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• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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• Österreich	0820 44 45 40** **(0,116 Euro/Minute.)	0900 24 12 50* *(0,676Euro/Minute.)
• Belgique/België/Belgien	011 516 406 Tarif appel local / Lokale kosten	Le numéro n'est plus en service/Niet langer verkrijgbaar (No longer available.)
• Česká republika	222 864 111 Po - Pa 9:00 - 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro dalTM informace a případnou dalTM pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111	283 871 637 Po - Pa 10:00 - 18:00 Help Line Tarifováno dle platných telefonních sazeb.
• Danmark	33 26 68 20 support@dk.playstation.com Man-fredag 15-21; Lør-søndag 12-15	33 26 68 20 support@dk.playstation.com Man-fredag 15-21; Lør-søndag 12-15
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only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.

SETTING UP

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 off. Attach game controllers/other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the FORMULA ONE 04™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

TWO PLAYER GAMES

Two controllers are required to play the split screen modes in FORMULA ONE 04. Connect the controllers for player one and player two into Controller port 1 and Controller port 2 and/or the USB connectors where applicable.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved FORMULA ONE 04 data. Make sure there is enough free space on your Memory Card before commencing play.

NETWORK ADAPTOR (ETHERNET) (FOR PLAYSTATION®2)

A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

CAUTION: Ensure your console is switched off and that you have disconnected the AC power cable before adding any network equipment to the console.

NOTE: FORMULA ONE 04 must be played over a Broadband Internet connection (DSL, cable modem, or higher speeds). A Memory Card with a valid Network Configuration is also required to access online features.

■ DIRECTIONAL BUTTONS-MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick, unless stated otherwise. On boot up the Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red).

NOTE: FORMULA ONE 04 only supports the Analog Controller (DUALSHOCK®2).

■ USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ✖ button to confirm. To return to the previous menu screen, press the ▲ button.

On some menu screens a context sensitive 'help' function is available to provide additional information on the various game modes and options. To use the help function, where applicable, highlight a menu item and press and hold the ■ button to view a pop-up help box.

USING THE LOGITECH GT FORCE™ STEERING-WHEEL CONTROLLER

In order to navigate through some menu screens when using the Logitech GT Force™ steering-wheel controller, please refer to the following button functions, which mimic the functions of the Analog Controller (DUALSHOCK®2):

■ CREDITS
■ FORMULA ONE 2004 TEAM

EXECUTIVE VICE PRESIDENT - DEVELOPMENT — Phil Harrison
STUDIO MANAGER — Clemens Wangerin
HEAD PRODUCER — Phil Quirke-Webster
HEAD PROGRAMMER — Jason Chown
ART MANAGER — Dave Crook
COMMUNICATIONS MANAGER — Nino Ceraolo
SENIOR DESIGN — Adam Shaikh
STUDIO ADMINISTRATION — Lisa Tyler
PRODUCER — Graeme Ankers
ASSOCIATE PRODUCER — Martin Harrow
LEAD PROGRAMMER — John Young
LEAD ARTISTS — Jon Eggelton, Neil Thompson
ASSISTANT LEAD ARTIST — Garvan Corbett
PROGRAMMING TEAM — Alan Chambers, Cedrick Collomb, Tom Cooper, Robert Driver, Nicola Ferruzzi, Ian Griffiths, Lee Hammerton, Robert Higgs, Vanessa Ibanez, George Kidd, Nigel Knox, James Ogden, Sean Parkinson, Graeme Thornton, Axel Wefers

AUDIO PROGRAMMING & ENGINEERING — Richard Byron, Michael de Belle
ART TEAM — Dean Ashley, Neil Charsley, Jon Dugdale, John Dwyer, Gavin Fitzgerald, Sophie Mobbs, Andrew Phelan, Nick Sadler, Ian Shephard, Stewart Shephard, Mark Stokle, Rob Sutton, Jay Weston

GRAPHICS GROUP — Christian Lavoie, Gareth Molan, Jon Kendrew, Steve Ward
GRAPHIC DESIGN — John Machin, Christopher Moss
GAME DESIGN — Chris Grannell
COMMENTARY SCRIPT — Richard Byron, Chris Grannell
COMMENTARY RECORDING
UK
TV COMMENTARY — Martin Brundle, James Allen, Outsource Media
CASTING AND VO DIRECTOR — Mark Estdale
ENGINEER — Jeremy Taylor
PIT MANAGER — Colin Hoult
ANNOUNCER — Jay Healey
FORMULA ONE MANAGEMENT — Virginia Della Mura
THE TEAMS — Caroline Moulin (B.A.R), Francesco Lercari (Ferrari), Sarah Dixon and Stephanie Freeman (Jaguar), Tony Laszlo (Jordan), Diana Kay and Russell Harvey (McLaren), Michele Ciavola (Minardi), Jon Woods and Cyril Abiteboul (Renault), Marco Jelinek (Sauber), Thomas Meyer and Hanna Landfermann (Toyota), Victoria Robb and Simon Forester (Williams), Clive Chapman (Classic Team Lotus), Tilke, Marcus Krott

PHOTOGRAPHIC AGENCY — Sutton Motorsport Images
MUSIC & VIDEO PRODUCTION
PRODUCTION MANAGER — Nicky Adams
FILM & TV SPECIALIST — Perelandra Beedles
CREATIVE SPECIALIST-VIDEO PRODUCTION — Nick Beedles
TECHNICAL SPECIALIST-VIDEO PRODUCTION — Jeff Culshaw
ASSISTANT FILM & TV SPECIALIST — Mark Zajac

Control	Function
X	↑ directional button function
Left Paddle	**L1** button function
A	↓ directional button function
Left Foot Peddle (Brake)	**L2** button function
Right Foot Peddle (Accelerate)	**R2** button function
Right Paddle	**R1** button function
Y	⊗ button and ▶ button functions
Wheel Left	← directional button function
Wheel Right	→ directional button function
B + X	▲ button function
B + A	■ button function
B + Y	● button function

■ GETTING STARTED

The first screen displayed on boot-up is the Language Select Menu. Press ← or → to highlight your language, then press the ⊗ button to confirm. Choose from English, French, German, Italian, Spanish or Finnish.

If you are playing FORMULA ONE 04 for the first time or if you just want to head straight into the game, press ← or → to select New Game and press the ⊗ button. Alternatively, if a Memory Card is inserted into MEMORY CARD slot 1 containing previously saved FORMULA ONE 04 driver profile data, select Load Profile, then press ← or → to select a profile to load. You can create a new profile by first entering a name using the virtual keyboard. Press ↑, ↓, ← or → to highlight characters on the keyboard and press the ⊗ button to select. When finished, select the '✔' button to confirm.

A short cinematic sequence will be displayed. Press the ▶ button if you want to skip the sequence and head on to the Title Screen. Press the ▶ button again to access the Main Menu.

■ MAIN MENU

Press ↑ or ↓ to select one of the following options from the Main Menu:

New Game
Continue Game
Online
Options
Manage Profiles
Extra Features

NOTE: The Main Menu options listed above are explained individually
in detail later in this manual.

1st place	10 points
2nd place	8 points
3rd place	6 points
4th place	5 points
5th place	4 points
6th place	3 points
7th place	2 points
8th place	1 point

BLACK FLAG

A black flag signals that a driver has picked up a Time Penalty, or has been disqualified from the race. Penalties are imposed if a driver makes a jump-start before the red lights go out, exceeds the pit-lane speed limit, or ignores blue flag warnings. The driver must serve the penalty within the next three laps by entering the pits and stopping for ten seconds at his Garage. This is known as a Penalty. A driver may be disqualified from the race for failing to serve a Penalty within three laps.

CHEQUERED FLAG

Indicates that a driver has completed a session.

■ STRATEGIES

Details including tyre choice, car set up and fuel load combined with an analysis of the circuit itself and the weather conditions, go some way towards defining a clear race strategy, which again can mean the difference between success and failure.

One of the biggest elements for consideration when defining a strategy is the use of pit stops. During a race, pit crews attempt to refuel their car and change tyres in the shortest time possible. Pit-stops are necessary to maximise car performance, but also cost critical seconds; as well as the refuelling and repair time, seconds are lost due to the speed limit imposed on the pit lane and the length of pit entry and exit roads. Pit-stop strategies could therefore prove vital in determining a driver's finishing position. Use practice sessions to help decide if it would be better to carry a heavy fuel load and not have to stop until later in a race, or to start with a lighter fuel load and have to stop sooner, but benefit from greater acceleration during the early stages of the race.

■ POINTS

Points are awarded to the first eight finishers in a Grand Prix. These points apply to both the drivers' and constructors' championships; points are accumulated in all 18 races and the highest scoring driver and constructor at the end of the season are declared World Champions.

■ DRIVER CONTROLS
■ ANALOG CONTROLLER (DUALSHOCK®2)

L2 Button Gear Down
L1 Button Clutch
↑ Brake Bias (+)
→ Traction Control (+)
← Traction Control (-)
↓ Brake Bias (-)
Left analog stick Steer
■ Button Pit Request
▶ Button Pause

R2 Button Gear Up
R1 Button Look Back
▲ Button Change View
● Button Brake
✕ Button Accelerate/Engine Restart
Right analog stick Accelerate/Brake

NOTE: The controls listed above refer to the default control 'configuration A'. Two alternative control schemes can be selected in the Analog Controller (DUALSHOCK®2) section of the Controller Setup Menu.

■ LOGITECH GT FORCE™ STEERING-WHEEL CONTROLLER

Front view

X button
A button
Steer
Y button
B button

Left view

L button

Right view

R button

Foot pedals

Left pedal
Right pedal
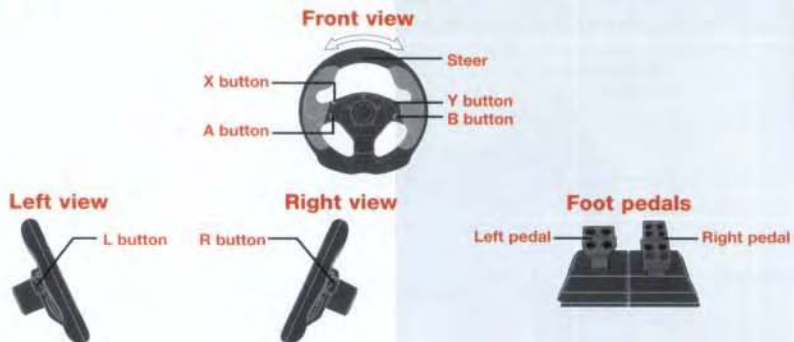
Left Pedal	Brake
Right Pedal	Accelerate/Engine Restart
X	Brake Bias Shift
X + L	Brake Bias (-)
X + R	Brake Bias (+)
X + Y	Clutch
X + A	Pit Request
A + L	Traction Control (-)
A + R	Traction Control (+)
A	Traction Control Shift
Y	Look Back
A + Y	Change View
B	Pause
L	Gear Down
R	Gear Up

OVERTAKING

Overtaking on straights is determined predominately by engine power and brakes. In the current FORMULA ONE environment, cars are relatively closely matched in terms of performance, meaning that corners often present skilful and courageous drivers with the best opportunities to overtake.Tight corners at the end of a long straight can present some of the best chances to overtake - drivers can approach the end of the straight and pull level with the car they are trying to overtake; in this situation, the driver that brakes last will be able to command the racing line into the corner.

When a car behind is attempting to overtake, another necessary skill is the ability for the leading driver to 'close the door' on the pursuer, limiting the angle available for overtaking. Drivers cannot deliberately block a car's path, but by changing their approach angle as they hit a corner, they can legitimately stop a car from passing.

■ FLAGS

FORMULA ONE races are controlled by marshals who pass on vital race information to drivers using a system of flags. These flags include:

YELLOW FLAG
Signifies danger - drivers are not allowed to overtake and must be prepared to slow down and stop if necessary.

GREEN FLAG
Signifies that the danger has passed and that any limitations indicated by yellow flags are now terminated.

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 a driver does not let the faster car pass, he is liable to receive a Penalty.

During a race, press the ▶ button to pause the game and select 'Replay' to re-run the action prior to the pause. During the replay, press the ▲ button to change camera angles.

Whilst the replay is still underway, press the ▶ button to pause it and select one of the following options:

Continue	Carry on viewing the replay
Stop Replay	End the replay and return to the Pause Menu
Save Replay	Save the replay to Memory Card. When saving a replay, you must enter a name using the virtual keyboard

Once stopped (unless you have opted to save it), a replay cannot be viewed again. Saved replays can be reviewed after a race has finished by selecting Watch Replay, found under the Extra Features option accessible from the Main Menu.

NOTE: Press the ■ button during a replay to keep the camera focused on your car.

■ PLAYING THE GAME
■ CORNERING

Effective cornering is the aptitude that separates many top class drivers from their average counterparts. In FORMULA ONE racing, the general skill levels and technical attention to detail mean that, despite the apparent simplicity of the manoeuvre, finding the optimum balance between braking, turning and accelerating when cornering can mean the difference between finishing first and way down the order.

Drivers must understand the concepts of oversteer (where the rear end of the car loses grip) and understeer (where the front end of the car loses adhesion first) when judging how far they can push their vehicle when cornering, without losing control.

■ LOGITECH DRIVING FORCE™ STEERING-WHEEL CONTROLLER

Directional buttons
❸ button
L1 button
R1 button
L2 button
R2 button
Left Paddle (Behind the steering wheel)
Right Paddle (Behind the steering wheel)
■ button
▶ button

Left Pedal	Brake
Right Pedal	Accelerate/Engine Restart
↑	Brake Bias (+)
↓	Brake Bias (-)
←	Traction Control (-)
→	Traction Control (+)
❸ button	Clutch
L1 button	Gear Down
R1 button	Gear Up
L2 button	Change View
R2 button	Look Back
▶ button	Pause
■ button	Pit Request

NOTE: The controls listed above refer to the default control 'configuration A'. Two alternative control schemes can be selected in the Logitech Driving Force™ section of the Controller Setup Menu.

■ SPEEDSTER 2 AND SPEEDSTER 3 STEERING-WHEEL CONTROLLERS

If using a Speedster 2 or Speedster 3 steering-wheel controller, please select the Analog Controller (DUALSHOCK®2) controller setup, then press ← or → to choose the relevant controller configuration.

SPEEDSTER 2 STEERING-WHEEL CONTROLLER

L2 button
⊗ button
⊕ button
L1 button

R2 button
◎ button
△ button

Gear Stick

Mode   ▶ START   SELECT
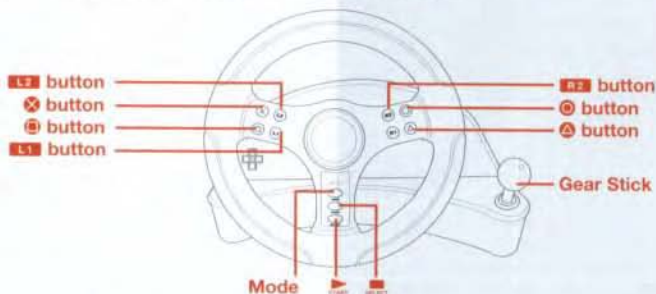
NOTE: Please ensure that the Speedster 2 steering-wheel controller is in ANALOG mode (indicator: red); to use the controller's pedals to accelerate and brake, press the ▶START button and the △ button together.

Left Pedal	Brake
Right Pedal	Accelerate/Engine Restart
⊗ button	Brake Bias (+)
⊕ button	Brake Bias (-)
◎ button	Change View
L1 button	Traction Control (-)
L2 button	Traction Control (+)
R2 button	Look Back
▶START button	Pause
↑	Gear Up
↓	Gear Down

COCKPIT CAMERA

Choose either a Dynamic or Static camera for each profile.

CONTROLLER SETUP

Set up the controller for each profile. See the Controller Setup section earlier in this manual for information on specific configurations.

■ EXTRA FEATURES

Select TV Mode to watch a full AI race and take control of the camera selections as the drivers fight to move up the order. Watch Replay allows you to review replays previously saved to Memory Card. Unlocked Rewards contains any bonus items you might have unlocked by satisfying various criteria within the game. Alternatively, select Credits to find out about the team behind FORMULA ONE 04.

■ PAUSE MENU

Press the ▶START button during play to access the Pause Menu and press ↑ or ↓ followed by the ⊗ button to select an option. Pause Menu options vary depending on which game mode you are playing and which session is currently underway, the following Pause Menu options apply to a single player Arcade Classic race:

Continue	Return to the race
Restart	Restart the current race
Replay	Replay action previous to current pause
Quit	Quit the race and return to the Main Menu

■ REPLAYS

You can check out your most daring overtaking manoeuvres or disastrous crashes using the replay feature. The replay option is only available once there is something to replay, i.e. the race must have begun and run for a few seconds before the option is available, either from a race start or after watching a replay.

Corner Indicators	Toggle ON or OFF
Flags	Toggle ON or OFF
Traction Control/Brake Bias	Toggle ON or OFF

GEAR BOX

Press ↑ or ↓ to select the player you want to amend the gear box set up for, and then select either Automatic or Semi-Automatic transmissions.

■ MANAGE PROFILES

Individual users can create a named profile where personal game data can be stored for future access. Ensure that a Memory Card is inserted in MEMORY CARD slot 1 and use the Manage Profiles feature to create, load, delete and edit driver profiles.

■ CREATE PROFILE

Create a new profile by first entering a name using the virtual keyboard. Press ↑, ↓, ← and → to highlight characters on the keyboard and press the ⊗ button to select. When finished, select the '✔' button to confirm.

■ LOAD PROFILE

Load a profile previously saved to Memory Card. Press ↑ or ↓ to select the profile you wish to load and press the ⊗ button.
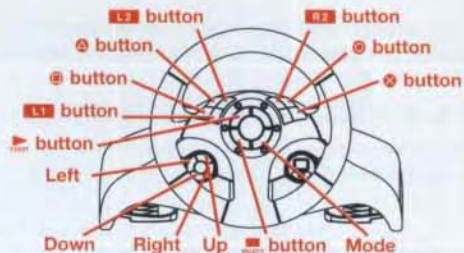
■ DELETE PROFILE

Delete a profile previously saved to Memory Card. Press ↑ or ↓ to select the profile you wish to delete and press the ⊗ button.

■ EDIT PROFILE

SCREEN LAYOUT

Set the screen layout for the driver profile in question. See the Screen Layout section earlier in this manual for a list of available options.

SPEEDSTER 3 STEERING-WHEEL CONTROLLER

NOTE: Please ensure that the Speedster 3 steering-wheel controller is in ANALOG mode (indicator: red); to use the controller's pedals to accelerate and brake, press the ▶ button and the ④ button together.

Left Pedal	Brake
Right Pedal	Accelerate/Engine Restart
⊗ button	Brake Bias (+)
⊕ button	Brake Bias (-)
⊙ button	Change View
L1 button	Traction Control (-)
L2 button	Traction Control (+)
R2 button	Look Back
▶ button	Pit Request
■ button	Pause
↑	Gear Up
↓	Gear Down

■ NEW GAME

Select New Game to get straight into the thick of the action. Choose the number of players required and then pick a game mode to begin play.

■ SINGLE PLAYER ARCADE MODE

There are two race options available in single player Arcade Mode. Press ↑ or ↓ to select one of the following and press the ✕ button to confirm:

ARCADE RACE

- Lap Counter
- Lap Time
- Current Position
- Circuit Map
- Damage Indicator
- Speedometer
- Gear Indicator

Take part in a one-off race using arcade style handling. Before the race begins, you must choose a team, driver and circuit. Press ← or → to scroll through the teams and press the ✕ button to select one, then choose to race as one of the drivers in that team. Follow the same procedure to pick a circuit from the 18 available international circuits.

ARCADE SEASON

Undertake an entire Grand Prix season in Arcade Mode by playing through a series of back-to-back races. Before the season gets underway, select a team and driver by following the same procedure as before an Arcade Race.

Configuration   Choose an alternative control configuration

Sensitivity   Adjust the sensitivity of the controls. Select Low for less response and High for a more responsive control

NOTE: If you are using the Logitech GT Force™ Steering Wheel Controller, only one control configuration is available.

■ GAME SETTINGS

SIMULATION OPTIONS

Difficulty	Select Rookie, Amateur, Semi-Pro, or Professional difficulty level
Flags/Rules	Toggle ON or OFF
Damage	Toggle ON or OFF
Failures	Toggle ON or OFF
Fuel Usage	Toggle ON or OFF
ABS Brakes	Toggle ON or OFF
AI Difficulty	Select Amateur, Semi-Pro or Professional driver AI level
Race Distance	Increase or decrease the race length

WEATHER CONDITIONS

Press ↑ or ↓ to select Random, Sunny, Light Rain or Heavy Rain.

COCKPIT CAMERA

Press ↑ or ↓ to select Dynamic or Static.

SCREEN LAYOUT

Circuit Map	Choose Static or Dynamic or turn the circuit map OFF
Speed Units	Choose between KM/H and MPH speed displays
Position	Toggle ON or OFF
Live Position Feed	Toggle ON or OFF
Lap Counter	Toggle ON or OFF
Lap Time	Toggle ON or OFF

RANKINGS

Select Rankings from the Lobby to view current online rankings. Select Location and then press ← or → to view Home and World rankings. Select Circuit and then press ← or → to view rankings by a particular circuit, or select Show to toggle the information on display between My Rank and Top Ten.

■ OPTIONS

Select Options from the Main Menu to customise a variety of game settings. Choose a Settings Menu, select a preference from those listed below and then press ← or → to customise, unless otherwise indicated. When complete, press the ⊗ button to confirm your changes or the △ button to revert back to the default settings.

■ AUDIO SETTINGS

Mode	Select Mono, Stereo or Surround sound output
Effects Volume	Increase or decrease the volume of sound effects
Menu Music Volume	Increase or decrease the volume of menu music
TV Commentary Volume	Increase or decrease the commentator volume
Pit Commentary Volume	Increase or decrease the volume of pit commentary

■ DISPLAY SETTINGS

Screen Size	Select Normal (4:3) or Widescreen (16:9) format
Horizontal Screen Position	Align the game screen to the left or right
Vertical Screen Position	Reposition the game screen display further up or down the screen

■ CONTROLLER SETUP

Press ↑ or ↓ to select the player you want to amend the controller set up for and then choose the type of controller that player is using. Configurations for the Speedster 2 and Speedster 3 steering-wheel controllers can be found on the Analog Controller (DUALSHOCK®2) controller setup screen.

Vibration/Force Feedback	Toggle the controller's vibration function ON or OFF

■ SINGLE PLAYER SIMULATION MODE

- Lap Counter
- Lap Time
- Current Position
- Circuit Map
- Current Brake Bias
- Traction Control Level
- Speedometer
- Gear Indicator

Simulation Mode offers budding world champions a more realistic racing experience with live dynamics (adjustable brake balance, traction control settings etc.) and with races adhering to the official rules (depending on the difficulty level selected). Press ↑ or ↓ to select one of the following Simulation options and press the ⊗ button to confirm:

CUSTOM RACE

Specify a number of laps, then choose a team, driver and circuit and enjoy a quick race simulation. Before the race gets underway, you can also take the opportunity to set up the starting positions on the grid.

RACE WEEKEND

This mode allows you to take part in six sessions that make up a weekend's programme from the racing calendar. During a Race Weekend, you can also take the opportunity to tweak your car set-up in the Garage.

To begin a Race Weekend, first select a team, driver and circuit; you can then choose to begin a session, save progress or return to the Main Menu. The following sessions are available during a Race Weekend: Friday Practice 1, Friday Practice 2, Saturday Practice 1, Saturday Practice 2, Saturday Qualify and Race. If you want, you can jump straight to the qualifying stage, ready to earn a place on the grid, or even head straight to Sunday and the main race.

However, if you do not take part in the qualifying stage you will start the race in last position. In order to claim as high a position as possible on the starting grid, it is recommended that you work your way through the practice sessions in order to familiarise yourself with the circuit and conditions before attempting to qualify.

NOTE: See the Garage section later in this manual for further information on adjusting car set-ups.

WORLD CHAMPIONSHIP

Compete in the full 2004 season which begins in Melbourne, Australia and takes in 18 international Race Weekends in total, including the season finale in Interlagos, Brazil. To begin a season, select a driver and team and then head into the practice sessions in Melbourne. Before each race weekend begins, you can also choose to check the current points table, save your progress, skip the race or quit and return to the Main Menu.

Before each session you can customise your car setup in the Garage or choose to advance time onto the next session.

GARAGE

When inside the Garage, press the **L1** button and the **R1** button to scroll through the following car setup options:

Quick Setup   Instantly set preferences for your car's downforce priority, balance, gearing bias and car ride

Welcome Message   Use the virtual keyboard if you want to enter a message that will be displayed when other users join your game

When the details listed above have been entered, select Next to create your Game and set up a Game Room.

GAME ROOM

In the Game Room, a list of players waiting to take part in the game will be displayed. Use the menu at the top of the screen to highlight Select Team if you wish to change the team you will represent in this game (all cars are equal). Select Chat to chat to other players in the Game Room using the virtual keyboard; your message will be displayed in the text box at the bottom of the screen. Choose Ready/Race when ready to begin the session. You can also select View Results from the Game Room to see the current results (if any have been set) while sessions are underway.

ONLINE OPTIONS

Select Options from the Lobby Screen to edit the following default preferences:

Preferred Team   Change your preferred team, used by default when setting up games

Preferred Track   Choose a default circuit to race on from any of the 18 Grand Prix circuits used in the 2004 season

Default Game Name   Use the virtual keyboard to enter a generic name used when setting up games

Default Password   Enter a password, required to privately access your games

Default Welcome Message   Specify a welcome message to be used each time a player joins one of your games

Once these preferences have been set to your satisfaction, select 'Save' and press the ⊗ button to confirm.

GAME STATUS

One of the following game status indicators will be displayed next to each game listed in the Lobby:

Red status indicator	The game cannot currently be joined
Amber status indicator	The game will begin shortly
Green status indicator	This game has already begun and players can race immediately

CREATING A GAME

Press ← or → to highlight Create from the menu at the top of the screen and then press the ✗ button to access the Game Settings Screen. Use the Game Settings Screen to configure your game by choosing from the following preferences:

Maximum Players	Set the maximum number of players
Circuit	Choose a circuit to race on from any of the 18 Grand Prix circuits used in the 2004 season
Race Length (Minutes)	Set the race length to 10, 15, 20, 30, 45 or 60 minutes
Rules	Toggle the race rules ON or OFF

When your race setup is complete, select Next to accept game settings and progress to the 'Your Game' Screen to finalise your game parameters by choosing from the following:

Game Name	Use the virtual keyboard to enter a name for your game
Access	Select either Public or Private access
Password choose	If you select Private access, you can then to specify a password, which other players must enter in order to join your game. Use the virtual keyboard to enter your required password
Skill Level	Determine the skill level of players who should take part in the game. Choose from Any, Rookies, Semi-Pro and Pro

Gearing	Set specific gear ratios for all seven forward gears
Mechanical/Aerodynamics	Customise the minutiae of your car's setup, including wing elevations and brake type
Tyres	Select the tyre type to be used in the next session and also specify front and rear cambers
Springs/Ride Height	Prepare your car's suspension by setting front and rear ride heights and bump and rebound damping levels
Load/Save Car Setup	Use this option to save your customised car setup, load a setup previously saved to Memory Card, reset to the default car settings or exit the Garage

TIME ATTACK

Choose a team and driver, then race against the clock on the circuit of your choice and aim to set the fastest lap time over ten laps. In Time Attack you race alone against the clock as any driver from any team, and there are no rules. Break a lap time record to enter your name on the high scores table.

TEST DRIVE

Use Test Drive Mode to take a practice run on any circuit and fine-tune your car setup. You can choose any driver and put your car through its paces on an unlimited number of laps. Use the Garage as you would in Race Weekend, World Championship or Career Modes to make modifications to your car; these preferences can then be saved to Memory Card ready for a crack at the title in World Championship Mode.

■ CAREER MODE

This is your opportunity to live the dream and embark on a five year, true-to-life career as a top-flight driver. During your career, you might find yourself moving between teams, being promoted, demoted or even fired - it will all come down to your own skill, judgement and success.

After choosing Career Mode, take the opportunity to create your own driver identity by specifying a name, nationality, look and helmet design; this identity can then be saved to Memory Card.

NOTE: If your racing career is already underway and saved to Memory Card, select Continue Game from the Main Menu, then choose the game you wish to resume.

THE CAREER MODE SCREEN

The Career Mode Screen is your personal window into the world of FORMULA ONE™ racing. It allows you to stay in touch with useful contacts and keep up-to-date with the latest stats, news and information.

Press the **L1** button or the **R1** button to scroll through the following options on the Career Mode Screen:

After selecting 'Login', wait a few moments while the connection is finalised. The next screen to be displayed is the Terms and Conditions screen; in order to play FORMULA ONE 04 online you must accept these Terms and Conditions. If you do not wish to accept the Terms and Conditions, press the ▲ button to return to the Main Menu.

■ THE LOBBY SCREEN

The Lobby Screen displays the list of online games that are currently in progress or due to begin. The following information is listed for each game: game number, game name, track, settings indicators, number of players and game status.

JOINING A GAME

Press ← or → to highlight Join from the menu at the top of the screen and then press the ✖ button. Now press ↑ or ↓ to scroll through the games currently listed; additional information about each game is displayed in the text box at the bottom of the screen. To join a game, highlight it and press the ✖ button.

GAME SETTINGS

Trophy Icon	This game is a tournament game set up by administrators
Padlock Icon	This game is Private, so a password is needed to join it
Chequered Flag Icon	This game is being played with the Rules ON
Difficulty Icon	An indication of the skill level of the players expected to join. Set by the game's creator this is either: Any, Rookies (Easy), Semi-Pro (Medium) and Pro (Hard)

■ GETTING ONLINE

CREATING A NETWORK CONFIGURATION

You must create a valid network configuration using the PlayStation®2 Network Access Disc or network start-up application for another online PlayStation®2 game and have the Memory Card containing that configuration in your console, before attempting to play FORMULA ONE 04 online.

A FORMULA ONE 04 profile must also be loaded from the inserted Memory Card before accessing online features.

NOTE: For detailed information on creating a Network Configuration, see the PlayStation®2 Network Access Disc Instruction Manual.

The online game is broadband only. You must connect through a DSL, cable modem, higher speed internet connection or a Local Area Network. Usage of the online features of this game is subject to the Network Capabilities access terms and User Agreement located within the game and also available at www.playstation.com.

SETTING UP AN ACCOUNT

In order to play FORMULA ONE 04 online, you must first set up an account using the Network Access Disc - follow the on-screen instructions and refer to the Network Access Disc manual for further information. Once an account has been created, you will be ready to play online. Just enter your Central Station Handle (Name) and Password when prompted during the login process.

■ GETTING CONNECTED

Select Online from the Main Menu and then choose your Network Configuration to access the Login Screen. Enter your Central Station Handle and Password using the virtual keyboard and then select 'Login' to connect to FORMULA ONE 04 online using the default Network Configuration saved to Memory Card. If you wish to select an alternative Network Configuration, press the ⦿ button, then press ↑ or ↓ to select an alternative and press the ⊗ button to confirm.

Communications	Press the **L2** button or the **R2** button to check for new emails and faxes
Statistics	Press the **L2** button or the **R2** button to view current Championship Standings, Constructor Standings, Grand Prix Results, Player Information, Team Information and Reputation Standings
Calendar	See what's on the schedule for the month ahead. Press the **L2** button or the **R2** button to scroll through the months on the calendar and press ↑, ↓, ← and → to view information for particular sessions
Media News	Check out the latest motor sport headlines
Memory Card	Save your current Career Mode progress or load previously saved Career Mode data
Next Race	Move on to the next session

NOTE: Press the △ button if you wish to leave the Career Mode Screen and return to the Main Menu.

BEGINNING YOUR CAREER

There are three different driving roles in Career Mode; at the bottom rung of the team ladder is the Test Driver, and it is in this position that the majority of drivers begin their career. They may have a lack of top-flight Grand Prix starts under their belt, but Test Drivers are often highly experienced drivers, prepared to put in hours of practice and track time. Consistency is a major attribute for a Test Driver, and this reliability combined with a strong sense of determination can allow a good Test Driver to force his way into contention for a drive in a race proper as the team's Second Driver.

At the forefront of each team's race and championship aspirations sits the Main Driver, the first choice. However, being number one does not guarantee success and Main Drivers face a different sort of pressure to their team counterparts - they are expected to get results. Each driving role in Career Mode offers a different playing experience with individual circumstances and challenges to be overcome.

When you start playing Career Mode for the first time, you will receive an email inviting you to take part in a private testing session. Scouts from some of the FORMULA ONE teams may attend the session, so this invite represents your first opportunity to start making a name for yourself. Press the **L1** button or **R1** button to highlight Next Race and press the ⊗ button to move time forward to the day of the private test.

After every session you return to the Career Mode Screen. Always remember to check your email in-box and fax machine for any in-coming correspondence before heading on to the next session. If you receive an offer of employment from one of the teams, it will arrive via fax; check the contract details and then press the ⊗ button to accept the terms, or press the ⊙ button to reject the contract.

■ MULTIPLAYER MODES
ARCADE

Pit your wits against a friend in a split-screen Arcade Grand Prix race. There are two separate game modes within Arcade Mode: Arcade Race and Arcade Duel. Player one starts in nineteenth place on the grid and player two in twentieth position.

SIMULATION
There are three Simulation Modes available for two player games: Custom Race, Hot Seat and Time Attack.

In Custom Race, players pick a team and driver and choose a circuit to race on, before heading into the thick of the action for a head-to-head split-screen race with simulation handling.

Hot Seat and Time Attack Modes are turn-based and can be enjoyed by two, three or four players, and are covered in the following sections of this manual.

HOT SEAT
Hot Seat Mode uses simulation handling and offers up to four players the opportunity to take part in a single Race Weekend. Players take turns to drive, with play switching between drivers automatically.

TIME ATTACK
In a multiplayer Time Attack game, players take consecutive turns in a single car Time Trial Race, with the intention of beating their opponents' lap times and setting the fastest lap. A Time Attack game encompasses ten laps, there are no rules or damage and simulation handling is employed.

■ CONTINUE GAME

Choose Continue Game from the Main Menu to load a game previously saved to Memory Card.

■ ONLINE MODE

Join a simultaneous human time trial and see if you can cut it against other real-life drivers.

Online Mode is played in a similar way to the offline Time Attack Mode - you race alone against the clock, with three ghost cars visible for you to measure your performance against: your own fastest lap time, the session fastest and the world fastest on that particular circuit.