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Games for Windows  
**LIVE**

# F1 2010

*Formula 1*™



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## Important Health Warning About Playing Video Games

### 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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

### What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and [pegonline.eu](http://pegonline.eu)

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# WELCOME TO THE WORLD OF FORMULA ONE™

## EXPERIENCE THE EXCLUSIVE WORLD OF FORMULA ONE LIKE NEVER BEFORE.

Discover what it's like to sit behind the wheel of the world's greatest cars as you race wheel to wheel on all 19 circuits from the 2010 FIA FORMULA ONE WORLD CHAMPIONSHIP™ calendar, beautifully realised and in full HD.

Prove yourself worthy of being the team's number 1 and gain the ability to direct the development of your car. Work with your Race Engineer to customise a huge range of vehicle variables and eek every last ounce of performance from the car, or leave the detailed decisions to your experienced support team and head straight out onto track.

Master the iconic twisting streets of Monaco, thrill at the high speed of Monza, and overcome the challenge of a floodlit night-race at Singapore to beat your rivals and take the FORMULA ONE crown in one of the most beautiful and involving racing games to date.

Make your own career choices; starting at the bottom and working your way up the ranks, or stick with your favourite team and lead them to glory. Impress other teams by beating legendary drivers such as Schumacher, Hamilton, Button and Alonso. Interact with the media to raise your profile and press your point home, then negotiate contracts with new teams via your Agent.

## INSTALLATION

You will require administration privileges in order to install F1 2010™. It is also advisable to have no unnecessary software running during installation.

Insert the game disc into your DVD drive. The F1 2010 Launcher App should appear automatically. If the Launcher App does not appear, browse to your DVD drive and run "autorun.exe". Once the software has launched, simply press the install button and follow the on-screen prompts.

## RUNNING THE GAME

On Windows® Vista and Windows® 7 you will see the game in the Games Explorer which can be found in the Start menu. On Windows® XP, you'll find the game in your Start menu under Programs\Codemasters\F12010

## TROUBLESHOOTING

If you experience any problems when installing or playing the game, first check out the Readme file on the DVD (run Autorun.exe and press 'Help'). Check your system meets the minimum PC specification and the known issues. Alternatively, visit the F1 2010 support forums at [www.codemasters.com/support](http://www.codemasters.com/support) or see the Customer Support information at the back of this manual.

## AUTOSAVE

Selecting to turn 'Autosave On' will enable F1 2010's automatic save game feature. Your PC will then save your progress at specific points throughout the game.

## MENU NAVIGATION

### KEYBOARD

Use the Cursor Keys or Number Pad to navigate through menus. Press Return to confirm a selection or Esc to cancel/back up.

Use the Cursor Keys or Number Pad to look around the game world. Holding + allows you to zoom into the game world, holding - allows you to zoom out.

### XBOX 360® CONTROLLER FOR WINDOWS

Use the Directional Pad or Left Stick to navigate through menus. Press **A** to confirm a selection or **B** to cancel/back up.

Use the Right Stick to look around the game world. Holding **RT** allows you to zoom into the game world, holding **LT** allows you to zoom out.



## GOLDEN QUESTIONS

Upon pressing Start, you will be transported to a Press Conference. You're announcing yourself to the world of FORMULA ONE and here you will be asked various questions which enable the creation of your driver profile. Simply follow the on screen prompts to enter your driver name, audio name and nationality.

After setting up a driver profile, you will be asked a series of questions which allow you to set up your career. Follow the on screen prompts and answer the questions in order to generate settings for difficulty, career length and starting team.

You can edit your profile at any time whilst within the paddock by accessing the My F1 menu.

## DRIVING ASSISTS

You can change your Driving Assists, by selecting Difficulty Level from the Options menu prior to entering a session. Alternatively Driving Assists can be modified from the on-track Pause menu.

# CONTROLS

## XBOX 360® CONTROLLER FOR WINDOWS

You can customise the controls exactly how you like them in the Options menu, or just use the defaults shown here:

### PRESET 1



## RACING WHEELS

A number of racing wheels are also supported, including popular Logitech, Thrustmaster and Fanatec wheels. Microsoft's Xbox 360 Wireless Racing Wheel can also be used, but Force Feedback will be unavailable on it. Default layouts are provided for each: check them out or customise them in the Options menu.

## KEYBOARD CONTROLS

←	STEER LEFT	Esc	PAUSE
→	STEER RIGHT	Ctrl	BRAKE / REVERSE
A	GEAR UP	Space Bar	ACCELERATE
Z	GEAR DOWN	W	WING ANGLE ADJUST
C	CHANGE CAMERA	E	ENGINE MANAGEMENT
P	PIT LIMITER	T	TYRE CHOICE
O	PIT IN / CANCEL PIT IN	S	CAR STATUS OSD
Delete	(GARAGE ONLY) LOOK LEFT	1	SELECTION MENU OPTION 1
End	LOOK BACK	2	SELECTION MENU OPTION 2
Page Down	(GARAGE ONLY) LOOK RIGHT	3	SELECTION MENU OPTION 3
F1	INSTANT REPLAY (FLASHBACK)	4	SELECTION MENU OPTION 4

## CUSTOM

Players may change or edit their control preferences from within the Custom Controls menu.

# THE GAME SCREEN

The game screen is capable of displaying a wealth of useful information aimed at assisting you with the tracking of your progress throughout a race. Be aware that there may be differences in the game screens for different modes.

You can turn various aspects of the game screen on or off by accessing the On-Screen Display (OSD) menu from either My F1 or the in-race Pause menu.



01 POSITION & POSITIONAL INFORMATION

02 ENGINE, WING AND TYRE SELECTION MENU

03 TRACK MAP

04 WARNINGS AND FLAGS

05 WRONG WAY INDICATOR

06 LAP & LAP TIME INFORMATION

07 CAR STATUS OSD

08 REV COUNTER, SPEEDOMETER, GEARS, PIT RADIO AND FUEL INDICATORS

# THE DRIVERS ROOM

## YOUR AGENT

Your Agent runs the business side of your affairs. She will inform you about your status within the world of FORMULA ONE and negotiate contracts with teams on your behalf.

Selecting your Agent will allow you to view information about all of the teams, your current status with them, and their current driver line up.



## NEXT SESSION

Selecting Next Session will take you to the next available event within your Career. Prior to this you will be given the opportunity to change your difficulty and race options.

## HELMET SELECT

Helmet Selection allows you to choose from a selection of race helmet designs. Selecting one of these will make it the default helmet for your player character in Career, Multiplayer and Time Trial modes but not in GRAND PRIX™, where you play as a licensed driver.

## STANDINGS

Here you can view standings for the current Championship, your current position within the Championship and the amount of points you have accumulated.

Selecting a driver will take you to their personal biography page where you can read up on their history and past achievements.

# THE PADDOCK

## MY F1

Within My F1 you can tweak various options relating to your profile, game audio, the on-screen display and controls.

### AUDIO

Audio settings can be adjusted from the game Pause menu or the 'My F1' option in the paddock. You can set the volume of speech, music and sound effects independently by moving the three labelled sliders from left (silent) to right (maximum loudness). You can also select a custom mix to suit your listening set-up.

F1 2010 sound uses OpenAL drivers for maximum compatibility, performance and quality on all versions of Windows™. The "Software" option uses Creative Labs' generic software mixer. This works on any DirectSound-compatible audio device, in stereo or 5.1 channel surround. It is fast but of limited fidelity. The "Hardware" option suits X-Fi cards that support EAX5 high-quality 'Game Mode'. The default is the "Rapture3D" OpenAL driver from Blue Ripple Sound. On slow PCs this matches the quality of the old 'generic software' driver, and on a modern quad core it can match or surpass the best hardware acceleration.

F1 2010 supports true 3D loudspeaker surround sound if you select the Rapture3D driver in the audio game options and the 'Surround 3D7.1' option in the Rapture3D Speaker Layout in Windows. The 3D sound works best if you sit in the midst of the speakers while playing; the 3D7.1 layout is also compatible with stereo and cinema 5.1 – just lean back for movies and music.

The extra two speakers in an analogue 7.1 or HDMI 1.3 set-up should be placed as high as possible at the back centre, and low down between the raised two front speakers, forming triangles, as shown. The front centre (dialog) speaker and sub-woofer positions are not critical, since they're not part of the 3D octahedron.



Rapture3D can also simulate 3D sound for headphone listeners. Select 'Headphone Stereo' in the Rapture3D Speaker Layout in Windows and pick whichever of the five HRTF (Head Related Transfer Function) settings best suits your hearing. The EAX5 equivalent is CMSS-3D, controlled from the Creative Audio Control Panel.

## THE PRESS

Members of the press gather in the Paddock hoping to catch an Impromptu Interview with a driver or other members of your team. When the press want to speak to you they can be heard calling your name. It's up to you whether you speak to the press or not, to take part in an interview click to accept it, otherwise you can duck into your driver's room and escape the clamour.



If you finish a race within the top three, you will be taken to a post-race Press Conference where you will face the world's media. Be aware though, in both the Press Conference and Impromptu Interviews the responses you give to the press may well affect your standings with your current team, rival teams and drivers.

## FREE LOOK

### KEYBOARD

Each of the game cameras found within the paddock and garage have a 'Free Look' function. Use the Cursor Keys or Number Pad to look left and right, or down to look behind your car. You can also zoom in to view a specific area in closer detail by using the Number Pad + and - keys.

### XBOX 360® CONTROLLER FOR WINDOWS

Each of the game cameras found within the paddock and garage have a 'Free Look' function; this can be found on the Right Stick. Move the Right Stick left/right to look left and right, or down to look behind your car. You can also zoom in to view a specific area in closer detail by using the  &  buttons on the Xbox 360 controller.

# THE GARAGE

## YOUR RACE ENGINEER

Your Race Engineer is in charge of setting up your car for each event, you can also go to track or exit to the Paddock, ending your session, via his menu.

Upon entering the Race Engineer's Quick Car Set-Up screen, you will be presented with the option to choose between a number of different car set-ups. Each of these is designed to cater to a specific driving style; finding the style which suits you and the track will lead to better results over the entire weekend.

## TEAM MATE

The Team Mate Challenge compares your season's achievements against those of your team mate in terms of wins, podiums, fastest laps, qualification positions and accumulated points; the driver with the greater amount within each field being awarded a point.

This information is used by the team to determine the winner of the Team Mate Challenge at both the mid-point and end of the season.

## TYRE INFORMATION

The Tyre Information menu displays how many sets of tyres you have remaining for the weekend, and their current condition.

By selecting Race Strategy, you can determine how many pit stops you wish to make, which laps you wish to make them on, and the type of tyre fitted at each stop. Alternatively to this, you can leave it up to your Race Engineer and use his recommended strategy.

## EVENT INFORMATION

The Event Information screen enables you to view details of current and past events which you have taken part in. You can also skip forwards to a future event by selecting it from the menu.

## THE CAR MONITOR

The Car Monitor holds a great deal of information relating to the current and future events. From the overview screen you can view a snapshot of information relating to your current session. By selecting each area it is possible to view each section in greater detail.



The **LIVE TIMING** screen displays details for the current session. By selecting this screen you can view the fastest times and positions of each driver within the field.



Within the **WEATHER REPORT** screen, you can view the weather forecast for the entire weekend. Upon selecting this screen, you will be shown a detailed weather report for the current event.



The **CIRCUIT INFORMATION** screen supplies information about the current circuit. By selecting the screen you can view a detailed breakdown of the circuit's statistics and read about its history whilst waiting for the ideal moment to go out and post a hot lap.



Within the **CAR SET-UP** screen, you can tweak various areas of the car's performance, creating a car which matches your preferred driving style. Alternatively, you can run with a set-up determined by your Race Engineer.

In the car set-up screen you can also view your **UPGRADES** and see which you have unlocked. You can also see information about the impact each upgrade has on your car.

If you are a Number 1 driver, you can also set your upgrade path once per season within this screen.

## PIT STOPS

Pit Stops are an integral part of FORMULA ONE. Within F1 2010, you can run a Race Strategy determined by your Race Engineer, or set up a strategy of your own, prior to a race. Once you have determined your strategy within the Tyre Selection menu, during a race the team will inform you when you are due to pit. Teams may also call you in if you have damaged your car heavily.

If you wish to change your strategy, you can inform the team that you are coming into the pits at any time by pressing the Pit In button. You can also select which tyre compound you wish to fit to the car during a stop by selecting it from the in-race Selection menu.

You must inform the team that you are stopping prior to entering the final sector of the track otherwise they will not be prepared for you and your stop will lose you valuable time.

### PIT IN

Pit Stops are broken into two distinct sections: entering the Pit Lane whilst applying the Pit Limiter and braking for the Pit Box. Each of these can be set so that they are performed automatically for you by the game within the Driving Assists menu.



## MANUAL STOPS

If you choose to run with the Pit Limiter and Pit Box Control turned off then you will have to perform these functions manually.

Upon entering the Pit Lane, you must brake down to the 100km/h/62mph Pit Lane Speed Limit before the Pit Limiter line and apply the Pit Limiter yourself; the Pit Lane Speed Limit is set to 100km/h/62mph in all sessions. If you don't apply the Pit Limiter in time, you may risk being awarded a Penalty for speeding in the Pit Lane.

With the Pit Limiter turned on, the car will proceed to drive down the Pit Lane. As you approach your Pit Box you must brake in order to stop the car in the correct location. If you do not slow the car sufficiently it will overshoot the Pit box causing you to lose valuable time as your Pit Crew push the car back into place.

Once the crew have completed working on your car, you will be released. At this point you are free to accelerate out of the Pit Box and down the Pit Lane. Once you exit the Pits, you are free to switch off the Pit Limiter and rejoin the track.

When rejoining the track, be aware that you must stay within the Pit Exit lines which stretch out onto track otherwise you may incur a Penalty for dangerous driving.

## COMPULSORY STOPS

In races greater than 10% distance, during a race you must use both of the dry tyre compounds or risk disqualification. This means that if you start the race on Prime tyres, you must stop and fit Option tyres at some point during the race.

The only exception to this rule occurs if a session is wet. If it rains for the entire race you will not be required to fit dry tyres at all. If a session is partly wet, then you may run just one of the dry tyre compounds.

# SINGLE PLAYER GAME MODES

## CAREER

Career mode supplies you with a fantasy playground in which you can live out the dream of becoming a FORMULA ONE super-star, FIA FORMULA ONE DRIVERS' WORLD CHAMPION™ and eventually a world-renowned legend. Decide your own fate by taking a minnow team to the pinnacle of FORMULA ONE, or work your way up through the teams into a position of strength.

## STARTING OUT

Your Career begins with the Golden Questions, which are answered at the start of the game.

Within Golden Questions you can determine the length of your career, your difficulty level and starting team. The length of your career will determine which teams are available to you at the start of the game.

Once you enter the paddock, you can progress your Career by selecting Next Session within your Driver's Room.

## GRAND PRIX WEEKENDS

GRAND PRIX weekends consist of Practice, Qualifying and Race sessions. How many of these sessions you participate in can be determined in-game.

**SHORT RACE WEEKENDS** are a cut down version of a full weekend. They consist of a single practice session, lasting up to 1 hour, a single qualifying session, lasting 20 minutes, and the race, the length of which can be determined before entering the session itself.

**LONG RACE WEEKENDS** consists of a full FORMULA ONE weekend. This includes 3 practice sessions, full qualification and the race itself.

## REPUTATION

Reputation is a good guide for teams looking to take you on as a driver. The higher your reputation level, the more likely it is that you will be noticed by a higher order team.

Reputation is gathered over time by performing specific actions within the game world. As you perform these actions you will be awarded experience points (XP) which accumulate until your reputation increases. You can review your Reputation Level at the end of a Race Weekend, or by selecting your Agent.





## STANDING WITH TEAMS

Your standing with each team can affect how interested they are in acquiring your services as a driver. Standing can be affected in several ways, notably by how well you do over a race weekend, or the answers you give in press interviews. If your standing becomes high enough, a team will begin to pay more attention to you and, if you're lucky, they may offer you a deal.

## CONTRACTS

When your reputation and standing with a team are high enough, that team may offer you a contract. When this happens you have a certain length of time to decide whether to accept or decline their offer. If you do decline an offer, that team may come back with an improved offer later within the season.

## STATUS

Your status within a team is governed by your standing and reputation. If you are barely meeting a team's requirements, you will more than likely be offered the position of No.2 Driver. If you are doing well, then you may be offered the chance to take the No.1 Driver's seat at some point during the season.

## OBJECTIVES

Within a 3 year Career, your primary goal is to win at least one FIA FORMULA ONE DRIVERS' WORLD CHAMPIONSHIP. With longer Careers the number of Drivers' Championships you are expected to win will increase. If you manage to win three or more Drivers' Championships, you will be heralded as a Legend.

Each of the teams also has its own set of goals and objectives; these are displayed on your Contract page. When driving for a team, you will be expected to meet these objectives in order to further the team's standing within the world of FORMULA ONE.

If you meet your objectives, your standing will rise giving you the chance of attaining higher status and the opportunity to drive research and development within your team. If you don't meet your objectives then your team won't be happy and may not renew your contract at the end of the season.

## RIVAL DRIVERS

Every driver has a rival which challenges them to perform and you are no exception.

At certain points within Career, you will be asked to throw down the gauntlet by identifying one of your nearest rivals. Beat your selected rival within the Championship and you'll get contract offers come flying in. Lose and you might just find yourself looking for a new drive.

## GRAND PRIX

An easy to set up mode with every track and every team open to you as soon as you boot the game.

The structure of GRAND PRIX closely follows that of Career; however, instead of playing as yourself you will be given the opportunity to race as your favourite driver. It allows you to play a single race, run a full season, or set up a mini-championship consisting of your favourite tracks whilst driving your favourite car.

## TIME TRIAL

### TIME TRIAL

Race against the Ghost Laps of your friends, take on the best drivers in the world, or simply attempt to beat your own personal best times.

The perfect place to hone your driving skills, Time Trial allows you to determine who you race against, and download Ghost Laps from a selection of online leaderboards. Once you've selected your opponents, just race.

Your car will take no damage during Time Trial, yet Flashbacks are available, however using one will invalidate the current lap. You will also be given the benefit of a fully rubbered in track and a car that's ready to deliver from the off.

Time Trials can be run in either dry or wet conditions and separate Leaderboards exist to reflect this.

### TIME TRIAL PARTY

Time Trial Party enables you to compete against a group of friends on a single console, with a single controller. Simply enter the mode, select the weather settings, number of players and attempts on each track, then compete amongst yourselves to take the fastest lap.

# MULTIPLAYER

## GAMES FOR WINDOWS - LIVE

Play online for free! With Games for Windows – LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows – LIVE games. Plus, you can download game content from Games for Windows – LIVE Marketplace. Get connected and join the PC gaming revolution!

### CONNECTING

To connect to Games for Windows – LIVE, you need a high-speed Internet connection and a Gamertag. If you already have a Gamertag, you have what you need to connect to Games for Windows – LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to [www.gamesforwindows.com/live](http://www.gamesforwindows.com/live).

### FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Game for Windows – LIVE enable parents and Guardians to approve who and how your family interacts with others online with the LIVE service. For more information go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# MULTIPLAYER OVERVIEW

Within F1 2010, Multiplayer is separated into two distinct types, Quick Modes and Custom Match.

## ONLINE XP

Whenever you race online you will gain Online Experience which contributes towards your Online Rank. Online Rank showcases your skills and sets you apart from other online players, it also allows you to custom filter rooms by driving ability showing who's got the most experience and expertise behind the wheel.

You can earn Online Experience for finishing within the top 10 places, overtaking other players, posting fastest laps and generally driving clean races. Note that the more players you race against, the higher the experience you can earn.

## THE PARTY LOBBY

The Party Lobby allows you to search for games as a single player, or form a group of friends who can join games together.

Once you're done adding people to your Party simply select the quick mode which suits you best and choose Find Race to get started.

## THE VOTING SYSTEM

The Online voting system enables you, and your fellow gamers, to skip any tracks that you don't want to play or kick a disruptive player from your session.

Votes are timed and winning a vote requires a simple majority.

## QUICK MODES

Quick Modes allow you to quickly enter a game without having to change multiple settings beforehand. Within the Quick Modes, all cars are of equal performance and team allocation is random.

Each Quick Mode comes with its own challenges, each bundled with its own set of predefined criteria. Whether you prefer the instant action of Pole Position, or something more in depth, like Endurance, the Quick Modes offer something for everybody.

### POLE POSITION

Pole Position replicates the intensity of qualification. Each Pole Position race lasts 20 minutes and the winner is the player posting the fastest lap time.

### SPRINT

A single race of 3 laps duration, with dry weather and with a randomised starting grid.

### ENDURANCE

A single race of 20% length, with dynamic weather and with a randomised starting grid; this race will include at least one pit stop.

### ONLINE GRAND PRIX

A single race of 7 laps duration, with dynamic weather. The starting grid is determined by a 15 minute qualification session and the player must pit at least once during the race.

## CUSTOM MATCH

### CUSTOM GRAND PRIX

Custom GRAND PRIX allows you to use your own settings to create an online game, or set specific search criteria to find a game already in progress.

### FIND SESSION

Finding a session that suits your requirements couldn't be easier.

Simply select Find Session, and then change your search criteria to match your preferences. When you're finished setting things up, press to continue and the game will automatically filter sessions which match your search criteria.

### CREATE SESSION

Create Session allows you to create an Online Session based upon your own specific criteria.

Upon entering the Create Session menu, you will be presented with a set of options which allow you to alter all aspects of the session. These range from setting how many players you want within your session to whether or not players joining the session may use any driving assists.

### LEADERBOARDS

Selecting the Leaderboards will take you directly to the Online Leaderboards. Within these you can compare your rank and number of wins against other players and your friends.

## NETWORK PLAY

You can also play Multiplayer races locally if you are connected to a local network; simply choose the LAN option from the Multiplayer menu.

In Network play, you won't see the F1 2010 Party lobby, but you will be able to search for existing sessions or create one of your own. No Online XP is awarded in Network games.

## RACE SETTINGS

### RACE DISTANCE

The shortest race distance within Career Mode is 10% of the total race distance; alternatively the race distance can be set between 10% and 100% of the real world race length, the number of laps varying depending upon the length of the circuit selected.

Within GRAND PRIX and Multiplayer, the shortest race distance can be reduced to a minimum of 1 lap.

### DIFFICULTY LEVEL

The Difficulty Level settings allow you to change multiple game settings from one menu option. When changing the Difficulty, any changes to the game's settings will be highlighted within the menu. Alternatively, you can create a Custom Difficulty Level which suits your own preferences.

### WEATHER

F1 2010 has several weather settings. The default weather settings are Dynamic Weather; on this setting the game will generate realistic and variable weather patterns for each track. Alternatively, you can set the weather to a specific weather type selected from Clear, Light Cloud, Overcast, Light Rain and Heavy Rain.

### FUEL SIMULATION

With Fuel Simulation enabled, your car will be filled with around 160kg of fuel at the start of a race; this will be used up gradually as the race progresses.

A full tank of fuel will cause your car to accelerate slightly slower and braking will be more difficult, however, with the simulation enabled you will be much closer to experiencing what a real FORMULA ONE driver does when he gets behind the wheel.

### TYRE SIMULATION

Turning on Tyre Simulation enhances your gameplay experience by allowing your tyres to wear, blister and puncture.

You will also experience changes in grip level when driving on different surfaces. Picking up marbles, small pieces of rubber which has been shed from car tyres, or gravel will cause you to suffer a loss of grip until they can be worn off.

### DAMAGE SIMULATION

F1 2010's Damage Simulation has three settings, Off, Visual Only and Full.

With the games Damage Simulation disabled, you can crash into anything and suffer no damaging effects to the car, either visual or physical. With the option set to Visual Only, you can still be damaged visually, but the cars mechanical performance will not suffer.

When Full Damage Simulation is enabled, damaging the car will result in spectacular crashes, but be aware, any damage you do to the car will affect its ability to drive.



# CAR SET UP

F1 2010's Car Set Up screen contains a wealth of options that allow you to set your car up exactly how you like it.

## AERODYNAMICS

Within this screen you can change the angles of your front and rear wings to either increase or decrease the car's downforce. Increasing the car's downforce will make your car slower on the straights but supply more grip in corners. Decreasing downforce will have the opposite effect, making the car faster on the straights with less corner grip.

## BRAKING

The Braking option allows you to determine the balance between your front and rear brakes. In a FORMULA ONE car, the brakes are usually balanced towards the front, as weight transfer under braking places additional demands on them.

Changing the Brake Pressure will alter the responsiveness of your brakes, making them brake softer or harder depending upon your settings. This is especially useful for wet races, where using a softer Brake Pressure setting will help to stop the brakes from locking up.

Altering the Brake Size will determine how quickly your brakes heat up and become more efficient. The smaller the brakes, the faster they heat up and the earlier they become efficient. However, smaller brakes will overheat faster and become less effective towards the end of a long session.

## BALANCE

Balance enables you to apply and move around ballast. The better the car, the more ballast you'll have to play with and thus shape car handling. This will change the car's behaviour under braking, around corners and during acceleration.

Altering the cars anti-roll bars determine how much the car rolls when within a corner. With a high anti-roll setting the car will have more speed overall, but less mechanical grip in corners.

## SUSPENSION

Changing the suspension settings will determine the car's ride height. This in turn alters the amount of downforce a car has. A low ride height will give you more downforce but may cause you to lose speed in corners, especially if you ride the kerbs. Be aware that setting a car to have a low ride height will cause the floor pan to connect with the floor more often and may cause damage to the car.

Altering the stiffness of a car's springs will determine the amount the car pitches. With harder springs, the car will be more responsive but less stable in corners.

## GEARBOX

Altering a car's shift mode allows you to change how quick your car changes gear. Changing the shift mode to fast will allow you to change through the gears quickly but will result in more engine wear. Using a slower shift mode is beneficial in low grip conditions, especially wet weather, as it will cause the wheels to spin less violently as you change through the gears. You can also set the gears to change at specific speeds within this screen.

## TYRES

The Tyres option allows you to change between compounds. You can also change your car's tyre pressure within this menu. A low tyre pressure will supply you with more mechanical grip but lower the steering responsiveness, high pressure will make the steering more responsive but cause the car to oversteer.

## ENGINE

Each car within FORMULA ONE is allocated just 8 engines to use throughout the season. This means that managing your engines is of paramount importance if you don't want to struggle late in the season. Within this screen you can decide which of your engines you should fit for a weekend.

You can also determine the rev limit and throttle maps that you wish to use. Both of these settings supply you with more or less power, and will cause the engine to wear to a greater or lesser degree.

## ALIGNMENT

This screen allows you to change the camber and toe settings on your suspension. Changing these settings will increase or decrease your car's stability but will also affect the rate at which your tyres wear.

# REPLAYS AND FLASHBACKS

## REPLAYS

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

## FLASHBACKS

Flashbacks are a handy way of correcting mistakes.

When things go wrong in a race simply select Instant Replay from the Pause menu and rewind your race to a point before things began to go awry. When you find your ideal point within the race, hit the Flashback button to jump back in time and correct your mistake.

You have a fixed number of Flashbacks, so use them wisely. This number changes based upon the difficulty level you have selected, so you may find you need to use them sparingly.

Note that with the games difficulty set to Expert, no Flashbacks will be available.

It is possible to use Flashbacks within Time Trial; however, doing so will invalidate your lap. In Multiplayer, no Flashbacks are available.

# RULES AND REGULATIONS

## THE DRIVERS' CHAMPIONSHIP

At each race, the drivers finishing in the top 10 places are awarded points. These points are accumulated over the season. The winner of the Drivers' Championship is the driver with the highest number of accumulated points at the end of the season. If two or more drivers are tied for the Championship at the end of the season then finishing positions in previous races are taken into account; i.e. if one driver has won 6 races and another 5, the driver with 6 wins will be declared the Champion.

## THE CONSTRUCTORS' CHAMPIONSHIP

The Constructors' Championship is determined by adding together the points scored by both of a team's drivers. These are accumulated in exactly the same way as within the Drivers' Championship. If at the end of a season two or more teams are tied for the Championship, finishing positions for both drivers are taken into account and the team with the higher finishing positions declared the Constructors' Champion.

## FORMULA ONE POINTS SYSTEM

Within F1 2010, points will be awarded for your finishing positions within each round of the Championship.

1ST PLACE	25 POINTS
2ND PLACE	18 POINTS
3RD PLACE	15 POINTS
4TH PLACE	12 POINTS
5TH PLACE	10 POINTS
6TH PLACE	8 POINTS
7TH PLACE	6 POINTS
8TH PLACE	4 POINTS
9TH PLACE	2 POINTS
10TH PLACE	1 POINT

# FLAGS AND PENALTIES

It is essential to understand the flag system in FORMULA ONE, and to comply with the instructions that each flag signifies. Ignoring flags during a session could lead to time or grid penalties and even disqualification.



### YELLOW FLAGS

The yellow flag warns of danger on the track ahead. Drivers must slow down and overtaking is forbidden.



### GREEN FLAG

The green flag indicates that danger has passed and the race can continue as normal.



### BLUE FLAG

The blue flag is used to warn a driver that they are about to be overtaken by a faster car or lapped, and that they must allow the other car to overtake them. Failing to obey three consecutive waved blue flags will result in a drive through penalty.



### HALF BLACK, HALF WHITE FLAG

The diagonal black and white flag warns a driver that they are racing in an un-sportsmanlike manner and may be penalised. Penalties will be incurred for corner cutting, dangerous driving and other inappropriate racing tactics.



### BLACK FLAG

The black flag indicates to a driver that he has been disqualified from a race for dangerous driving.



### CHEQUERED FLAG

The chequered flag informs drivers that the race has been won and the session is about to end.

# CREDITS

**CODEMASTERS STUDIO** SENIOR VICE PRESIDENT, PRODUCTION Jamie Macdonald VICE PRESIDENT OF DEVELOPMENT Gavin Cheshire  
 HEAD OF STUDIO - BIRMINGHAM Alex McLean SENIOR PRODUCERS Ian Flatt, Paul Jeal ASSOCIATE PRODUCER Hugh Pearson CHIEF  
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 Stephen Johnson CONCEPT ART DIRECTOR Gary Tonge TECHNICAL DIRECTOR David Percival LEAD PROGRAMMERS Mike Stimpson, Neil  
 Topham, Ryan Sammartino PROGRAMMERS Adam Sawkins, Andrew Fray, Andy Green, Andrew Morris, Andrew Wright, Chris Gilkes,  
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 Michael Sanderson, Stuart Clenton EXECUTIVE ART DIRECTOR Rachel Weston ART MANAGER Nicholas Pain OUTSOURCE MANAGER  
 Darren Yeomans 3D ENVIRONMENT LEAD Justin Batchelor 3D ENVIRONMENT Andrew Taylor, Daniel Cook, Daniel Rose, Darren  
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 Phillips, Keith Burden, Mitchell Roach UI ART Adrian Waters, Christian McMorran, Dan Fernando, Ely Marshall, Matthew O'Conner,  
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 John Davies LOCALISATION MANAGER Daniel Schaefer AUDIO LEAD Mark Knight AUDIO DESIGNERS Andy Grier, Claire Woodcock,  
 Dave Sullivan, Ed Walker, Jon Newman, Mark Willott, Pete Ward IT SUPPORT Stuart Williams **OUTSOURCE** OUTSOURCE MANAGERS  
 Darren Yeomans, Andre Steigler VOICE OVER OUTSOURCE Technicolor Interactive VOICE OVER STUDIO Silk Sound INTERNATIONAL  
 VOICE RECORDING Binari Sonori ENVIRONMENTAL ART OUTSOURCE Dhruva Infotech ENVIRONMENTAL ART OUTSOURCE Virtuos  
 Holdings FRENCH TRANSLATION Sébastien Lizon, Eric Holweck ITALIAN TRANSLATION Francesca Di Marco, Matteo Mardocchi GERMAN  
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 MANAGER Johan Fariz Lam TECHNICAL ART DIRECTOR Jason Butterley SENIOR SUPPORT ARTIST Adam Hill VEHICLE ART GROUP  
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 Chee Ket (Jack), Wong Yee Hsien ENVIRONMENTAL ARTISTS Beh Chor Joo, Cheang Khai Lung (John), Chee Yim Mei (Jouly), Chew Tiong  
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 Kah Chai ADMINISTRATIVE ASSISTANT Nurul Shida Md Zain HR MANAGER Kuan Sook Mee IT SUPPORT ENGINEER Chin Cheong Weng  
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 Manish Panchmatia, Gurshan Surana, Keith Tsang.

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Customer Services, Codemasters Software Ltd,  
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