

GAMER GUIDE

F122 EDITION



the need to know you didn't know you needed



WHAT IS IT?



F1 22 is a racing simulation video game developed by Codemasters and published by EA Sports. The game holds an official license from the 2022 Formula One and Formula 2 championships and is the most recent title in the series. The game was released on multiple platforms and, after extensive trials and testing, crossplay will be available for the first time in the series! This iteration will also receive native VR support for Steam VR-compatible headsets, a thrilling bit of news for fans who want a fully immersive experience.

If you're a fan of Formula One then you will thoroughly enjoy *F1 22*. The game has a host of features that build on the on-track experience and provide more immersion.

The practice programs, expanded car set-up options, and updated R&D system create a more expansive race-weekend experience.



You'll get to experience all the thrills of sitting in the cockpit of your favourite F1 cars, learning the track layouts, and getting into the details of driving without getting into hardcore sim racing.

Strap in and take a look at what you can expect!

BREAKDOWN THE BASICS

Gameplay

In F1 there are two titles to win: World Driver's Championship (WDC) and World Constructor's Championship (WCC). The WDC concerns individual drivers, while the WCC is a competition between teams on the grid.

Drivers and teams are scored based on their finishing positions in each grand prix and the governing body tallies these points after every grand prix weekend resulting in the highest point scorers winning the WDC and WCC at the end of the season.

Naturally, this means that it is possible for a driver or a team to claim either or even both championships before the end of the season through a point advantage. Only the top ten finishers at each grand prix are eligible for points.



Modes

Career Mode

This mode offers players the option to use one of the established manufacturers to battle it out on race weekends through practice games, eventually qualifying for a pole position in a big race. It includes race strategies, presentation touch-ups, format laps, safety car moments, and more.

My Team

This is a much more personalized experience in the game, allowing racers to choose how their team enters the competition and the direction they wish to take. Players can either pick existing stars here for their roster of talent or build a complete team from scratch.

F1 Life

F1 Life is a new inclusion in the franchise which allows players to connect with drivers from all around the world while wearing their customisable gear. Think of it as an intelligent hub area that lets racers directly jump into multiplayer challenges and races such as time trials along with other fun activities.



Cars

Setting up your car is THE most important part of the game and there is a golden rule to follow: Only change one thing at a time!

Step 1: Start out with your brake setup and on-throttle differential. These adjustments can make all the difference to driving comfort.

Step 2: Aerodynamics have been introduced in this title. All tracks are not aerodynamically equal which means you'll need to adjust your wing angle for each individually.

TIP: Faster tracks with few slow corners typically require lower aero levels while slower tracks require a high aero setup.

Step 3: Tyre pressure is up next. The goal is to run the highest pressures possible without inducing too much wear and thus overheating. Ideal tyre temperature is between 90 and 100 degrees celcius throughout a lap.

Step 4: Suspension geometry is probably the trickiest part of the setup! The camber setup in F1® 22 affects the angle your tyres are tilting when looking from the front. More negative camber means the tops of the tyres lean further in towards each other. The higher the negative number, the more your tyre will be leaning.

The toe setup affects the amount that your tyres are angling in or out when looking from the top down. More toe will increase how much the front of the tyres point out and away from your car. This can increase overall responsiveness but will dramatically increase tyre temperature. The goal of these settings is to make your car as responsive and well-balanced as possible while keeping tyre temperatures down.

Step 5: The overall suspension is the final part of the car setup that you'll need to adjust. This will affect how stiff the car feels overall, and how the car responds to elevation changes such as bumps and kerbs. Most tracks in F1® 22 require a softer suspension; this improves your handling over kerbs, giving you a good balance as you attack corners. If your suspension is too stiff, your car will feel increasingly harder and twitchy to drive.

Drivers

Drivers will be ranked in four different categories and given an overall rating.

Experience (EXP): The driver's rating here is based on the number of races they have been a part of spanning the duration of their career.

Racecraft (RAC): This attribute tracks a driver's ability to finish at a much higher position than where they started the race.

Awareness (AWA): Awareness rating is based on a driver's time in Steward's room. Real-world incidents can impact the score in this category.

Pace (PAC): This attribute is determined by how close a driver is to the faster qualifying and race lap time. Drivers who beat their teammates are also taken into consideration.



Race Weekends Structure

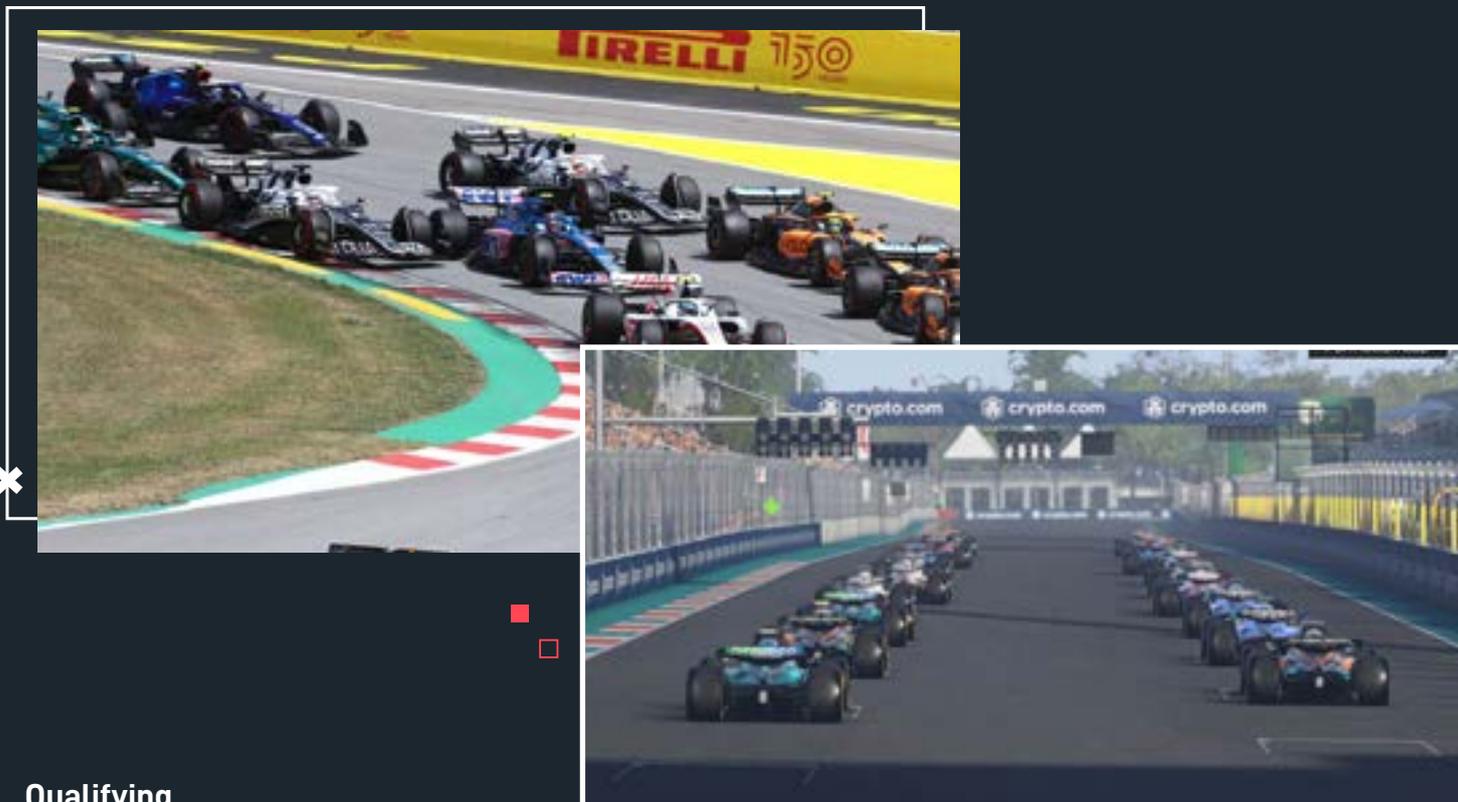


The exact format of your race weekends in Career Mode will vary depending on the settings you choose at the start. For the sake of this guide, we'll assume that you have at least full qualifying and 50% races or more enabled.

Formula 1 weekends take place over three days, going from Friday to Sunday. Under normal circumstances, Friday is reserved for Free Practice 1 (FP1) and Free Practice 2 (FP2), Saturday is reserved for Free Practice 3 (FP3) and Qualifying (Q1, Q2, and Q3), and Sunday is for the grand prix itself.

Free Practice

Free Practice allows drivers to familiarize themselves with the track where the grand prix is taking place. This is where you'll get to grips with the characteristics of the circuit, giving you a chance to figure out the best way to approach the different corners.



Qualifying

Qualifying is all about speed! Bang out the fastest laps possible in order to earn the highest possible starting position in the race. Teams generally pull out all the stops in qualifying - engines are set to full power, the softest tire compounds are used, and drivers are given the green light to push as hard as they can.

Race

This is the simplest part of the weekend to understand - the race is where points are actually awarded. In real life, almost all races on the F1 calendar run for 305 kilometres minimum, with each race adjusting the number of laps to the finish in order to meet this race distance requirement.

Sprint Weekends

Sprint weekends add a new twist to the formula. In contrast to regular weekends, there are two races in a sprint weekend, one being the grand prix on Sunday as per usual and the other being the "sprint race" on Saturday after FP2.

The sprint race is not a full-length race, however — but rather a third of the grand prix distance, clocking in at around 100 kilometres. The final result of the sprint race determines the grid order for the grand prix itself. The starting grid for the sprint race, meanwhile, is determined by a qualifying session that takes place after FP1 on Friday, rather than on Saturday.

Sprint weekends can be disabled in the settings.

Environment

Tracks

Every single track from the 2022 F1 championship season is available in *F1 22* in its current track configuration.



- Bahrain International Circuit, Sakhir
- Jeddah Corniche Circuit, Jeddah
- Albert Park Circuit, Melbourne
- Imola Circuit, Imola
- Miami International Autodrome, Miami Gardens
- Circuit de Barcelona-Catalunya, Montmelo
- Circuit de Monaco, Monaco
- Baku City Circuit, Baku
- Circuit Gilles Villeneuve, Montreal
- Silverstone Circuit, Silverstone
- Red Bull Ring, Spielberg
- Circuit Paul Ricard, Le Castellet
- Hungaroring, Mogyorod
- Circuit de Spa-Francorchamps, Stavelot
- Circuit Sandvoort, Zandvoort
- Monza Circuit, Monza
- Marina Bay Street Circuit, Singapore
- Suzuka International Racing Course, Suzuka
- Circuit of the Americas, Austin
- Autodromo Hermanos Rodriguez, Mexico City
- Interlagos Circuit, Sao Paulo
- Yas Marina Circuit, Abu Dhabi

TIPS & TRICKS

What should you focus on as a beginner? There are plenty of things that will make you a better racer but these points are the best place to start!

Know the track

This one kind of goes without saying, but knowing which corners are coming up and being able to set up your car correctly for each track is a game changer. If you aren't very confident in your knowledge, then following pro player's track guides is a good idea.

Keep an eye on your racing line

The racing line is on by default and we suggest you keep it that way! It's your guiding beacon into and out of corners, it will help you keep your speed and don't lose out on those all-important seconds!

Watch out for kerbs

Kerbs have less grip than asphalt and can throw you off completely. Don't sacrifice your lap for a chance at a faster time without being 100% sure that you can handle the kerb!



Setup, setup, setup

We highlighted some of the important parts of the setup in an earlier section. This is incredibly important, especially in the aerodynamics section. Drive test circuits for each adjustment you make, and try over and over again while taking notes and comparing.



Choose your assists carefully

Assists make the game a lot of fun, but how you choose them depends on why you play the game. If you want to improve your skills then you may not want to choose assists that you rely on too much. We suggest making use of traction control assist and anti-lock brakes. Deactivating the ERS assistance from the beginning is a good idea as its rarely useful when used automatically.

Optimise your OSD

This is all about the racing experience. The virtual rear-view mirror is really useful to see if someone is on your tail, and we also suggest displaying the full route map and not the mini-map.



CONCLUSION

Even with all the info packed into this guide, you still have so much to learn and explore. That's the beauty of *F1 22*!