FORMULA ONE 2000
OVERVIEW AND KEY FEATURES

The Formula One series from Psygnosis is in its 5th years of existence and continues to dominate the Formula One games market on PlayStation. The original Formula One was released in 1996 and Psygnosis has been setting the standards for Formula One gameplay with every Formula One game release since. Formula One 97, 98 and 99 all received critical acclaim and are recognised as the standard-setting Formula One games of their times. At the end of 1999, the franchise has sold more than 4 million units worldwide. After it's release in September last year, *FORMULA ONE 99* went on to go to No. 1 in Germany and Japan and entered the Top 5 in virtually every other European market.

With *FORMULA ONE 2000* Psygnosis once again teams up with the extremely talented codeshop Studio 33, the developers behind the 99-version of *FORMULA ONE* and *DESTRUCTION DERBY RAW*. Having set the standard to which other developers can only aspire to, Studio 33 is now hard at work to ensure they're staying ahead of the field.

FORMULA ONE 2000 is an official product of the 2000 FIA Formula One World Championship and features all of the 17 Grand Prix circuits and all the teams and drivers of the 2000 season. New for 2000 are the United States Grand Prix held in Indianapolis, Formula One newcomers Nick Heidfeld (GER), Gaston Mazzacane (ARG), rising British hero Jenson Button and the return of engine suppliers BMW (with Williams) and Honda (with BAR) in a works capacity. Jaguar also enters the competition for the first time and joins the ranks of established front-runners Ferrari, McLaren and Jordan.

The representation of the Grand Prix circuits in *FORMULA ONE 2000* – already regarded as the best by many - has been improved even further. Each track has undergone a complete redesign to ensure they're the most accurate, realistic looking and detailed circuits found on any Formula One PlayStation game.

After the release of *FORMULA ONE 99*, Psygnosis and Studio 33 have received extensive feedback and suggestions from Formula 1 fans all over the world. As a result, the team has focused on incorporating many of these suggestions into *FORMULA ONE 2000*. Some of them are the return of a dedicated *Arcade* mode with a unique gameplay structure, additional rules & regulations like the Green

Flag, more frequent and relevant commentary and improved AI, Damage and Collision routines.

Psygnosis and Studio 33s continued commitment to creating unparalleled racing experiences on the PlayStation will ensure that *FORMULA ONE 2000* is the final word in Formula One racing on PlayStation. It's the culmination of 5 years of experience as an official licensee and will redefine the standards for FORMULA ONE racing games.

FORMULA ONE 2000 – redefining the standards.

Key Features:

- Officially licensed product of the 2000 FIA Formula One World Championship, licensed by the Formula One Administration, Ltd.
- Faithful recreation of all 17 of the 2000 Grand Prix circuits, including the latest addition to the calendar, the Indianapolis track – home to the United States Grand Prix on September 24th.
- Featuring all the teams and drivers of the current season, including all 2000 newcomers and stand-in drivers.
- The addition of new revolutionary *Arcade* mode, with unique progression and bonus structure, brings a unique gameplay experience to the franchise.
- Brand-new, exclusive European dual commentary by the official TV commentators in English, French, German, Spanish, Italian and Finnish for enhanced authenticity and atmosphere.
- Full implementation of 2000 rules & regulations, incl. Green Flags, 107% Qualifying Rule and Tyre Compound choice.
- Realistic and diverse weather conditions, including weather forecasts for race weekends and progressive weather changes.
- Customisable grid set-up - allows players to recreate the grid as it was for any given race in the season.
- Reworked cockpit views with fully functioning rear-view mirrors and additional cockpit detail.
- Quiz mode on Formula One trivia, during loading breaks.

Visit our Website:
www.playstation-europe.com

Developer: Studio 33 for Psygnosis
Publisher: Sony Computer Entertainment Europe **No. of Players:** 1-2
Peripherals: Analogue Controller (DUAL SHOCK), Memory Card, Multi-Tap