

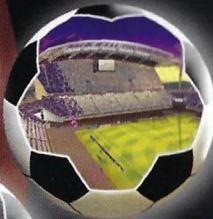
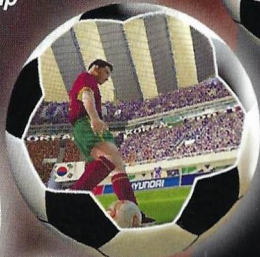
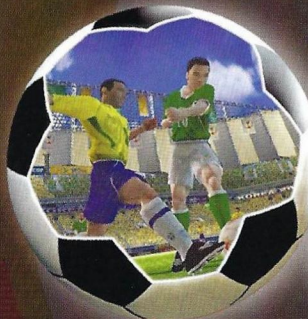
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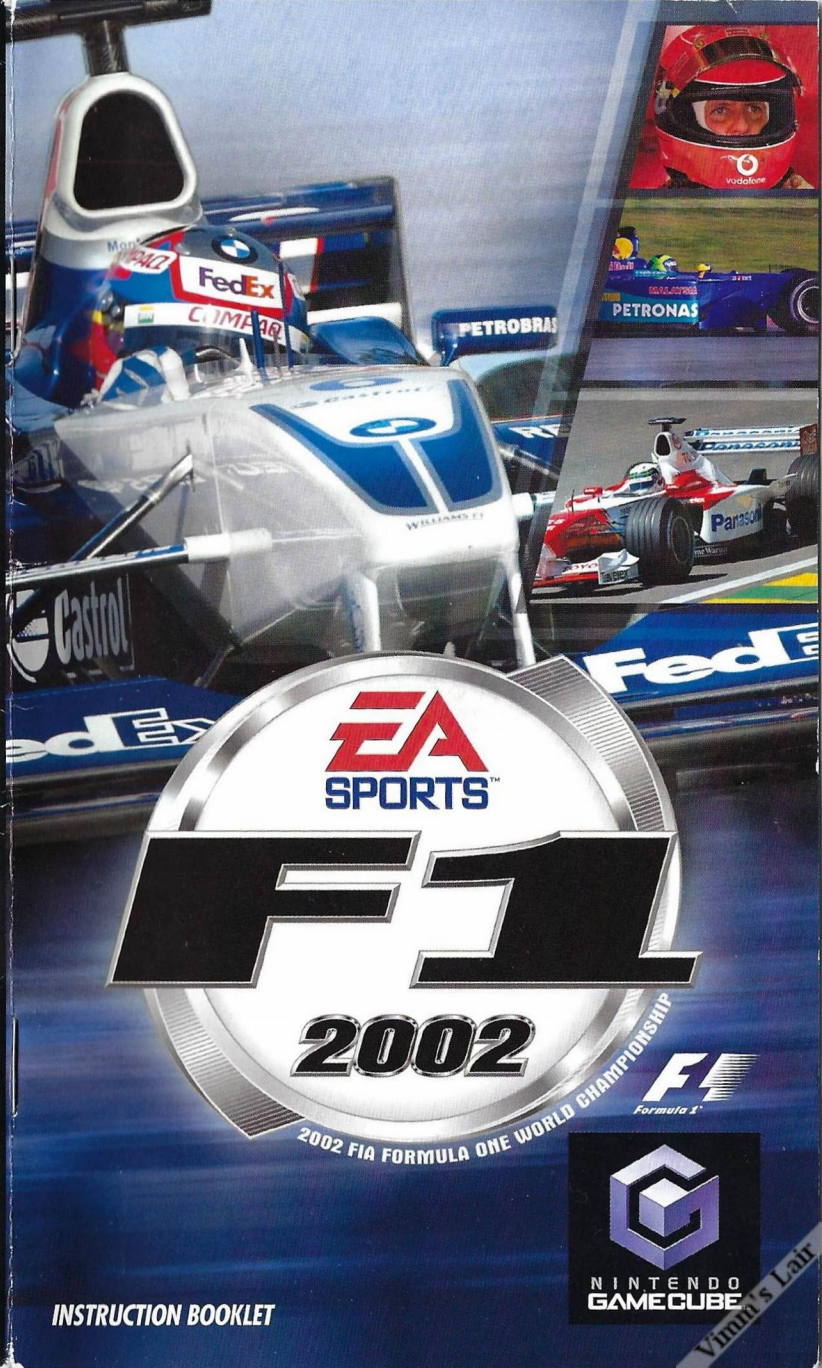
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INSTRUCTION BOOKLET

Virtual Lab

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



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, OR VISIT WWW.ESRB.ORG.

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Vimm's Lair

GETTING STARTED

1. Turn OFF the POWER Button on your Nintendo GameCube™.
2. Make sure a Nintendo GameCube™ Controller is plugged into your Nintendo GameCube™ Controller Socket 1 on the Nintendo GameCube.
3. If you're playing against a friend, plug another Controller into Controller Socket 2.
4. Insert the *F1 2002* Nintendo GameCube™ Game Disc into the optical disc drive.
5. Turn ON the POWER Button and wait for the Select Language screen. Press the **+**Control Pad **UP/DOWN** to highlight your preferred language and press the **A** Button to select it.
6. At the AutoSave Game screen, select **YES, ENABLE AUTOSAVE** or **NO, DISABLE AUTOSAVE** (➤ *Saving and Loading* on p. 30) and press the **A** Button. If you decide to disable AutoSave, confirm your choice at the prompt.
7. At the *F1 2002* title screen, press any button to advance to the Main menu (➤ p. 8).



For more information on *F1 2002* and other EA SPORTS™ titles, visit EA SPORTS™ on the Web at www.easports.com.



COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS

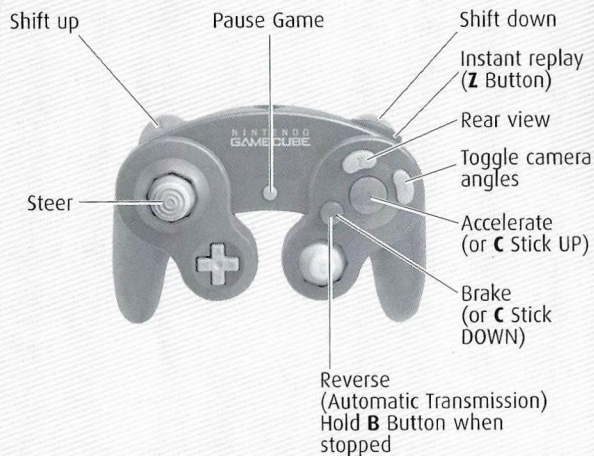


MENU CONTROLS

Highlight menu item	+ Control Pad or Control Stick Up/Down
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

DRIVING CONTROLS

Master these controls to better your chance of fighting your way to the front of the field and taking the checkered flag.



- To reverse when using Semi-Automatic transmission, find the reverse gear (R) by shifting down the gears and press the **Accelerate** button.
- To slow your reversing speed while using Automatic transmission, press the **Accelerate** button.



NOTE: The controls featured here are the default controls only. For information on how to change your controller configuration, > *Controller Options* on p. 29.

INTRODUCTION



Put your driving skills to the test in the first game to feature the new 2002 Formula One season—vie for the coveted Formula One driver's title as the real season unfolds. The world's best drivers pilot the world's sexiest racing machines, with the high-tech, high-intensity panache that could only come from EA SPORTS™.

Muscle your way to the front and enjoy every heart-stopping moment as you battle for every inch of track against the superstars of the sport. Choose to race in a champion's car or challenge yourself by taking the wheel for an up-and-coming team—just make sure you have what it takes, because your opponents drive just as hard as you do. Take the wheel in *F1 2002* and take aim at the 2002 Formula One World Championship.

KEY FEATURES

- ◆ **The First Chance to Race the 2002 Season on Nintendo GameCube**—Featuring the new Toyota and Renault Formula One teams, all 17 tracks including Indianapolis, and every driver from Schumacher to Montoya to Villeneuve.
- ◆ **The Action and Intensity of Formula One**—Unrivaled accuracy, resolution, detail, performance, and speed deliver a Formula One experience like no other.
- ◆ **Beat the Best to Be the Best**—Cutting-edge AI means your opponents are fast, bold, and intelligent—and they want to win as badly as you do.
- ◆ **Multiple Racing Experiences**—Jump in the cockpit for high action, high drama battles in a quick race or switch to the realism of an in-depth simulation.
- ◆ **Authentic Formula One Atmosphere**—Roaring crowds, grid girls, crew radio, 22-man pits, and real weather effects—from the pits to the podium, EA SPORTS delivers all the speed, excitement, glamour, and rivalry of Formula One racing.

SETTING UP THE GAME

Take the wheel in *F1 2002* and take aim at the 2002 Formula One World Championship.

MAIN MENU

From the Main menu screen you can start a Quick Race, access Single Player modes, set up a Multiplayer game, adjust various game Options, and view the *F1 2002* credits.

Jump straight into the cockpit in Quick Race mode (➤ *Quick Race* on p. 9)

Hit the track in a Single Player mode (➤ *Single Player Game Modes* on p. 14)

Start a Multiplayer game (➤ *Multiplayer Modes* on p. 26)



Access the Options screen (➤ *Options* on p. 28) to adjust various Audio/Visual, Controller, Load/Save, and Language settings

View the credits for *F1 2002*

QUICK RACE



To hit the track fast for arcade-style racing action, select QUICK RACE from the Main menu. Here, you can start a 4-lap race without dealing with anything else — just get on the track and go. Every top-six finish earns you points, unlocking new circuits to compete on in Quick Race mode.

To start a Quick Race:

1. At the Main menu, press the **A** Button to select QUICK RACE. The Select Driver screen appears (➤ p. 16).
2. Press the **+Control Pad UP/DOWN** to scroll through the available drivers and press the **A** Button to select a driver. The Select Circuit screen appears (➤ p. 18).
 - Press the **C** Stick to rotate the selected car.
 - ◆ In Quick Race mode, Handling is automatically set to NORMAL, Damage is set to OFF, Race Length is set to 4 LAPS, and Assists are ON.
3. Press the **+Control Pad UP/DOWN** to scroll through the available tracks and press the **A** Button to select an unlocked track (at the start of the game you have the choice of SILVERSTONE, HOCKENHEIM, and MONZA). The game loads and the race begins.
 - Use the **C** Stick to rotate the selected track.
 - ◆ A scrolling text bar at the bottom of each menu screen provides help for that screen.



NOTE: For information on the other game modes, ➤ *Game Modes* on p. 14.

ON THE TRACK

This section briefs you on the basics you need to know before you get strapped in and take the wheel.



NOTE: Default options are listed in **bold** in this manual.

RACE SCREEN

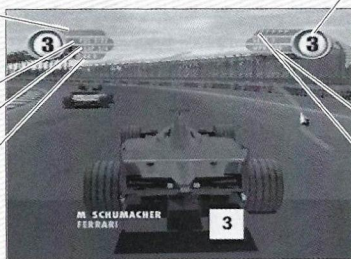
View the action with or without screen displays, or view an instant replay of that awesome maneuver around the last chicane.

TV Panel—this shows race info such as your current position and split times

Current position indicator

Lap counter

Lap time/Split times/Pit in indicator (lights up when you're required to pit)



Gear display with rev count indicator (change gear when the fifth counter lights up if Gears option is set to SEMI-AUTOMATIC)

Speedometer

RPM indicator

SCREEN DISPLAYS

Screen displays help you track your performance throughout the race as well as give you valuable information about your car's status.

➤ Turn Screen Displays **ON/OFF** from the Options screen (➤ p. 28) or from the in-game Options menu (➤ p. 12).

◆ The pit in, fuel, and mechanical problem indicators appear in Grand Prix mode only. The relevant Event Options also have to be activated (➤ *Event Options* on p. 16).

INSTANT REPLAYS

Press the **Z** Button at any time during racing to begin an interactive instant replay of the last 30 seconds of action. Press **START/PAUSE** to return to the race.

PAUSE MENU

Press **START/PAUSE** at any time during play to pause the game. The Pause menu gives you the following options.

- | | |
|----------------------------------|---|
| CONTINUE | Return to the current session. |
| RETIRE FROM SESSION | End the current session (not available in Challenge mode). |
| OPTIONS | Access the in-game Options menu to adjust settings for Assists, Sound, and Display (➤ p. 12). |
| PIT IN | Go straight to the pits and open the Pit menu (Practice, Qualify, and Warm-up sessions of Grand Prix modes only). |
| RESTART/RESTART CHALLENGE | Select and confirm at the prompt to begin the current session again (not available in Grand Prix/Time Challenge Multiplayer modes). |
| QUIT EVENT | Quit the current event. |



IN-GAME OPTIONS

Race the way you want to race. Use every assist available to best racing's elite drivers or turn them off to prove you can handle the horsepower.

ASSISTS



NOTE: The Assists available, and their default options, depend upon the mode you are racing in as well as the Handling mode (Normal or Simulation).

SPEED ASSISTS

When **ON**, the computer assists the player with their speed at corners (Normal mode only).

CORNER INDICATOR

When **ON**, arrows appear in color-coded HUD circles warning you of approaching corners (tight corners are red, shallow corners appear as green, and medium corners are yellow).

TRACTION CONTROL

Toggle **ON** to make it easier to pull away without unnecessary wheel-spin (Simulation mode only). Default is **OFF**.

ABS

Toggle your anti-lock brakes **ON** to enable hard braking without skidding (Simulation mode only). Default is **OFF**.

SOUND

Use the sliders to adjust volume levels for Commentary and Effects (e.g., engine noise).

- Press the **+**Control Pad **UP/DOWN** to move between the Sound options, then press the **+**Control Pad **LEFT/RIGHT** to adjust the selected option.

DISPLAY

TV PANELS

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

SCREEN DISPLAYS

Toggle between **OFF** and **ON** (➤ *Display Options* on p. 28).

CIRCUIT MAP

Cycle **OFF**/**PARTIAL**/**FULL**. **FULL** displays a small map of the circuit on-screen, showing your progress around the track. **PARTIAL** shows only the section of track you are currently on.

SCREEN FORMAT

Toggle between **NORMAL** and **WIDE**. Select **WIDE** if you are playing *F1 2002* on a widescreen TV.

SPEED

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

FLAGS

YELLOW

When the yellow flag indicator appears, you must slow to 130 mph and refrain from overtaking (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 & YELLOW

The red & 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 retired from the race) for driving in the wrong direction in a pit-lane or failing to comply with a stop-go penalty within 3 laps of it being issued.

AFTER THE RACE

After each Race or Qualifying Session, the Classification screen appears. This displays full final standings for the Race or Qualifying Session.

- When you've finished viewing the Classifications, press the **A** Button to continue.
- In Quick Race mode, a pop-up appears asking if you wish to race again. Select **YES** to restart the race or **NO** to return to the Select Circuit screen.



SINGLE PLAYER GAME MODES

F1 2002 offers you a multitude of game modes and variations, including Challenge Mode and Grand Prix Mode.

CHALLENGE MODE

Take your Formula One apprenticeship in Challenge mode and polish your skills. Test your basic driving abilities, how you cope with changing weather conditions, your pit stop tactics and your ability to comply with FIA rules, then put yourself to the test by getting Track Experience on the circuits of your choice.

Successfully complete these tasks to unlock new modes and options in *F1 2002*. Passing individual tasks unlocks related features within the game (i.e. passing a Wet Weather test unlocks the WET Weather Event Option in the game), while boosting your overall Driver Rating increases the number of Grand Prix modes you can choose from.

Take any of the five challenges at any time and in any order:

THE BASICS

One challenge split into five tasks that cover the fundamentals of racing.

WEATHER

Two sets of challenges that test your ability to cope with Wet and Variable weather.

PIT STOPS

Five tasks that gauge how you deal with braking while carrying varying fuel loads, as well as pit stops and tire wear.

RACE CRAFT

Five tasks that deal with FIA rules and advanced skills related to racing over a full season.

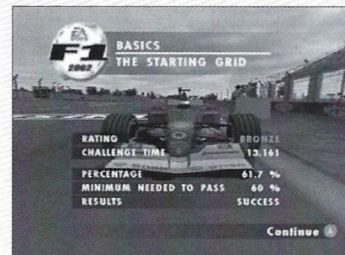
TRACK EXPERIENCE

Learn how to drive the 17 circuits corner by corner.

To choose a Challenge:

1. Select SINGLE PLAYER from the Main menu.
2. Select CHALLENGE MODE from the Single Player screen.
3. Select one of the Challenge menus.
4. Select a task from the chosen Challenge menu. An explanation of the task appears.

5. Choose **ACCEPT** to continue (select **DECLINE** to quit the challenge). The targets required to complete the task at different Driver Ratings appear on-screen.
 6. Press the **+Control Pad UP/DOWN** to select **NORMAL** or **SIMULATION**. A demonstration of the Challenge appears. Once the demonstration is complete, the Challenge begins.
- To skip the demonstration, press the **A** Button.



When you complete a task, the Results screen documents whether you have passed or failed the challenge. It displays your Challenge Time, Percentage and, if you have passed, a Rating (BRONZE, SILVER, or GOLD) for the challenge. Press the **A** Button to continue.

- To take the challenge again, select **YES**. Choose **NO** to return to the Challenge menu.
- To display your Task Completion percentage and Driver Rating for a task, as well as your Overall Progress for the Challenge as a whole, highlight a task in the Challenge menu and press the **Y** Button.
- To view your average percentage for each Challenge, your Overall Progress (%), and Driver Rating (UNCLASSIFIED to ELITE) throughout the whole mode and the percentage of Options you have unlocked, press the **Y** Button in the Challenge mode menu.
- ◆ Your Driver Rating determines whether you have unlocked any of the major game modes.
 - ◆ Locked features and modes are indicated by a no-entry sign. The percentages required to unlock them are displayed on-screen when they are highlighted.



GRAND PRIX MODE

Take your skills to the next level in Grand Prix mode. Race a single Grand Prix weekend, a Custom Championship, a Full Championship, Teammate Challenge, or take over the circuit in Domination mode.

Participate in a full race Weekend (> *Single Grand Prix* below)

Create your own Custom Championship (> *Custom Championship* on p. 18)

Take part in a Full Championship (> *Full Championship* on p. 19)



Access information on your past performances in the highlighted mode

Beat teammates in every Formula One team over the course of a season (> *Teammate Challenge* on p. 19)

Win the Domination Trophy by gaining victories on all 17 tracks (> *Domination* on p. 19)

SINGLE GRAND PRIX

In Single Grand Prix mode, you participate in a full race weekend, including Practice Sessions, Qualifying, Warm-Up, and the Race itself. When you select SINGLE GRAND PRIX from the Grand Prix screen, the Select Driver screen appears.

SELECT DRIVER SCREEN

Press the **+Control Pad UP/DOWN** to scroll through the available drivers and press the **A Button** to select one. The Event Options screen appears.

EVENT OPTIONS

- ◆ Some Event Options need to be unlocked in Challenge mode before you can use them in the game.

Set the following game play options for your Grand Prix:

OPPOSITION DIFFICULTY Set the ability of the computer-controlled cars 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 Toggle **ON/OFF** (> p. 22).

WEATHER Set the weather conditions for the weekend to **DRY**, **WET**, or **VARIABLE**.

DAMAGE

Set car Damage to **OFF**, **FORGIVING**, or **ON**. When **ON**, your car sustains damage from collisions with barriers or other drivers.

When set to **FORGIVING**, damage is sustained but to a lesser extent.

- ◆ If your car sustains too much damage, you may be forced to retire (if Failures are also **ON**).

GEARS

Toggle between **AUTOMATIC** and **SEMI-AUTOMATIC**.

TIRE WEAR

When **ON**, your tires wear out as the race progresses. Default is **OFF**.



EA TIP Take into account Tire Wear when planning your strategy as you may lose valuable time by having to stop for fresh tires in longer races.

FUEL USE

Toggle **ON** and fuel depletes during the course of a session, degrading the handling capacity of the car. Default is **OFF**.

- ◆ The amount of fuel you take on during pit stops depends on the stage and on your fuel Strategy. For more information, > *Pit Stops* on p. 22 and *Strategy* on p. 21.
- ◆ You can only change Fuel Use and Tire Wear Event Options if the number of laps in your race is 16 or higher.

FIA RULES

When **ON**, 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 (> *Flags* on p. 13 for more information on the different flags used in the game). Default is **OFF**.

FAILURES

When **ON**, cars may be affected by mechanical failures over the weekend. Some can be repaired by your pit crew—if you can make it back to the pits. Otherwise, a mechanical failure may force you to retire. Default is **OFF**.

- ◆ When you've finished setting the Event Options for your Single Grand Prix, highlight **CONTINUE** and press the **A Button** to proceed to the Select Circuit screen.



SELECT CIRCUIT SCREEN

- At the Select Circuit screen, press the **+**Control Pad **UP/DOWN** to scroll through the available tracks and press the **A** Button to select one.
- ◆ The Circuit Preview then takes you on a tour of the selected track. To end it, press the **A** Button. The Handling Mode pop-up appears.

HANDLING MODE POP-UP

- Select **NORMAL** or **SIMULATION** handling. **SIMULATION** handling gives a ride closer to that of the real thing. Choose **NORMAL** to make handling and braking easier while reducing the chances of the car spinning.
- ◆ This selection also determines what Car Setup (➤ p. 24) options are available.

NEXT SESSION POP-UP

- At the Next Session pop-up, highlight which session you'd like to go to (a Grand Prix weekend consists of the following sessions: **PRACTICE**, **QUALIFY**, **WARM-UP**, and **RACE**) and press the **A** Button. For more information, ➤ *Grand Prix Weekend Events* on p. 20.
- ◆ Electing to do a session out-of-turn means that you have opted to skip the sessions before it (if you skip a Qualifying session, you will be placed in last position on the grid in the ensuing race).

CUSTOM CHAMPIONSHIP

Select **CUSTOM CHAMPIONSHIP** from the Grand Prix screen to create your own individual championship season. You set the number of stages and the Circuit order.

To set up a Custom Championship:

1. Select a Driver and set your Event Options as you would in a Single Grand Prix (➤ p. 16) and press the **A** Button to proceed. The Custom Championship screen appears.
2. Select **ADD ROUND 1**. The Select Circuit screen appears.
3. Highlight the circuit you want to race the first Round on and press the **A** Button. The Custom Championship screen re-appears. Select **ADD ROUND 2** and repeat the process to add further Rounds.
- ◆ To remove the last circuit from the schedule, select **REMOVE ROUND n** (where n = the number of the last round assigned to a track).
- ◆ You can choose between 2 and 17 Rounds (you can only include each Circuit once).
4. When you're happy with the schedule for your Custom Championship, select **CONTINUE**.

5. To start the first race of your Custom season, select **BEGIN SESSION 1**. The race begins.
- ◆ To return to the Grand Prix screen, select **LEAVE CHAMPIONSHIP**. To view Driver and Constructor Standings, choose **SEASON REVIEW**.

FULL CHAMPIONSHIP

Select **FULL CHAMPIONSHIP** from the Grand Prix screen to take part in a full season, spanning 17 Grand Prix weekends.

- To start a Full Championship, select a Driver and adjust your Event Options as you would in a Single Grand Prix (➤ p. 16) and select **BEGIN SESSION 1** in the Championship screen to start the season.
- To return to the Grand Prix screen, select **LEAVE CHAMPIONSHIP**. To view Driver and Constructor Standings, choose **SEASON REVIEW**.

TEAMMATE CHALLENGE

Team loyalties are brushed aside in Teammate Challenge mode as you set out to finish ahead of your teammates in as many races as possible over the course of a Championship season. If you fail on one track you must take on the same driver on a different Circuit. Should you succeed, you are 'promoted' to a new team to challenge a new teammate on the next Circuit. To pick up the Teammate Challenge trophy, you must beat all of the teammates you come up against before completing the 17 circuits.

- To start a Teammate Challenge, choose your Event Options and select **BEGIN RACE 1** from the Teammate Challenge screen (or select **LEAVE CHALLENGE** to return to the Grand Prix screen).

DOMINATION

Think you've got what it takes to complete the ultimate Formula One challenge? Winning is everything in Domination mode. Your goal is to complete a full Formula One Championship season, winning every single race. Sound tough? It is.

- To start a Domination challenge, choose your Driver and Event Options and select **BEGIN RACE 1** from the Domination screen (or **LEAVE DOMINATION** to return to the Grand Prix screen).



GRAND PRIX WEEKEND EVENTS

A Grand Prix weekend consists of the following sessions: Practice, Qualify, Warm-Up and Race.

- ◆ You begin Practice, Qualify, and Warm-Up sessions in the pits. Select **START FLYING LAP** or **LEAVE PITS** from the Pit menu (▷ *Pit Menu* on p. 23) to begin.
- ◆ During the Practice, Qualifying, and Warm-Up stages, the Pause menu (▷ p. 11) features an additional option: **PIT IN**. Select this option to automatically return to the pits (without having to pull in manually).

PRACTICE

During the Practice session, you have up to an hour in which to get accustomed to the circuit and to make adjustments to your Car Setup (▷ *Car Setup* on p. 24). Lap times are recorded throughout, allowing you to monitor your performance on the track.

- ▷ To end your Practice session, choose **RETIRE FROM SESSION** from the Pause menu or Pit menu and confirm.

QUALIFY

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

- ◆ Starting grid positions for the race are not finalized until the end of the full hour (i.e., if you quit the session before the hour is up, another driver could still beat your time).
- ▷ If you have set **Tire Wear** to **ON** (▷ *Event Options* on p. 16), the **Tire Compound** pop-up appears at the beginning of the Qualifying session. Select a **SOFT** or **HARD** Tire Compound and press the **A** Button to proceed. Your choice of tire determines your Tire Compound for the remainder of the weekend (in accordance with the rules of the sport).



EA TIP: Use the Practice session to evaluate your tire choice for the weekend.

- ◆ If you have set **Tire Wear** to **OFF**, or you skip the Qualifying session, your Tire Compound is chosen automatically.
- ▷ Select **VIEW CLASSIFICATIONS** from the Pit menu to view current Qualifying classifications or to speed up the session.

WARM-UP

You have up to an hour on the circuit to fine-tune your performance and make any last minute adjustments to your Car Setup (▷ *Car Setup* on p. 24).

RACE

With the Practice, Qualifying, and Warm-Up sessions behind you, it's time to prove your worth in the main event!

STRATEGY

If you have set the number of laps for the race to **16**, **HALF**, or **FULL** and have **Fuel Use** or **Tire Wear** set to **ON** (▷ *Event Options* on p. 16), you are required to pit at least once during the race (the Strategy pop-up appears automatically at the start of the race).

- ▷ Press the **+Control Pad LEFT/RIGHT** to schedule your first pit stop, then press the **+Control Pad DOWN** and repeat for the 2nd stop.
- ▷ If there is only one stop scheduled but you wish to add another to the schedule, press the **+Control Pad DOWN** to highlight **END**, then press the **+Control Pad LEFT/RIGHT** to schedule it.
- ◆ You can schedule a maximum of two pit stops per race.
- ▷ When you're happy with your Strategy for the race, press the **A** Button to proceed.

TIRE TYPE

- ▷ If **Weather** is set to **WET** or **VARIABLE** in *Event Options* (▷ p. 16), you also need to select your **Tire Type** (**WET** or **DRY**). Press the **A** Button to confirm your choice.

CHANGING STRATEGY/TIRE TYPE DURING A RACE

- ▷ To access the Strategy (▷ *Strategy* above) and Tire Type (▷ *Tire Type* above) pop-ups during an unscheduled pit stop, press the **Z** Button while in the pit lane. You can then make any adjustments necessary before returning to the race.



PIT STOPS

You can pit at any stage of a Grand Prix mode race. In the Event Options you can choose between automatic and Interactive pit stops (explained below).

AUTOMATIC PIT STOPS

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

INTERACTIVE PIT STOPS

Once selected, you can attempt to improve the speed of your pit stops by completing certain tasks when pitting. However, failures can lead to time-consuming errors and penalties (if FIA Rules are ON in Event Options).

- You can only perform Interactive Pit Stops in Race sessions during Grand Prix and Challenge modes.

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

Braking down to a speed of 50 mph in the pit area—fast enough to maintain momentum but slow enough to adhere to the rules

Steering into the pit bay

Accelerating out of the pits at the prompt



INTERACTIVE PIT STOPS RESULTS	
TASK	RESULTS TIME
BRAKE TO LIMIT	SUCCESS 1.254
BRAKE TO PIT	SUCCESS 0.473
TURN IN	SUCCESS 1.066
GEAR UP	SUCCESS 0.779
ACCELERATE	SUCCESS 0.328
TOTAL TIME LOST IN PITS	4.900
TOTAL TIME INCLUDING PIT LANE	40.285

Braking from 50 mph to 12 mph in order to pull into the pit bay

Shifting into first gear when notified by the pit crew



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

PITTING DURING PRACTICE, QUALIFYING AND WARM-UP SESSIONS

During the Practice, Qualifying, and Warm-Up sessions, you can enter the pits (or select PIT IN from the Pause menu) to take on fuel (if Fuel Use is set to ON in Event Options) and to make adjustments to your Car Setup.

- The Pit menu appears automatically as soon as the car stops in the garage.

PIT MENU

START FLYING LAP

Leave the pit lane and begin your next lap with a rolling start.

VIEW CLASSIFICATIONS

View the current fastest lap times and provisional starting grid positions for all drivers or accelerate time using the QUICK TIME option. This advances time in the session. Select NORMAL TIME to bring Quick Time to an end.

- ◆ The View Classifications option is only available during Qualifying.

CAR SETUP

Make adjustments to your Car Setup (➤ *Car Setup* on p. 24).

LEAVE PITS

Leave the pit lane and return to the track.

RETIRE FROM SESSION

End the current session.

PITTING DURING RACE SESSIONS

During the race itself, pulling into the pit lane allows you to change your fuel Strategy (➤ *Strategy* on p. 21) and Tire Type selection (➤ *Tire Type* on p. 21), change your tires, refuel, and repair any damage to your car. Tire changes, refueling, and damage repair are performed automatically—you just need to be ready when control of the car is returned to you on leaving the pit lane.

- ◆ The amount of fuel you take on when you pit during the race is determined by your Strategy (➤ *Strategy* on p. 21).
- ◆ If you decide to alter your Strategy, you must do so before the car comes to a complete stop and your pit stop begins. Otherwise your pit crew will not know how much fuel to put in your car.
- To access the Strategy and Tire Type pop-ups, press the Z Button when prompted.



CAR SETUP

Select CAR SETUP from the Pit menu during a Practice, Qualifying or Warm-Up session to make adjustments to your Car Setup. Experiment with the various options to find the best Setup for each circuit.

- ◆ Any changes made during the Practice, Qualifying or Warm-Up sessions automatically carry over to the next stage. During the Race itself, the only Car Setup option available is Tire Type.

When Handling is set to SIMULATION (> *Handling Mode Screen* on p. 18), the following Car Setup options are available:

- ◆ When Handling is set to **NORMAL**, only the Tire Type option is available.

TIRES

TIRE TYPE

Select **SOFT**, **HARD**, or **WET** (different options are available under different circumstances). A **SOFT** tire gives generally better grip than a **HARD** tire, but does wear out quicker (if Tire Wear is set to ON - > *Event Options* on p. 16). If it is raining, you should select **WET**.

FRONT PRESSURE

Adjust front tire pressure between 13.8 and 23.5 PSI. Default is **19.1** PSI.

REAR PRESSURE

Adjust rear tire pressure between 12.8 and 25.5 PSI. Default is **19.8** PSI.

- ◆ You cannot choose between **SOFT** and **HARD** tires during the Qualifying, Warm-up, and Race sessions.



EA TIP: Soft tires provide more grip but wear out more quickly while Hard tires last longer but give less grip.

AERODYNAMICS

FRONT WING

Adjust downforce by changing the angle of the wing between 1 and 20 (default is **17**). A higher setting helps to correct understeer through corners, while a lower setting helps correct oversteer through faster corners.

REAR WING

Adjust downforce by changing the angle of the wing between 1 and 20 (default is **18**). A higher setting helps to correct oversteer through corners, while a lower setting helps correct understeer through faster corners.

SUSPENSION

FRONT

Adjust **RIDE HEIGHT**, **HIGH BUMP STOP**, **LOW BUMP STOP**, **SPRING RATE**, and **ANTI-ROLL BAR** for the front suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

REAR

Adjust **RIDE HEIGHT**, **HIGH BUMP STOP**, **LOW BUMP STOP**, **SPRING RATE**, and **ANTI-ROLL BAR** for the rear suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

BRAKES

BRAKE BIAS

Set the braking distribution between the front (0%) and rear (100%) of the car. The default is **55**. A setting weighted to the rear helps to compensate for understeer during braking, while a setting weighted to the front helps to compensate for oversteer when braking.

BRAKE STRENGTH

Set the strength of your brakes between 20% and 100% (the default is **60**).

GEARBOX

Select the Gear Ratio for your car. Choose between **SHORT RATIOS**, **MEDIUM RATIOS**, and **LONG RATIOS** or set your own individual settings by selecting **SET CUSTOM RATIOS**. A shorter setting provides better acceleration but a lower top speed, while a long setting gives a higher top speed but lower acceleration.

RESET TO DEFAULTS

Cancel all your changes and return to the car's default settings.

PLAYER REVIEW

Select this option from the Single Player menu to view your Statistics (including Race and Championship Performances to date and Player Details) and trophies won in all of the Single Player Grand Prix modes.

- Press the **Y** Button while at the Player Review screen to view your current Driver Rating and the total number of trophies you have won to date.



MULTIPLAYER MODES

Select MULTIPLAYER from the Main menu to take other players on in Split Screen, Time Challenge, Tag Team, Advantage, or Last Man Standing modes.

- ◆ You must have at least two controllers inserted in order to play all Multiplayer modes except for Time Challenge.
- ◆ When playing in any mode requiring two or more controllers, one must always be inserted into Controller Socket 1 and the others must be inserted sequentially into the other Controller Sockets.



SPLIT SCREEN

Race up to three other players on a single track in Split Screen mode.

- Select the number of opponents (**2 PLAYERS**, **3 PLAYERS**, or **4 PLAYERS**), which Drivers you wish to use, the Circuit you wish to race on and the number of laps you wish to race over to begin.
- ◆ If you are taking part in a 2-player game, you can also choose to race **HEAD TO HEAD** or with a **FULL GRID** (i.e., against 20 other cars).

TIME CHALLENGE

Up to 22 players can take part in a Time Challenge, in which drivers take turns trying to record the fastest lap time on any one of the 17 available circuits. Each player has five minutes to complete a lap.

To set up a Time Challenge race:

- Select **ADD PLAYER 1** in the Select Driver menu. Player 1 then selects a Driver. After each competing player 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 Challenge mode, each player shares the same controller, inserted in any Controller Socket.

TAG TEAM

In Tag Team, two teams of up to four players can take each other on, racing on any circuit, with each player in a team taking turns to complete a lap.

- To race in Tag Team mode, select a Driver to represent Team 1 and the number of players on that team, and repeat this process for Team 2. Then, after choosing a Circuit, select the number of laps you wish to race over.
- ◆ The race begins and Player 1 on each team is instructed to take control of their respective cars. Each remaining player then takes control at the end of every lap until the race has been completed.
- ◆ Tag Team mode requires a minimum of 3 players.

ADVANTAGE

The object of Advantage mode is to win as many individual laps as possible against your opponent. Penalties can be set to give players with less experience a head start.

- To take part in an Advantage race, select a Driver each and a track to race on, set the number of Target Wins (1–5) and the number of seconds Player 1 is to start ahead of Player 2 (2–20) and select **BEGIN RACE**.
- After choosing a Handling Mode, both players should press the **A** Button. The cars roll towards the start line and a timer counts down to the point where both players take control of their cars. The player with the time penalty starts behind their opponent.
- ◆ After the race, the number of Round Wins accrued by each player is shown, along with a breakdown of their performances for each round.

LAST MAN STANDING

Be at your best from the start or kiss this challenge goodbye. In Last Man Standing mode, the car in last place after each lap is removed from the race. This continues until there's only one car left — the winner!

- To start the challenge, select the number of players (**2**, **3**, or **4**), your Drivers and the track you wish to race on.



OPTIONS

Select **OPTIONS** from the Main menu to adjust various game settings.

AUDIO/VISUAL

Adjust audio and visual settings to suit your preferences.

SOUND

MUSIC

Adjust the slider to set the volume level for music in the menu screens.

EFFECTS

Adjust the slider to set the volume level for special effects within the game.

COMMENTARY

Adjust the slider to set the volume level for in-game commentary.

MODE

Set the game's sound to either **MONO** or **STEREO**.

DISPLAY ADJUST

Display a visual guide for fine-tuning the brightness, contrast, and color settings on your television. Follow the instructions on-screen and press the **B** Button to return to the Audio/Visual screen.

DISPLAY OPTIONS

SCREEN DISPLAYS

Press the **+**Control Pad **LEFT/RIGHT** to set on-screen displays to **ON/OFF** (> *Screen Displays* on p. 10).

TV PANELS

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

SCREEN FORMAT

Press the **+**Control Pad **LEFT/RIGHT** to toggle the aspect ratio for your television. Set to **WIDE** for an improved image on widescreen televisions. Default is **NORMAL**.

CIRCUIT MAP

Toggle **ON** to display a full map of the circuit on-screen. **Partial** displays only the relevant section of the track.

SPEED DISPLAY

Choose to display speeds in **MPH** or **KPH**.

CONTROLLER OPTIONS

Select **CONTROLLER OPTIONS** from the Options screen to change controller configuration to one of three available presets.

To choose a controller configuration:

1. If two or more controllers are connected, press the **+**Control Pad **UP/DOWN** to select the player whose controller you wish to configure, then press the **A** Button.
2. Press the **+**Control Pad **LEFT/RIGHT** to select your preferred controller configuration.
3. Press the **+**Control Pad **DOWN** and then **LEFT/RIGHT** to turn Vibration **ON** or **OFF**.
4. Press the **+**Control Pad **DOWN** to highlight **DONE** and press the **A** Button to confirm your changes.

LOAD/SAVE

ENABLE or **DISABLE** the game's AutoSave feature (> *Saving and Loading* p. 30), load a saved game or select **CANCEL** to return to the Options screen.

CHANGE LANGUAGE

> Change the language of in-game text and commentary. Press the **+**Control Pad **UP/DOWN** to highlight your preferred language and press the **A** Button to select it and return to the Options screen.



SAVING AND LOADING

F1 2002 includes an AutoSave feature that saves all of your Game Settings as well as your progress in Full Championship, Custom Championship, Domination, Teammate Challenge and Challenge modes.

If you start the game without a previously saved game on your NINTENDO GAMECUBE™ MEMORY CARD, the AutoSave screen offers you the following options:

- ◆ **YES, ENABLE AUTOSAVE:** The game saves all of your settings and options changes and all of your progress through all Single Player game modes. You must have 5 free blocks for AutoSave.
- ◆ **NO, DISABLE AUTOSAVE:** None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving your progress or changes.

To load a game:

1. From the Options screen, choose LOAD/SAVE. The AutoSave screen appears.
2. Choose YES, ENABLE AUTOSAVE. If an existing *F1 2002* saved file is detected on your Memory Card, the Warning screen appears.
3. Choose LOAD FILE. Your saved file is automatically loaded.



NOTE: Never insert or remove a Memory Card when loading or saving files.

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MUSIC CREDITS

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"Sunstroke" performed by Chicane. Composed by Nick Bracegirdle & Leo Elstob. By kind permission of Warner/Chappell Music Ltd. Recording courtesy of Edel UK Records, Ltd. and Modena Records, Ltd.

"The Drive Home" and "Sunstroke" are from the album Far from the Maddening Crowds (www.chicanemusic.com).

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