

PC DVD
ROM

www.formula1game.com

Join us on our social channels:

www.facebook.com/formula1game

www.twitter.com/formula1game

www.youtube.com/formula1game

www.instagram.com/formula1game

For the latest game releases and news visit:

www.codemasters.com

 **2020**
THE OFFICIAL VIDEOGAME



1051313MAINT



⚠ Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

WELCOME TO F1® 2020

Thank you for buying F1® 2020, the official videogame of the 2020 FIA FORMULA ONE WORLD CHAMPIONSHIP™. You have access to the full 2020 season calendar of twenty-two circuits and can race with the exciting roster of twenty drivers and ten teams.

This season F1® 2020 is the most authentic, comprehensive and accessible F1® game yet, allowing you to create your own F1® team for the first time and rise to the top in the acclaimed Career mode. You can also compete against your friends in social split-screen and take on your rivals online.

We hope you enjoy the game.

INSTALLATION

Insert the DVD into the drive. If the launcher does not open right click the DVD drive, choose Open, then browse the directory and double click the Setup.exe file.

Please choose which language to install the game in. This can be changed later by right clicking on F1® 2020 from the library section of the Steam Client, choosing Properties and selecting the Language tab.

Select Install F1® 2020 from the Launcher. You must accept the end user licence agreement to progress. Administration rights are needed to install the game.

Your machine will be checked to see if the Steam Client has already been installed. If so you will be presented with the login screen, otherwise the Steam Client will be installed.

You must log into the Steam Client to install the game. If you do not already have a Steam account, you can create one by choosing the Create New Account option and following the on-screen prompts. Once logged in please insert your activation code when prompted. A window will pop up displaying details about the game and will ask you to accept it. Choose the OK option to start installing the game. If the window does not appear, please launch setup.exe again from the first step whilst you are logged into Steam.

Wait for the game to install. The game will also automatically install any available patches. Once complete, double click the F1® 2020 game from the Library within the Steam Client. Steam will finish the installation and launch the game.

F1 2020 Game - an official product of the FIA Formula One World Championship. © 2020 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"®, "EGO"® and the Codemasters logo are registered trade marks owned by Codemasters. "RaceNet"™ is a trade mark of Codemasters. Uses Bink Video. Copyright © 1997-2020 by RAD Game Tools, Inc. All rights reserved. Powered by Wwise © 2006 - 2020 Audiokinetic Inc. All rights reserved. Ogg Vorbis Libraries © 2020, Xiph.Org Foundation.

The F1 FORMULA 1 logo, F1 logo, FORMULA 1, F1, FIA FORMULA ONE WORLD CHAMPIONSHIP, GRAND PRIX and related marks are trade marks of Formula One Licensing BV, a Formula 1 company. © 2020 Cover images Formula One World Championship Limited, a Formula 1 company. Licensed by Formula One World Championship Limited. The F2 FIA FORMULA 2 CHAMPIONSHIP logo, FIA FORMULA 2 CHAMPIONSHIP, FIA FORMULA 2, FORMULA 2, F2 and related marks are trade marks of the Federation Internationale de L'Automobile and used exclusively under licence. All rights reserved. The FIA and FIA AFRS logos are trade marks of Federation Internationale de l'Automobile. All rights reserved.

All other copyrights or trade marks are the property of their respective owners and are being used under licence. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trade mark or copyright work that forms part of this product is prohibited. Developed and published by Codemasters. Disc version distributed 2020 by Koch Media GmbH, Gewerbegebiet 1, 6604 Höfen, Austria.

CONTROLS

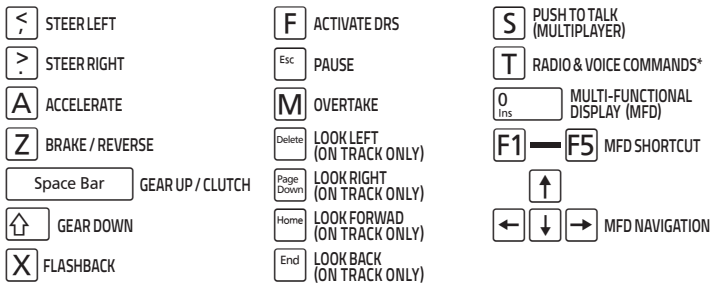
XBOX ONE WIRELESS CONTROLLER

The default controller configuration for F1® 2020 is detailed below; this can be changed from within the Game Options menu or the on-track Pause menu.

*Voice commands are supported only in the following languages: English, French, German, Spanish, Italian, Polish, Russian and Brazilian Portuguese.



KEYBOARD CONTROLS



RACING WHEEL

F1® 2020 is compatible with a wide range of wheels, pedals and gear shifters from a number of different manufacturers. For a full list of compatible devices visit: www.codemasters.com/F12020CompatibleDevices



THE CODEMASTERS SOFTWARE COMPANY LIMITED END USER SOFTWARE LICENCE AGREEMENT

To play this game you must agree to the terms in the End User Licence Agreement. In addition, your interaction with the game may involve an exchange of information with us, particularly when you play online and will be subject to our Privacy Policy which we encourage you to read and can be found at: <http://terms.codemasters.com/en/privacy>

IMPORTANT - READ CAREFULLY BEFORE INSTALLING F1® 2020 (the "Game")

THE GAME (WHICH INCLUDES THE COMPUTER SOFTWARE PROGRAM, THE ASSOCIATED MEDIA (IF APPLICABLE), ANY SOFTWARE ASSOCIATED WITH THE ONLINE MODE OF THE GAME (AND SUBJECT TO ANY ADDITIONAL TERMS OF USE APPLICABLE TO SUCH ONLINE MODE AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM (e.g. Steam Subscriber Agreement <http://store.steampowered.com/subscriber-agreement/>)) IS LICENCED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED, A COMPANY REGISTERED IN ENGLAND AND WALES WITH COMPANY NO: 0244132 ("CODEMASTERS"). BY INSTALLING OR OTHERWISE USING THE GAME, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT AUTHORIZED TO USE THE GAME AND YOU SHOULD NOT INSTALL THE GAME. IF YOU HAVE PURCHASED A PACKAGED PRODUCT VERSION OF THE GAME YOU SHOULD RETURN THE GAME TO THE VENDOR FROM WHICH YOU OBTAINED THE GAME AND REQUEST A REFUND. INSTALLING THE GAME WILL REQUIRE YOU TO SUBSCRIBE FOR A STEAM® ACCOUNT

IF YOU AGREE TO THE TERMS SET OUT IN THIS AGREEMENT select "I ACCEPT" to install the Game and to confirm your acceptance to these terms and your understanding of the conditions of use of the Game.

IF YOU DO NOT AGREE TO THE TERMS SET OUT IN THIS AGREEMENT select "I DO NOT ACCEPT" and a licence will not be granted to you by Codemasters in respect of the Game and you will not be able to install the Game.

The Game is protected by the copyright laws of England, Ireland, copyright treaties and conventions and other laws. The Game is licensed, and not sold, and this Agreement confers no title or ownership to the Game or any copy thereof.

LIMITED USE LICENCE. Codemasters grants you the non-exclusive, limited right and licence to install and use one copy of the Game solely for your personal use. For the avoidance of doubt you may install the Game on up to 5 devices (e.g. computer, game console, tablet, mobile or other handheld device or PDA) but it may only be used on one device at a time.

OWNERSHIP. All intellectual property rights in and to the Game (including but not limited to video, audio, computer code, themes, derivative works, titles, objects, characters, character names, stories, dialogs, catch phrases, locations, concepts, artwork, graphics, animation, sounds, musical compositions, audio-visual effects, text, screen displays, methods of operation, moral rights, "artlets" incorporated into the Game and any related documentation) and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited licence in paragraph 1 hereof.

LICENCE RESTRICTIONS:

YOU AGREE TO ONLY USE THE GAME, IN ACCORDANCE WITH THIS LICENCE AND YOU SHALL NOT:

- * Copy the Game except as permitted under this licence and the Steam® Subscriber Agreement.
- * Without a separate, additional licence from Codemasters, use the Game or permit the use of the Game, on more than one computer, game console, handheld device or PDA at the same time.
- * Use the Game, or permit use of the Game, in a network, multi-user arrangement or remote access arrangement including any online use, except as otherwise explicitly permitted by Codemasters or in accordance with the Steam® Subscriber Agreement.

- * Make copies of the Game or any part thereof, except that you may make one copy of the Game for backup or archival purposes, or make copies of the materials accompanying the Game for non-commercial backup and reference only. For the avoidance of doubt copies of the Game may be made insofar as permitted under the Steam® Subscriber Agreement.

- * Sell, rent, lease, licence, distribute, upload or otherwise transfer or make available to any other person the Game, in whole or in part, or use the Game or any part thereof in any commercial context, including but not limited to using in a service bureau, "cyber cafe", computer gaming centre or any other commercial location in which multiple users may access the Game without the express prior written consent of Codemasters or as permitted under the Steam® Subscriber Agreement. If required, Codemasters may offer a separate site licence agreement to permit you to make the Game available for commercial use; see the contact information below. You may permanently transfer all of your rights and obligations under this Agreement to another person for non-commercial use by physically transferring the original Game (e.g. the CD-Rom or DVD) you purchased if applicable all original packaging and all manuals or other documentation distributed with the Game provided that you permanently delete all copies and installations of the Game in your possession or control and that the recipient agrees to the terms of this Agreement.

- * Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Game, in whole or in part.

- * Remove, disable or circumvent any proprietary notices or labels contained on or within the Game.
- * Export or re-export the Game or any copy or adaptation in violation of any applicable laws or regulations.

- * Create data or executable programs that mimic data or functionality in the Game.

Furthermore you agree that you shall abide by the safety information, maintenance instructions or other relevant notices contained in the manual that is included with the Game.

CODEMASTERS MAY REVOKE YOUR LICENCE TO ACCESS EGONET, RACENET, AND/OR THE GAME IF YOU VIOLATE OR ASSIST OTHERS IN VIOLATING THE LICENCE LIMITATIONS SET FORTH ABOVE. YOU AGREE TO ONLY USE EGONET, RACENET AND/OR THE GAME, IN ACCORDANCE WITH THIS LICENCE AND YOU SHALL NOT:

- * Create, use, offer, advertise, make available and/or distribute any so called "cheats" that influence and/or facilitate gameplay, including exploits and/or in-game bugs, and thereby grant you and/or any other user an advantage over other players not using such methods.

- * Create, use, offer, advertise, make available and/or distribute any so called "hacks" that access or modifies the software of RaceNet, EGONet, and/or the Game in a manner not expressly authorised by Codemasters.

- * Create, use, offer, advertise, make available and/or distribute any code or software not expressly authorized by Codemasters, that can be used in connection with RaceNet, EGONet, the Game, and/or any component or feature thereof which changes and/or facilitates the gameplay.

ONLINE REVALIDATION. This Game connects to a third party server to validate your Steam ticket.

GAME UPDATES AND PATCHES. From time to time Codemasters may provide updates, patches and other modifications to the Game that must be installed for the user to continue to play the Game properly or at all. Codemasters may update, patch or modify the Game remotely (or if applicable via the Steam® platform)

and access the Game residing on your machine for such purpose, and you hereby grant to Codemasters the right to deploy and apply such patches, updates and modifications. All provisions of this agreement that refer to Game shall also include such patches, updates and modifications.

ANALYTICS. We want to offer you the best gameplay experience as possible and we are constantly striving to improve our products. To help us achieve this we sometimes collect data relating to how you play the game, including what actions you take or selections you make, how long you play for and the performance of our online systems when you connect. This data is handled in compliance with applicable data protection laws and regulations and is only kept for a reasonable period for analysis. For more information about our approach to data privacy please see: <http://terms.codemasters.com/en/privacy>

LIMITED WARRANTY. Use of the Game and the media on which it is recorded is at your sole risk. Codemasters warrants to the original consumer purchaser of the Game that where the Game is purchased as a packaged product rather than via digital downloading the recording medium on which the Game is recorded will be free from defects in material and workmanship for 90 days from the date of purchase (the "Limited Warranty"). If a defect covered by the Limited Warranty occurs within 90 days of original purchase, Codemasters agrees to replace, free of charge, such packaged product within such period upon its receipt of the packaged product, postage paid, with proof of the date of purchase, as long as the Game is still being manufactured by Codemasters. In the event that the Game is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Game as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THE GAME IS PROVIDED "AS IS" AND THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, SATISFACTORY QUALITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the packaged product version of the Game for warranty replacement please send the original manual and any other accompanying documentation only in protective packaging and include: (1) a return copy of your dated sales receipt; (2) your name and photograph address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Game.

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE GAME, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, LOSS OF PROFITS, LOST OR CORRUPTED DATA OR FILES, CONSOLE, COMPUTER OR HANDHELD DEVICE FAILURE, ERRORS AND LOST BUSINESS OR OTHER INFORMATION AS A RESULT OF POSSESSION, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTERS LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENCE TO USE THIS GAME.

SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, the licence shall remain in effect for as long as you use, operate or run the Game. This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must uninstall and destroy all copies of the Game and all of its component parts. You may also terminate this Agreement (and Licence) at any time by destroying the Game and uninstalling it from your computer(s) or other applicable hardware. The sections entitled "Ownership", "Licence Restrictions", "Limitations on Damages", "Termination", "Injunction", "Indemnity" and "Miscellaneous" shall survive any termination of this Agreement.

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold harmless Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all claims, damages, losses and expenses (including reasonable legal fees) arising directly or indirectly from your acts or omissions to act in using the Game pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this licence between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be governed by and construed in accordance with the laws of England and you consent to the exclusive jurisdiction of the courts of England.

If you have any questions concerning this licence, you may contact Codemasters at:

The Codemasters Software Company Limited,
Codemasters Campus, Stonehouse,
Warwickshire, CV47 2DL, United Kingdom.
Tel: +44 1926 816000 Fax: +44 1926 817595

MICROSOFT SOFTWARE LICENCE TERMS MICROSOFT DIRECTX END USER RUMTIME

These licence terms are an agreement between Microsoft Corporation (or based on where you live, one of its affiliates) and you. Please read them. They apply to the software named above, which includes the media on which you received it, if any. The terms also apply to any Microsoft

- * updates,
 - * supplements,
 - * Internet-based services, and
 - * support services
- for this software, unless other terms accompany those items. If so, those terms apply.
- BY USING THE SOFTWARE, YOU ACCEPT THESE TERMS. IF YOU DO NOT ACCEPT THEM, DO NOT USE THE SOFTWARE.
- If you comply with these licence terms, you have the rights below.

INSTALLATION AND USE RIGHTS. You may install and use any number of copies of the software on your devices.

SCOPE OF LICENCE. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that allow you to use it in certain ways.

You may not

- * work around any technical limitations in the software;
- * reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;
- * make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;
- * publish the software for others to copy;
- * rent, lease or lend the software;
- * transfer the software or this agreement to any third party; or
- * use the software for commercial software hosting services.

BACKUP COPY. You may make one backup copy of the software. You may use it only to reinstall the software.

DOCUMENTATION. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

EXPORT RESTRICTIONS. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws

include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

SUPPORT SERVICES. Because this software is "as is," we may not provide support services for it.

ENTIRE AGREEMENT. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

APPLICABLE LAW.

United States. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

Outside the United States. If you acquired the software in any other country, the laws of that country apply.

LEGAL EFFECT. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

DISCLAIMER OF WARRANTY. THE SOFTWARE IS LICENCED "AS-IS." YOU BEAR THE RISK OF USING IT. MICROSOFT GIVES NO EXPRESS WARRANTIES, GUARANTEES OR CONDITIONS. YOU MAY HAVE ADDITIONAL CONSUMER RIGHTS UNDER YOUR LOCAL LAWS WHICH THIS AGREEMENT CANNOT CHANGE. TO THE EXTENT PERMITTED UNDER YOUR LOCAL LAWS, MICROSOFT EXCLUDES THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT.

LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. YOU CAN RECOVER FROM MICROSOFT AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP TO U.S. \$5.00. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST PROFITS, SPECIAL, INDIRECT OR INCIDENTAL DAMAGES.

This limitation applies to

- * anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and
 - * claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.
- It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

CUSTOMER SUPPORT

ENGLISH

Email: custservice@codemasters.com

CREDITS

To view the full licensing credits for F1® 2020 please visit:

www.codemasters.com/F12020credits