

F1 Championship Season

Takes the Checkered Flag

Pit Stop

Play F1 in one of six modes

Driving School: Complete various racing exercises while driving the two-seat Arrow car, which allows your instructor to sit behind you and explain what you're doing.

Test Day: Show off what you learned on one of the tracks.

Quick Race: Head out to one of the tracks for several laps of fun.

Grand Prix: Select one track and go through the practice, qualifying, and warm-up sessions before starting an abbreviated race.

Championship: Play through the 2000 F1 season, race by race, and earn points depending on how you finish, as follows:

First Place:	10 points
Second Place:	6 points
Third Place:	4 points
Fourth Place:	3 points
Fifth Place:	2 points
Sixth Place:	1 point

Multiplayer: Play against other Mac F1 racers on a LAN. Invite some friends over and have an F1 party. You can even play [wirelessly](#)!

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Hop in the cockpit and hang on.

Tracks

Albert Park, Australia:



This fun course is set next to Albert Park Lake, where you can see people enjoying themselves (assuming you want to take your eyes off the road). Part of Melbourne's scenic skyline will also be visible.

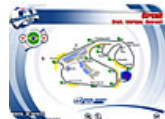


Nevers Magny-Cours, France:



Another course with its share of tight corners and wide-open straight-aways.

Interlagos, Brazil:



While most F1 courses are driven clockwise, you race around Interlagos counter-clockwise. You'll run into many tight corners in the lower part of the course.

A-1 Ring, Austria:



Built on a hillside, this course features seven corners, the fewest of any of the tracks in the game.

Imola, San Marino:



Another counter-clockwise course, Imola features a nasty blind corner at turn six.

Hockenheim, Germany:



This scenic course is surrounded by trees and is considered one of the fastest in the F1 circuit.

Silverstone, Great Britain:



This course was built on an airport site and offers moderate difficulty.

Hungaroring, Hungary:



You'll find that traffic backs up around the starting grid on this track, so try and qualify for one of the front spots and get away from the mess as soon as the race starts.



Catalunya, Spain:



Watch out for the "J" turns on this course, where you'll have to slow down significantly to navigate their tight corners. You'll pick up time on the long, wide-open straight-away near the pit area.

Spa-Francorchamps, Belgium:



Another course set among the trees, you'll find the first corner on this one tough to navigate, so it helps to be at the front of the pack from the start of the race.

Nurburgring, Europe:



This course is full of hills and tight corners that will wear down your tires and may result in more pit stops than usual.



Monza, Italy:



This historic track is right up there with Hockenheim among the fastest in the F1 circuit.

Monaco, Monte Carlo:



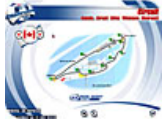
This street course winds through the city and provides very little room for passing other cars. As a result, there's also very little room for disabled cars to pull over, so pay close attention when your pit crew leader tells you who has crashed or blown their engine.

Indianapolis, U.S.A.:



Home of the famous Indy 500, this is a simple but challenging track.

Circuit Gilles Villeneuve, Canada:



Built on an island, this course offers both tight corners and wide-open straight-aways.

Suzuka, Japan:



This figure-eight track is home to both motorcycle and auto racing. It's known for the ferris wheel that sits behind the stands near the pit area.

Sepang, Malaysia:



This course was completed in time for the 1999 F1 season. It's a wide track with a lot of room for passing.

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System Requirements

- [Mac OS X](#) version 10.1.3 or Mac OS 9.1 or higher; Mac OS X version 10.2.3 or higher required for Force Feedback support
- 333MHz PowerPC G3 processor or higher
- 128 MB of Memory (virtual memory set to at least 256MB for Mac OS 9)
- [OpenGL](#) 1.2.1 and [CarbonLib](#) 1.6 or higher (Mac OS 9 only)
- OpenGL compatible 8MB 3D graphics accelerator or better
- 500MB of hard disk space
- Monitor capable of at least 16-bit (thousands) of colors at 800x600 resolution

Compatible Wheels*

- [Guillemot](#) — Ferrari Wheel Works
- [Logitech](#) — MOMO Racing, MOMO Force, Wingman Formula Force GP, Wingman Force 3D, Strike Force 3D
- [Saitek](#) — R440

* According to publisher.

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