

FORMULA ONE - HISTORY OF THE BRAND

The *Formula One* series - Setting the standard

Formula One computer games are among the top favourites of PlayStation users worldwide and the most popular titles are the games in the *Formula One* series created by Psygnosis and officially licensed by Formula One Administration Ltd.

Formula One, the first in the series, launched in 1996, set an industry standard to which all others aspired. It was acclaimed as the most challenging, exciting and realistic Formula One racing game. Featuring the drivers and tracks of the 1995 season, this was the first opportunity gamers had to recreate the Formula One World Championship in their own home. The game broke numerous records, outselling all other games at its launch and topping the sales charts for many weeks.

Formula One 97 and *Formula One 98* were launched at the end of each respective World Championship season and are worthy follow-ups to the first game. Each game includes the drivers and tracks of the season, with livery changes and car details updated to reflect the ever-changing, high tech environment of Formula One.

Formula One 99, the fourth game of the series, brings gamers all the tracks, teams and drivers of the 1999 Formula One World Championship. A host of new features expands the depth and quality of game play, with the developers experience and dedication to producing the highest standards, ensuring that *Formula One 99* will set new standards for the genre.

In total, each *Formula One* game has sold well in excess of 1 million units in the PAL territories and *Formula One 99* is set to repeat this remarkable achievement.

The *Formula One* series of games is a motor racing experience for all F1 fans. It is difficult to imagine the reality of driving at the British Grand Prix, with the G forces of the tight corners and the speed of the straights. These games can bring this ultimate driving fantasy closer to reality. From the setting up of the car for each circuit to putting together the perfect lap for qualifying and getting a clean start when the red lights go out, the games will bring you closer to the action. The attention to detail that has been paid to, for example, the track surfaces, the circuit grandstands and landmarks, and, of course, the cars themselves is unmatched by any other games.

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Developer: Studio 33 for Psygnosis

Publisher: Sony Computer Entertainment Europe

No. of Players: 1-2 **Peripherals:** Analog Controller (DUAL SHOCK), Memory Card