


 XBOX 360.

F 2013

Formula 1®

 CODEMASTERS®
RACING

 **WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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WELCOME TO F1 2013

F1 2013 features all the stars and cars from the 2013 FIA FORMULA ONE WORLD CHAMPIONSHIP™. Compete for motorsport's ultimate prize over five seasons in Career mode, join up with a friend in Co-Op Championship mode and prove yourself online as you become immersed in the world of FORMULA ONE™.

F1 2013 includes a host of new improvements and enhancements, including new handling to reflect the 2013 season cars and tires plus all of the 2013 season rule changes. Additional new features include F1 Classics - a brand new game mode which features classic FORMULA ONE cars and the drivers who made history in them - and Scenario Mode where you'll complete challenges that reflect the on-track progress of a FORMULA ONE driver from rookie to retirement.

STARTING OUT

AUTOSAVE

If your Xbox 360 has an Xbox 360 Hard Drive, Xbox 360 Memory Unit or USB flash drive connected, F1 2013 will automatically save your game at specific points. You can disable the Autosave feature by entering the My F1 menu and editing your Save Game Settings.

MENU NAVIGATION

Use the left stick to navigate through menus. Press **A** to confirm a selection or **B** to cancel/back up. Tool tips are also provided to help you navigate through each screen.

GOLDEN QUESTIONS

Upon pressing the START button for the very first time you will be asked a series of questions. These allow the creation of your Save Game Settings and set up an initial difficulty level for you.

You can edit your Save Game Settings at any time by accessing the My F1 menu.

DRIVING ASSISTS

You can change your Driving Assists by selecting Difficulty Level from the Race Settings screen prior to entering a session. Alternatively, Driving Assists can be modified from the in-race Pause menu.

REPLAYS & FLASHBACKS

REPLAYS

You can view a Replay at any time by selecting the option from the in-game Pause menu. You can also view a Replay of your race once it has ended.

FLASHBACKS

Recover from mistakes seamlessly by using F1 2013's Flashback system. Just hit the **BACK** button to enter an Instant Replay and rewind your race to a point before the incident, then press **X** to Flashback to that point and resume racing.

Remember that you have a limited number of Flashbacks per session, so use them wisely!

NEW MID-SESSION SAVE

Mid-Session Save allows you to save your game at any point during a session and then return to it at a later time. With Mid-Session Save, you now have the opportunity to complete a full race weekend at your own convenience.

To access Mid-Session Save, simply pause the game during a race weekend and select Mid-Session Save. From here you can Save, Load or Save and Exit to Main Menu. If you enter a game mode with an existing Mid-Session Save, you will be asked if you would like to resume from your save or create a new session.

THE ON-TRACK GAME SCREEN

The game screen provides a wealth of useful information about your car and the current race. Please note that some screen elements require a player input or event to occur before they will be displayed.



RaceNet™, the free online extension for Codemasters Racing games which tracks your races, rivals and rewards, extends your F1 2013 experience. Track your progress online, earn RaceNet achievements, enter community events and more.

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- 1 Position & Positional Information
- 2 Fuel, Tire & Brake Bias Selection
- 3 Track Map
- 4 Flags and Messages
- 5 Wrong Way Indicator
- 6 Opponent Driver Indicator
- 7 Opponent Proximity Arrow
- 8 Lap & Lap Times
- 9 Car Status Information
- 10 Rev Counter, Speed, Gears, Fuel, KERS & DRS

CONTROLS

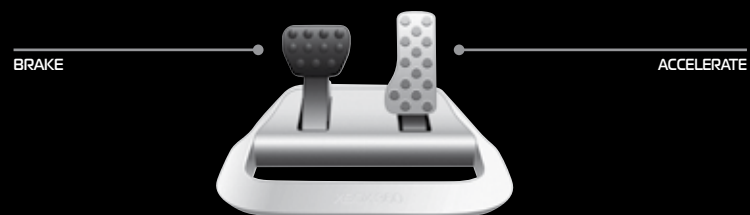
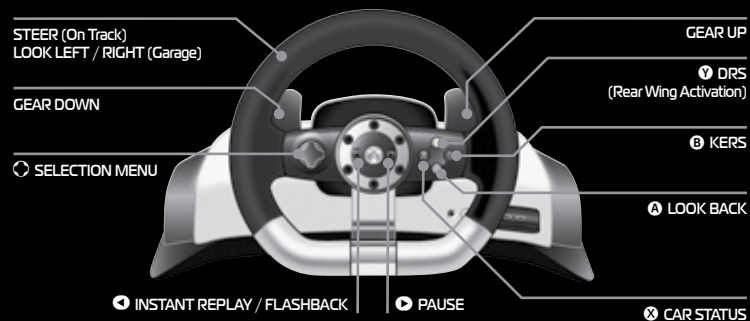
XBOX 360 CONTROLLER

The default controller configurations for F1 2013 are detailed below; these can be changed from within the My F1 menu or the on-track Pause menu.



XBOX 360 WIRELESS RACING WHEEL

F1 2013 also supports the use of the Xbox 360 Wireless Speed Wheel.



GAME MODES

CAREER MODES

Live the dream of becoming a FORMULA ONE driver in career mode.

YOUNG DRIVER TEST Learn the basics of driving a FORMULA ONE car and prove your worth in a series of tests which will secure you a drive with a FORMULA ONE team.

SEASON CHALLENGE

Win the FIA FORMULA ONE DRIVERS' WORLD CHAMPIONSHIP in just ten, five lap races in pre-set weather conditions. Choose your team, pick a Rival and beat them for the chance to switch teams and take their seat as you hunt down the title.

CAREER Career mode is F1 2013's ultimate challenge. Compete in the full 19 race FIA FORMULA ONE WORLD CHAMPIONSHIP across five seasons to win personal glory in the FIA FORMULA ONE DRIVERS' WORLD CHAMPIONSHIP and bring home the FIA FORMULA ONE CONSTRUCTORS' WORLD CHAMPIONSHIP for your team. Beat your team-mate and exceed your objectives to impress your boss and help the team develop new parts for your car. Your performances can also earn contract offers from rival teams so you can progress up the grid. Customize the length of your experience with full Practice & Qualifying sessions, or simply opt for One Shot Qualifying and focus on the race.

GRAND PRIX™

GRAND PRIX allows you to create your own custom FORMULA ONE calendar, with access to all the tracks and teams from the 2013 FORMULA ONE season. Create your very own series of races or simply take to the track as your favorite driver.

PROVING GROUNDS

Proving Grounds allows you to compare your driving skills and lap times with other F1 2013 players from around the world.

NEW

SCENARIO MODE

Master a set of unique challenges that mimic the requirements of real life FORMULA ONE drivers. Make your mark in your rookie year and outperform your teammate. Progress to seizing podium finishes and become a Championship contender, before ending a glittering career at the top in your retirement season. Scores are awarded for passing each Scenario according to skill - see how you rank against your friends and the F1 2013 community.

TIME TRIAL

Race against your friends' ghost cars or select ones created by the best players in the world. Use Time Trial as a baseline to beat your own personal lap times and help you build consistency on each and every track.

TIME ATTACK

Test your racing skills in a variety of events under different conditions. Each event will provide you with a particular track and car where you will be asked to beat three different ghost cars to earn a medal. Every event also features its own set of challenges, including weather and tire type.

NEW

F1 CLASSICS

F1 Classics is a modern day event which gives you the chance to relive the history of the sport by driving classic FORMULA ONE cars and racing FORMULA ONE legends. The series features three FORMULA ONE constructors - Ferrari, Williams and Team Lotus - who are competing against each other with their best cars from each represented decade. Each team has the option of rehiring the drivers who drove their original cars, or hiring supporting legendary drivers who have driven and won races for them previously.

Included in your copy of F1 2013 is the 1980's era, which features five iconic cars, ten legendary drivers and two tracks which starred in this exciting period of the sport. Complete single race events or custom championships in GRAND PRIX, set the fastest lap in Time Trial, test your skills in Time Attack and challenge yourself in a F1 Classics specific Scenario Mode.

ADDITIONAL CONTENT FOR
F1 CLASSICS CAN BE PURCHASED
AS DOWNLOADABLE CONTENT
FROM THE XBOX GAMES STORE.*

*If you own F1 2013 CLASSIC EDITION you will already have access to the additional F1 Classics content.

MULTIPLAYER

Play with your friends and other FORMULA ONE fans locally or online.

XBOX LIVE Xbox LIVE provides access to all online gaming modes.

SPLIT SCREEN Split Screen allows you to play locally with a friend on a single console.

SYSTEM LINK Race multiple players over a local area network connection.

QUICK MATCH

Quick Match allows you to enter a game without having to configure any settings beforehand. Whilst in Quick Match, all cars are of equal performance and team allocation is random.

SPRINT A single race of three laps duration, running in dry weather and utilizing a randomized starting grid.

ENDURANCE A single race of 25% distance with dynamic weather and a randomized starting grid; this race will include at least one pit stop.

ONLINE GRAND PRIX

A single race of seven laps utilizing dynamic weather. The starting grid is determined by a 15 minute qualification session. The player must pit at least once during the race.

CUSTOM RACE

Custom Race allows you to create your own online game with its own settings, such as race location and length. You can also search for different options online to find a game already in progress.

CO-OP CHAMPIONSHIP

Co-Op Championship allows you and a friend to compete in a season-long Championship as team-mates. Performances count in Co-Op Championship. If you can beat your team-mate, not only will you gain more Championship points, but you could also become the team's number one driver and gain first access to R&D components.

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