



## SEE AUSTRIA'S SPIELBERG CIRCUIT DEBUT IN CODEMASTERS' FORMULA 1™ VIDEO GAME SERIES IN NEW F1™ 2014 HOT LAP VIDEO

DANIEL RICCIARDO'S RED BULL SETS THE PACE IN NEW VIDEO NOW  
PLAYING AT [www.youtube.com/formula1game](http://www.youtube.com/formula1game)

Thursday, 21st August 3pm CEST – Today Codemasters® released a new hot lap video for F1 2014. The hot lap is set by Daniel Ricciardo's Red Bull RB10 and marks the return of Austria's Spielberg circuit to the FORMULA ONE™ calendar, which brings a classic track with dramatic changes in elevation back to top level motorsport after over a decade's absence.

It is the first time the track has featured in an official FORMULA 1 video game from Codemasters and is one of four circuits which offer new gameplay experiences in F1 2014, including the new Sochi Circuit in Russia, the return of the Hockenheimring to the calendar which last held a race in 2012 and the BAHRAIN GRAND PRIX™ which was run as a night race for the first time in 2014.

This year, Nico Rosberg's Mercedes won at the stunning nine-turn circuit which was based upon the old A1 ring and last hosted a FORMULA ONE race in 2003. It records some of the quickest lap times on the calendar and the undulating track features a testing combination of fast and slow corners which make for thrilling racing. The video is now playing at <https://www.youtube.com/watch?v=SCFQ0vIBAZM>.

F1 2014 will arrive on October 17th for the Xbox 360 games and entertainment system from Microsoft, Windows PC and the PlayStation®3 computer entertainment system. Codemasters will then introduce a new FORMULA 1 title in 2015 the Xbox One all-in-one games and entertainment system from Microsoft, Windows PC and for the PlayStation®4 computer entertainment system. With more to be announced through production for both titles, follow



[Codemasters F1 games blog](#) and social channels on [Twitter](#) and [Facebook](#) for updates.

# ENDS #

# PRODUCT INFORMATION #

## F1 2014

- October 17<sup>th</sup>, 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](http://www.codemasters.com). Join in the conversation with @codemasters on Twitter or Like us on Facebook at [www.facebook.com/codemasters](http://www.facebook.com/codemasters).

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