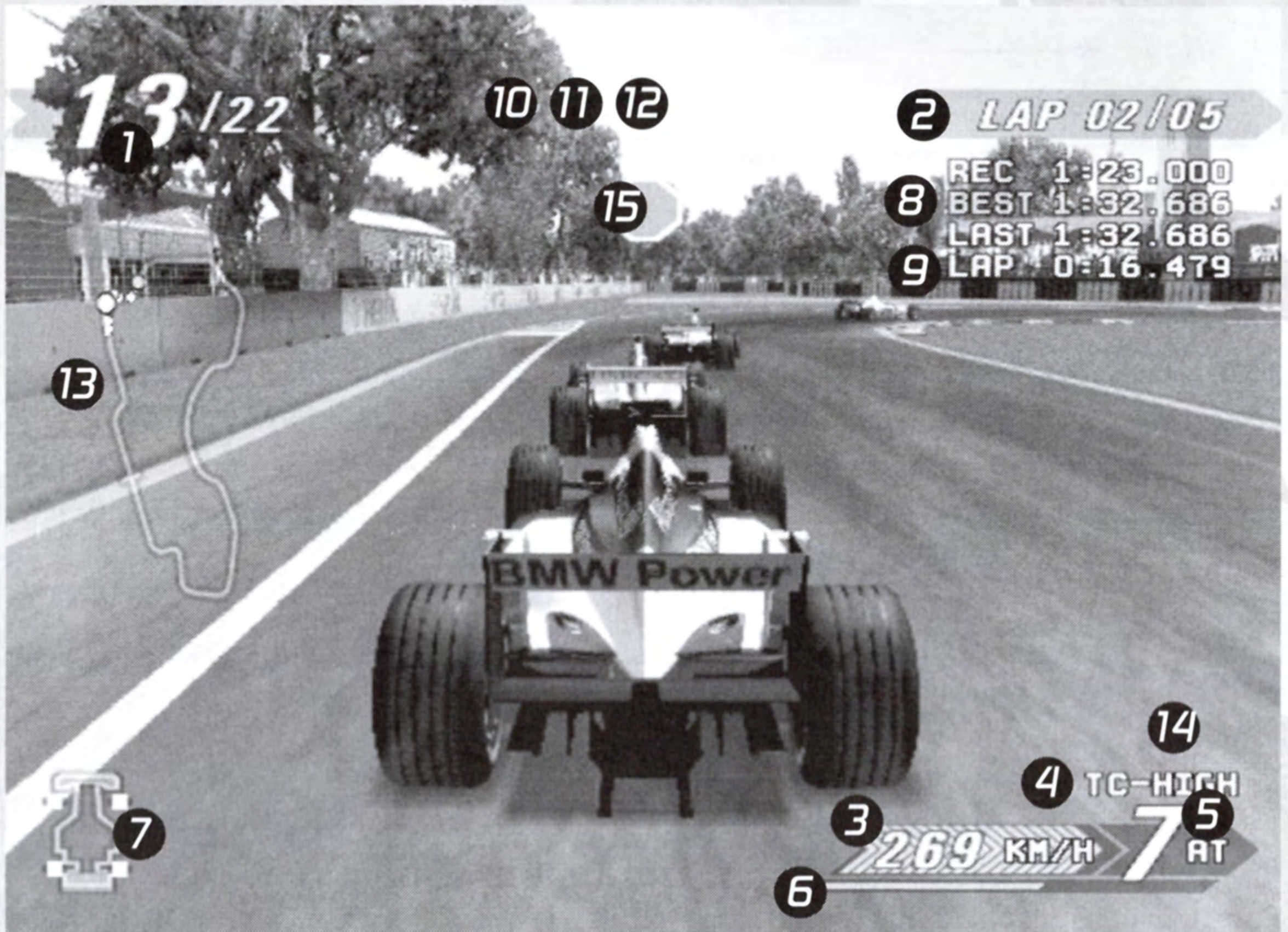
During the Formation Lap you can select your Fuel Strategy (this does not apply if the FUEL option is OFF). Your strategy can be set for 1, 2 or 3 stops, depending on the length of the race.

The Race

Cars set off from a standing start in the grid position determined in Qualifying and rev up their engines as the starting lights go out one by one. You can hold down the accelerator button to rev your car while waiting for the signal.

Keeping the revs high gives the best possible start.

THE RACE



1 • Position

2 • Current lap / Total laps

3 • Speed

4 • RPM

5 • Gear

6 • Fuel (if FUEL is ON)

7 • Tires (if TIRE WEAR is ON)

8 • Fastest laps

9 • Time indicator

10 • Split times

11 • Gap in seconds to next racer

12 • Flags

13 • Circuit map (shows track,
Player, Leader & Opponents)

14 • IBS / TCS / ABS (Braking
Systems)

15 • Brake indicator

PAUSE MENU

In all game modes, the START button will bring up the Pause menu screen. Dependent on the game mode, you may: Continue, Restart, Adjust Audio, End the Session, Pit In or Quit.

CAMERAS

Choose one of five race views by pressing the R1 button. Select from: Chase, Far, Road, Driver and Airbox cameras.

REPLAYS

You can select to watch a replay of your race. Press the R1 button to choose the camera view. Pressing the L1 button while in one of the car views will show you the car's rear view. Turn the HUD ON and OFF by pressing the ● button. Press the START button to Watch Replay Again, Race Again or Quit.

CAR SET-UP

Adapt your car to the road and weather conditions and your own preferences.

TIRE TYPE

Select from Soft, Hard, Wet Weather and Intermediate tires.

- | | |
|----------------------|---|
| <i>Hard:</i> | <i>More resistant but are slower in bends than Soft tires.</i> |
| <i>Soft:</i> | <i>Give better grip but wear out faster.</i> |
| <i>Wet:</i> | <i>Best for racing in the rain but are much slower in dry conditions.</i> |
| <i>Intermediate:</i> | <i>A good all-condition tire, useful in slightly wet conditions.</i> |

DOWNFORCE

Set the height of your car's front and rear wings. Find the right handling balance. Lowering the wings increases your speed but makes handling more difficult. Raising the wings improves road holding but decreases your speed.

GEAR BOX RATIO

A low gear ratio allows the car to accelerate rapidly. A high gear ratio has a higher top speed but slower acceleration.

A low gear ratio is useful for overtaking swiftly on the more open circuits.

SUSPENSION

Soft Suspension improves grip, but reduces speed. Hard Suspension reduces grip and increases the risk of sliding.

BRAKE BALANCE

Setting the brake balance to the front will cause the car to understeer while setting the brake balance to the rear will result in the vehicle oversteering.

TRACTION CONTROL (TCS)

Traction control prevents the car from sliding while accelerating. You can modify the amount of traction control in Intermediate and Expert Handling Modes.

Mode	TCS
Beginner:	High
Intermediate:	Low / High
Expert:	OFF / Low / High

ANTI-LOCK BRAKING SYSTEM (ABS)

ABS prevents the car's wheels from locking while braking. ABS can be turned ON or OFF in Expert mode.

DEFAULT

Returns the car Set-Up options to the default settings.

PIT STOPS

F1 is a challenging event. In Grand Prix and Championship modes, you must consider your fuel and Pit Stop strategies.

You have a number of Pit Stop strategies prior to the start of the race. Pit Stop strategies depend on the number of laps raced. You receive the most appropriate Pit Stop strategy by default.

Upon entering the pits, you can modify:

- *Tire type*
- *Downforce*
- *Fuel*

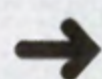
Any damage is automatically repaired in the pits.

Pit Team Pressure Meters

You can take an active role to improve your pit time. This makes pit stops a pressure cooker situation, just like a real race.

A bar will appear on the screen. This represents the amount of pressure you wish to put on your pit crew. The team pressure is measured from 0 to 100 percent.

Pit Pressure Meter



Ascending Bar

- Press and hold down the ✖ button to make the meter rise.
- The bar increases in speed as it rises.
- Choose when to let go of the ✖ button. The point at which you release the ✖ button is the speed at which the Pit Time Meter begins to fall.
- The longer you hold the ✖ button down, the faster it will descend.

Pit Time Meter



← Descending Bar

- Hit the ✖ button again when the falling meter enters the Goal area.
- You will gain or lose time in the pit stop, depending on how close you stop the bar to the Goal target area.
- The result is scaled by the amount of pressure placed on the pit crew. (The more pressure, the better the resulting pit.)

If no attempt is made, a random pit stop time is awarded. You can attempt to improve pit time, but if you leave it alone you will not be disadvantaged.

RULES & PENALTIES

In Grand Prix, Championship and Multiplayer modes, you can choose to play with a number of official FIA rules. FIA rules ensure that drivers race fairly and safely.

Disqualification and Penalty Procedure

With the Rules set to ON, you will receive warnings for reckless driving, taking shortcuts, ignoring flags or driving the wrong way. A Warning or Instruction will appear on the screen informing you that you may receive a penalty.

If you continue to infringe or drive recklessly, a penalty will be issued.

Drive Through Penalty

- *You must enter the pits within the next three laps.*
- *If you fail to obey the penalty, YOU WILL BE DISQUALIFIED.*

Stop / Go Penalty

- *You must enter the pits within the next three laps.*
- *The car comes to a halt for a 10-second time penalty.*
- *If you fail to obey the penalty, YOU WILL BE DISQUALIFIED.*

Penalties in the Last 5 Laps

The driver does not need to visit the pits. Instead, 25 seconds is added to the driver's time. The five-lap cut off point can vary depending on the length of the race.

FLAGS

Blue Flag

You are about to be lapped. You must move aside to let the car behind pass. If you do not respond, you risk a penalty.

Yellow Flag

There is an accident on the track. You must slow down and not overtake. If you gain a position, you must yield.

Green Flag

“All clear” signal after Yellow Flag. This signal is given when the track is clear of cars and debris.

Black Flag

You have been disqualified.

Checkered Flag

The race is over.

SAVING

AUTOSAVE & PROGRESSION

The game automatically saves when you finish a race in Championship mode, set a fastest lap on any of the circuits or successfully complete events in Quick Race, Single Grand Prix or Grand Prix Challenge modes.

To Autosave game settings and progress, insert a memory card (8MB) (for PlayStation®2) with sufficient free space into MEMORY CARD slot 1.

Warning: Never remove a memory card or turn the console power OFF when loading or saving a game.

2002 TEAMS

FERRARI

Current titleholders, the famous red Ferraris are the dominant team, with a reliable, powerful and versatile car. The 2002 model features many innovations.

MCLAREN MERCEDES

Perennial front-runners. Following a relatively disappointing season in 2001, the McLaren team can be expected to fight back in 2002. They switched from Bridgestone to the new Michelin tires this year, and they are running a new wide bank engine.

BMW WILLIAMS

BMW WILLIAMS enjoyed resurgence in 2001 with 3 race wins. The BMW is the currently the most powerful engine, and this year's car appears to be an evolution of the successful 2001 car.

SAUBER PETRONAS

The use of a new engine helped rocket Sauber to 4th place in the constructor's standings last year. Pre-season testing indicates this improvement will continue in 2002.

JORDAN HONDA

Embroided in a mid-field rivalry with Honda rivals BAR, the new Jordan appears to be a revolutionary chassis.

BAR HONDA

Following a disappointing 2001 season, the team has a new manager and expects a more competitive engine chassis package in 2002.

RENAULT ELF

2002 marks the return of Renault to F1 as an evolution of last year's Benetton team. Struggled in 2001 with power and handling problems, but expect the big budget to change that for 2002.

JAGUAR RACING

Evolution in development plus a big budget is expected to improve the performance of Jaguar in 2002.

ORANGE ARROWS

Always fast, but suffered from a small fuel tank, limiting range in 2001. The hope of Ford power in 2002 will help Arrows.

KL MINARDI

Entering their second year under new ownership, stability and increased sponsorship gives Minardi increased optimism for 2002.

TOYOTA RACING

Newcomers to F1 in 2002. The Toyota team reputedly has an unlimited budget, and if their success in rallying and endurance racing is a guide, expect the car to be competitive.

2002 DRIVERS

1 Michael Schumacher
FERRARI - D

Current world champion. Strong in all conditions, excels in the wet, and can push hard from start to finish. Excellent race skills.

2 Rubens Barrichello
FERRARI - BR

In last year of contract. Has had success with Ferrari and will be keen to push his teammate to the limit in 2002.

3 David Coulthard
MCLAREN - GB

Highly rated contender for the crown in 2002. Shows great speed and aggression, will hope for better reliability.

4 Kimi Räikkönen
MCLAREN - FIN

Sensational rookie in 2001, now looking to build on that success with a championship contending team.

5 Ralf Schumacher
WILLIAMS - D

Experienced debut victory in 2001. Has the speed to challenge for victory, will be in fierce rivalry with teammate in 2002.

- 6 Juan Pablo Montoya**
WILLIAMS - COL
Showed excellent car control in 2001, exciting to watch. Runs hard and is willing to challenge any reputation.
- 7 Nick Heidfeld**
SAUBER - D
Talented driver with great 2001 results to build on this year.
- 8 Felipe Massa**
SAUBER - BR
Newcomer from Brazil, with big expectations. Has shown good speed in pre-season testing.
- 9 Giancarlo Fisichella**
JORDAN-ITA
One of the fastest drivers in F1. Changing teams for 2002. Hopes to remain in the top tier of drivers.
- 10 Takuma Sato**
JORDAN-JPN
British Formula 3 champion. A good indication of his potential. Top team, top engine supplier, top hopes.
- 11 Jacques Villeneuve**
BAR-CDN
Former champion struggled with unruly car in 2001. Will be hoping for a more solid performance in 2002.
- 12 Olivier Panis**
BAR-F
Reliable and capable performer. Former GP winner. Has shown glimpses of true potential, and like teammate, hopes for an improvement in 2002.
- 14 Jarno Trulli**
RENAULT-ITA
Smooth, fast, excellent qualifier. Changing teams in 2002. Will be hoping for top five position.
- 15 Jenson Button**
RENAULT-GB
Out to rescue his reputation after a disappointing 2001. Former rookie sensation, looking for good results to cement his place in F1.
- 16 Eddie Irvine**
JAGUAR-GB
Veteran driver with playboy reputation. Has struggled along with emerging super-team, and will be hoping for improved speed to show his talent.
- 17 Pedro de la Rosa**
JAGUAR-ESP
Reliable performer who outpaced team leader on occasion in 2001.
- 20 Heinz-Harald Frentzen**
ARROWS-HOL
Former front runner and GP winner with Williams, now looking for a fresh start at Arrows.

21 Enrique Bernoldi
ARROWS-BR

Relative newcomer in his second season of F1. Looking to consolidate position in 2002.

22 Alex Yoong
MINARDI-MY

Malaysia's first F1 driver. Brings much needed sponsorship to team.

23 Mark Webber
MINARDI-AUS

Served long apprenticeship in junior formulas and sports car racing. Gets his chance at the big time in 2002.

24 Mika Salo
TOYOTA-FIN

Former F1 driver returning with new team in 2002. Showed excellent speed when substitute Ferrari driver in 1999.

25 Allan McNish
TOYOTA-GB

Former Sports car champion who gets his first shot at F1 in emerging team.

CIRCUITS

1 Australian GP
Melbourne



Situated lakeside, south of the city of Melbourne. The opening race of the championship season.

2 Malaysian GP
Sepang



Technically tricky. A fast, twisting course that requires compromise between speed and handling.

3 Brazilian GP
Interlagos



Combines fast and slow sections with long straights. Fairly bumpy.

4 San Marino GP
Imola



Lots of chicanes that need to be attacked to get quick lap times. Long straights mean low drag.

5 Catalunya
Barcelona



Technical circuit requiring a balanced car set-up. Commonly used for pre-season testing.

6 Austrian GP
A1-Ring



Set in the mountains. Fairly undulating with generally high-speed flowing bends.

7 Monaco GP
Monaco




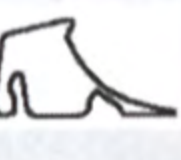







Classic street circuit. High downforce, short gears, overtaking extremely hazardous.

8 Canadian GP
Montreal



High-speed road circuit set on an island. High-speed sections linked with tight switchbacks.

- 9 European GP**
Nürburgring  Many corner combinations that require a car set-up suited for road handling.
- 10 British GP**
Silverstone  Former super-fast airfield track, now combining a switchback series of corners requiring good technique.
- 11 French GP**
Magny-Cours  Featuring long sweeping turns with tight chicanes and combinations of corners that copy sections of other circuits.
- 12 German GP**
Hockenheim  Redesigned circuit with medium speed corners.
- 13 Hungarian GP**
Hungaroring  Tight twisting course. Short lap with lots of directional changes.
- 14 Belgian GP**
Spa-Francorchamps  A favorite amongst drivers. Many challenging corners and super-fast directional changes.
- 15 Italian GP**
Monza  High-speed arena in the grand tradition. A couple of serious braking tests entering the chicanes.
- 16 United States GP**
Indianapolis  Part of the famous speed oval, with a tight, flat road section.
- 17 Japanese GP**
Suzuka  Highly technical. Another favorite among drivers, offering them good challenges. Often the scene of championship deciders.

CREDITS

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Infogrames Interactive, Inc.

Attn: TS/CS Dept.

13110 NE 177th Place

Suite # B101, Box 180

Woodinville, WA 98072-9965

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