

## **Warning: To Owners of Projection Televisions**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **Epilepsy Warning**

**Please read before using this game or allowing your children to use it.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

## **Precautions to Take During Use**

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

# Introduction

Welcome to the world of F1 Manager. Formula One has become the most watched sport on the planet. Its mix of cutting-edge technology, strategies, tactics and sheer thrills is impossible to beat. The question is, could you run a famous team, steering your drivers to victory and yourself to the Formula One hall of fame?

F1 Manager gives you the chance to find out. The road is not an easy one - the pressure, the decisions and the expectations are huge. But the rewards are even bigger. And with an all-new intuitive interface to guide you, now is the time to go for it. It takes a certain sort of person to drive a Formula One car. It takes someone even more special to drive an entire Formula One team.

## Contents

Starting the Game .....	3	Constructors Championship .....	18
Main Menu .....	3	Managers Championship .....	18
Team Select Screen .....	3	Finances .....	19
News .....	4	Options .....	19
Headquarters Overview .....	4	General Options .....	19
In-game Screens .....	5	TV Options .....	20
EA Mail .....	5	Display Options .....	20
Personnel .....	6	Racing And Testing Overview .....	22
Personnel Summary .....	6	The Pit Wall .....	22
Individual Personnel Screens .....	7	Pit Wall Driver information .....	23
Suppliers .....	9	Pit Wall menu bar options .....	24
Suppliers Summary .....	9	Car Setup .....	24
Individual Suppliers Screens .....	9	Assembly .....	25
Design .....	10	TV Mode .....	25
Design Summary .....	10	Official Timing .....	26
Individual Design screens .....	11	Fastest Laps .....	26
Manufacturing .....	12	All Driver Laps .....	26
Manufacturing Summary .....	12	Session Status .....	26
Individual Manufacturing screens .....	13	Fastest Pitstops .....	26
Assembly .....	14	Setting your Race Strategy .....	26
Assembly Summary .....	14	Strategy .....	27
Commercial .....	15	Saving & Loading .....	27
Commercial Summary .....	16	Hotkeys .....	27
Licensing .....	16	Credits .....	28
Sponsors .....	17	Notice .....	31
Season .....	17	Limited Warranty .....	31
Event Schedule .....	17	Returns After Warranty .....	31
Drivers Championship .....	18		

# Starting the Game

## Main Menu



Once the game is installed and loaded, the Main Menu appears. You may start a new game by clicking NEW GAME or load a previously saved game by clicking LOAD GAME (you need to have played before and saved an earlier game. See the *Saving & Loading* section on p.27 for more details). You can also quit F1 Manager by clicking EXIT TO WINDOWS®.

## Team Select Screen

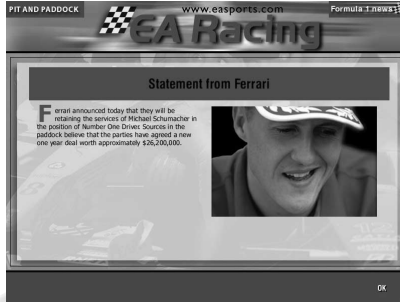


Having selected NEW GAME you are taken to the Team Select Screen. As Team Manager, be sure to check that your name is displayed correctly. If you want to change your name, click on the red text and type in your name as desired.

At the top of the screen is the currently selected team. Click on the left and right arrows to either side of the team logo to scroll through the list of teams in the game. Note that, below your name, information is displayed on the currently selected team. This includes a summary of the team's starting balance, its key personnel and suppliers.

- When you're happy with your team selection, click CONTINUE in the bottom right hand corner of the screen to proceed.

# News



Throughout your career, the latest news and rumours about the world of Formula One can be read in EA Racing.

- Click on any of the headlines that interest you, and click OK at the bottom of the screen when you've finished reading.
- Once you have finished reading EA Racing, click CONTINUE at the bottom of the screen.

## Headquarters Overview

- Access EA Mail
- Personnel
- Suppliers
- Design
- Manufacturing
- Assembly
- Commercial
- Season
- Options



As Team Manager, you'll spend a lot of time at the Team Headquarters. By clicking on the primary icons (which run across the top of the screen) you can access all of the information you need to make strategic decisions and plan the future. Whilst the Primary icons are used to access the key areas of your business, secondary icons (which run vertically down the left hand side of the screen) are used to filter and categorise information for each of the key areas. Note that, when selected, each primary icon reveals a different set of secondary icons.

If you leave the cursor positioned over any of the Primary or Secondary icons, a Tool Tip appears, providing you with a brief summary of that icon's function.

Whilst you are at Headquarters, time is effectively frozen and you may take as long as you wish to make decisions and plan your strategy. Once you have finished making your Managerial calls for the turn, you must advance the game time to see the results of your decisions. To proceed to the next turn, click the EA Mail primary icon and then select CONTINUE from the bottom of the screen.

The bottom of the main EA Mail screen also gives you the following options: MAIN MENU, SAVE GAME and LOAD GAME.

**MAIN MENU:** Select this option to return to the Main Menu (see p.3).

**SAVE GAME:** Select this option to access the SAVE GAME screen, where you can save up to 10 different games (see the *Saving and Loading* section on p.27).

**LOAD GAME:** Select this option to access the LOAD GAME screen, where you can load any of your previously saved games (see the *Saving & Loading* section on p.27).

## **In-game Screens**



### **EA Mail**

EA Mail enables you to communicate with everyone who works in the world of Formula One and vice versa. Selecting the primary EA Mail icon reveals the following secondary icons:



#### **UNREAD EA MAIL:**

Select this icon to display only EA Mails that you haven't yet opened.



#### **ALL EA MAIL:**

Select this icon to display all email, regardless of subject. Items you have read appear in italics.



#### **PERSONNEL EA MAIL:**

Select this icon to display only EA Mails relating solely to your team's personnel.



#### **SUPPLIERS EA MAIL:**

Select this icon to display only EA Mails relating solely to your suppliers.



#### **DESIGN EA MAIL:**

Select this icon to display only EA Mails relating solely to your teams Design activities.



### MANUFACTURING & ASSEMBLY EA MAIL:

Select this icon to display only EA Mails relating solely to your team's manufacturing and assembly activities.



### COMMERCIAL EA MAIL:

Select this icon to display only EA Mails relating solely to your team's commercial activities, including sponsorship and merchandising.



### SEASON EA MAIL:

Select this icon to display only EA Mails relating solely to your objectives and race results.

To read a mail, simply move the cursor over the mail that you wish to read (the mail becomes highlighted in yellow) and then click on it. If a mail requires a response, various response options are displayed at the bottom of the screen.



## **Personnel**

The Personnel section of F1 Manager enables you to review your key personnel and instigate negotiations with a view to building your very own Formula One dream team. Select the primary Personnel icon to reveal the following secondary icons:



## **Personnel Summary**

The Personnel Summary screen displays a list of the key personnel that have contracts for the current and/or following season. The list of positions in the centre of the screen corresponds with the secondary icons, so you can click on either to access the relevant Personnel member's screen:



### CHIEF DESIGNER



### TECHNICAL DIRECTOR



COMMERCIAL MANAGER



NUMBER ONE DRIVER



NUMBER TWO DRIVER



TEST DRIVER

## **Individual Personnel Screens**

Each individual Personnel member's screen includes the following information:

- Job Title
- Name
- Nationality
- Age
- Annual Salary
- Bonus Type
- Bonus Amount
- Support Staff (Chief Designer, Technical Director and Commercial Manager only - see p.6)
- Specialist Skills & Overall Rating

## **Hiring and Firing**

In F1 Manager, your career begins at the start of 1999 with all Personnel contracted to your team for that year as they were in real life. For the first season, you are obliged to keep on your key personnel but you can start scouting for new hires for the following (2000) season.

**To approach and negotiate with Personnel for the following season:**

1. From the Personnel Summary screen, select the name or secondary icon corresponding to the position you wish to fill.
2. Click one of the arrows on either side of the Job Title field to toggle from THIS YEAR to NEXT YEAR. All of the Personnel information fields become blank (indicating that no-one has a contract for the selected position next Season).
3. At the bottom of the screen, an option appears with the words <JOB TITLE> NEGOTIATIONS. If, for example, you're looking to hire a CHIEF DESIGNER, the option reads CHIEF DESIGNER NEGOTIATIONS. Select this option to view a list of available candidates for the role.

4. Click on candidates' names from the list to bring up more detailed information and statistics on them. Select OFFER CONTRACT to approach the selected candidate or RETURN TO LIST if you want to go back and look at other potential hires. If you wish to retain a current Personnel member for the next season, follow the steps listed above, select their name from the list and click on EXTEND CONTRACT (which replaces OFFER CONTRACT but functions identically).
5. Once you have selected OFFER CONTRACT (or EXTEND CONTRACT), an EA Mail is automatically generated, outlining the key terms that you wish to offer. Adjust SALARY, BONUS and BONUS TYPE as you see fit by clicking the arrow buttons to the left and right of each figure and then click SEND to dispatch the mail. Alternatively, select any of the primary or secondary icons to cancel the action.
6. Once you've made an offer, you are automatically returned to the list of personnel. You may now approach other candidates or see, at a glance, the status of any negotiations that you have already instigated.

Having signed a personnel member for the following year, it's possible to terminate the agreement before the start of the season.

#### **To terminate a Personnel contract for the following season:**

1. From the Personnel Summary screen, select the name or secondary icon corresponding to the position you wish to terminate.
2. Click one of the arrows on either side of the Job Title field to toggle from THIS YEAR to NEXT YEAR. If you've successfully approached and signed someone for the job, the candidate's name and details are displayed and the option TERMINATE CONTRACT appears at the bottom of the screen.
3. If you're sure you wish to terminate the contract click TERMINATE CONTRACT. An EA Mail is automatically generated, outlining the amount of severance payment that you must make in order to terminate the contract.
4. Click SEND to dispatch the EA Mail and terminate the contract. Alternatively, click on any of the primary or secondary icons to cancel.

### **Support Staff**

The Personnel screens for your CHIEF DESIGNER, TECHNICAL DIRECTOR and COMMERCIAL MANAGER all feature an additional field for their support staff (Designers, Engineers and Assistants respectively).

In order to allow you more time to focus on major decisions such as the hiring of key personnel, finding suppliers and reviewing Design, Manufacturing and Assembly priorities, these 'Support Staff' can be hired and fired at any time.

#### **To hire or fire Support Staff:**

- Click the arrow buttons either side of the Designers / Engineers / Assistants header fields to increase or lower the number of Support Staff working for the selected Personnel member.

**Note:** All Support Staff are allocated a standard package based on the overall ability of their supervisor (the better your Chief Designer, Technical Director and Commercial Manager, the lower their support staff costs).

**EA Tip:** A move to a winning team is always desirable and so it may be best to approach staff while you are riding high in the Constructors championship. That said, regardless of how well you are doing, you must ensure that you have a complete team in place before the new year starts.



## **Suppliers**

Formula One teams pay big name 'works' manufacturers to supply them with specialist components such as Engines, Electronics and Brakes.

The Suppliers screens enable you to review your key Suppliers and instigate negotiations for the following Season.



## **Suppliers Summary**

The Suppliers Summary screen displays a list of the suppliers that have contracts for the current and/or following season. The list of Suppliers in the centre of the screen corresponds with the secondary icons, so you can click on either to access the relevant Supplier's screen:



ENGINE SUPPLIER



ELECTRONICS SUPPLIER



BRAKES SUPPLIER

## **Individual Suppliers Screens**

Each of these screens provides you with a variety of details regarding the suppliers that have contracts with you for the current and/or following season. As with Personnel, you are obliged to fulfil your contractual obligations to your Suppliers for the current Season, but you can offer contracts for the following (2000) Season.

### **To approach and negotiate with Suppliers for the following season:**

1. From the Suppliers Summary screen, select the secondary icon or name relating to the Suppliers that you wish to review (ENGINE, ELECTRONICS or BRAKES).
2. Click one of the arrows on either side of the <ENGINE / ELECTRONICS / BRAKES> SUPPLIER field to toggle from THIS YEAR to NEXT YEAR. All of the Supplier information fields become blank (indicating that no-one has a Supplier contract for the following Season).
3. At the bottom of the screen, an option appears with the words < ENGINE / ELECTRONICS / BRAKES > SUPPLIER NEGOTIATIONS. Click this to view a list of available Suppliers for the following Season.

4. Click on Suppliers' names from the list to bring up more detailed information and statistics on them. Select OFFER CONTRACT to approach the selected company or RETURN TO LIST if you want to go back and look at other potential Suppliers.  
If you wish to retain your current Supplier for the next season, follow the steps listed above, select their name from the list and click on EXTEND CONTRACT (which replaces OFFER CONTRACT but functions identically).
5. Once you have selected OFFER CONTRACT (or EXTEND CONTRACT), an EA Mail is automatically generated, outlining the key terms that you wish to offer. Click the arrow buttons to adjust the Annual Fee as you see fit and click SEND to dispatch the mail. Alternatively, select any of the primary or secondary icons to cancel the action.
6. Once you've made an offer, you are automatically returned to the list of Suppliers. You may now approach other companies or see, at a glance, the status of any negotiations that you have already instigated.

Having signed a Supplier for the following year, it's possible to terminate the agreement before the start of the season.

#### **To terminate a Supplier contract for the following season:**

1. From the Suppliers Summary screen, select the name or secondary icon corresponding to the component for which you've offered a contract (ENGINE, ELECTRONICS or BRAKES).
2. Click one of the arrows on either side of the <ENGINE / ELECTRONICS / BRAKES> SUPPLIER field to toggle from THIS YEAR to NEXT YEAR. If you've successfully approached and signed a Supplier, the company's name and details are displayed and the option TERMINATE CONTRACT appears at the bottom of the screen.
3. If you're sure you wish to terminate the contract click TERMINATE CONTRACT. An EA Mail is automatically generated, outlining the amount of severance payment that you must make in order to terminate the contract.
4. Click SEND to dispatch the EA mail and terminate the contract. Alternatively, click on any of the primary or secondary icons to cancel.



## **Design**

The Design screens enable you to review Design priorities and allocate Designers according to your chosen Design strategy.



## **Design Summary**

The Design Summary screen displays a list of all components that can be designed. Each component has a unique Part Number, a Progress percentage, an Estimated Finish date and a number of Designers assigned to it. The number of Designers assigned to each component is represented as X/Y, where X equals the number of Designers already assigned and Y is the number of Designers available to be assigned.

For example, the Front Wing Designers figure might read 14/5. This means that 14 Designers are working on the Front Wing, whilst 5 Designers are currently idle and available to be assigned.

The list of components in the centre of the Design Summary screen corresponds with the secondary icons, so you can click on either to access the relevant component's screen:



CHASSIS



FRONT WING



REAR WING



SIDE PODS



SUSPENSION



BARGE BOARDS

## **Individual Design screens**

Each of these screens allows you to view the selected component and, importantly, to allocate the number of Designers working on the project. Each individual component screen displays the following details:

- Component
- Part No.
- Progress
- Est. Finish
- Designers

## To adjust the number of Designers assigned to a component:

1. From the Design Summary screen, select the component that you wish to alter the number of allocated Designers for.
2. Click the arrow to the left of the DESIGNERS field to lower the number of designers working on the component or the right arrow button to raise it. As you adjust the figure, you see the EST. FINISH date change accordingly (the more Designers working, the sooner the estimated finish date).

**Note:** If the right hand number in the DESIGNERS field reads 0 (e.g. 5/0), then you have no additional Designers available to work on the project. In order to allocate more resources, you need to either decrease the number of Designers for other components or hire some additional Designers (see the *Support Staff* section on p.8).

You start the 1999 season with Level One technology for all components and have the entire season to design as many improved components as possible. Whilst all revised components improve the performance of your car, your first priority needs to be the design and manufacture of your chassis. The rules of Formula One stipulate that your new chassis must be completed on or before the 31st of December of the current year in order to race in the following season. Failure to have completed a new chassis for the following season could result in the termination of your contract as Team Manager.



## **Manufacturing**

Having designed the latest and greatest parts, each F1 team must ensure that they have sufficient stock to refit parts, even those that are only slightly worn as a result of the car turning a few laps. The Manufacturing screens enable you to review Manufacturing priorities and allocate Engineers according to your chosen Manufacturing strategy.



## **Manufacturing Summary**

The Manufacturing Summary screen displays a list of all Components that can be manufactured. Each component has a unique Part No., a Progress percentage, Estimated Finish date, number in Stock and number of Engineers assigned to it. The number of Engineers assigned to each component is represented as X/Y, where X equals the number of Engineers already assigned and Y is the number of Engineers available to be assigned.

For example, the Chassis Engineers figure might read 14/5. This means that 14 Engineers are working on the Chassis, whilst 5 Engineers are currently idle and available to be assigned.

The list of components in the centre of the Manufacturing Summary screen corresponds with the secondary icons, so you can click on either to access the relevant component's screen:



CHASSIS



FRONT WING



REAR WING



SIDE PODS



SUSPENSION



BARGE BOARDS

## **Individual Manufacturing screens**

Each of these screens allows you to view the selected component and, importantly, to allocate the number of Engineers working on the project. Each individual component screen displays the following details:

- Component
- Part No.
- Progress
- Est. Finish
- Stock
- Engineers
- Statistics and Overall Rating

### **To adjust the number of Engineers assigned to a component:**

1. From the Manufacturing Summary screen, select the component that you wish to alter the number of allocated Engineers for.
2. Click the arrow to the left of the ENGINEERS field to lower the number of engineers working on the component or the right arrow button to raise it. As you adjust the figure, you see the EST. FINISH date change accordingly (the more Engineers working, the sooner the estimated finish date).

**Note:** If the right hand number in the ENGINEERS field reads 0 (e.g. 5/0), then you have no additional Engineers available to work on the project. In order to allocate more resources, you need to either decrease the number of Engineers for other components or hire some additional Engineers (see the *Support Staff* section on p.8).

## Part Numbers

The Part Numbers for each Component are used to indicate which is the latest design. For example, FSP1999-1 is a Ferrari Side Pod and the first one to be designed in 1999. FSP1999-2 is therefore a newer and improved version. Looking at the Overall Ratings for each component will tell you which is best at a glance. You begin the season with ten of every level one component.

- Once you have more than one type of component available, click the arrow buttons on either side of the PART NO. field to toggle through the available types.



### **Assembly**

From the Assembly screens, you can replace worn components on your cars or fit newly designed and manufactured parts.



### **Assembly Summary**

Up to six cars can be assembled at any one time. The Assembly Summary screen provides you with a quick overview of each of your six cars. Each car has an Average Part Rating (the higher the better) and an Average Part Wear figure (expressed as a percentage - the higher the percentage, the worse the wear). The list of cars in the centre of the Assembly Summary screen corresponds with the secondary icons, so you can click on either to access the relevant car's screen:



CAR 1 ASSEMBLY



CAR 2 ASSEMBLY



CAR 3 ASSEMBLY



CAR 4 ASSEMBLY



CAR 5 ASSEMBLY



CAR 6 ASSEMBLY

## **Individual Assembly screens**

These screens provide you with a higher level of detail regarding the assembly of the selected car, including the parts currently fitted. They also allow you to refit worn or outdated components with new ones.

All of the Components that make up that car are listed, together with their Part Numbers, their Overall Ratings and their Wear percentages. At the bottom of the screen are two options: REFIT WITH BEST PARTS and REFIT SAME PARTS.

- Click REFIT WITH BEST PARTS to automatically fit the newest, most up-to-date and least-worn parts to the car. This covers every Component, providing you have parts worth fitting. If components on the car are not worn, and if you don't have better models with which to replace them, they're left as they are.

**Note:** This option is unavailable when cars are already fitted with the best parts available and those parts all have no wear.

- Click REFIT SAME PARTS to replace all components with the same type of parts as are currently fitted. This leaves the newest (and best) parts in stock.

**Note:** This option is unavailable if you do not have the same parts in stock or if none of the car's parts are worn.

## **Re-fitting Individual Components**

Rather than having whole cars re-fitted, you can opt to replace individual components on any one of your six cars.

1. From the Assembly Summary screen, select the car that you wish to re-fit with an individual component(s). Remember to check the Overall Rating and Wear for the car's components.
2. Click on the name of the component that you wish to replace. If more than one type of replacement part is available, click the arrows on either side of the PART NO. field to toggle through the available component types. Check the STOCK field to see how many of each component type are available.
3. When you're happy with the selected component, click FIT PART.



## **Commercial**

Formula One is a vastly expensive sport in which to participate and, whichever team you control, you will need to earn income from Commercial ventures to fund your season. The Commercial screens allow you to assign Assistants to Sponsors, in order to provide hospitality and to maintain that sponsor's interest in the team. You can also review Licensing arrangements and approach potential new Sponsors.



## Commercial Summary

The Commercial Summary screen provides details on all of the team's current Sponsors. These include the Sponsor's name, value of their Sponsorship, the number of Remaining races that the deal is valid for, the Interest each Sponsor has in your team (displayed as a percentage - the higher the better) and the number of Commercial Assistants assigned to that specific client account. At the bottom of the screen, a summary of the income that you've gained from Sponsorship and Licensing deals is displayed.

**Note:** Income from Sponsorship and Licensing doesn't reach your account until the week after each race.

Click on any individual Sponsor name in the list to view the following information:

- Company (name)
- Managing Director
- Headquarters
- Specialist Area
- Current Team
- Contract Value
- Value Per Race
- Races (the total number of races that the deal is valid for)
- Races Remaining (the number of remaining races that the deal is valid for)
- Assistants
- Overall Rating (this assesses how beneficial the sponsorship deal is to your team (the higher the number, the better))

**To adjust the number of Assistants assigned to a client's account:**

1. From the Commercial Summary screen, check the Sponsor's Interest rating. This is displayed as a percentage - the higher the percentage, the happier the Sponsor. If a Sponsor's interest is waning you should increase their number of Assistants as a matter of urgency.
2. Click on the name of the Sponsor that you wish to raise or lower Assistants allocation for.
3. Click the arrow to the left of the ASSISTANTS field to lower the number of Assistants assigned to the Sponsor or the right arrow button to raise it.



## Licensing

- Select the Licensing icon from the Commercial Summary screen to view details of any of your current officially licensed product deals.

As well as raising money through Sponsorship, you can also generate income by selling the rights for your team's logo to be emblazoned on officially licensed merchandise. Throughout your career, many companies will approach you with regards to obtaining a license to produce official goods, but some offers will be better than others. The Licensing screen simply

provides you with a list of the various types of official merchandise that can be produced and details of any deals that you have agreed to date.



## **Sponsors**

- Select the Sponsors icon from the Commercial Summary screen to source potential new sponsors for your team.

The Sponsors screen provides you with a list of companies that have an interest in sponsoring a Formula One team. At the start of the game, these companies are contracted to teams as they were at the beginning of the 1999 season. Click on any of the company names to view:

- Company (name)
- Managing Director
- Headquarters
- Specialist Area
- Current Team
- Overall Rating

In addition to this information, the bottom of each individual Sponsor's screen features two options: OFFER CONTRACT and RETURN TO LIST.

- Select OFFER CONTRACT to invite the selected company to sponsor your team. An EA Mail is automatically generated, outlining your proposal. Click SEND to make the offer or click any of the primary or secondary icons to cancel.
- Select RETURN TO LIST to return to the Sponsors screen, where you can view other potential new sponsors.



## **Season**

From the Season screens, you can view a plethora of information about the racing season and review the performance of your team to date. As well as providing information about forthcoming events, the Season screens provide information on how your drivers, your cars and even yourself are matching up to the other teams. You can also get an up-to-the-minute financial report.



## **Event Schedule**

The Event Schedule screen displays a list of every Test Day and Race Weekend that makes up the Formula One calendar.

- Select an event from the list to view track details and a circuit diagram for that event.

## **Test Days**

While your team automatically participates in each Race Weekend event for the Season, you need to register in order to attend any of the Test Days. When you select a Test Day event from the Event Schedule screen, the cost of participation is displayed. If you wish to attend the selected event, check that you're happy with the cost and click the arrow buttons on either side of the ATTEND field to toggle from **NO** to YES.



### **Drivers Championship**

The Drivers Championship screen provides you with an up to date summary of the FIA Formula One World Drivers Championship.

Drivers who finish a race in the top six positions gain Championship points. 10 points are awarded for finishing first, 6 points for finishing second, 4 points for third, 3 points for fourth, 2 points for fifth and 1 point for sixth.



### **Constructors Championship**

The Constructors Championship screen provides you with an up to date summary of the FIA Formula One World Constructors Championship.

The first six cars to finish a race are awarded points in exactly the same way as the drivers (see above). However, whereas an individual driver can score no more than 10 points in any race, it's possible for a team to collect 16 points if their cars finish first and second.



### **Managers Championship**

The Managers Championship screen provides you with an up to date summary of the F1 Managers Championship.

Calculated against your objectives using a series of statistics from every aspect of the game, the Manager Ratings are much more than a simple indication of success on the track. Everything from Design through to whether or not your Drivers achieve the fastest laps is factored into this rating and, whilst it is not an officially sanctioned FIA rating, it's a pretty good gauge as to your overall effectiveness in the role of Team Manager.



## Finances

The Finances screen provides you with a financial summary for the year to date. Figures for both revenue and costs are displayed, alongside your total Profit / Loss for the year to date.

- Click the arrow buttons on either side of the SEASON field to toggle between this year's income / expenditure (to date) and next year's figures (projected based on current performance).

**Note:** Prize Money is awarded by the FIA to any team whose drivers finish in the first six positions of any given race.



## Options

Click the OPTIONS icon to set General, TV and Display Options according to your personal preferences.



## General Options

This screen is divided into two sections; General Options and Sound Options.

### General Options

**TIME ADVANCE:** This adjusts the length that time is advanced when you select CONTINUE from the EA Mail screen. Click the arrows to toggle Time Advance between ONE DAY, ONE WEEK or the **NEXT EMAIL** you receive.

**AUTO-SAVE:** Click the arrows to toggle Auto-save **ON/OFF**. When enabled, Auto-Save will save your progress on every game Monday, before each race and before the end of the season.

**NEWS:** Click the arrows to toggle EA Racing news **ON/OFF**. When this option is disabled, you no longer receive your regular updates of EA Racing.

### Sound Options

**MUSIC VOLUME:** Click the arrows or click and drag the slider button to increase/decrease the volume of in-game music.

**SFX VOLUME:** Click the arrows or click and drag the slider button to increase/decrease the volume of in-game sound effects (such as engine noise).

**SPEECH VOLUME:** Click the arrows or click and drag the slider button to adjust the volume of in-game speech content (e.g. the commentary played whilst watching the race on TV).

- Click the TEST button next to any of the Sound options above in order to test the volume level you have set.



## **TV Options**

Select the TV icon from the General Options screen to customise the televised action to suit your personal preferences.

- To adjust the Weight or Emphasis of any option, simply click the arrows or drag the slider to adjust the option as desired.

### **Weight**

**RANDOM:** Increase or decrease the probability of the TV cameras following drivers selected on a purely random basis.

**CAR GROUP:** Increase or decrease the probability of the TV cameras following drivers that are grouped together.

**FIRST LAP:** Increase or decrease the probability of the TV cameras following drivers that are currently on their first lap.

**FASTEST LAP:** Increase or decrease the probability of the TV cameras following drivers that are on their fastest lap.

**OVERTAKING:** Increase or decrease the probability of the TV cameras following drivers that are overtaking (or about to overtake).

**CRASHES:** Increase or decrease the probability of the TV cameras following drivers as they crash.

**PITSTOPS:** Increase or decrease the probability of the TV cameras following drivers as they make pitstops.

### **Emphasis**

**RACE POSITION:** Increase this option to have the TV camera emphasise the performance of the race leader.

**DRIVER RANKING:** Increase this option to have the TV camera emphasise the performance of the driver currently leading the Drivers Championship.

**TEAM RANKING:** Increase this option to have the TV camera emphasise the performance of the drivers in the team currently leading the Constructors Championship.

**PLAYER CAR.** Increase this option to have the TV camera emphasise the performance of your own drivers.



## **Display Options**

While the graphics in F1 Manager are extremely advanced, provision is made for you to adjust various Display Options in order to customise the race according to your specific needs and hardware.

There are two ways of adjusting your Display options; Quick Setup, in which you toggle a single option to change a whole range of settings and Custom Setup, in which you can individually alter the 3D viewing settings to suit your preference.

## **Quick Setup**

GRAPHICS QUALITY: Click the arrows to select one of the following settings; LOW, MEDIUM, HIGH or MAXIMUM.

## **Custom Setup**

REFLECTIONS: Click the arrows to toggle car and environment reflections ON/OFF.

ENVIRONMENT: Click the arrows to toggle the display of the trackside environment ON/OFF.

SHADOWS: Click the arrows to toggle in-game shadow effects ON/OFF.

DISTANCE CLIPPING: This option controls the amount of car and track detail displayed in the distance, away from the camera. Click the arrows to select one of the following settings; LOW, MEDIUM, HIGH or MAXIMUM.

LOWEST LEVEL OF DETAIL: Click the arrows to set the lowest level of detail to LOW, MEDIUM, HIGH or MAXIMUM.

HIGHEST LEVEL OF DETAIL: Click the arrows to set the highest level of detail to LOW, MEDIUM, HIGH or MAXIMUM.

MULTIPLE CAR LEVEL OF DETAIL: Click and drag the slider or click on the arrows to adjust the amount of car detail shown when there are multiple cars on-screen at one time.

**Note:** Reducing the levels of detail settings and switching OFF graphical features such as Reflections, Environment and Shadows increases the frame rate, allowing your PC to run the game faster and smoother. However, the graphics are generally more visually impressive when details and other graphics options are switched ON or set to high levels. Experiment with the various Custom Setup options to get the balance between graphics and performance right for your PC.

# Racing And Testing Overview

- When your next turn involves a race event, the CONTINUE button at the bottom of the Unread EA Mail screen reads TO RACE. Select this option to proceed to the event.

When you and your team arrive at a track, your work as Team Manager steps up a gear. You must now work with your team and make the right tactical decisions to give your drivers the best chance of success over the competition.



## Race Weekend Schedule

A Race Weekend consists of Free Practice, Qualifying and Race sessions.

FREE PRACTICE lasts for 45 minutes and is generally used by the teams to establish a good car setup for the more important Qualifying session that follows it.

QUALIFYING lasts for one hour but each of your drivers is limited to a maximum of twelve laps within that time. Note that the out-lap, when your car joins the circuit from the pits, and the in-lap, when it enters the pits towards the end of a lap, are counted as part of the 12 allotted Qualifying laps. This essentially reduces the number of flying laps available to 10 and that assumes that you carry out all of your laps in one run, which would mean carrying a high fuel load for 50% of your potentially fastest laps. As the cars handle better on lighter fuel loads, it is common place to see drivers execute 4 qualifying runs, comprising an out lap, flying lap and an in lap. This reduces the potential number of fast laps to 4 but provides the driver with the lightest and best handling car for every one of those laps.

THE RACE lasts for the number of laps stipulated by the FIA.



## The Pit Wall

The view from the Pit Wall consists primarily of two monitors and a data display. The left monitor displays an overhead strategic view of the action whilst the right hand monitor displays an up close tactical view from the selected camera.



The secondary icons on the Pit Wall screen allow you to select which of your Drivers you wish to view information for.



## **Pit Wall Driver information**

Below the monitors, the selected Driver's name, racing number and status are displayed, alongside the following information:

LAP – Indicates the current lap number of the selected driver.

**Note:** The out-lap, when your car joins the circuit from the pits, and the in-lap, when it enters the pits towards the end of a lap, are counted as part of the total laps.

FUEL – Indicates the selected driver's current fuel load (in litres).

AVG. L/LAP – Indicates the approximate rate of fuel expenditure (per lap) for the current circuit.

ADD – Indicates the amount of fuel to be added at the next pitstop. Click the arrow buttons to increase/decrease the amount of fuel to be added.

AVG. WEAR – Indicates the average wear of the components fitted to the selected driver's car (the higher the percentage, the worse the wear).

TYRE WEAR – Indicates the average wear of the tyres fitted to the selected driver's car (the higher the percentage, the worse the wear).

ORDER – The current driver orders for the selected driver. Click the arrow buttons to toggle between the following orders:

- **Ease Off** - Select this order to instruct your driver to let other drivers pass and complete laps at a slower than racing speed.
- **Hold Position** – Select this order to instruct your driver to attempt to match the speed of a slower car in front of them and continue racing at that speed.
- **Push** – Select this order to instruct your driver to drive at their normal racing speed and push to overtake any slower drivers they may encounter.
- **Risk Everything** – Select this order to instruct your driver to push the limits lap on lap in a bid to turn the fastest lap possible. Whilst drivers often drive at this pace for hot qualifying laps, you should be aware that there are very few F1 drivers that can drive consistent laps at this pace during a race. By risking everything for long periods of time, there is very real danger that your drivers will make mistakes and be forced to retire.

CAMERA – This indicates the currently selected camera for the monitor on the right of the Pit Wall screen. Click the arrow buttons to toggle between the following camera positions:

- **Start/Finish:** A fixed camera continually focused on the Start/Finish line, regardless of whether or not there are cars in view.
- **Trackside:** A moving camera view that switches from one trackside camera to another in order to track the selected car around the circuit.

- **Onboard:** A mounted, fixed camera showing the action from the driver's perspective of the selected car.
- **Reverse Chase:** A camera that follows the selected driver around the circuit, showing the action from a fixed point ahead of the car.
- **Chase:** A camera that follows the selected driver around the circuit, showing the action from a fixed point to the rear of the car.
- **Helicopter:** A moving camera attached to a helicopter, which follows your selected car at a low altitude.
- **Tracking:** A series of camera views, all focussing on the selected driver.

## **Pit Wall menu bar options**

At the base of the Pit Wall screen are four additional options: MAIN MENU, PAUSE, ACCELERATED TIME and GO.

**MAIN MENU:** Select this option to quit the current race and return to the Main Menu (confirm your choice at the prompt).

**PAUSE:** Select this option to Pause the current race, allowing you to take time out to review your Car Setup or swap components at the Assembly screen. When you're ready to continue with the race, select RESUME.

**ACCELERATED TIME:** Select this option to increase the game speed tenfold. When ACCELERATED TIME is selected, you are automatically switched to the Official Timing view (see p.26). If you then wish to make adjustments to your strategy, setup or orders, select the Pit Wall icon. This will automatically cancel accelerated time and return you to the Pit Wall.

**GO:** At the start of Practice and Qualifying sessions, you begin with both cars in the Pits. Select GO to send the selected driver out onto the track. You may then select PIT IN to return the selected driver to the Pits at the earliest opportunity. Once PIT IN is selected, you can select STAY OUT to have the driver disregard the last order to pit.



## **Car Setup**

During Practice and Qualifying sessions, once any driver has completed at least one flying lap (i.e. 3 laps total) of the circuit, he is able to provide feedback regarding several aspects of the car's performance. He may also suggest where weaknesses lie with regards to the current Car Setup. Each circuit places different demands on the car, and setting up the various adjustable elements on a car to maximise its performance is essential in order to get the most from your drivers.

- Ensure that your selected driver has completed a minimum of three laps and then click on the Car Setup icon to access the Car Setup screen. This screen enables you to review feedback for any of your assembled cars that have completed a minimum of three laps on the track.
- Feedback from the relevant driver is displayed at the top of the screen with the Technical Director's interpretation of the driver's feedback displayed below.

Below the feedback from your Driver and Technical Director are 5 options for adjusting your Car Setup:

**FRONT WING:** The higher the number, the greater the angle of the wing, which increases the amount of downforce produced. Increasing the front wing can help to alleviate understeer problems but too high a setting will cause the car to become unbalanced and wear the front tyres out too quickly.

**REAR WING:** The higher the number, the greater the angle of the wing, which increases amount of downforce produced. Increasing the rear wing can help to alleviate oversteer problems but too high a setting will cause the car to become unbalanced and suffer from a reduction in straight line speed.

**GEAR PRIORITY:** The higher the setting, the longer the gear ratios.

**SUSPENSION STIFFNESS:** The higher the number, the stiffer the suspension.

**BRAKE BALANCE R:F:** The better the brake balance, the better your drivers' ability to brake efficiently. If the brake balance is incorrect for any given circuit and driver, you may notice that driver lock wheels when braking hard. This in turn leads to increased braking distances and excessive tyre wear.

**EA Tip:** Finding the best car setup is an iterative process of sending your drivers out on the track, reviewing their feedback, adjusting the car setup and then repeating the whole process until definite improvements are found. Use your time during Test Days and Free Practice sessions to get the right setup nailed for each circuit.



## **Assembly**

Whenever a car belonging to your team is out on the track or stationary for a routine (i.e. scheduled) pitstop, you may not modify or alter it in any way (apart from to add fuel and change the tyres during a pitstop). However, if you have selected PIT IN from the Pit Wall during Free Practice or Qualifying and a car is in the garage, you may click the Assembly icon to replace one or more Components (see the Assembly section on p.14).

**Note:** When accessed from a race track, the Assembly screens contain an additional option that allows you to change driver for the selected car.



## **TV Mode**

Click this icon when everything is going smoothly and you want to watch the current session as it is being shown on Television.

TV style commentary about the session is provided, as well as regular updates with regards to Positions, Fastest Laps, Gaps and Split Times between cars.

**Note:** In order to carry out any orders or actions, you must be watching the action from the Pit Wall as opposed to TV.



## **Official Timing**

The Official Timing section of F1 Manager enables you to review data logged by the FIA for the current session.



## **Fastest Laps**

Select this icon to display a table with columns for Position (POS.), Driver, Team, Fastest (the fastest lap achieved by the driver) and Lap (the lap on which the fastest lap displayed was posted on).



## **All Driver Laps**

Select this icon to display a list of all lap times achieved by the driver currently selected at the top of the screen. Click the arrow buttons to cycle through the different drivers and compare their lap times.



## **Session Status**

Select this icon to display a table with columns for Position (POS), Driver, Team, Laps (the number of laps completed by each driver) and Time (the total time is displayed for the race leader whilst the gap to the race leader is displayed for every other driver).

**Note:** The Session Status icon is only available during Race sessions.



## **Fastest Pitstops**

Select this icon to display a table listing the fastest pitstops that have been made during the race so far.

**Note:** The Fastest Pitstops icon is only available during Race sessions.

## **Setting your Race Strategy**

Once the Qualifying session has ended, the final grid order is automatically displayed via the Official Timing, Fastest Laps display.

At the bottom of the screen the word STRATEGY is displayed. Select this to proceed to the Race Strategy screen. Here, guided by the advice of your Technical Director, you must decide on an initial race strategy.

Click on ONE STOP, TWO STOP or THREE STOP to select how many pitstops you wish the selected driver to make during the Race (your Technical Director's recommendation appears highlighted in green). Next, click the arrow buttons to select the amount of fuel that you wish the selected driver to start with, and how much you wish to add during each pitstop. Finally, check and confirm the lap numbers on which you wish the selected driver to make their pitstops.

**Note:** You should not order your drivers to pit on the same lap. There is no space for both cars to pit and refuel simultaneously. If you are running the same strategy for both drivers, space the pitstops at least a lap apart to enable your crews to deal with both.

Remember that pitstops are not just for taking on fuel. Tyres are routinely changed during stops, even if the old tyres are not particularly worn. Also, bear in mind that, although having fewer pitstops means that your drivers don't waste as much time slowing, pitting in and accelerating again, the burden of extra fuel combined with the extra tyre wear can render any advantage gained by taking less pitstops negligible.

When you are happy with the number of pitstops each of your drivers is making, the lap numbers for which these stops are scheduled, the amount of fuel each driver is starting with, and the amount to be added at each pitstop, click CONTINUE to proceed to the Race.



## **Strategy**

Once the race is underway, you can access the Strategy screen by selecting the Strategy icon from the Pit Wall.

## **Saving & Loading**

Due to the depth and complexity of F1 Manager, you will often wish to save your position and resume your current game at a later date.

### **To save a game:**

1. Click the primary EA Mail icon and select SAVE GAME
2. Click on an empty slot and type in a name for your game (or select a previously saved game from the list that you wish to overwrite).
3. Press RETURN (or click on CANCEL to abort the save).

### **To load a game:**

1. From the Main Menu or EA Mail screen, select LOAD GAME.
2. A list of available saved games appears. Click on the name of the game that you wish to load.
  - To load the game from the last Auto-save (see the General Options section on p.19), click on AUTOSAVE.

## **Hotkeys**

F12 – Press this key at any time when viewing the race action from the Pit Wall or watching in TV mode to view the action in full screen 3D. Press the key a second time to return to the normal view.

SPACE BAR – Press and hold the SPACEBAR during any session in order to view the action in real time but at an increased speed. Release the SPACEBAR to return to normal viewing speed.

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