



EA
SPORTS™

F1
CAREER
CHALLENGE

EVERYONE
E
CONTENT RATED BY
ESRB

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ↳ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ↳ Do not bend it, crush it, or submerge it in liquids.
- ↳ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ↳ Be sure to take an occasional rest break during extended play.
- ↳ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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

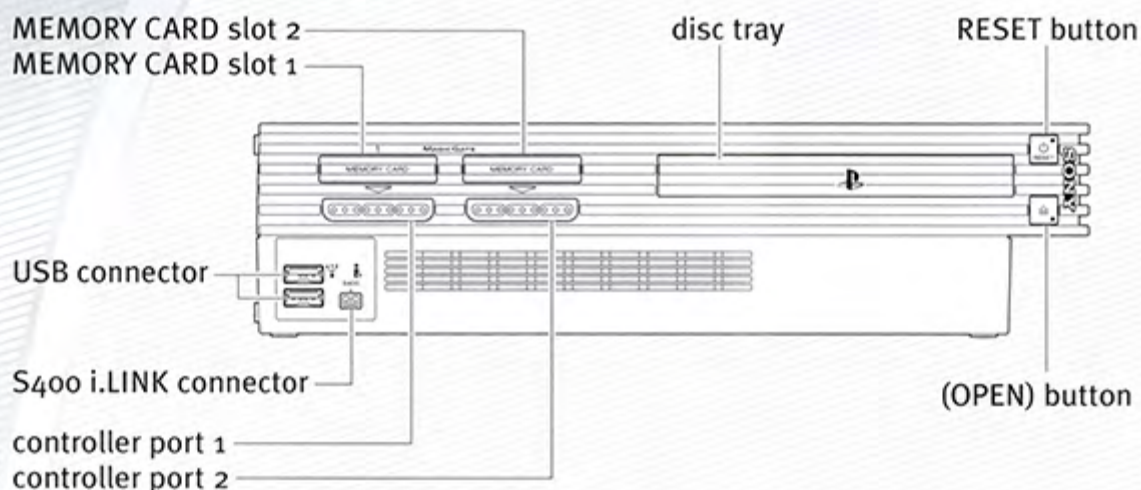
CONTENTS



STARTING THE GAME	2
COMMAND REFERENCE	3
CONTROL SUMMARY	4
INTRODUCTION	5
SETTING UP THE GAME	6
MAIN MENU	6
CAREER	7
GETTING A SUPERLICENSE	7
TEAM SCREEN	8
RACE WEEKEND EVENTS	9
GAME SCREEN	10
PAUSE MENU	10
PIT STOPS	12
CAR SETUP	13
AFTER A RACE SESSION	14
EA SPORTS™ CARDS	14
QUICK RACE	16
QUICK RACE OPTIONS	16
AFTER A QUICK RACE	17
MULTIPLAYER	18
OPTIONS	19
SAVING AND LOADING	22
APPENDIX: FLAGS	23
CREDITS	24
LIMITED 90-DAY WARRANTY	26

STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



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

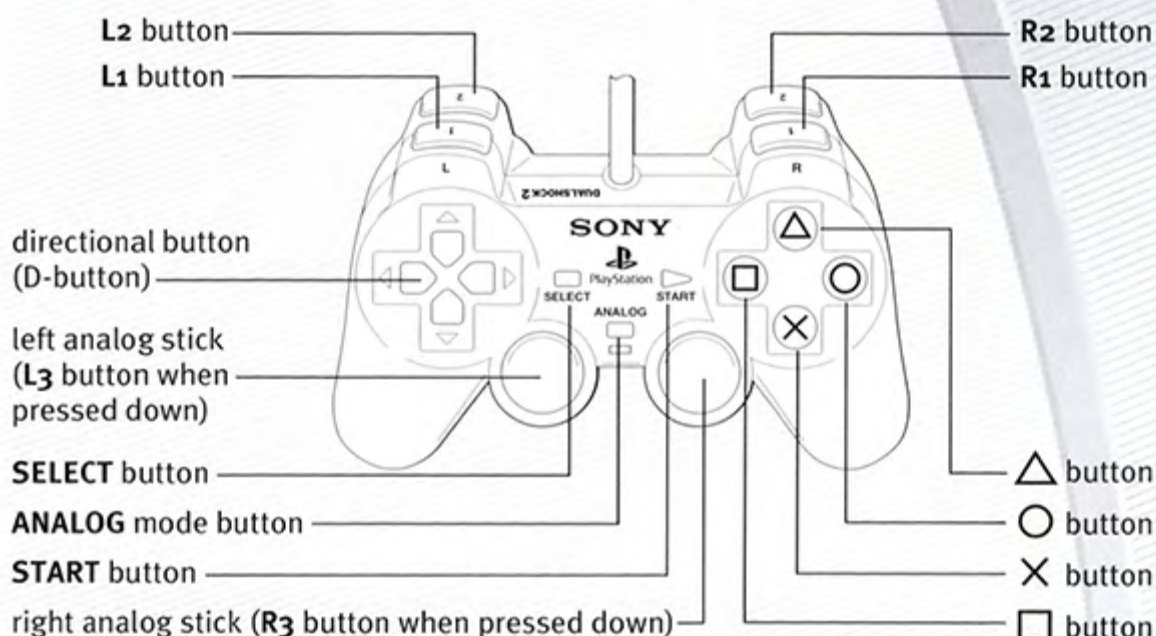
NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.

NOTE: *F1 Career Challenge* does not support the Digital Controller .

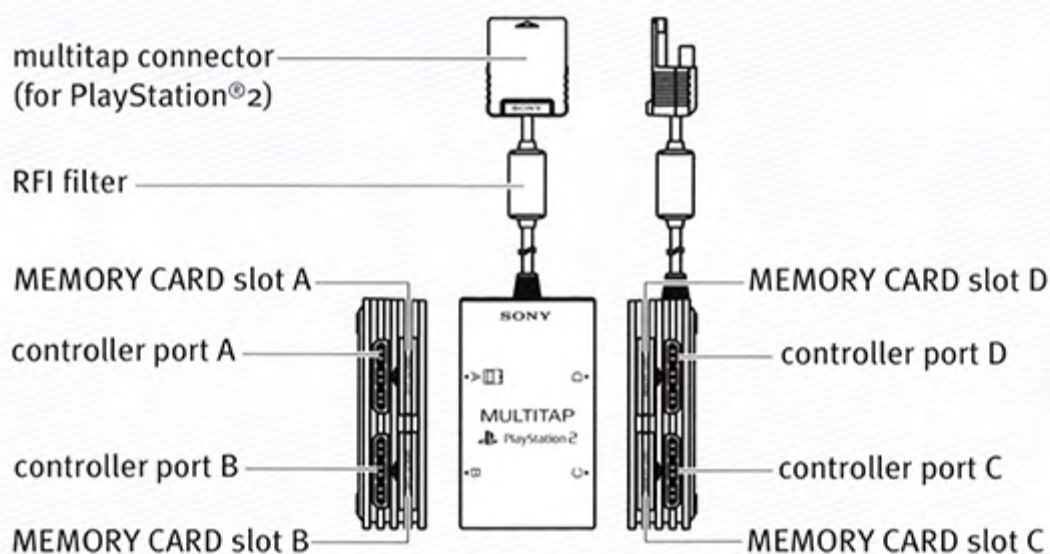
COMMAND REFERENCE



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



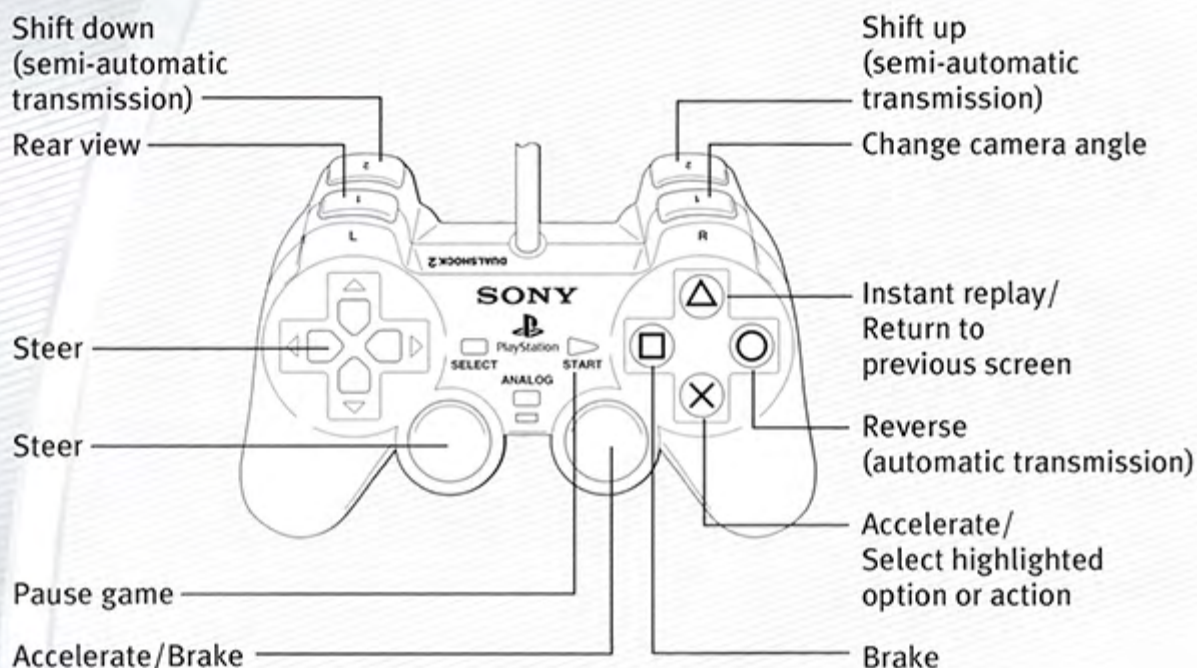
MULTITAP (FOR PLAYSTATION®2)



CONTROL SUMMARY

These controls will help get you behind the wheel fast.

GAME CONTROLS



⊙ In Semi-Automatic mode, the ● button only selects reverse gear (when in 1st gear or Neutral).

⊙ Shift Up and Shift Down controls are only available in Quick Race mode.

MENU CONTROLS

Highlight menu items	D-button ↑
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	✕ button
Return to previous screen	▲ button

NOTE: The controls featured here are the default controls only. For information on how to swap to another controller configuration, > *Controller Configuration* on p. 20.

INTRODUCTION



The glamorous world of Formula One™ racing is so close you can almost taste the champagne. Show skill and judgment on and off the track and it could all be yours in Career mode. Earn your Superlicense, join a team and build your Reputation by keeping your nerve on the biggest stage of all—the FIA Formula One World Championship™ circuit.

Alternatively, customize your experience by electing to take part in a Quick Race from any of the last four Formula One seasons or take on your friends in Time Trial or Split Screen mode.

- ⊙ **FIRST-EVER FORMULA ONE CAREER MODE**—Start off as a rookie driver without a Superlicense and prove you have what it takes to compete in the world's fastest motor sport. After you earn your license, compete for a ride, develop your skills, complete test days, and build your reputation over four successive years on the Formula One circuit—can you win the world championship?
- ⊙ **RACE AS YOURSELF**—Create yourself as a driver and challenge real-life F1 stars. Select a helmet design and see if you can put your name atop the leaderboard.
- ⊙ **FULL DATA FROM FOUR REAL-LIFE SEASONS**—Every car, driver, track, and team change from 1999–2002 is in the game, down to the details such as Mika Salo taking over from Michael Schumacher in 1999 following the British Grand Prix at Silverstone.
- ⊙ **INTENSE RACE ATMOSPHERE**—Completely overhauled gameplay delivers the most immersive and realistic F1 racing experience to date. With “race smart” AI, other racer drivers take on their real-life personalities including the possibility of mistakes. The 3D garage comes to life with motion-captured mechanics and options screens selectable from within the car.
- ⊙ **REAL-TIME FEEDBACK**—Get the same timely feedback that F1 drivers get, via headset radios from your Chief Mechanic on the track and from your Team Boss via PDA.



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

SETTING UP THE GAME

Get ready to race by familiarizing yourself with the Main menu. Then it's time to launch your F1 career.

NOTE: Default options appear in **bold** throughout this manual.

➔ At the Enable AutoSave screen, select **YES, ENABLE AUTOSAVE** or **NO, DISABLE AUTOSAVE** (> *Saving & Loading* on p. 22) and press the **X** button. The Main menu appears.

NOTE: If you do not have a memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1, a prompt appears asking you to insert a memory card if you wish to save your progress and settings.

MAIN MENU



From the Main menu you can pursue every racing driver's dream (> *Career* on p. 7), jump straight into the cockpit (> *Quick Race* on p. 16), choose between two exciting Multiplayer game modes (> *Multiplayer* on p. 18), adjust various Audio, Video, Controller, Saving, Language, and Screen settings (> *Options* on p. 19) or view a list of *F1 Career Challenge Credits*.

- ⊙ A scrolling text bar at the top of each menu screen provides help for that screen.
- ⊙ Press the **L1** button and the **R1** button to switch between monitors on menu screens.

CAREER



Career mode teaches you that there's so much more to establishing yourself as a top Formula One driver than just getting it right on race day. Once you're there, however, the rewards can make it all worthwhile. Increase your all-important Reputation with a few good performances and the big boys are sure to become interested. Think long and hard about your career moves though—your decisions could make or break your FIA Formula One World Championship bid.

To embark on your driving career:

1. Select CAREER from the Main menu.
2. Highlight NEW CAREER and press the **X** button.
 - ➔ If you wish to resume a saved Career, select CONTINUE CAREER.
 - ⊙ If you select NEW CAREER when you have a Career already saved, you are prompted to overwrite the saved game.
3. To enter your driver's name, press the D-button to highlight a letter and press the **X** button to select it. Highlight DONE and then press the **X** button when you have finished.
 - ➔ Repeat the above process to enter your driver's initials.
 - ➔ To delete the last character entered, highlight DEL and press the **X** button.
4. Press the D-button to highlight a flag and press the **X** button to select your driver's nationality.
5. Press the D-button ↔ to choose the appearance of your driver and press the **X** button.
6. Press the D-button ↔ to choose your driver's helmet and press the **X** button.
7. Highlight CONTINUE and press the **X** button to start your career.
 - ➔ Select RE-ENTER PROFILE to start entering driver details again.

GETTING A SUPERLICENSE

Before you can embark on your fledgling Formula One career you must obtain a Superlicense. To do this you must complete a series of basic tests within set time limits. The better your performances, the more teams will become interested in acquiring your services.

To earn your Superlicense:

1. Press the **X** button to select the highlighted series of tests.
2. Read the test description and press the **X** button.
3. The test completion requirements are set out. Press the **X** button to view a demonstration of the forthcoming test.

4. Press the **✖** button to begin the test.
 - ⊙ When you have completed a test, the results screen documents whether you have passed or failed, displaying your Time and, if you have passed, your Rating for the test (if you have failed, the Reason for your failure is displayed).
5. Press the **✖** button to exit the Results screen.
 - ➔ If you have failed to make the grade, select YES to take the challenge again or NO to return to the Superlicense menu.
 - ➔ Repeat the above steps for each series of tests.
 - ⊙ You cannot retake a task once you have passed it.

Upon completing all the tasks, the job offers pour in. To accept an offer, press the D-button **↑** to highlight the team you want to join and press the **✖** button.

TEAM SCREEN

You've earned your place in the big league—now's your chance to test those skills honed in the Superlicense tests against seasoned pros.

TEST SCENARIO

Your rivals are constantly testing and improving their cars so it's important not to be out-manuevered. During each Test Scenario you have the opportunity to provide vital data for your team's engineers, while also gaining extra track experience for the coming race. Success helps your engineers improve the car, but with every failure you fall further behind your rivals in the technology race.

- ⊙ Each Test Scenario can only be attempted three times (your best attempt is recorded). The more impressive your performance, the bigger the improvement made to your car for the next race.
- ⊙ Test Scenarios are not available on all tracks in a season.

RACE WEEKEND

Select RACE WEEKEND to go to the next circuit (**>** *Race Weekend Events* on p. 9).

CAREER INFO

Select CAREER INFO to view Standings for the current season, information on how your driving Career is progressing, and any EA SPORTS Cards you have accumulated.

DRIVER STANDINGS

Check out the current Driver Standings (press the **✖** button to cycle through the list).

CONSTRUCTOR STANDINGS

View up-to-date team Standings (press the **✖** button to cycle through the list).

DRIVER REPUTATION

Chart the fluctuations in your Reputation during your career.

EA SPORTS CARDS

View the EA SPORTS Cards you have won on each circuit (> *Viewing Cards* on p. 15).

DRIVER CV

Access information on your career so far, including a list of your Achievements to date and your driver Profile.



SPEND POINTS

Select SPEND POINTS to purchase exciting game extras and car enhancements for future sessions (> *EA SPORTS Cards* on p. 14).

RACE WEEKEND EVENTS

A Race Weekend consists of Practice and Qualifying sessions along with the Race itself. Before the Practice session begins, your Team Boss informs you of his expectations for the race.

NEXT SESSION

At the Next Session screen, press the D-button ↑ to highlight the session you'd like to take part in and press the ✕ button.

- ⊙ If you skip an earlier session, you cannot select it at a later point. If you skip a Qualifying session, you are placed in last position on the grid in the ensuing Race.

PRACTICE

Use the Practice session to get accustomed to the selected circuit and to make adjustments to your Car Setup (> *Car Setup* on p. 13). Choose RETIRE FROM SESSION from the Pause menu or the Pit menu to end your Practice session.

QUALIFY

In the Qualifying session, you have up to 30 minutes (in which you can complete a maximum of 12 laps) to try and post the fastest lap time possible. Your best time determines your starting grid position for the race.

- ⊙ Starting grid positions are not finalized until the end of the full 30 minutes (i.e. if you quit the session before then, someone may still beat your time).
- ⊙ When selecting START FLYING LAP, “in” and “out” laps are deducted automatically. Therefore for every lap at race speed, you are actually completing three laps in total.

RACE

With the Practice and Qualifying sessions behind you, it's time to put your track experience to use in the main event. Before the race begins, your pit stop Strategy is outlined by your team (you must enter the pits on the correct lap in order to take on enough fuel to finish the race). Good luck—your future depends on the next few laps!

GAME SCREEN

Current position

Flag Indicator

Corner indicator

Slip stream indicator (fills as you close on the car in front, giving you extra momentum to slingshot past it)

Circuit Map including your position on track (white arrow = player, yellow arrow = race leader, red arrow = nearest car in front/behind). To view the Circuit Map, enable it in the Options or in-game Options menus.



Gear indicator

Speedometer

Pit In request

Lap counter

Lap time/
Split time

➔ You can turn the various visual displays ON and OFF in the Video Settings section of the Options menu (> p. 19) or the Display section of the in-game Options menu (> p. 11).

INSTANT REPLAYS

To view a replay of race action, press the **▲** button at any time while racing. To return to the race, press the **START** button.

PAUSE MENU

Press the **START** button at any time during play to pause the game. Each mode's Pause menu gives you a selection of the following options.

CONTINUE	Return to the current session.
RETIRE FROM SESSION	End the current session.

WARNING: Leaving a session may adversely affect your Reputation.

OPTIONS	Access the in-game Options menu to adjust settings for Assists, Sound, and Display (> p. 11).
PIT IN	Proceed directly to the pits.
RESTART	Select and confirm at the prompt to begin the current session again.
QUIT EVENT	Select this option to end the entire Event.

IN-GAME OPTIONS

Press the D-button \updownarrow to select an option.



ASSISTS

CORNER INDICATOR

Toggle the Corner Indicator **ON/OFF**. When **ON**, color coded arrows appear warning you of approaching corners and their severity.



Sharp corners are red.



Tight corners are orange.



Shallow corners are green.

SOUND

COMMENTARY

Press the D-button \leftrightarrow to adjust race commentary volume.

EFFECTS

Press the D-button \leftrightarrow to adjust volume levels for effects within the game (e.g., engine noise).

DISPLAY

TV PANELS

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

HUD

Toggle basic on-screen car/race data **ON/OFF** (\triangleright *Game Screen* on p. 10).

CIRCUIT MAP

Toggle between **OFF**, **PARTIAL**, and **FULL**. When **FULL**, a small map of the circuit appears on-screen, showing your progress around the track. Set to **PARTIAL** to see only the section of track you are currently on.

SCREEN FORMAT

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

SPEED

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

PIT STOPS

PITTING DURING RACE SESSIONS

Pulling into the pit lane at any stage of a Quick Race or Career mode race allows your team to change your tires, re-fuel, and repair any damage to your car. In Quick Race mode you can choose from automatic or Interactive Pit Stops (automatic pit stops are not available in Career mode).

AUTOMATIC PIT STOP

As soon as you enter the pit lane, the limiter is automatically applied and the computer takes control of the car.

INTERACTIVE PIT STOP

Successfully completing the various Interactive Pit Stop tasks can shave seconds off that all-important pit stop time. Conversely, failures can lead to time-consuming errors and penalties.

When the pit stop is complete, you are informed of your performance in each of the tasks (> below).

Brake to required speed in the pit area (fast enough to maintain momentum but slow enough to adhere to the rules)

Brake to required speed in order to pull into the pit bay

TASK	STATUS	TIME
Brake to limit	SUCCESS	7.447
Brake to pit	SUCCESS	0.964
Turn in	SUCCESS	0.451
Gear up	SUCCESS	1.435
Accelerate	SUCCESS	0.492
Total time lost in pits		18.771
Total time including pit lane		48.742

Steer into the pit bay

Shift into first gear when told by the Crew Chief

Accelerate out of the pits at the prompt

Indicates how much time you lost during your Interactive Pit Stop



TIP: Interactive Pit Stops are potentially quicker than automatic pit stops.

PITTING DURING PRACTICE AND QUALIFYING SESSIONS

During Practice and Qualifying sessions, you can drive into the pits at any time (or select PIT IN from the Pause menu) to access the Pit menu (> below), which also appears at the start of the session.



PIT MENU

- | | |
|----------------------|--|
| START FLYING LAP | Select this option to leave the pits and skip to your next lap at race speed. |
| VIEW CLASSIFICATIONS | View the current fastest lap times and provisional starting grid positions for all drivers (only available when Qualifying). |
| CAR SETUP | Select this option to make adjustments to your car (> <i>Car Setup</i> below). |
| LEAVE PITS | Exit the pit lane and return to the track (only available during Practice). |
| RETIRE FROM SESSION | End the current session. |

CAR SETUP

Select CAR SETUP from the Pit menu during a Practice or Qualifying session to suggest adjustments to your Car Setup. Experiment to find the best setup for each circuit.

As the driver, you can give feedback to your team on the following aspects of your car:

- | | |
|----------|--|
| STEERING | Use the slide bar to set a balance between Understeer (left) and Oversteer (right) at corners. |
|----------|--|



TIP: If your car is set to Understeer, the rear tires will have more grip than the front tires, resulting in the steering being less responsive at corners. Setting it to Oversteer has the opposite effect, often resulting in the car's back end sliding out on corners. A neutral setting causes all tires to drift at once.

- | | |
|-----------|--|
| DOWNFORCE | Use the slide bar to set a balance between increased Grip (left) and higher Speed (right). |
|-----------|--|



TIP: Setting Downforce towards Grip reduces overall speed but increases stability through corners—particularly useful at circuits such as Monaco and the Hungaroring. Setting it towards Speed increases top speed but reduces grip and stability—this setup is suited to circuits such as Hockenheim and Monza.

GEARBOX

Use the slide bar to set a balance between a gearbox with Short Ratios (left) and Long Ratios (right).



Shorter ratios result in faster acceleration, while a longer ratio gearbox increases top speed.

As your team of engineers act on your feedback, a table at the bottom of the screen highlights the resulting differences to Top Speed, Grip Limit, and Acceleration.

- ⊙ Any changes made during the Practice or Qualifying sessions automatically carry over to the next stage. During the Race itself, Car Setup options are unavailable.

AFTER A RACE SESSION

After each Race session, the Classification screen appears. This screen displays full final standings for that Race.

To exit a race session:

1. Press the **X** button to proceed. The Championship Standings screen appears.
2. Press the **X** button repeatedly to continue through the various Standings screens. A replay showing the last moments of the Race begins.
3. Press the **START** button to exit the replay. Your team boss' feedback on your latest performance and its effect on your all-important Reputation appears.

EA SPORTS™ CARDS

WINNING CARDS

You can win EA SPORTS Cards—and points to spend on your car—in Career mode by completing various maneuvers during races. The better you perform, the bigger the rewards. Below are the different ways that you can win EA SPORTS Cards.

HOT ZONE

On each lap of each circuit there is a short section of track known as a Hot Zone (indicated by a red glow). To win a Card, you must complete that section in a fast time without leaving the track, colliding with other cars, or breaking any FIA rules.

- ⊙ In order to trigger a Hot Zone you must be traveling fast enough when you enter it.

OVERTAKING MULTIPLIER

Pass several cars in a short space of time to win this EA SPORTS Card. The more cars passed, the higher the score.

CORNERING MULTIPLIER

Take selected corners with perfect speed and accuracy—the more you take in a row the more points are accrued.

GRID OVERTAKING MULTIPLIER To win this Card you must become adept at overtaking from a standing start.

- ⊙ You can also win cards for out-qualifying your teammate, beating your teammate in a race, achieving the fastest lap of a race, winning a race, beating the lap record for a circuit, and getting through a race with a clean slate/no penalties/no damage.



VIEWING CARDS

To view the cards you have won:

1. In the Career mode hub screen, press the D-button ↓ to highlight CAREER INFO and press the ✖ button.
2. Press the D-button ↓ to highlight EA SPORTS CARDS and press the ✖ button.
3. Press the D-button ↓ to highlight a circuit. The amount of cards you have won, and the number of points you have acquired, on the highlighted circuit are listed.
4. Press the ✖ button and press the D-button ↓ to highlight a card. It is displayed, along with the Card Level or Time it was achieved at (if applicable).

SPENDING POINTS

You are awarded points based on the level of your performances in winning EA SPORTS Cards. Use these points to buy extras and enhancements for future sessions.

To purchase items:

1. In the Career mode hub screen, press the D-button ↓ to highlight SPEND POINTS and press the ✖ button.
 2. Press the D-button ↓ to highlight an item on the list and press the ✖ button to put it into your basket. A tick appears next to it and its price is added to the total in the bottom right-hand corner of the screen.
 - ➡ Items displaying a double-arrow icon are available in multiple grades. Press the D-button ↔ to highlight a higher or lower grade.
 3. When you've highlighted all the items you wish to purchase, press the ● button to buy the items in your basket.
 - ➡ If your bank balance is too small, a warning appears asking you to remove some items from your basket (the total number of points you've earned appears in the top right-hand corner of the screen).
- ⊙ While any Treats you buy are permanent, Next Qualifying Session Items are only valid during the next Qualifying session and Next Race Items can only be used during the coming Race session.

QUICK RACE

In Quick Race mode you can select any race during the 1999, 2000, 2001, or 2002 seasons and set your own gameplay options to customize your experience.

To start a Quick Race:

1. At the Main menu screen, press the D-button \updownarrow to select QUICK RACE. Press the \times button. The Select Season screen appears.
2. Choose a Season to race in (1999, 2000, 2001, or 2002). The Select Driver screen appears.
3. Press the D-button \updownarrow to scroll through the available teams and press the \times button to select one.
4. Press the D-button \updownarrow to choose a Driver from the selected team and press the \times button once more to confirm. The Select Circuit screen appears.
5. Press the D-button \updownarrow to scroll through the available tracks and press the \times button to select one.
6. Press the D-button to adjust available race options (\triangleright *Quick Race Options* below) and press the \times button to start the race. For more information on racing, \triangleright *Race Weekend Events* on p. 9.

QUICK RACE OPTIONS

Set the following gameplay options for your Quick Race and then press the \times button to continue.

OPPOSITION DIFFICULTY	Set the ability of your computer controlled opponents to EASY , MEDIUM , or HARD .
RACE LENGTH	Set the number of laps for the Race to 4 LAPS , 8 LAPS , 16 LAPS , HALF , or FULL (the actual number of laps raced in the FIA Formula One World Championship).
INTERACTIVE PIT STOPS	Turn Interactive Pit Stops ON/OFF (\triangleright <i>Interactive Pit Stop</i> on p. 12).
WEATHER	Set the weather conditions for the weekend to DRY , WET , or VARIABLE .
DAMAGE	Set car Damage to OFF , FORGIVING , or REALISTIC . When set to REALISTIC , your car sustains damage from collisions with barriers and other drivers. When set to FORGIVING , damage is sustained but to a lesser extent.
GEARS	Toggle Gears between AUTOMATIC and SEMI-AUTOMATIC .



TIRE WEAR	Set to OFF or ON . When ON , your tires wear out as the race progresses, potentially slowing you down.
FUEL USE	Toggle ON/OFF . When ON , fuel depletes during the course of a session, affecting the handling of the car.
FIA RULES	When set to REALISTIC , official FIA rules apply to your race, meaning you can be penalized for misdemeanors such as speeding in the pit lane and ignoring yellow flags (> <i>Appendix: Flags</i> on p. 23 for more information on the different flags used in the game). If you choose FORGIVING , every time you break an FIA Rule, you are given a verbal warning and instructed how to rectify the situation. Follow these instructions in the time provided to avoid punishment. Set to OFF to ignore official rules.
SLIPSTREAMING	Set to ON to take advantage of the slingshot effect for speedier over-taking.
GAME BREAKERS	When ON , you're treated to a stylized finishing sequence at the end of the race. Switch OFF if you prefer uninterrupted racing.
QUALIFYING	Turn ON if you want to take part in a Qualifying session to boost your Quick Race grid position (> <i>Qualify</i> on p. 9).

- ⦿ You can only adjust Fuel Use, Tire Wear, and FIA Rules options if the number of laps selected for your race is 16 or higher.

AFTER A QUICK RACE

After each Quick Race, the Classification screen appears, displaying full final standings. To exit:

1. Press the **X** button to proceed. A pop-up appears asking you if you wish to restart the race. Select **YES** to restart the race or **NO** to view a replay of the last portion of the race.
2. Press the **START** button to exit the replay and return to the menu screens.

MULTIPLAYER

Select MULTIPLAYER from the Main menu to take other players on in Split Screen and Time Trial modes.

- ⦿ The controller inserted into controller port 1 always has primary control when in Multiplayer menu screens.

SPLIT SCREEN

Race against other players in Split Screen mode. To begin:

- Select the Season, number of opponents (2 PLAYERS, 3 PLAYERS, or 4 PLAYERS), whether you wish to race HEAD TO HEAD or with a FULL GRID (i.e. against 20 other cars), the Drivers and Circuit you wish to use, and the number of laps you wish to race over.
- ⦿ You must have at least two controllers inserted to play in Split Screen mode.
- ⦿ To play Split Screen mode with three or four players, you have three options. Insert a multitap in controller port 1 (the controllers must be connected sequentially to controller port 1-A, 1-B, 1-C and 1-D.), use four USB steering wheels (USB hub required), or any combination of controllers and USB steering wheels.
- ⦿ The memory card is only supported in MEMORY CARD slot 1-A if using the multitap.

TIME TRIAL

Up to 22 players can take part in a Time Trial game, in which drivers take turns to record the fastest lap time on any circuit. Each player has five minutes to complete a lap. At the end of the lap, you can view your total and split times. Pass the controller on to the next player, once you've finished reviewing your time.

To set up a Time Trial race:

- Choose a Season, then select ADD PLAYER 1. Player 1 selects a Driver. After each competing driver has repeated this process, select CONTINUE and choose a Circuit.
- To remove the last Driver from the list, select REMOVE PLAYER n (where n = the number of the last driver selected).
- ⦿ In Time Trial mode, each player shares the same controller.



OPTIONS

Set up the options to suit your driving style.

To adjust settings in the game to suit your preferences:

1. Select **OPTIONS** from the Main menu.
2. Press the D-button \updownarrow to highlight a group of Settings and press the \times button to enter it.
3. Press the D-button \updownarrow to move between individual options and press the D-button \leftrightarrow to adjust them.

\odot All changes you make to Options settings at the Main menu affect all modes.

AUDIO SETTINGS

MODE	Set the game's sound to STEREO or MONO .
SOUND EFFECTS	Adjust the volume level for Effects within the game.
COMMENTARY	Adjust the volume level for Commentary.
MUSIC	Adjust the volume level for Music.

VIDEO SETTINGS

OSD	Toggle basic on-screen car/race data ON/OFF ($\>$ <i>Game Screen</i> on p. 10).
TV PANELS	Toggle ON/OFF . TV Panels display up-to-the-minute race information such as your current position and split times.
SCREEN FORMAT	Toggle the aspect ratio for your television between NORMAL and WIDE . Set to WIDE for an image optimized for widescreen televisions.
CIRCUIT MAP	Toggle PARTIAL/FULL/OFF . When FULL , a small map of the entire circuit appears on-screen, showing your progress around the track. Select PARTIAL to view only the section of the track you are currently on.
SPEED	Toggle between displaying speeds in MPH and KPH in the game.

CONTROLLER CONFIGURATION

Select CONTROLLER CONFIGURATION from the Options menu to change controller configurations and to calibrate wheels.

To change configurations:

1. Use controller 1 to select the Player whose controller you wish to configure.
2. Press the D-button ↔ to cycle through the five available configurations.
3. Press the D-button ↓ and press the D-button ↔ to turn Vibration **ON** or **OFF**.
4. Press the ✖ button to Accept changes or the ▲ button to return without saving changes.

To calibrate wheels:

1. Select WHEEL CALIBRATION in the Controller Configuration screen.
 2. Follow the on-screen instructions.
 - ➔ Turn wheel to extreme right and left to define center point.
 - ➔ Push accelerator down fully to define pedal's extremes.
 - ➔ Push brake down fully to define pedal's extremes.
- ⊙ Up to four USB wheels can be used at any one time (with the use of a USB hub). The first is automatically assigned to Player 1 while the second is assigned to Player 2 and so on.



LOAD/SAVE

Select LOAD/SAVE from the Options menu and then select SET UP AUTO-SAVE to enable or disable AutoSave or choose LOAD FILE to load a previous game.

If you enable AutoSave, your currently saved gameplay data will not be lost. You are given the option to load the previously saved data once it has been detected.

➡ Press the **X** button to Set Up AutoSave. A further three options appear:

- | | |
|----------------------------------|---|
| LOAD FILE | Select this option to reload the previous AutoSave slot. |
| OVERWRITE EXISTING FILE | Select this option if you want to clear the previous games and settings and save your new ones. |
| QUIT AND DISABLE AUTOSAVE | Select this option to return to the Options menu with AutoSave disabled. |

- ⊙ If you select OVERWRITE EXISTING FILE, previously saved games and settings will be lost.

LANGUAGE SELECT

Select LANGUAGE SELECT from the Options menu to change the language of in-game text and commentary. Press the D-button **↑** to highlight your preferred language and press the **X** button to select it.

ALIGN SCREEN

To align your screen, select ALIGN SCREEN from the Options menu and press the D-button to move the screen using the on-screen markers for guidance. Press the **X** button to return to the Options menu saving your changes (or press the **▲** button to return without saving changes).

SAVING AND LOADING

F1 Career Challenge includes an AutoSave feature that saves all of your game settings as well as your progress.

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

NOTE: The memory card is only supported in MEMORY CARD slot 1.

NOTE: Data is auto-loaded upon boot-up when *F1 Career Challenge* data is present on the memory card in MEMORY CARD slot 1.

If you start the game with a memory card with no previously saved games inserted in MEMORY CARD slot 1, the AutoSave screen asks you if you wish to enable AutoSave. There are two options:

YES, ENABLE AUTOSAVE The game saves all of your settings and options changes and your progress through all Single Player modes.

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

If you start the game without a memory card, the AutoSave screen warns you that you cannot save your progress. To continue, press the **X** button, then highlight YES, CONTINUE WITHOUT AUTOSAVE and press the **X** button once more: None of your progress or settings and options changes are saved.

➔ Alternatively, insert a memory card to bring up the YES, ENABLE AUTOSAVE options.

NOTE: You must have at least 205KB of free space on your memory card in order to save *F1 Career Challenge* game data.

NOTE: Data is auto-loaded upon boot-up when *F1 Career Challenge* data is present on the memory card.

APPENDIX: FLAGS



YELLOW

When the yellow flag indicator appears, you must slow to 130 mph/200 kph and refrain from passing (if you break either of these rules you are given a 10-second stop-go penalty).

BLUE

When the blue flag indicator appears you must pull over to allow the car behind to lap you.

RED AND YELLOW

The red and yellow flag indicator is a warning that the track ahead is slippery.

BLACK

You can also be black-flagged (and, as a result, be automatically disqualified from the race) for driving in the wrong direction in a pit-lane or failing to comply with a stop-go penalty within three laps of it being issued.

CREDITS

ELECTRONIC ARTS

PRODUCTION

STUDIO MANAGER: David Byrne

EXECUTIVE PRODUCER: Matt Webster

ASSOCIATE PRODUCER: Neil McEwan

DEVELOPMENT MANAGER: Lol Scragg

DESIGN ASSISTANT: Matt Follett

STUDIO MARKETING MANAGER:

Michaela Riches

PRODUCTION COORDINATOR:

Fiona Thompson

AUDIO

AUDIO LEAD: Mark Knight

SOUND DESIGNER: Johnathan Newman

RECORDING ENGINEER: Bill Lusty

MOVIES

VIDEO PRODUCTION: Jason Lord

ARTISTS: Graham Bell, Dave Hirst

CREATIVE AUDIO LEAD: Lydia Andrew

SOUND DESIGNERS: Ian MacBeth,
Peter Ward

MARKETING

HEAD OF PRODUCT MARKETING, EUROPE:
Jonathan Bunney

UK STUDIO MARKETING DIRECTOR:
Roy Meredith

EUROPEAN STUDIO PRODUCT MANAGER:
James Deverill

MARKETING ASSISTANT: Pete O'Reilly

UK QUALITY ASSURANCE

QA MANAGER:

John Welsh

QUALITY SYSTEMS

MANAGER: Pat Russell

QA PROJECT MANAGER: Andy Miller

QA PROJECT LEADER: Dan McDonald

QA LT PROJECT LEADER: Patrick Klaus

QA TEAM LEADERS: Dan Golding,
Andy Hall

QA SENIOR TESTERS: Scott Newman,
Jonti Pitt, Nick Barrett, James Fry

TESTERS: Alex Mole, Craig McLeod,
Creig Van Wyk, Evo Bochenski,
George Carter, Joe McNamara,
Karl Christmas, Luca Nigrelli,
Mike Candy, Simon Cole, Stu Morton,
Daniel Ede, Chris Bailie, Pete Sturgess,
Sean Butler, Denzil Stephens,
Stuart Duguid, Carl Maynard,
Michael Takla, Nick Bullman,
Rob Moody, Simon Oliver,
Stephen Collyer

TECHNICAL COMPLIANCE GROUP

TECHNICAL COMPLIANCE MANAGER:
Joseph Grant

TECHNICAL COMPLIANCE SUPERVISOR:
Marcus Purvis

TECHNICAL REQS. AUDITOR:
Martyn Sibley

TESTERS: Ricky Watts, Darran Wall,
Jamie Cawte, Richard Hylands

EUROPEAN MASTERING LAB

EUROPEAN MASTERING MANAGER:
Matt Price

MASTERING COORDINATOR: Donna Hicks

MASTERING TECHNICIANS: Wayne Boyce,
James Kneen, Sam Roberts, Des Gayle

UK STUDIO SUPPORT: Masa Nemoto,
Mitsuo Hirakawa

EA EUROPE

SOFTWARE LOCALIZATION MANAGER:

Isabelle Martin

LOCALIZATION PROJECT MANAGERS:

Nathalie Fernandez, Åsa Carlsson

EUROPEAN CQC OPERATIONS MANAGER:

Linda Walker

EUROPEAN CQC TEST MANAGER:

Jean-Yves Duret

EUROPEAN CQC TEST SUPERVISOR:

David Fielding

EUROPEAN CQC TEST LEADS:

Andrew Chung, Paul Richards,
Ben Jackson

EUROPEAN CQC SENIOR TESTERS:

Dean Choudhuri-Bennett, James Bolton,
Paul Davies, Tony Hopkins, Andrea Iori,
Jamie Keen, Gary Napper

EUROPEAN CQC PLATFORM MANAGER:

James Featherstone

EUROPEAN CQC PLATFORM SPECIALISTS:

Ashley Powell, James Arup,
James Norton, Tim Wileman

DOCUMENTATION: John Featherstone

PRODUCTION MANAGER: Jane Luckraft

ACCOUNT EXECUTIVES: Lesley Eastup,
Joanna Taylor

PRODUCTION PLANNERS: James Truter,
Helen Vaughan

**DOCUMENTATION LAYOUT AND
TRANSLATION CO-ORDINATION:**

Abdul Oshodi

MATERIALS COORDINATOR: Peter Abbey

WEB LOCALIZATION CO-ORDINATION:
Sylvain Caburrosso

STUDIO OPS: Anne Miller, Phil Jones

EA SPORTS™ SPECIAL THANKS

Everyone involved in
*F1 2000 Championship
Edition, F1 2001 and
F1 2002*, Gary Bracey—

Digimask, Sergio
Pimentel—CouchLife Limited, Pete
Smith, John Rostron,
Matt Birch, Christina Petrou, Sara Barret,
Jane Webster, Josh McEwan,
Derek Bevan, LAT

MUSIC

“Celebrity Science” and “Gravastar”.
Performed by: HYBRID. (P) 2002.
Recording courtesy of Distinctive
Records.

“Toba”. Performed by: Meat Katie/
Elite Force. (P) 2003. Written by
Mark Pember and Simon Shackleton.
Published by Bug Music Ltd (50%) and
Universal Music Publishing Ltd (50%).
Recording courtesy of Kingsize Records.

“Weekend Warriors (instrumental
version)”. Performed by: Terminalhead.
Written by: Grooves/Graham/Hannan/
Marrett. Published by: © Big Life Music
Ltd. (p) 2003 Kilowatt Recordings.
Licensed courtesy of Sanctuary Records
Group Limited Taken from the album
titled ‘Weekend Warriors’ (KWTC008).

EA REDWOOD SHORES

PACKAGE PROJECT MANAGER:

Larre Sterling

DOCUMENTATION LAYOUT: Corinne Mah

CAR COVER PHOTO: LAT Photographic
and Typographic Limited

MONTOYA COVER PHOTO:

AP Photo/Eraldo Peres

CUSTOMER QUALITY CONTROL:

Darryl Jenkins, Dave Knudson,
Tony Alexander, Anthony Barbagallo,
Simon Steel, Russell Medeiros,
Eron Garcia



LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-MAIL AND WEBSITE: <http://techsupport.ea.com>

PHONE: (650) 628-1900



EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent from Electronic Arts.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

TECHNICAL SUPPORT CONTACT INFO

E-MAIL AND WEBSITE: <http://techsupport.ea.com>

MAILING ADDRESS:

Electronic Arts Technical Support
P.O. Box 9025
Redwood City Ca 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **AUSTRALIA**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **UNITED KINGDOM**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **AUSTRALIA**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Software and Documentation © 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. Developed by Visual Sciences Ltd.



"Formula One", "Formula 1", "F1" and "FIA Formula One World Championship" are trademarks of Formula One Licensing BV, a Formula One Group Company. Licensed by Formula One Administration Limited, a Formula One Group Company. All rights reserved. An official product of the FIA Formula One World Championship. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

This product contains Font Software licensed from Agfa Monotype Corporation and its suppliers, which may not be distributed, copied, reformatted, reverse engineered, or decompiled for any purpose. You may transfer the Font Software as part of the product to a third party provided that (i) the third party agrees to all the terms of this agreement and (ii) you have destroyed all copies of the Font Software in your custody or control, including any installed in your computer, immediately upon transferring such product. The Font Software is also protected by copyright and any copying or distribution of the Font Software, with or without the product, constitutes both copyright infringement and a theft of valuable property. You acquire no right, title or interest in the Font Software except the personal right to use such software, consistent with this agreement, as part of the product when installed in your computer. All rights reserved.

To see Agfa Monotype's complete Font software End User License Agreement please go to their website www.agfamonotype.com.

GET IN THE GAME

**WANT TO JOIN THE #1 INTERACTIVE
ENTERTAINMENT COMPANY?**

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://jobs.ea.com).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://eaacademy.ea.com).



PROOF OF PURCHASE
F1 CAREER CHALLENGE



THE WORLD'S #1 SOCCER FRANCHISE*

FEATURES

• WORLD-CLASS SOCCER ACTION

Take on the world with all-new authentic gameplay and compete with officially licensed leagues, players, and national teams.

• DOMINATE WITH EUROPE'S BEST

The Club Championship showcases the top 18 European clubs in a world of soccer detail and culture.

• TOTAL BALL CONTROL

Unlock the skills of the world's best players with the all-new EA SPORTS™ Freestyle Control.



*Source: www.guinnessworldrecords.com



Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and other countries. All rights reserved. Official FIFA licensed product. The FIFA logo © 1977 FIFA TM. Manufactured under license by Electronic Arts Inc. Player names and likenesses used under license from The International Federation of Professional Footballers ("FIFPro"), national teams, clubs, and/or leagues. © 2003 MLS. MLS, the MLS logo, Major League Soccer and MLS team identifications are proprietary rights of Major League Soccer LLC. All rights reserved. All sponsored products, company names, brand names and logos are the property of their respective owners. All other trademarks or registered trademarks are property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Dolby and the double-D symbol are trademarks of Dolby Laboratories. DTS interactive technology included under license from Digital Theater Systems, Inc. under the following patents: U.S. Patent No's. 5,956,674; 5,974,380; 5,978,762 and other U.S. and foreign patents and patent applications. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 1462805

