Driver's Reference Guide
FERRARI FORMULA ONE™

To Start Ferrari Formula One

1. Remove all unused peripherals from your computer (for example, a second disk drive, printer, cartridge, etc.).
2. Plug your joystick into Port 2.
3. Switch on your computer and disk drive. (Commodore 128 owners, start your computer in C64 mode.)
4. [Optional Step] If you want to be able to save your season standings (explained later in this reference guide), you will need a formatted, blank disk to use as a save disk. Now would be a good time to format a disk if you don't have one handy. (See the Saving/Loading section in this reference guide for instructions on formatting disks if you are not familiar with the procedure.)
5. Insert the Ferrari Formula One disk into your drive with Side 1 up.
6. Type **LOAD "*",8,1** and press **Return**.

Going for a Lap

To begin racing quickly, let the *Ferrari Formula One* theme finish and the demo begin. The game will go briefly to the Race Control panel and then to the paddock area of Rio, where the demo starts. You are now asked to flip the disk to side 2. Once you have flipped the disk over, select the green **Accept** button by moving the pointer over the green rectangle and pressing the fire button. You will now go to the cockpit view of the cars lined up on the grid (similar to Figure A), ready to start the race. When this screen appears, press any key to end the demo and take the wheel of the Ferrari under your control. Race information such as the current flag, lap and lap time appears in the upper right-hand corner of the screen. You may want to watch a lap or two of the demo first, because once you press a key, you will have only a moment before you take control of the car.

If you let the demo run through to the end, you'll be asked to flip the disk and then the race results screen appears. You can then continue the season if you want to. Read *"Race Control"* later in this guide for more information about continuing a season and using this control panel.

≡◣◚ If you take control of the car in the demo race (Rio), you can exit the race any time by entering the pits (either drive into the pit area or press **K** on the keyboard). Once in the pits, select the Ferrari placard in the top right-hand corner of the screen to go to the paddock area.
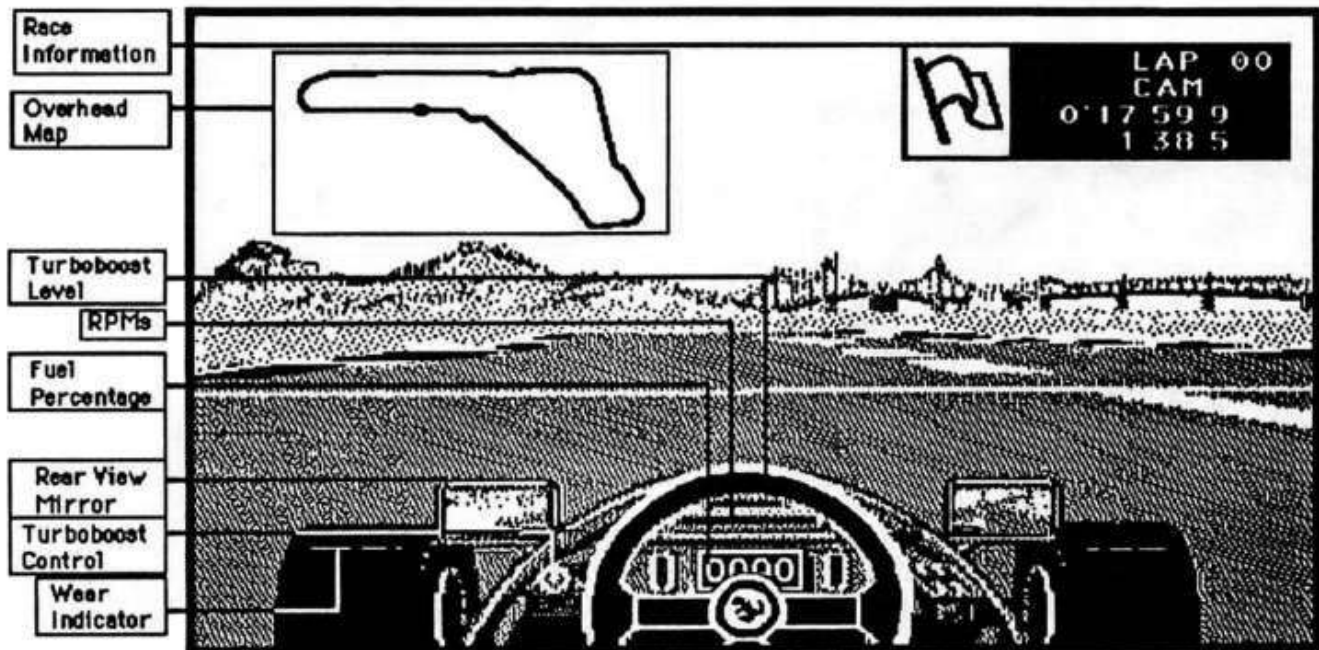

Figure A: The Ferrari Cockpit

Overhead Map — In the top left-hand corner of the cockpit view, there is an overhead map of the track you are currently driving on. The colored dots on the track represent the other drivers on the track and the flashing dot represents your car.

Steering — You control your Ferrari with the joystick. Move the joystick to the right to steer right and to the left to steer left. The Ferrari is very responsive, so use small steering movements to avoid oversteering.

≡◣◚ You can only race in one direction — you cannot make a U-turn and race in the opposite direction

Accelerating/Braking — Push the joystick forwards to accelerate and pull the joystick back to brake.

Shifting — The demo automatically puts you at the beginner driving level (F3). At this

level you don't have to worry about shifting gears — it will happen automatically. In advanced Formula 1 mode (F1 in the Race Control Panel), you will use the Joystick and fire button to shift gears. See the *"Joystick Commands"* section at the end of this guide for more information.

Curves — Take curves cautiously at first. It's very easy to oversteer or understeer and wind up on the pilings. Let up on the accelerator going into a curve, use the brakes if you have to and accelerate out of the curve. Use the Overhead Map to determine when you are approaching a curve and brake accordingly. A useful tip is to steer left or right into the bend and then, at the apex of the bend, just push the joystick forwards (accelerate). The steering wheel will slowly straighten up on its own, steering you out of the bend.

Finishing — Your first race (Rio) runs for three laps. At the end you will receive a breakdown of how you did against the other drivers. Your driver number is 28 and your initials are "S.J." (you can change these later of course, see "Race Control" later in this guide). Select the green "Accept" button in the upper right-hand corner of the screen when you have finished reading the standings and you will go to the pit. (Note: If you were injured during the demo race, results for the race will not appear and you will automatically go to the pits.)

SELECTING SCREEN REGIONS

Once you are in the pit, you should go to the track's paddock area. You do this by pointing to the paddock in the upper right corner of the screen and pressing the fire button. The pit contains other regions which you can select to perform other functions. For instance, hold down the fire button while the pointer is on a grey area of the pit floor. Continue to hold down the fire button and move the pointer around the screen with the joystick. As the pointer passes over "hot spots", it will change into an icon that represents the function you can perform by selecting that spot — but nothing will happen until you release the fire button. The icons for the various screen regions are also located in the manual. If you want a detailed explanation for a particular icon, simply look for the icon in the manual and read the adjacent section.

The Paddock — Return to the track paddock by selecting the placard near the upper right-hand corner of the screen. After a moment, the track paddock appears. Move the pointer around while holding down the fire button to locate all of the hot spots identified in Figure B.
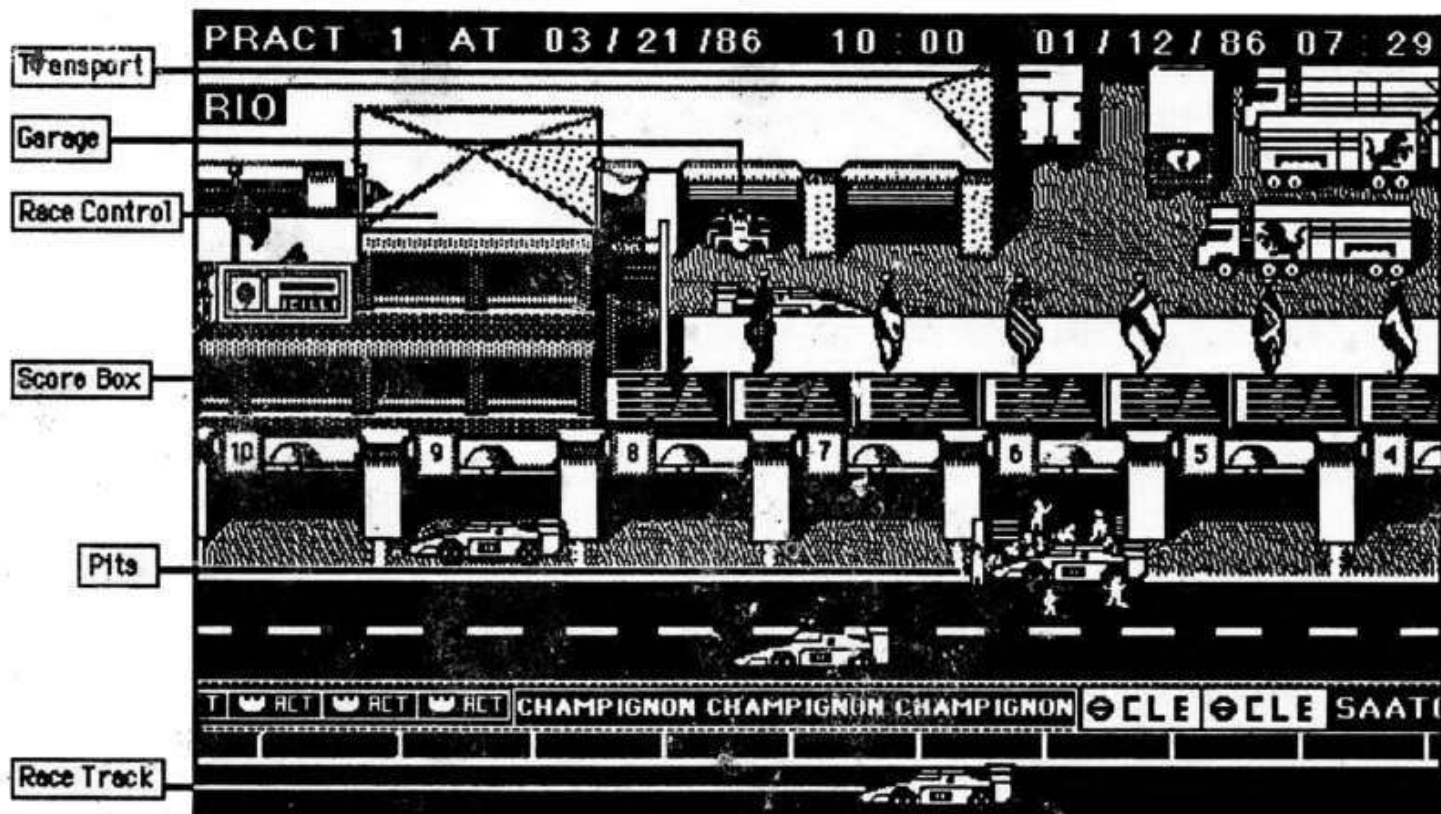
Labels on figure (left side, top to bottom): Transport, Garage, Race Control, Score Box, Pits, Race Track

PRACT 1 AT 03 / 21 /86 10 : 00 01 / 12 / 86 07 : 29

Figure B: Track Paddock

Race Control — When you locate the Race Control hot spot (a checkered flag icon), release the fire button to select it. The Race Control panel that appears is your key to controlling many aspects of *Ferrari Formula One*. For instance, select the track icon on the panel and a requester appears that contains all of the tracks from the 1986 Formula One World Driving Championship. (Read the *Race Control* section in your manual (p.7) for a complete explanation of how to use the Race Control to choose a track and session.)

If you played the demo race (Rio), the second race in the season, Jerez, is currently highlighted. If you want to continue the season now, select the red "Cancel" button to leave Jerez selected. If you continue your season now, the results of the Rio race will be kept in your race statistics. Read the next sections about entering your name as a driver and about saving and loading seasons before you begin the season.

If you feel that you need more driving practice and would like to experiment with car configurations, select FIORANO to return to the Ferrari test track. Notice that this also resets the date and time to the beginning of the season. Select the green "Accept" button to confirm your track selection.

Driver's Name — Select the driver's helmet icon on the Race Control panel. Enter your name in the "Text Entry" box (similar to Figure C) of the requester, and select the

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Accept button or press Return to confirm your name as a driver. Now select the Accept button on the Race Control panel to go to the paddock of the track you have selected from the track requester in the previous section. If you're going to begin a season, you should read "Your First Race" in the manual. If you are going to Fiorano, then read "Fiorano - Launching Your Career" in the manual for a detailed description of the Ferrari test track.
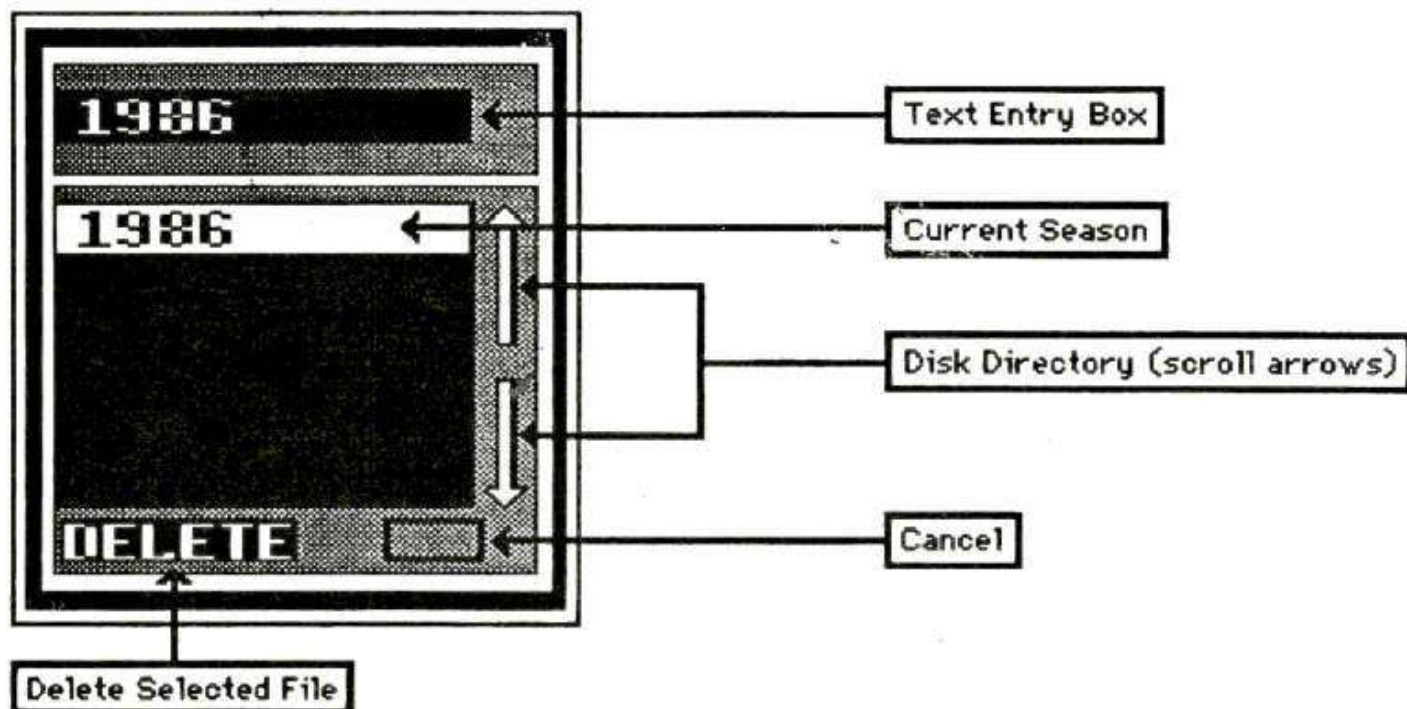

Figure C: The Save/Load requester

SAVING / LOADING SEASON STANDINGS

You will need a formatted, blank disk to save your season standings. Instructions are given below in case you are not familiar with this procedure.

Formatting Disks

1. Insert a blank disk into the disk drive.
    Type **OPEN 15,8,15,"N0:SAVE,EA"** and press **Return**. ("0" is the number zero, not the letter "O.")
2. Type **CLOSE 15** and press **Return**.

Saving

1. Bring up the Race Control panel.
2. Remove the *Ferrari Formula One* disk and insert your blank, formatted disk into the drive

3. Select the trophy icon to open the Save/Load requester (Figure C).
4. In the Save/Load requester (Figure C), type a name for your file and press **Return**. (The default season name is 1986. You can delete this name by pressing the **Del** key.)
    Note: Do not use punctuation in your file names to form extensions (for example, GAME.1), or you will not be able to retrieve the file.
5. The save confirmation requester appears. Select the green "Accept" button to save the file or the red "Cancel" button to cancel this operation. Once the file is saved, replace the *Ferrari Formula One* disk in your drive. **Note**: If you receive the message"Error 26," your save disk is write protected; write-enable your disk and try again.

You can only save race statistics. You cannot save the qualifying times and pole positions you achieve before the actual race. You can go through the process of saving after a qualifying round or practice, but when you load the saved game, the game will be set to the first event at the track that follows your last completed race.

Deleting Files
If you want to delete an existing file, highlight the name of the file in the Save/Load requester by pointing to it and clicking the Fire button. Then select the blue "delete" button. The delete confirmation requester appears. Select the green "Accept" button to delete the file or the red "Cancel" button to cancel this operation.

Loading
1. Bring up the Race Control panel.
2. Remove the Ferrari Formula One disk and insert the disk containing the file into the drive.
3. Select the trophy icon to open the Save/Load requester.
4. In the Save/Load requester, select the name of the file you want to load (it becomes highlighted), then select it once more to choose it.
5. The load confirmation requester appears. Select the green "Accept" button to load the file or the red "Cancel" button to cancel this operation. Once the file is loaded, replace the *Ferrari Formula One* disk and resume your season right where you left off.

MAURO'S SUGGESTIONS — Manual Addition

(Page 6 of your Ferrari Formula One Manual.)
In this version of the software, Mauro's suggested settings in the Control Panels appear in green. The current settings appear in red.

FIORANO: DYNO ROOM — Manual Addition

(Page 28 of your Ferrari Formula One Manual.)
Figure 16 in the manual shows the Dyno Room. The Performance Graph in the lower left corner of the screen displays fuel, torque and horsepower readings as you adjust your engine. On the graph, fuel is shown in yellow, torque in red, and horsepower in green.
The control sliders for the dyno room are (from top to bottom) RPM, turboboost, and hours.
Note also that the Stop/Reset Button stops the engine and clears the Performance Graph but does not reset the engine settings in this version of the program.

KEYBOARD COMMANDS:

<—	Pause on/off (while on the track).
K	Kill engine and go to the pit.
P	Pits next (in Passenger mode only).
0,1.. 9	Turbo boost.
F1	Toggle C128 mode on/off. If you are running *Ferrari Formula One* on a C128, using this function will make the game run a little faster. (The top part of the screen turns black in this mode; this is normal.)
R	Cancel Mauro's changes on all open windows. (Pit & Garage only)
G	Use Mauro's settings on all open windows. (Pit & Garage only)

JOYSTICK CONTROLS:

Forwards	Accelerate
Back	Decelerate
Left	Steer left

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Right	Steer right
Forwards and fire	Shift up (toward 5th gear) This function is only available in Formula 1 mode (chosen in the Race Control Panel).
Back and fire	Shift down (toward 1st gear). This function is only available in Formula 1 mode (chosen in the Race Control Panel).

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

* Product name
* Type of computer you own
* Any additional system information (like type and make of monitor, video card, printer, modem etc.)
* Type of operating system or DOS version number
* Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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