

GAME BOY ADVANCE™



F1
Formula 1™



INSTRUCTION BOOKLET

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Race For The Crown

Year after year, billions of fans worldwide are mesmerised by the action, blazing speed, and excitement of the Formula One World Championship. EA SPORTS™ F1 2002 brings this world to life for the Game Boy Advance™ most thrilling Formula One experience ever. Select from the 11 teams of the 2002 season and one of the 22 official drivers, and you are ready to take on the 17 actual circuits. Play alone or with a friend, choosing from the 2 difficulty settings and 3 game modes. Fly through 7 gears, reaching speeds of up to 211 mph in team vehicles that are just like the real thing!



Starting the Game

Make sure the **POWER** switch is **OFF**.

Insert the **F1 2002™** Game Pak Into the Game Boy Advance™ system slot as described in your Nintendo Game Boy Advance™ system Instruction manual.

Turn the **POWER** switch **ON**.

Note: The **F1 2002™** Game Pak is for Game Boy Advance™ only.



Game Boy Advance™ Controls

Downshift
(Manual Mode)

Steering



Upshift
(Manual Mode)

Accelerate

Brake

Menu Controls

- A** **A BUTTON**
Validates the selected option
- B** **B BUTTON**
Cancel/Back to previous screen



CONTROL PAD
Moves the cursor.
Changes an option's value



Main Menu Screen

You are given a choice between:

- Quick Race
- Championship
- Pilot
- Season 2002
- Multiplayer
- Credits

(See game modes for more detail)

Use the **CONTROL PAD UP** and **DOWN** to select one of these options.
Then press the **A BUTTON** to enter the selected option.

Pilot Menu

F1 2002 lets you play with up to 5 pilot configurations.

Before playing, choose the configuration you want to play with or create a new one. If you haven't chosen a configuration before playing, you'll be taken to the Pilot Menu. Each configuration saves your records: the Pilot & Team title, your best position and your best lap for each circuit. You may scan through each circuit to check the best position and the lap.

To Create a pilot:

Choose one of the 5 available slots.

- Select one of the 5 available slots.
- Enter your name.
- Select a team.
- Select a pilot.

Configuration is done! Your records will be stored with this configuration.

To Erase a pilot:

- Press the **SELECT BUTTON** on the name you want to delete.



Game Modes

Quick Race

In Quick Race mode, you can practise on the circuit of your choice. Just select one of the 17 circuits and away you go! You start from last position and compete against 21 opponents in a 3, 5 or 10 lap race. You can easily improve your lap records and circuit ranking in this mode. *Check the Settings section for further details.*

Season 2002

The Season 2002 Mode let's you play the official 2002 F1 Season. Circuits are in the 2002 season order and you compete for the pilot and team championships. Each race is divided into two parts: the qualification and the race itself.

You can skip the qualification, but you will start from last position in the race. Your fastest lap time in the qualification will dictate your place on the grid. The winner scores 10 points, with 6 points for second and then 4, 3, 2, and 1 points.

At the end of each race, the pilot and team standings are displayed. *Check the Settings section for further details.*

Championship

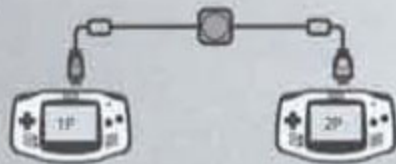
Championship mode works in exactly the same way as Season 2002, except that you choose the circuits you want to race on. Make your selection of circuits, then choose the OK option or press START. *Check the Settings section for further details.*



Multiplayer



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.



The Multiplayer Mode lets you play with a friend equipped with a Game Boy Advance™ and the F1 2002™ cartridge.

Both players choose "Multiplayer", then the first player selects the circuit. You compete in a head-to-head race.

Check the Settings section for further details.

Car Settings

Before each race, you can configure your car to suit the circuit you are about to race on.

Weather :

Sun, rain or intermediate weather have different effects on speed and braking.

Difficulty :

In normal settings, the car has an anti-locking brake system which allows more timing errors.

In difficult mode, the competition is faster and there is no anti-locking system.

Gearbox :

In manual mode, the player shifts up or down manually *(see Controls)*.

In automatic mode, the gears are automatically shifted giving a good, though less efficient, gear shift.

Pitstop :

Choose whether you will pit earlier or later during the race.



Tires :

Wet or dry.

Choose these to suit the weather. In the rain, dry tyres will result in much longer braking distances than wet tyres.

On the other hand, wet tyres on a dry track will cause inefficient acceleration.

Downforce :

High downforce means good traction but poor acceleration.

Low downforce means good acceleration but poor traction.

Gearing :

Long gears give a higher maximum speed.

Short gears give better acceleration.

Use long gears on fast tracks. Use short gears on tracks with lots of turns.

Brakes :

This option makes the braking more or less gradual.

Use strong braking on fast tracks and smooth braking where there are lots of turns.

Fuel :

Adjust the amount of fuel you want in the car.

Caution : The more fuel you put in, the slower the car will be. Beware of running out of fuel breakdown.

Unit :

Choose which system you want to use: Km/h or Mph.



The Game Screen



UBI SOFT UK TECHNICAL SUPPORT

On-line Support Options

Ubi Soft offers on-line support options for software products. One of these is our website at:

<http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at:

techsupport@ubisoft.co.uk.

Other Support Options

You can also contact Ubi Soft Technical Support by phone and fax. When you call, please be as specific as you can be about the problem you are experiencing.

Technical Support: 0870 739 7670

Hours: Monday To Friday
8.00am – 11.00pm GMT

Hotline: 0906 906 0200

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Ubi Soft guarantees this Game Boy Advance™ cartridge against any defect for a period of ninety (90) days from the date of purchase.

If a manufacturing defect appears during the guarantee period, Ubi Soft will repair or replace the defective cartridge free of charge. To take advantage of this guarantee, please return the cartridge to your local retailer with a proof of purchase.

If a cartridge is returned without proof of purchase or after the guarantee period has expired, Ubi Soft will choose either to repair or to replace it at customer expense.

This guarantee is invalid if the cartridge has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

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