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ea sports f1 2008 pc game full



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The first game was released in 2001 for PlayStation 1, Windows and Game Boy. History Licensing history Codemasters initially released a formula one racing game called Season 2000 in 2001 as a launch title for Sony's PlayStation 1. As a result of Codemasters being an EA Sports developer at the time, the game contained numerous licensed cars and circuits based on real-life Formula One tracks such as Silverstone, Hockenheimring and Imola. This game is not related to the second Formula One game. In 2003, Codemasters released Grand Prix 2001 as an enhanced remake of their Formula One game for PlayStation 2 with added career modes, an improved interface, and the removal of some licensed circuits. Development history 2001 Codemasters began developing a new game around 2004, in contrast to Formula One games like Grand Prix 2001, which were developed under their Season series. However, Formula One 2001 retained the licensing of the Formula One circuits used in the previous game and continued to be developed by Codemasters. It was first announced in an issue of the magazine MCV around March 2006, when it was given the working title Codemasters Formula One. The games developer announced that a playable build would be shown at the Game Developers Conference (GDC) in March 2007. The first official screenshots were leaked to the public and appeared in the June 2007 issue of the UK magazine PC Zone. Codemasters announced in July 2007 that the game would be released on Xbox 360 in the U.S. on 24 October 2007, and in the U.K. on 29 October 2007. The game was released in the U.S. on 24 October 2007, and in Europe on 29 October 2007. Codemasters have stated that the game is the most accurate formula one racing simulation ever created. Codemasters had been developing a game similar to F1 for the PlayStation 3. However, the game was delayed to 2009. In late 2008, Codemasters announced that a new demo for F1 would be made available at selected retailers and distributors during December 2008. F1 2010 was developed by Big Huge Games, who were also the game's lead developer. A demo of the game was made available to the public at the 2010 Electronic Entertainment Expo (E3) in Los Angeles. It was released for the Xbox 360, PlayStation 3, and Wii on 21 October 2010, as well as for Windows, PlayStation 2 and Game Boy Advance. 82157476af

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