
F1™ 2014 to celebrate the sport's evolutionary year as Codemasters reveals a digitally connected future for the iconic series on new generation formats

First F1 2014 gameplay video now playing at www.youtube.com/formula1game

Thursday, 31st July – Codemasters today announced the road map for its award-winning FORMULA 1™ series of video games with two new titles set to appear across the console generations.

F1 2014 will arrive on October 17th (October 21st in the Americas) for the Xbox 360 games and entertainment system from Microsoft, Windows PC and the PlayStation®3 computer entertainment system; the first gameplay video is available at www.youtube.com/formula1game. Codemasters will then introduce a new FORMULA 1 title in 2015 for the PlayStation®4 computer entertainment system, Windows PC and the Xbox One all-in-one games and entertainment system from Microsoft.

F1 2014 is the culmination of five years of experience developing officially licensed, award-winning FORMULA 1 video games and delivers fans the most accessible experience yet. F1 2014 will incorporate this season's seismic rule changes – the most significant in the sport's 60 year history – including new aerodynamic regulations and turbocharged power units. All but two teams have changed their driver line-ups and new circuits have been added to the roster. Players will experience how 2014's radically different new cars feel to drive as the season's cars, circuits and teams are authentically represented.

F1 2014 also delivers a range of enhancements to create the most accessible FORMULA 1 video game from Codemasters to date. A new driver evaluation system quickly identifies player ability and tunes game settings to an appropriate level, whilst re-graded difficulty settings enable players to compete at incrementally higher levels as they become more experienced. Experienced gamers, who enjoy a more serious simulation of the demands placed upon FORMULA ONE™ drivers, can customise their settings to provide a true challenge.



In 2015, Codemasters will introduce a new FORMULA 1 title for PlayStation 4, Xbox One and PC. The title will launch earlier in the FORMULA ONE season and players will receive digital updates for the game as the 2015 FIA FORMULA ONE WORLD CHAMPIONSHIP™ unfolds, enabling players to compete against the drivers and teams they watch week in and week out.

“This is the year it all changes – for the sport and for the game,” explained Stephen Hood, Creative Director for the F1 series at Codemasters.

“There’s been a dramatic shift in the sport; the largest shake up in the rules and regulations for a very long time and the new power units provide a very different kind of challenge, for both driver and team. By delivering all of these changes, F1 2014 will make for an exciting and refreshingly different experience. Additionally, with the new driver evaluation system analysing each player’s skill level and suggesting appropriate game settings, plus re-graded difficulty levels including a brand new Very Easy setting, we aim to deliver a thoroughly rewarding F1 experience for players of all abilities, from the novice to the seasoned pro.”

“Our title for the new generation formats will mark a huge step forward for the F1 series. We want to be out there earlier in the season and deliver new season content updates digitally as the 2015 season progresses; it’s very exciting for the series and our players.”

With more to be announced through production for both titles, follow [Codemasters F1 games blog](#) and social channels on [Twitter](#) and [Facebook](#) for updates. The first gameplay video is now playing at www.youtube.com/formula1game.

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PRODUCT INFORMATION

F1 2014

- October 17th, 2014
- For: PlayStation 3, Xbox 360 and PC
- A Codemasters Birmingham production

The 2014 FORMULA ONE season has seen the most seismic rule changes in the sport's 60 year history, including new turbocharged power units and new aerodynamics, which combine to place more emphasis on racing skill and control in cars with more explosive power delivery but less downforce than previous seasons. All but two teams have changed their driver line-ups and new circuits have been added to the roster. Players will experience how 2014's radically different new cars feel to drive and how race strategy has changed as the season, cars, circuits and teams are authentically recreated.

F1 2014 also delivers a range of new gameplay modes and enhancements to create the most accessible FORMULA 1 video game from Codemasters® to date. A new driver evaluation system quickly identifies a gamer's ability and tunes game settings to an appropriate level, whilst re-graded difficulty settings enable players to compete at incrementally higher levels as they become more experienced. The new Very Easy difficulty level is the most accessible yet for new players and a range of shorter game modes and career options cater for absolute novices who simply want a fun and quick race.

At the other end of the spectrum, experienced gamers who enjoy a more serious simulation of the demands placed upon FORMULA ONE drivers can customise their settings to provide a true challenge. Expanded game modes, new career options and multiplayer modes extended by RaceNet further enhance F1 2014's recreation of the world of FORMULA ONE for long-established fans and newcomers to the series.

F1 2014 includes the full FORMULA ONE circuit roster, including the new 2014 FORMULA 1 RUSSIAN GRAND PRIX set to be held at the stunning Sochi Autodrom, and the return of Austria's Spielberg circuit which brings a classic track with dramatic changes in elevation back to top level motorsport after over a decade's absence. This season also sees the return of the famous driver's favourite Hockenheimring to the calendar, and players will also experience THE BAHRAIN GRAND PRIX which was held as a night race for the first time in 2014, including its full day to night transition.

The introduction of turbochargers to the cars this year has increased both overtaking opportunities and the demands placed on drivers, as huge amounts of torque are unleashed under acceleration from these entirely new power units. The turbochargers require greater throttle control than before and F1 2014 players will experience the dramatic effect in handling the world's most advanced racing cars.



ABOUT CODEMASTERS

Codemasters, the award winning video game developer and publisher, has a 25-year heritage. With titles distributed globally, Codemasters is a leading developer and publisher of driving and racing entertainment games including DiRT, GRID and the official BAFTA award-winning FORMULA 1 series of videogames. Codemasters employs over 500 people and operates multiple development studios from its Warwickshire HQ and Birmingham sites in the UK with a further art studio based in Kuala Lumpur, Malaysia. Codemasters is a winner of the coveted Grand Prix Award from the Develop Industry Excellence Awards, an award bestowed on the company felt by Develop to have contributed the most to the games medium in recent times. In March 2010, Reliance Big Entertainment Ltd. (RBEL), a part of India's Reliance ADA group, acquired a 60 per cent shareholding in the company, alongside existing investor, Balderton Capital, the leading European venture capital firm. For more information on Codemasters' product portfolio, please visit www.codemasters.com. Join in the conversation with @codemasters on Twitter or Like us on Facebook at www.facebook.com/codemasters.

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