

REDLINE F-1 RACER™



INSTRUCTION MANUAL



ABSOLUTE™

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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**INTERNATIONAL FORMULA ONE RACING ASSOCIATION
OFFICE OF THE COMMISSIONER**

Congratulations! You and your racing team have met the minimum eligibility requirements for competition on the International Formula One Racing Association's (IFORA) Grand Prix Circuit! You have made it to the big time in motor sports and can now compete against the best Formula One drivers in the world!

While you have exhibited considerable skill and promise at the amateur level, let me remind you that things are different on the pro circuit. The caliber of competition that you will face will intimidate you, and the courses you will drive on are without doubt the most challenging you will ever face. It takes a special combination of guts and driving ability succeed in this circuit's dangerous, high-pressure atmosphere. The select few that have risen to the top are now your peers. If you wish to join their honored ranks, I suggest that you learn from them quickly.

Good luck and good racing!



LIFE IN THE FAST LANE

The breakneck world of Formula One racing is populated by a very special and unique breed of driver. At the wheel of low-slung, open-wheeled (fenderless) single-seaters, they may find themselves hurtling at mind-numbing speed down a narrow European side street, or negotiating a turn at a major international speedway. The incredible variety of track layouts and conditions in which Formula One cars compete require them to be smaller and more maneuverable than their counterparts that race on left-turn-only tracks.

Grand Prix auto racing got its start early in the century when Europeans began using closed highways as forums for their races. After World War I, the Paris-based Federation Internationale l'Automobile began building cars to meet the brutal demands of these types of courses according to a still-evolving formula. Engineered to be completely functional in every aspect of their design, Formula One cars have a spartan appearance.

Later, Americans would popularize the large, closed-circuit "speedways," and in 1950 Grand Prix developed into a 12-race international competition for the World Championship of Drivers.





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START YOUR ENGINES!

1. Make sure the power switch on the console of your SUPER NINTENDO® ENTERTAINMENT SYSTEM™ is **OFF**.
2. Insert the **Redline: F-1 Racer™** Game Pak as described in your Super NES manual.
3. Turn the power switch **ON**.



Main Menu Screen

MAIN MENU MODE

On the Main Menu you will see three categories: **GAME START**, **NAME ENTRY**, and **COLOR SELECT**. You can move back and forth between these categories by using the **Control Pad**. To select one of the categories, push **BUTTON A**. To return to the Main Menu, push **BUTTON B**.

GAME START

Selecting this will take you to the Game Mode Screen, where you can choose what kind of race you want to drive in, lap records and other options (see page 8 for more details). First, though, you'll have to officially register your name and the color your Formula One team's machine is using.



NAME ENTRY

In order to compete on the Formula One Grand Prix circuit, you must be registered with the International Formula One Racing Association (IFORA), the sport's governing body. You will see a box in the center of the screen with a grid of letters and numbers below. Use the **Control Pad** to move through the grid. The blinking letter will indicate your position on the grid. Push **BUTTON A** to select a letter. To delete a selected letter, move to the left arrow at the bottom of the grid and push **BUTTON A**. You may enter any combination of letters and numbers up to six characters. When you are finished, register your name by selecting **END** and push **BUTTON A**. In *Vs. 2nd Player Mode*, the second racer also registers a name.



Name Entry Screen

COLOR SELECT

The IFORA requires that a team's color also be officially registered prior to competition. There are six different color styles from which to select. Only three are shown at one time on the screen. To see the others, press **LEFT** or **RIGHT** on the **Control Pad**. Use **BUTTON A** to make your selection.



Color Selection Screen

GAME MODES

Once you've selected **GAME START** from the Main Menu, the Game Mode Screen will appear. There are six game modes from which you can choose: **Vs. 2ND PLAYER**, **Vs. AGURI**, **CHAMPIONSHIP**, **FREE PRACTICE**, **LAP RECORDS**, and **OPTIONS**. Use the **Control Pad** to move through the modes and press **BUTTON A** to make your selection.

Vs. 2nd Player

Allows for head-to-head competition with another player on a split-screen.

Vs. Aguri

The IFORA has selected one of its top-rated drivers for an intense head-to-head mode designed to sharpen your skills and put your driving ability to the test. Racing head-to-head against Aguri Suzuki, one of the sport's most renowned drivers and a fierce competitor, you'll face awesome challenges in every turn and on each straightway.

Championship

This enters you into the IFORA Grand Prix Circuit. Beginning this mode starts you on a grueling campaign through all 16 of the circuit's international courses. Each race will consist of six laps, and the IFORA will determine in what order the courses are raced. You will not be able to select the weather conditions of the course in *Championship Mode* (see page 11 for details on weather selection).

Free Practice

This mode allows rookie drivers to train, test their driving skills and experiment with different settings on their cars. Drivers can take dry runs on any of the 16 Grand Prix courses or the two optional courses. Weather conditions can also be changed.

Lap Records

This will show you the best eight times recorded on each of the 16 courses on the circuit, including the two optional courses. Move through the records by pressing **LEFT** or **RIGHT** on the **Control Pad**.

Options

In this mode, you can customize the **Control Pad**, select the number of laps you wish to race in *Vs. 2nd Player Mode*, and choose between **MONO** and **STEREO** sound.



Game Mode Screen

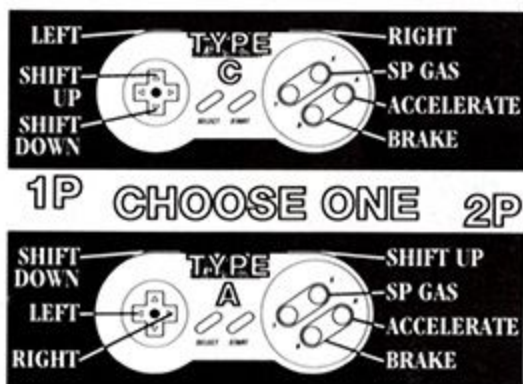


OPTIONS

Selecting **OPTIONS** on the Game Mode Screen brings you to the Options Screen. Your choices here are **CONTROLLER SELECT**, **Vs. MODE LAPS**, and **SOUND TYPE**. Use the **Control Pad** to move through the choices. Use **BUTTON A** to make your selection.

Controller Select

In this mode you can customize the **Controller** to one of seven configurations. You can move through the different configurations using the **Control Pad**.



Controller Select Screen:
Two Possible Controller Configurations

Controller Configurations:

PAD TYPE	STEER RIGHT	STEER LEFT	SHIFT UP	SHIFT DOWN	ACCEL.	BRAKE	SP GAS
A	→	←	R	L	A	B	X
B	→	←	↓	↑	A	B	X
C	R	L	↑	↓	A	B	X
D	→	←	R • ↑	L • ↓	B	Y	A
E	→	←	L • ↑	R • ↓	Y	A	B
F	→	←	L • ↑	R • ↓	Y	B	A
G	→	←	R	L	B	X • Y	A

Arrows indicate **Control Pad** direction.



OPTIONS (CONTD.)

Vs. Mode Laps

When in *Vs. 2nd Player Mode*, use this option to choose a race of three, six or nine laps.

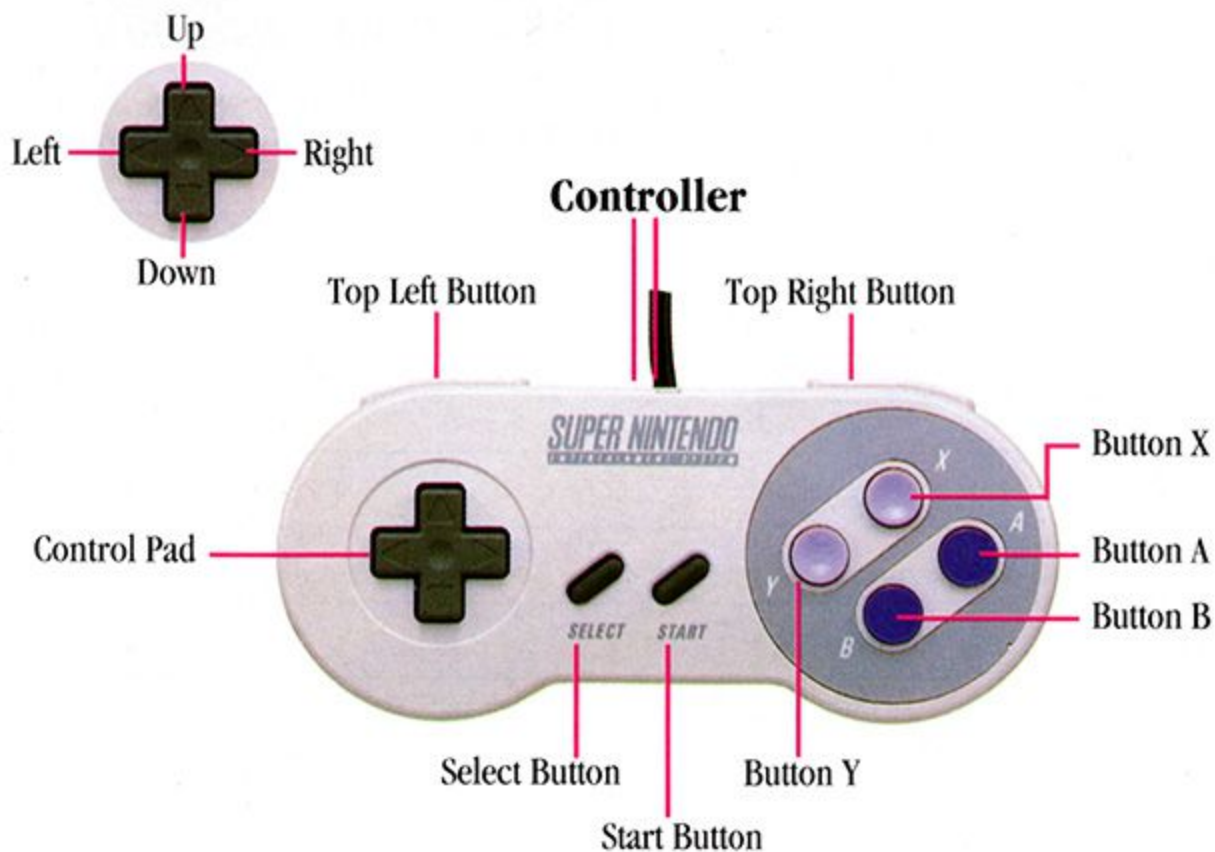
Sound Type

If you have a one-speaker system, select **MONO**. Choose **STEREO** if you have a two-speaker system.

Push **START** to pause the game at any time. The only time that a game cannot be paused is during a Pit Stop (see page 18 for more details).

You may cancel the game during a race by pushing **BUTTONS A, B, X and Y** simultaneously.

To exit from the Options Screen, push BUTTON B.



FREE PRACTICE MODE



Free Practice Mode Options Screen

This mode of play gives you the opportunity to experiment with different courses, tuning sets, and weather conditions. It is important to become familiar with the many tuning adjustments you can make on your machine. Mastering the right set will help you hone your driving technique, thereby improving your lap times. This makes a big difference when you're going up against the big boys on the circuit.

There are five categories from which you can choose: **COURSE**, **WEATHER**, **SETTINGS**, **PRACTICE**, and **EXIT**. Use the **Control Pad** to move through the categories, and press **BUTTON A** to select the category you want.

Course

You can view diagrams of any of the 16 Grand Prix courses, including the two optional courses, by pressing **LEFT** or **RIGHT** on your **Control Pad** to scroll through them. Above the diagram you'll see the IFORA's detailed description of the course, as well as some tips for driving on that track. You can scroll up and down through this description by pressing **UP** or **DOWN** on the **Control Pad**. Push **BUTTON A** to select the course on which you want to race.

Weather

Scroll through the different weather conditions available by pressing **RIGHT** and **LEFT** on the **Control Pad**. Notice how the picture and temperature change for each condition. You may only alter weather conditions in *Free Practice Mode*; weather cannot be changed or selected during the course of the race or in the *Vs. 2nd Player* or *Championship* Modes.



Weather Selection Screen

Settings

There are 11 different areas in which you can tune and alter your car's design to adjust to various driving conditions and your own racing style. The IFORA recognizes that drivers new to the pro circuit may not be completely familiar with the effects of these adjustments and has therefore made available the tuning set used by Aguri Suzuki, one of the circuit's premier drivers. Rookies are advised to use the set of this seasoned veteran until their driving skills have developed and matured. However, the best drivers take the time to learn how each area affects a car's performance, and experiment until they find the setting combination that best suits their technique.

Practice

This option puts you on the track you selected with the car and weather conditions of your choosing. It's the perfect forum in which to test your ability and various car tuning sets. It is where every racer goes to train and get the experience necessary to prepare for the high-level competition in *Championship Mode*.

Exit

This will take you back to the Game Mode Screen.



Free Practice Mode Screen

READING SCREEN DATA

There are many elements that appear on the screen during the course of a race or a practice run that give a driver vital information. It is best to be aware of changes in this information throughout the course of the race.



Championship Mode Screen

Tire Grip Indicator

Keeps you abreast of your tires' condition during the race (see page 18 for a full description of tire grip).

Field Placement

During races in *Championship Mode* your position in the field of drivers will appear beneath the Tire Grip Indicator. (Field Placement does not appear during practice runs.)

Course Map

Shows your placement on the race course. In *Championship Mode*, it will display your position and that of the lead car. In *Vs. 2nd Player Mode*, both racers will be displayed.

Tachometer

Shows the engine RPMs. When the tachometer enters the red zone, the engine has "redlined," and is operating at its maximum capacity in that gear.

Total Race Time

Displays the total amount of time elapsed in the race.

Time On Last Lap

Displays the amount of time it took for you to complete the last full lap.

Fastest Lap Time

Displays your best time on a completed lap during the course of the race.

SP Gas Available

Displays amount of SP Gas, or special gasoline, available for use (see page 22 for more details).

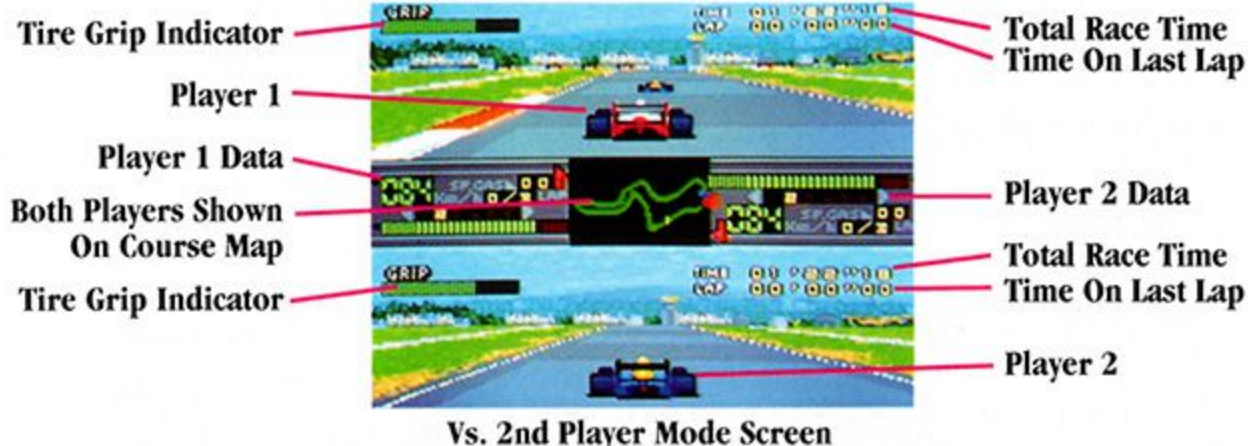
Current Lap/Total Laps

Displays your current lap and the total number of laps in the race.

Gear Window

Displays the gear currently in use.

Vs. 2ND PLAYER MODE



This is your chance to race head-to-head simultaneously against another opponent. When you select *Vs. 2nd Player Mode* from the Game Mode Screen, you will see the 1P Vs. 2P Options Screen. There are five categories from which to choose: **COURSE**, **WEATHER**, **SETTINGS**, **RACE**, and **EXIT**.

Course

You may choose to compete on any of the 16 available Grand Prix courses, or the two optional courses. Press **BUTTON A** to select the course.

Weather

This will display what the weather conditions are on each of the 16 Grand Prix courses, or on the two optional courses. Remember: you cannot change the weather conditions in *Vs. 2nd Player Mode* as you can in *Free Practice Mode*.

Settings

This will display a setting menu for Player One and Player Two. Each player then takes turns selecting their own tunings as in *Free Practice Mode*.

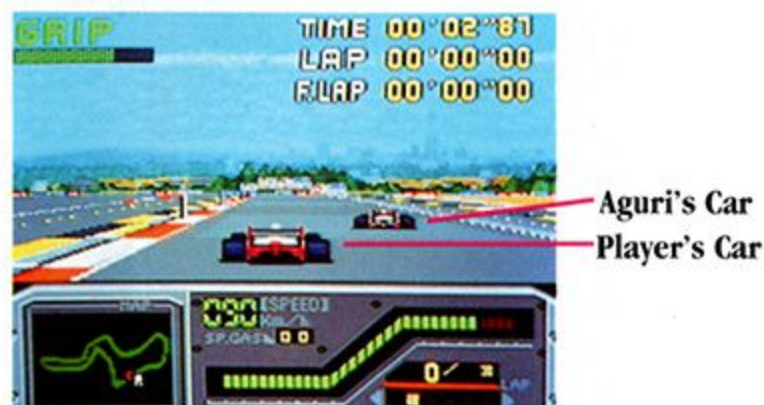
Race

This puts you and your opponent on the selected course and ready to begin the race. The screen will be split into two sections: Player One will always be on the top of the screen and Player Two will always be on the bottom screen. Use the *Options Mode* (see page 10 for details) on the Game Mode Screen to select the number of laps that you want to race.

Exit

This will take you back to the Game Mode Screen.

Vs. AGURI MODE



Vs. Aguri Mode Screen

The IFORA has chosen Aguri Suzuki, one of its master Formula One drivers, to be used as a measuring stick for your skills. Choosing this mode will pit you against Aguri, head-to-head. It's a great opportunity to test your skills one-on-one against one of the elite drivers in the sport. A true professional whose automotive knowledge is without peer, Aguri will always have a well-tuned car. Rookies can learn volumes about the racing craft by simply competing against him and watching how he handles each course. Though the screen does not split for competition against Aguri, all other game conditions are identical to *Vs. 2nd Player Mode*.

CHAMPIONSHIP Mode

Welcome to the IFORA Grand Prix Circuit! This is the big time. You will be competing against the top drivers in the sport on the toughest courses in the world.

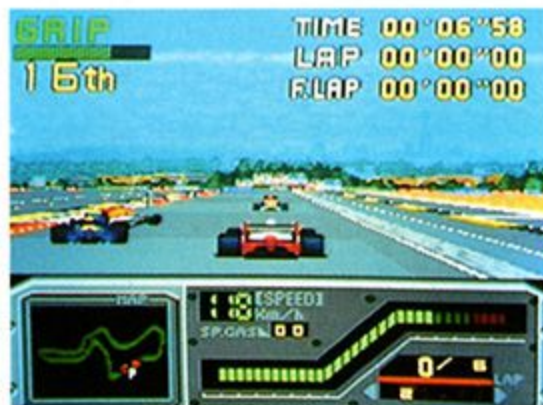
Each of the 16 Grand Prix courses are based on existing courses of the Grand Prix circuit, and are reproduced as accurately as possible with great attention to detail. You'll really feel like you're on the tarmac with the pros!

In *Championship Mode* there are two options, **CONTINUE** and **NEW GAME**. **CONTINUE** enables you to continue a previously saved game with the use of a password, while **NEW GAME** will start a new *Championship Mode* campaign from the beginning. (See page 27 for a complete discussion of passwords.)

In Championship racing, there are six laps in each race, the winner being the driver who records the best time. There is only one winner per race. Points are awarded in descending order to the remainder of the drivers based on their finishing times. All drivers that finish the race are automatically awarded 500 points.



Championship Mode Options Screen



Championship Mode Screen

Money Points

In *Championship Mode*, drivers will also be awarded money points based on their finishing time. These points can be used to purchase higher grades of engines, gas, and chassis during the course of a *Championship Mode* campaign. Remember that the various grades of tires, suspensions, and wings are free and require no Money Points.

Qualification



Qualification Screen

Drivers must run a time-trial qualification race of two laps to determine their starting position in any *Championship Mode* race. The first lap of the qualification race is not timed and therefore does not count against a driver's qualifying time. The clock will start at the beginning of the second lap and the driver's qualifying time will be recorded and ranked as soon as that lap is completed. Following the qualification race, you will see the Starting Grid Screen, which shows each driver's time in the qualification race, and their overall starting position for the final race. You will then be returned to the Car Setting Options Screen where you can make adjustments to your car's tuning set prior to competing in the six-lap final race.

PIT STOPS

Pit Stops



Pit Stop Screen

The friction of high-speed driving causes a tremendous amount of wear and tear on your tires. During the course of the race, your tires may become too worn and your car will be vulnerable to spinouts. At the start of a race, the Tire Grip Indicator in the upper left corner of the screen will be completely green. The green will recede to the left as the race continues and your tires wear out. When your tires begin to lose their grip, find the "Pit Stop" sign in the middle of the screen and then slow down to enter the Pit Road (the Pit road will always be next to the starting line of a course). Once in the Pit, the various tire grades will appear on the screen. Use the **Control Pad** to move through the choices and press **BUTTON A** to select the tire grade you want.

Remember: the time you spend in the Pit is counted as part of your total race time, so make your selection quickly!

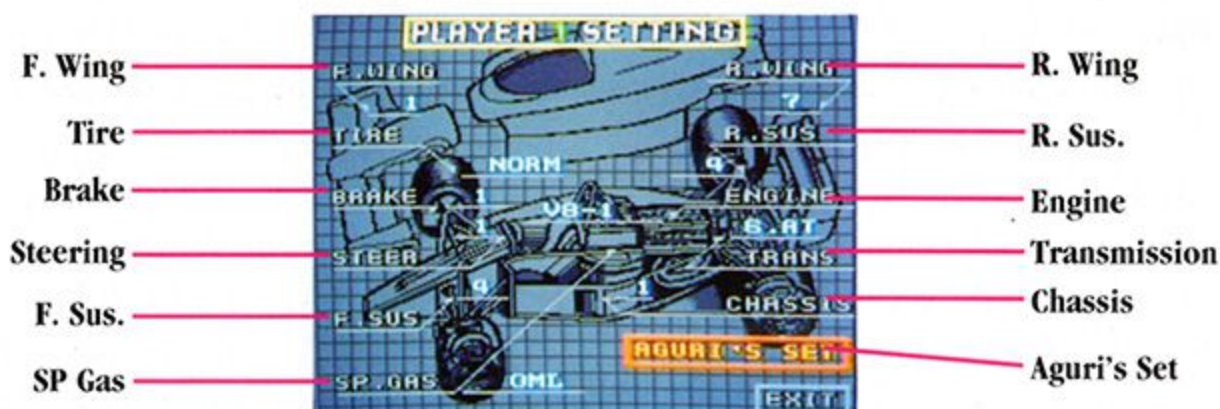
IFORA PIT STOP REGULATIONS

- **No Goal After Pit Stop:** A driver may not finish the race if he enters the Pit in the final lap. Drivers entering the Pit on the last lap will be required to complete an additional lap in order to complete the race as a penalty for this violation.
- **The game cannot be paused during a Pit Stop.**

IFORA RACING TIPS

- Since the first lap of a qualification race is not timed or counted, it is best not to drive at high speed. Doing so will unnecessarily wear down your tire grip which could negatively affect your time in the second lap. The IFORA recommends soft, high-traction Q-grade tires for the best results in qualification races.
- In *Championship Mode* the player will only be allowed to begin the race with a V-8 engine. Try to do your best with this V-8 in the first four races on the Championship circuit. Do not spend Money Points on SP Gas or other parts; save them until you have enough to upgrade to the V-10 engine. The V-10's versatile balance of torque and horsepower will be a more valuable addition to your car down the stretch than the other options.
- The best drivers are able to use as little brake as possible during turns in order to maintain their speed. Try "pumping" the brakes (braking slightly several times) and accelerating delicately before the turns. You can also regain lost speed quickly by using SP Gas after negotiating the turn.
- A spinout can cost you valuable time and speed if you cannot quickly reposition your car and get back into the thick of the race. In a spinout, push the accelerator intermittently so that you can maintain as much of your speed and field position as possible. Knowing that you can quickly regain control will allow you to risk spinouts in order to push your machine to its limit and shave precious seconds off your lap times.
- During the course of the race, cars that collide into the rear end of other cars will spin out. The IFORA discourages any intentional contact between the vehicles of race participants, though some drivers on the circuit have been known to use this "bump" technique to slow down opponents attempting to overtake them.

FINE-TUNING YOUR MACHINE



Car Setting Options Screen

The way the settings of your car are tuned will greatly affect your driving technique and race strategy. When choosing settings, carefully consider all the factors of the race you are preparing for: number of laps, track layout, weather, opponent, etc. Use the **Control Pad** to move about the Car Setting Options Screen to the area that is to be tuned. Press **BUTTON A** to go to the Parts Selection Screen. After you have made all of your adjustments, finalize your choices by selecting **EXIT** and pushing **BUTTON A**.

Choosing Aguri's Set

The IFORA recognizes that drivers new to the pro circuit may not be completely familiar with the effects of tuning set adjustments. It has therefore made available the tuning set used by Aguri Suzuki, one of the circuit's premier drivers. What works for one driver, however, may not fit the skill level or driving style of another. Therefore, the IFORA strongly recommends that each driver take the time to experiment and customize their car to a setting combination that amplifies their best driving qualities. This will help to maintain the IFORA's tradition of high-caliber competition.

TUNING AREAS OF YOUR CAR

F. Wing

The F. Wing, or front wing, is located at the front of the machine and is used to adjust the downforce wind. The stronger the downforce is, the more stable your machine will handle the turns on the course. However, a strong downforce will significantly reduce your speed.

Press **UP** or **DOWN** on the **Control Pad** to adjust the front wing to one of its eight possible settings, and **BUTTON A** to finalize your selection. **BUTTON B** returns you to the Car Setting Options Screen.

Tires

There are seven grades of tires from which you can select, and they are divided into two groups. **Slick** tires are for dry and hot weather, and **Rain** tires are for rainy weather and wet course conditions. The softer the tires, the better their grip on the track. However, softer tires will wear out and lose their grip more quickly. Q-grade tires are especially soft and have excellent grip, which makes them well-suited for qualification races. Press **LEFT** or **RIGHT** on the **Control Pad** to choose between **Slick** and **Rain** tires, and then **UP** and **DOWN** to select **Hard**, **Normal** or **Soft** tires. Q-grades are not available for **Rain** tires. **BUTTON A** will finalize your selection. **BUTTON B** returns you to the Car Setting Options Screen.

Brakes

The brakes can be adjusted to one of four levels from **Hard** to **Soft**. A good set of brakes can play an important role in shortening lap time by allowing the driver to brake at the last second before entering the turn. **Hard** brakes will slow your car more quickly than **Soft** brakes. However, **Hard** brakes are not always the best choice for your car; remember that the balance between brake and machine is a more important factor. Press **UP** or **DOWN** on the **Control Pad** to adjust the brakes and **BUTTON A** to finalize your selection. **BUTTON B** returns you to the Car Setting Options Screen.

Steering

The steering's handling reaction can be adjusted to one of four levels from **Quick** to **Slow**. **Quick** handling will give a fast steering reaction; **Slow** handling is a softer, slower reaction. Press **UP** or **DOWN** on the **Control Pad** to adjust the steering and **BUTTON A** to finalize your selection. **BUTTON B** returns you to the Car Setting Options Screen.

TUNING AREAS OF YOUR CAR (CONTD.)

F. Sus.

A car's suspension—its ability to hold the track—is vital to its success. The F. Sus., or front suspension, holds the front wheels in line and works to stabilize the car. While **Soft** suspension will decrease a tire's grip, it will also slow the rate at which the tires wear down.

Hard suspension increases tire grip and hastens wear. Press **UP** or **DOWN** on the **Control Pad** to adjust the front suspension to one of its four possible settings and **BUTTON A** to finalize your selection. **BUTTON B** returns you to the Car Setting Options Screen.

SP Gas

SP Gas, or special gasoline, gives explosive acceleration, and is useful for breaking away from the pack at the beginning of a race or regaining speed lost during turns. It cannot, however, increase a car's top speed, and is therefore useless to an already fast-running machine. A player can fuel up with the following IFORA-approved gasolines: Normal, 20 ml Special, or 50 ml Special. Note that 50 ml Special Gas will increase your car's weight. Press **LEFT** or **RIGHT** on the **Control Pad** to choose a type of gas. In *Championship Mode*, a red "X" through a gas type indicates that you do not have sufficient

Money Points to purchase this setting. Press **BUTTON A** to finalize your selection. **BUTTON B** will return you to the Car Setting Options Screen.

R. Wing

As with the car's front wing, the R. Wing, or rear wing causes the downforce wind to stabilize the machine at high speeds and through the turns. The rear wing adjustment affects the car's tail slide, which can lead to spinouts. Precautions should be taken in setting the balance between the machine's front and rear wings. Press **UP** or **DOWN** on the **Control Pad** to adjust the rear wing to one of its eight possible settings, and **BUTTON A** to finalize your selection. **BUTTON B** returns you to the Car Setting Options Screen.

R. Sus.

The R. Sus., or rear suspension, works like the front suspension to hold the wheels in line and stabilize the car. A **Hard** setting on the rear suspension will hasten tire wear, but help to avoid tail sliding in the turns. Press **UP** or **DOWN** on the **Control Pad** to adjust the rear suspension to one of its four possible settings, and **BUTTON A** to finalize your selection. **BUTTON B** returns you to the Car Setting Options Screen.



Engine

Most Formula One cars use a turbo-charged Cosworth-Ford engine. A driver can choose from six different variations of this type of engine: two each of the V-8, V-10 and V-12. Each engine offers a different horsepower and torque ratio. V-8s offer a high torque ratio at low revs, which makes them ideal for city races and courses with a lot of turns. V-12s have good torque at higher revs, which gives them excellent acceleration on straightaways. Between these is the V-10, which strikes a balance between torque and horsepower. In *Championship Mode*, the player will start with a V-8 engine and must earn points before being able to change to a V-10 or a V-12. Press **LEFT** or **RIGHT** on the **Control Pad** to choose a V-8, V-10, or V-12 engine, and **UP** and **DOWN** to select variations of these engine types. In *Championship Mode*, a red "X" through an engine type indicates that you do not have sufficient Money Points to purchase this setting. Press **BUTTON A** to finalize your selection and **BUTTON B** to return to the Car Setting Options Screen.

Trans

A machine's Trans, or transmission, is crucial to determining the RPM ceiling at which the engine "redlines" (i.e., reaches its maximum operating capacity in a gear) and, therefore, the car's top speed. It is important to select a transmission that matches the engine. The three transmissions from which a player can select are the 4MT (four-speed manual transmission), 7MT (seven-speed manual transmission), and the 6AT (six-speed automatic transmission). Mastering the 7MT will do the most to help shorten a driver's lap time. Press **LEFT** or **RIGHT** on the **Control Pad** to choose a transmission, and **BUTTON A** to finalize your selection. **BUTTON B** returns you to the Car Setting Options Screen.

Chassis

The chassis, or body of the machine, cradles the driver and holds all of the other parts together. It is constructed of lightweight, durable materials such as carbon. Often, the chassis is manufactured by a different company than the rest of the car's parts. The fact that the chassis maker receives any moneys or awards won by a car illustrates how important chassis selection can be to the machine's overall design. Heavier chassis tend to decrease a car's speed and hinder its braking power. There are three chassis weights from which to select: 540 kg, 520 kg, and 500 kg.





TUNING AREAS OF YOUR CAR (CONTD.)

Chassis (Contd.)

Press **LEFT** or **RIGHT** on the **Control Pad** to select a chassis. In *Championship Mode*, a red "X" through a chassis type indicates that you do not have sufficient Money Points to purchase this setting. Press **BUTTON A** to finalize your selection. **BUTTON B** will return you to the Car Setting Options Screen.

Aguri's Set

While Aguri is a recognized leader in the sport, his choices are based on years of experience on the circuit and a well-honed driving technique. The control and handling of this car set require a professional hand. A player cannot choose this tuning set for competition in *Championship Mode*.



RACE COURSES

All of the courses in **Redline: F-1 Racer** are based on actual Grand Prix circuit courses, and have been reproduced to reflect each course's design as accurately as possible. There are also two optional courses not based on existing Grand Prix courses. Over each course, the player will find IFORA racing tips specific to driving on that course. Use the **Control Pad** to scroll through the courses and the IFORA's comments. In *Championship Mode*, the player will not be able to select the courses.

The two optional courses are:

USA Grand Prix

Length: 6,235 km

Good for training rookies in the basics of Formula One racing, this course has a lot of turns and high-speed straight-aways. It is best used to test your tuning sets and to race against Aguri to observe his techniques.



USA Grand Prix Course

Oval Course

Length: 2,025 km

Use this course to take your machine out and see what it can do. This course's simple layout makes it ideal for testing a car's top speed and its cornering ability. It is good for practice runs.



Oval Course

DRIVERS' POINTS

After completing a race in *Championship Mode*, the game will automatically shift to the Result Screen on which each driver's finishing order and fastest lap time will be displayed. Afterwards, the Drivers' Point Screen will display the total points and ranking number of every racer on the circuit, including the player.

The IFORA bases all lap times on a 59'59"99 clock timing system.

NO	NAME	POINT	NO	NAME	POINT
1	N. ARA	140	8	M. HAKKINEN	5
2	R. PATRESE	42	10	J. HERBERT	3
3	N. MANSELL	40	10	E. COMAS	3
4	I. CAPELLI	28	12	S. MODENA	0
5	J. ALESI	25	12	T. BOUTSEN	0
6	B. GACHOT	12	14	M. BRUNDLE	0
7	M. ALBARETO	10	14	M. GUGELMIN	0
8	G. BERGER	5	14	J. J. LEHTO	0

Drivers' Points Screen



PASSWORD ENTRY

Following the appearance of the Drivers' Points Screen after the completion of a *Championship Mode* race, the Password Screen will appear. On this screen, there will be a series of letters and numbers. This is the password code that you must use if you wish to stop play and continue from this point at a later time.

When you wish to continue the game, choose the **CONTINUE** option on the Game Mode Screen. The Password Entry Screen will appear. Enter your password by using the **Control Pad** to move the cursor along the bar of letters and numbers at the bottom of the screen, and press **BUTTON A** to select the character you want. When you have entered the complete password, move the cursor to **END** and press **BUTTON A**. Your *Championship Mode* campaign will then resume at the point where you left off.





IFORA's OFFICIAL DRIVERS ROSTER

The following is a list of the drivers who are officially registered competitors on the International Formula One Racing Association's Grand Prix Circuit:

A. Suzuki	M. Alboreto
B. Gachot	M. Brundle
E. Comas	M. Gugelmin
G. Berger	M. Hakkinen
I. Capelli	N. Mansell
J. Alesi	R. Patrese
J. Herbert	S. Modena
J. J. Lehto	T. Boutsen

The IFORA's list of registered drivers is made up of some of motor sports' most revered names. These are your peers and opponents—actual world-class Formula One drivers. To compete at their level will require the same dedication and tenacity that they have displayed throughout their long and storied careers. Good luck!

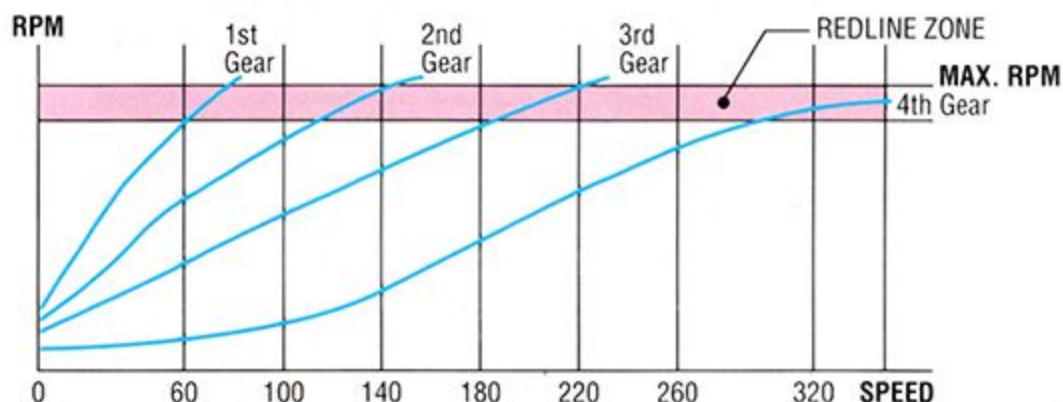


GEAR RATIO

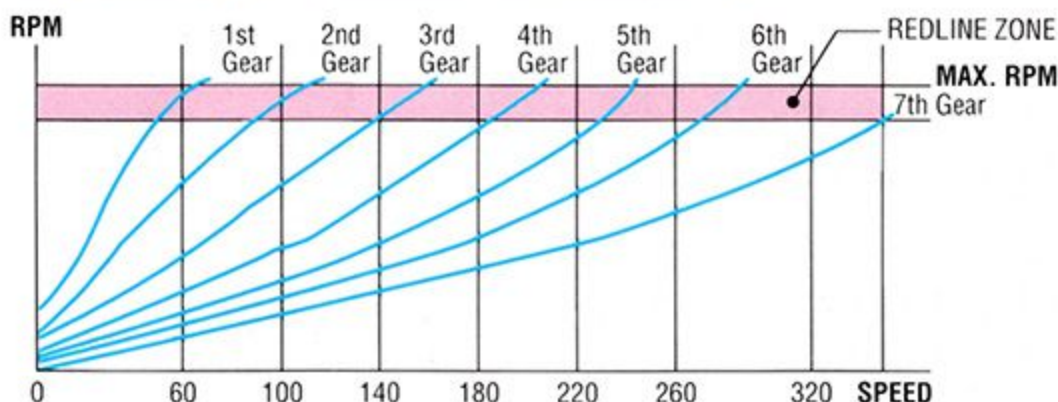
Learn all that you can about transmission and engine characteristics to get the best results from your machine.

The best drivers become students of gear and torque ratios, always seeking the perfect combination to get them the best time possible.

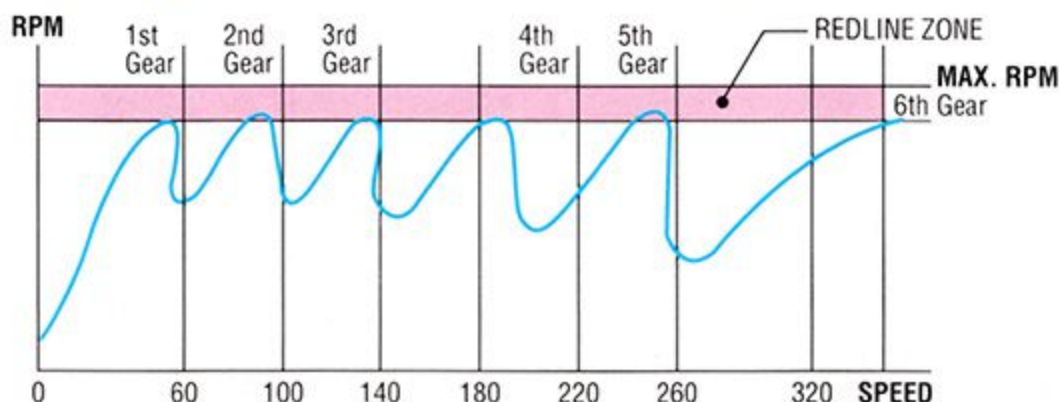
• 4MT (Four-Speed Manual Transmission)



• 7MT (Seven-Speed Manual Transmission)

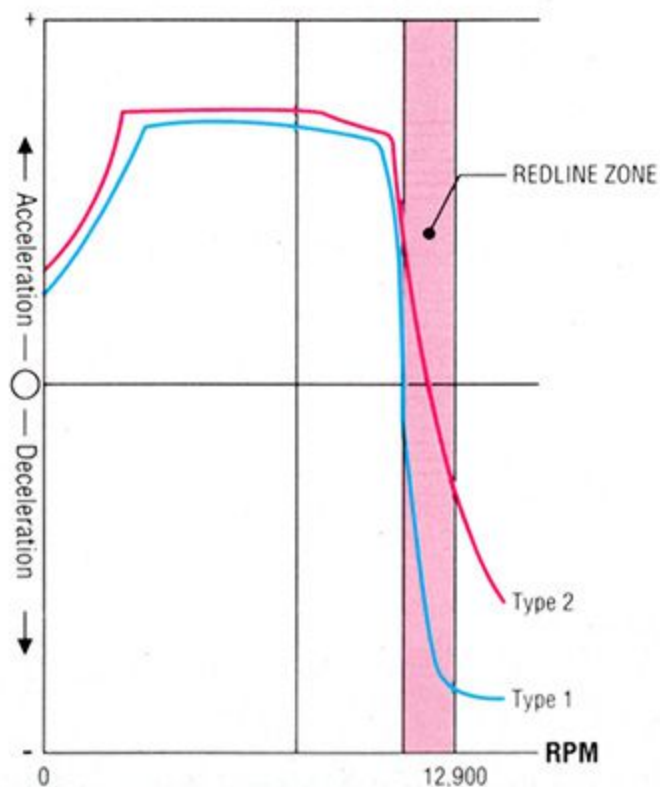


• 6AT (Six-Speed Automatic Transmission)



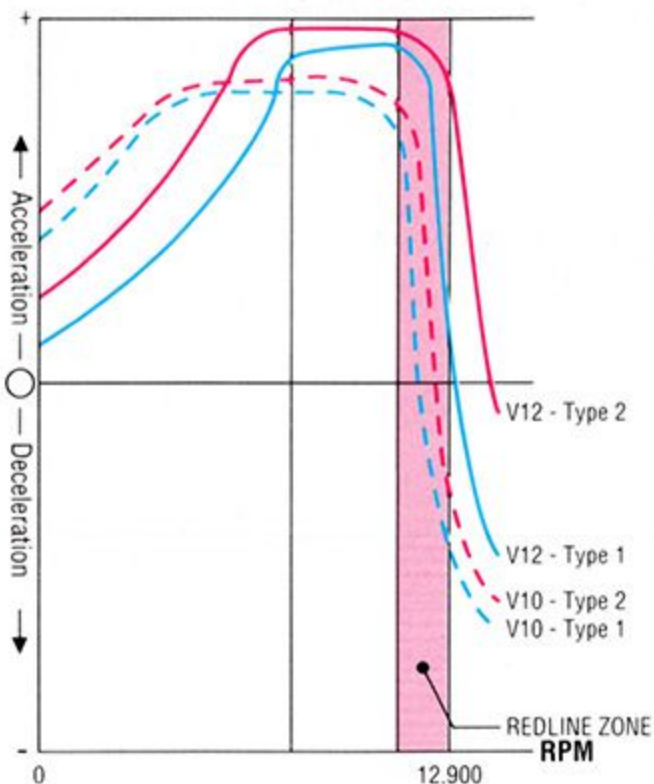
TORQUE RATIO

- V8 Engine (Types 1 & 2)



- V10 Engine (Types 1 & 2)

- V12 Engine (Types 1 & 2)



Coming Soon From Absolute!

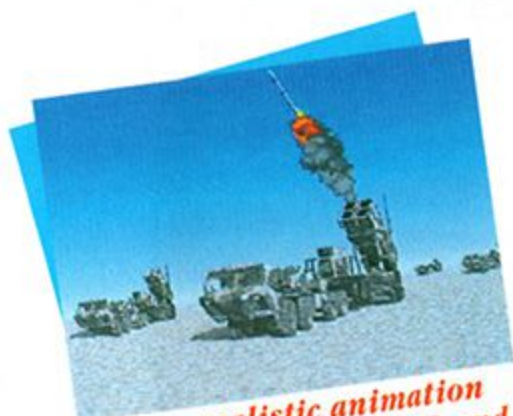
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ENTERTAINMENT SYSTEM

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ENTERTAINMENT SYSTEM

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ENTERTAINMENT SYSTEM

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Finally! A game with "more power!" TV's runaway hit sitcom comes to the Super NES™! Tim Taylor, seasoned tool connoisseur and hero of real men everywhere (or so he thinks) is a master craftsman and host of the popular "Tool Time" cable show. But you can bet that before this game is over, his mettle and masculinity will be tested as never before!

On hand for the action is Tim's trusty "Tool Time" sidekick, Al, and the entire Taylor clan! It's a wild, knock-down, drag-out brawl of man vs. machine that no one will want to miss!

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