



NTSC U/C

PlayStation



SLUS-01301



RACING



*a high speed career in motorsport*

empire  
INTERACTIVE

# Ford contents

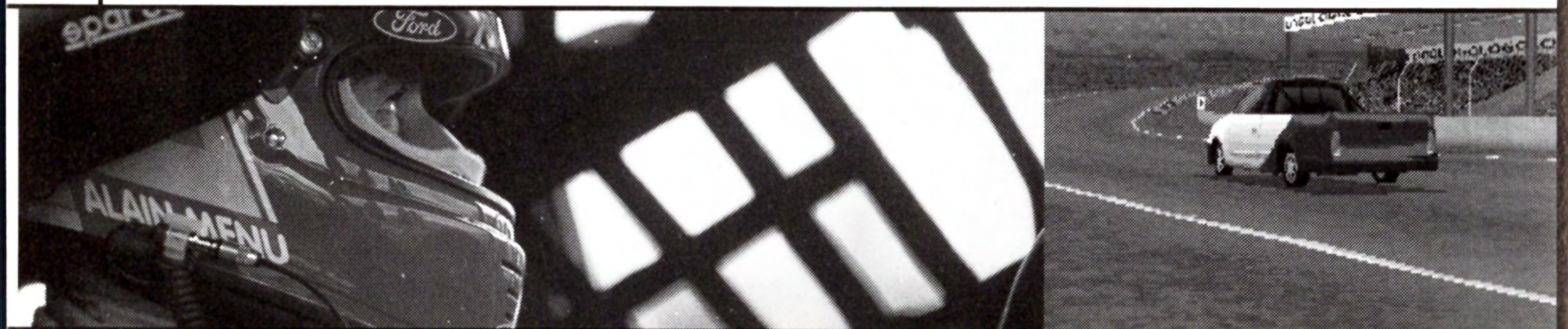
## **introduction**

*Ford Racing is the result of a collaboration between Empire Interactive and the Ford Motor Company. The game features some of the most recognizable cars in the world including the Ford Focus (currently competing in the FIA World Rally Championship), and the Ford Taurus (currently competing in the NASCAR Winston Cup). Other less well known vehicles such as the GT-90 concept car and the F-150 American pick-up truck are also featured.*

*The 12 available cars are reproduced in stunning detail and decked in full racing livery. As well as the breathtaking graphics, Ford Racing features sophisticated car physics modeling and offers realistic handling which can be tweaked and changed using the Career's Car Setup feature.*

## **contents**

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# set up

To play Ford Racing on your PlayStation® game console:

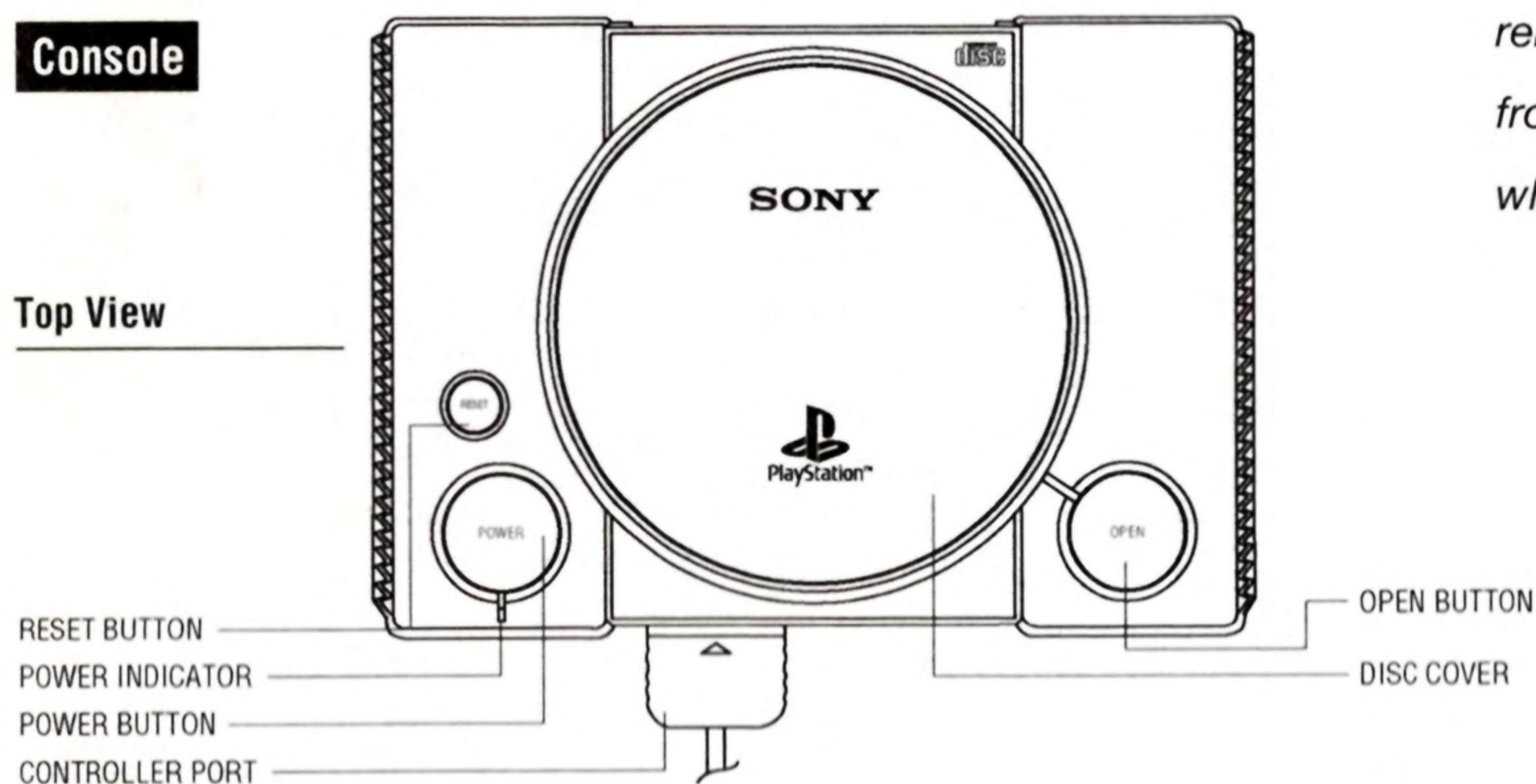
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Ford Racing disc and close the disc cover.

Insert game Controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

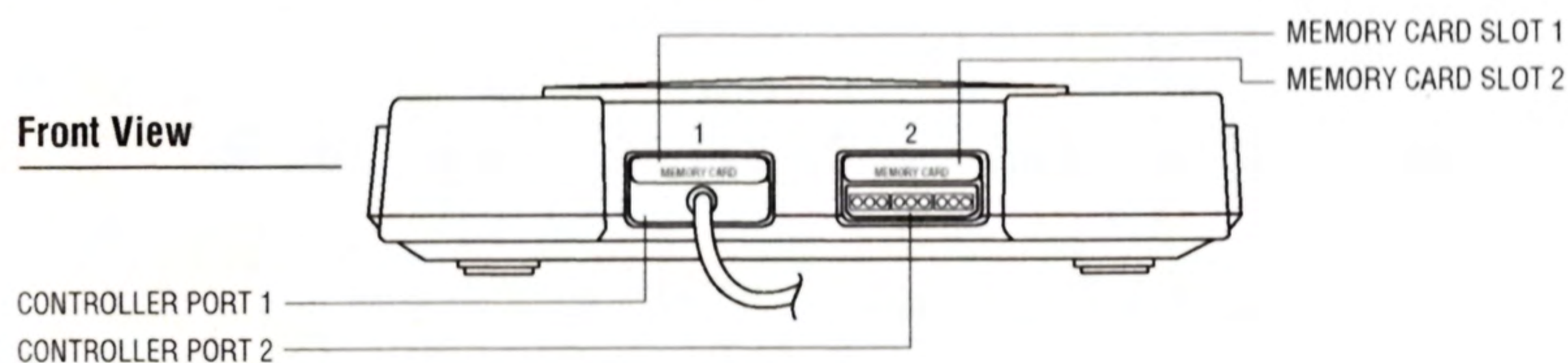
**NOTE:** We advise that you do **not** insert or remove peripherals (Controllers, etc.) from your PlayStation® game console while it is switched on.

## Console

### Top View



### Front View



## Reset Method

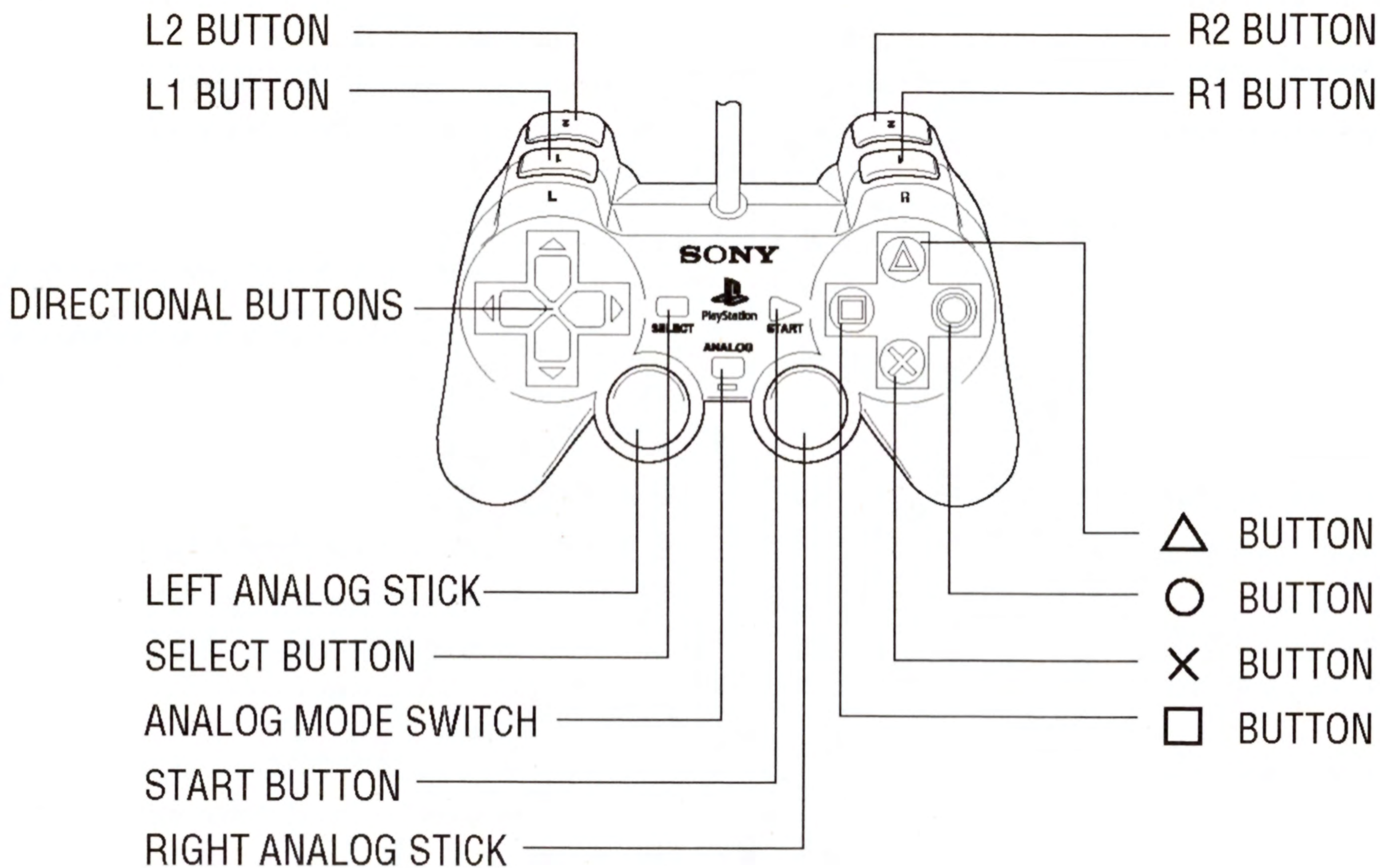
### Quick Race

To exit from any of the Quick Race modes (Single Race, Time Trial or Head to Head), in game press the START button to pause the game then select Exit. From either the Single Race, Time Trial or Head to Head menu screens, select the Exit option to return to the Main Menu.

### Career Mode

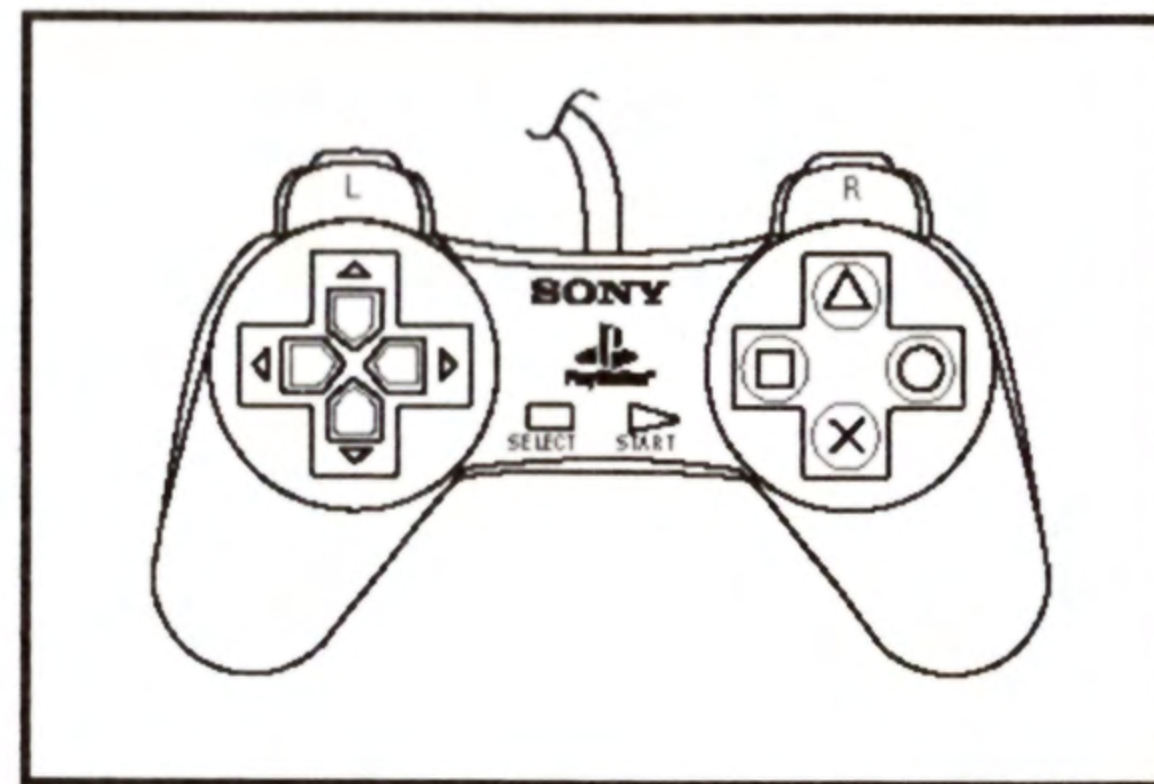
To exit from the Career Mode, in game press the START button to pause the game then select Exit. Proceed to the Race Calendar screen and press the ? button to access the Career Menu screen. Select the Exit option to return to the Main Menu.

## DUALSHOCK™ analog controller



**NOTE:** Compatible only in Digital and Analog mode  
or  
Compatible only in Digital and Vibration mode  
or  
Compatible only in Digital mode

**NOTE:** You may have a controller that looks like this,  
if so please follow the digital instructions outlined above.



# Ford racing

## controls

The following are the default controls used in Ford Racing.

## menu navigation

Use the directional buttons to navigate through the menus. Use the **X** button to select and confirm options. Use the **△** button to go back and cancel options.

## game controls

**Left** directional button

**Right** directional button

**Left** Analog Stick (Only available in ANALOG mode. LED: RED)

**X** button

**O** button

**△** button

**□** button

**R1** button

**L1** button

**L2** button

**R2** button

**START** button

**Digital Steer Left**

**Digital Steer Right**

**ANALOG Steer Left/Right**

**Accelerate**

**Hand Brake**

**Reverse**

**Brake**

**Gear Up** (Manual Transmission Only)

**Gear Down** (Manual Transmission Only)

**Rear View** (camera)

**Change View**

**Pause**

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# quick start

## quick start

From the Main Menu select Quick Race then Single Race.

You are limited to three Cars and two Tracks in Single Race but this is a good place to start to get a feel for Ford Racing.

## car select

Use the **Left** and **Right** directional buttons to select which car you wish to drive. Use the **Up** and **Down** directional buttons to change between the different styles available.

Press the **X** button when you are happy with your selection.

You then have the option to choose between either Manual or Automatic transmission.

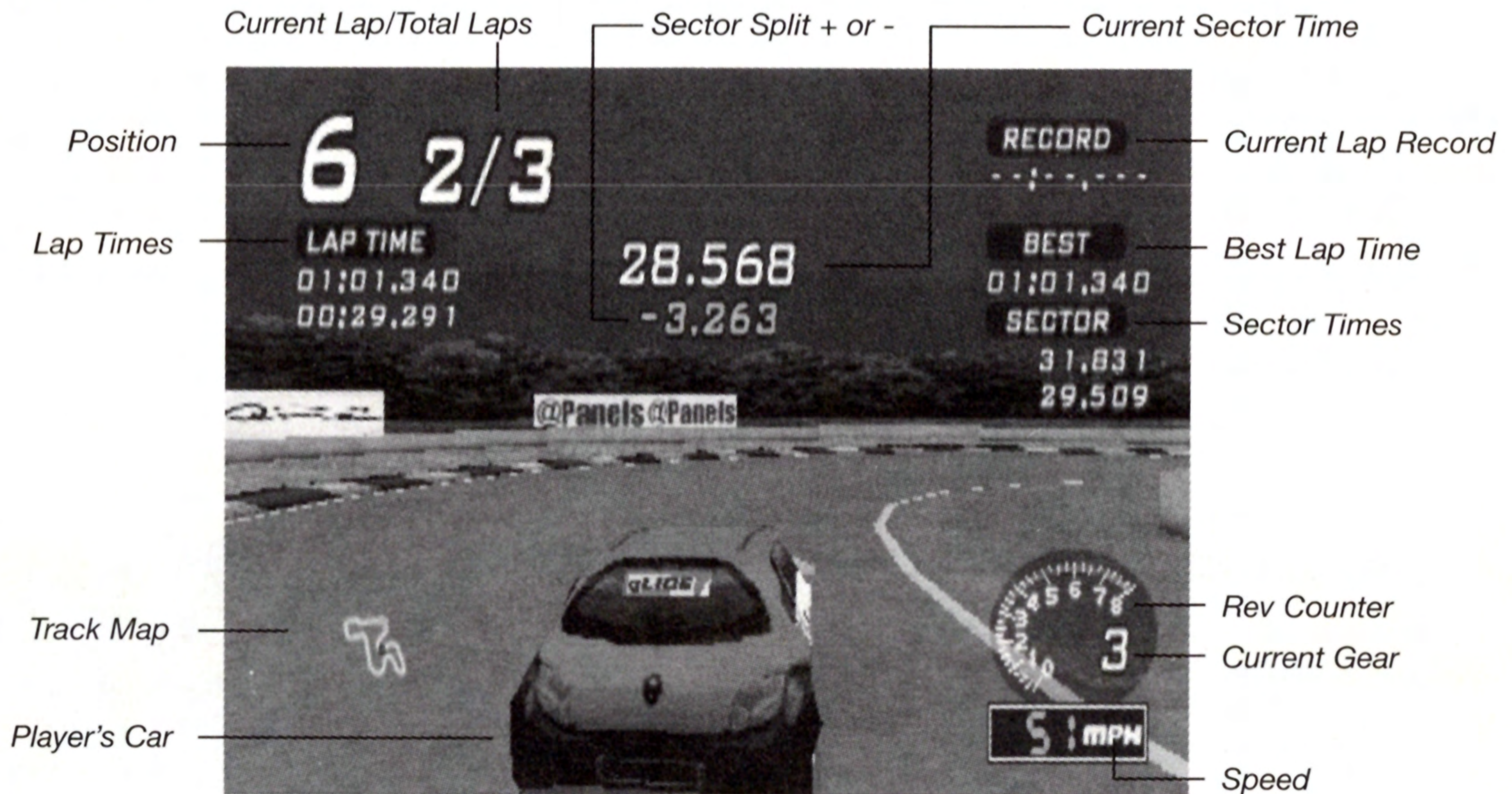
## track select

Use the **Left** and **Right** directional buttons to select which track you wish to race on, then press the **X** button to make your selection.



# game screen

## game screen



## quick race

There are three main categories available in **Quick Race**. **Single Race**, **Time Trial** and **Head to Head**.

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# main menu

## single race

In Single Race there are a limited number of cars to choose from and a limited number of tracks to race on. Single Race has been designed to give the player a quick feel for a few of the cars and tracks and ultimately prepare you for the Career Mode. The number of laps can be altered in the Race options screen. See page 16 for further details.

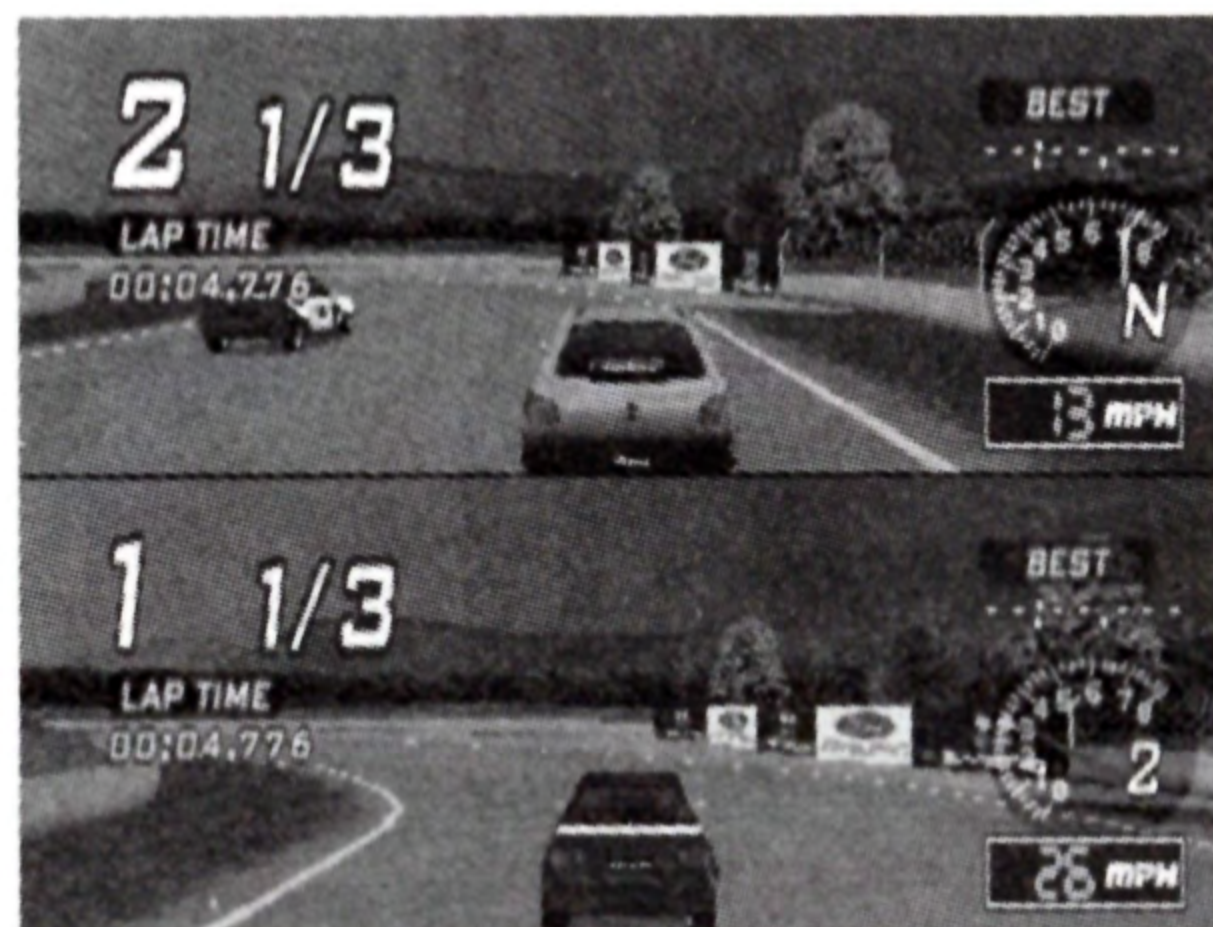
## time trial

Time Trial pits you against your own or a friend's best lap times. No other cars on the track, just you against the clock! Select which car you wish to drive, then select the track you wish to compete on. Your best lap will be recorded in the form of a Ghost Car. The Ghost Car will always be of your fastest lap. On the Track Select screen you will be shown the current Best Lap Time.

Note: If you have a MEMORY CARD inserted, any data found will be automatically loaded.

## head to head

This is the two player split screen option in Ford Racing. Connect a second Controller to Controller port 2. Player one selects which track to race on. The number of laps can be altered in the Race options screen. You can also give the trailing car an extra boost. See page 16 for further details.



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# career mode

## **new career**

The career mode is the main feature in Ford Racing. This is where you will gain access to all of the cars and tracks through winning races and scoring points. You will also be able to upgrade your vehicle by purchasing parts that effect your speed and the way the cars handle.

The cars and tracks that you win will then become available to use in the Time Trial and Head to Head modes.

At the start of a new career you begin at the very bottom of the racing ladder with the Ford Ka.

## **enter** your name using the on-screen keyboard

The first screen you will be taken to is the Race Calendar. The Race Calendar details how much money you currently have available, what races you will be involved in and what type of events you will be participating in. The next event will be highlighted.

Use the **Up** and **Down** directional buttons to scroll through the calendar.



# events



## **championship** race

*Earn points by competing in these Championship races.*



## **championship** race - double points

*This time the points are worth double.*



## **prize money** and **challenge** races

**prize money** – *There is an entrance fee for this event but there is a greater potential for earning money, as the prize fund is greater, however the results don't effect the championship.*

**challenge race** – *Again there is an entrance fee for this event but everyone has identical cars, either with no upgrades or full upgrades.*

## **race** duration

### **NORMAL**

– *The standard championship race tests your ability over a medium distance race.*

### **SPRINT**

– *A sprint race tests your ability over a short distance race.*

### **ENDURANCE**

– *The endurance race is a longer race, which tests your stamina therefore any mistakes can be rectified due to the number of laps.*



# race info

## race info

The Race Info screen details all relevant information for the upcoming race.



The track you are about to race on and the number of laps. You will also be informed of any entrance fees and prize money (if applicable), that is on offer.

The Race Weekend consists of a number of features. Before you commit yourself to the race, you can opt to either...

### PRACTICE

Take as much time as you like getting used to the car and the track.

### SETUP

Setup allows you to adjust certain parameters of upgrades you have bought. See page 13 for further details.

### QUALIFY

If you choose to qualify you can potentially increase your grid position by achieving a fast lap time.

### SKIP QUALIFY

Skip the Qualifying session and go straight to the race, however you will be placed last on the grid.

**After you have qualified or skipped qualifying, you are now ready for the race!**

# body shop

The points awarded for a standard championship race are as follows:

<b>POSITION</b>	<b>POINTS</b>
<b>1st Place</b>	16
<b>2nd Place</b>	11
<b>3rd Place</b>	6
<b>4th Place</b>	4

Extra points are awarded for the following:

<b>CONDITION</b>	<b>POINTS</b>
<b>Pole Position</b>	2
<b>Fastest Lap Time</b>	2
<b>Race Leader</b>	1

## body shop

After you have accumulated a bit of money you can go to the Body Shop to purchase upgrades for your car. On the Race Calendar screen press the  $\Delta$  button to access the Career Menu screen. From here you can select the Body Shop.

### tires



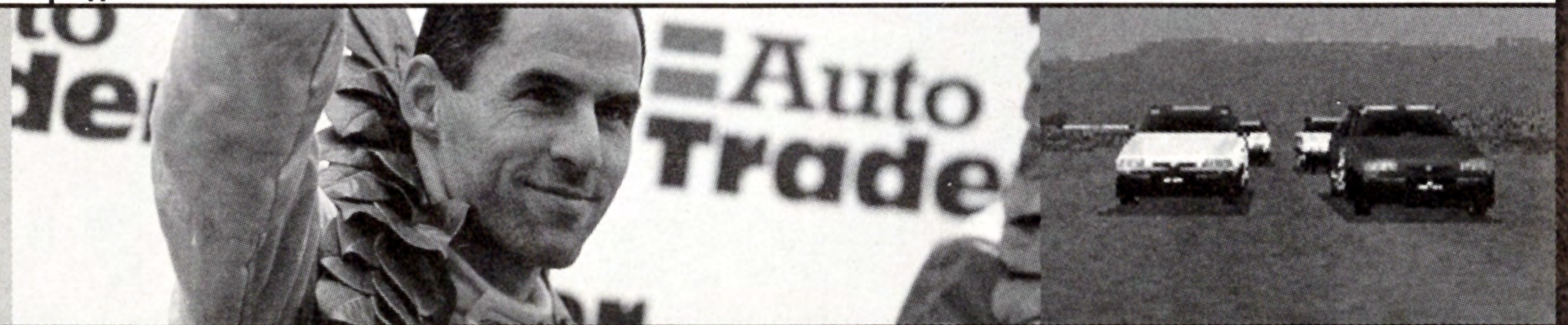
#### SOFT TIRES

Soft tires produce better grip but must be replaced after every race.



#### QUALIFYING TIRES

Qualifying tires produce even better grip than soft tires. They can only be used during qualifying and must be replaced after every race.



# body shop

## race parts



### RACING BRAKES

Racing brakes produce better performance than standard brakes. With the racing brake kit the front and rear brake balance can be adjusted. See section on Car Setup.



### RACING GEARBOX

The racing gearbox is a complete gearbox package with interchangeable gears offering a range of gear ratios.



### AERODYNAMIC KIT

The aerodynamic kit allows the front and rear wing settings to be adjusted.



### RACING SUSPENSION

The racing suspension allows several suspension parameters to be adjusted to suit different tracks.

## engine



### TUNED ENGINE

The tuned engine gives greater performance than the standard engine.



### RACING ENGINE

The racing engine gives even greater power performance. You can only purchase a Racing Engine once you own the Tuned Engine.



### QUALIFYING ENGINE

The qualifying engine has a greater power output than the racing engine but can only be used during qualifying and must be serviced after every qualifying session. You can only purchase a Qualifying Engine once you own the Racing Engine.

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# car setup



## WEIGHT REDUCTION STAGE 1

Weight reduction stage 1 reduces the weight of the car therefore giving better performance.



## WEIGHT REDUCTION STAGE 2

Weight reduction stage 2 further reduces the weight of the car. Stage 1 must be completed first.

## car setup

### brakes

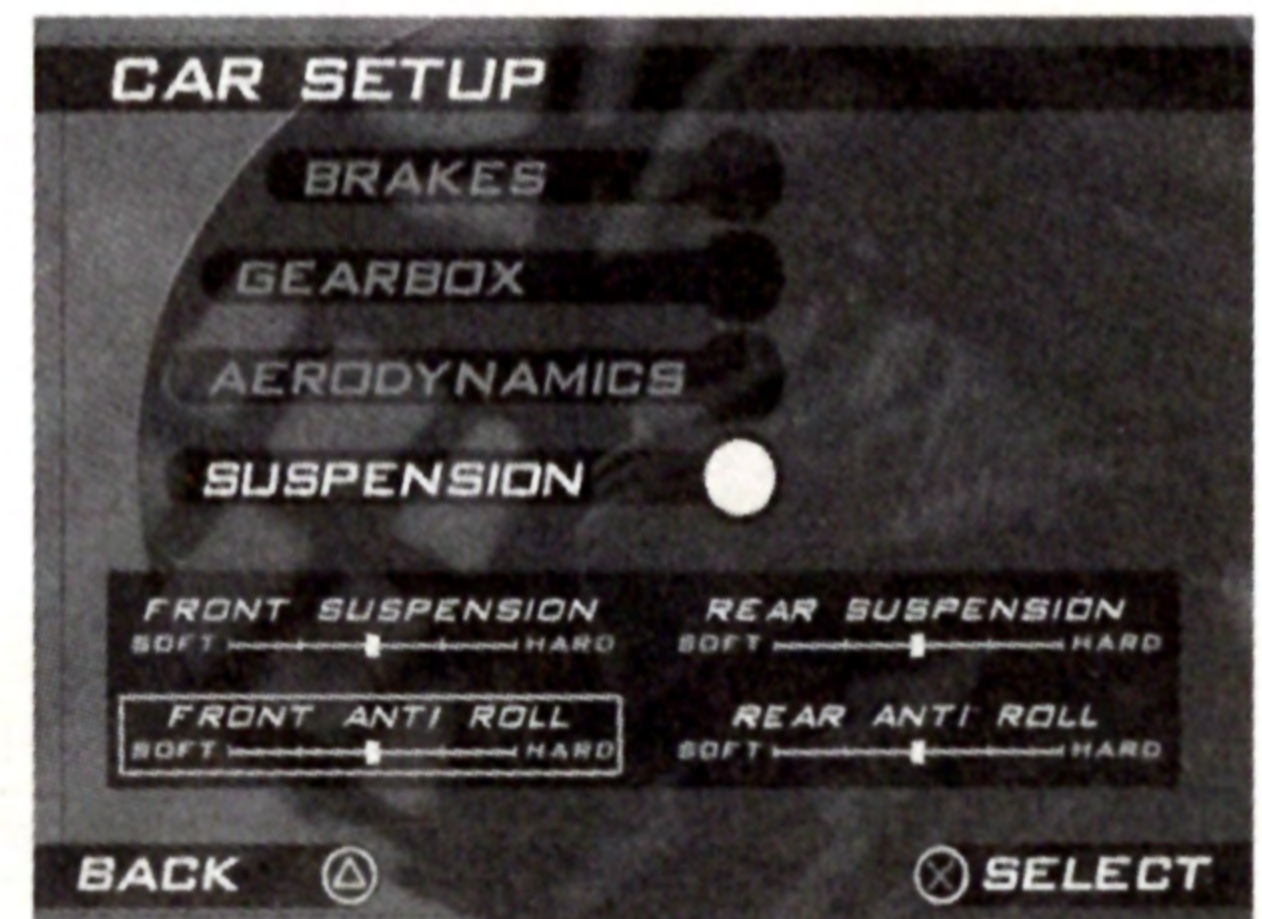
Adjust the brake balance for your car. Move the slider bar to the front for better cornering or move the slider bar to the rear to counteract over steer.

### gearbox

Adjust the gear ratios for your car. You can set your car to have low acceleration with a high top speed or high acceleration with a low top speed.

### aerodynamics

Adjust the front and rear downforce levels for your car. Low downforce generally gives you less drag for a faster top speed but poor handling; high downforce gives you more drag for a lower top speed but with better handling.



# options

## **suspension**

You can adjust the front and rear suspension and the front and rear anti-roll bar levels. Changes to the suspension will effect the handling of your car when cornering over bumps, changes to the anti-roll bars will effect the handling of your car when cornering at high speed.

## **records**

The Records Menu allows you to view the fastest lap and sector times and who they are held by for all the Tracks.

## **options**

You can adjust a variety of options from here.

### **screen**

Select this option to adjust the screen position. Use the directional buttons to move the screen to the desired position.

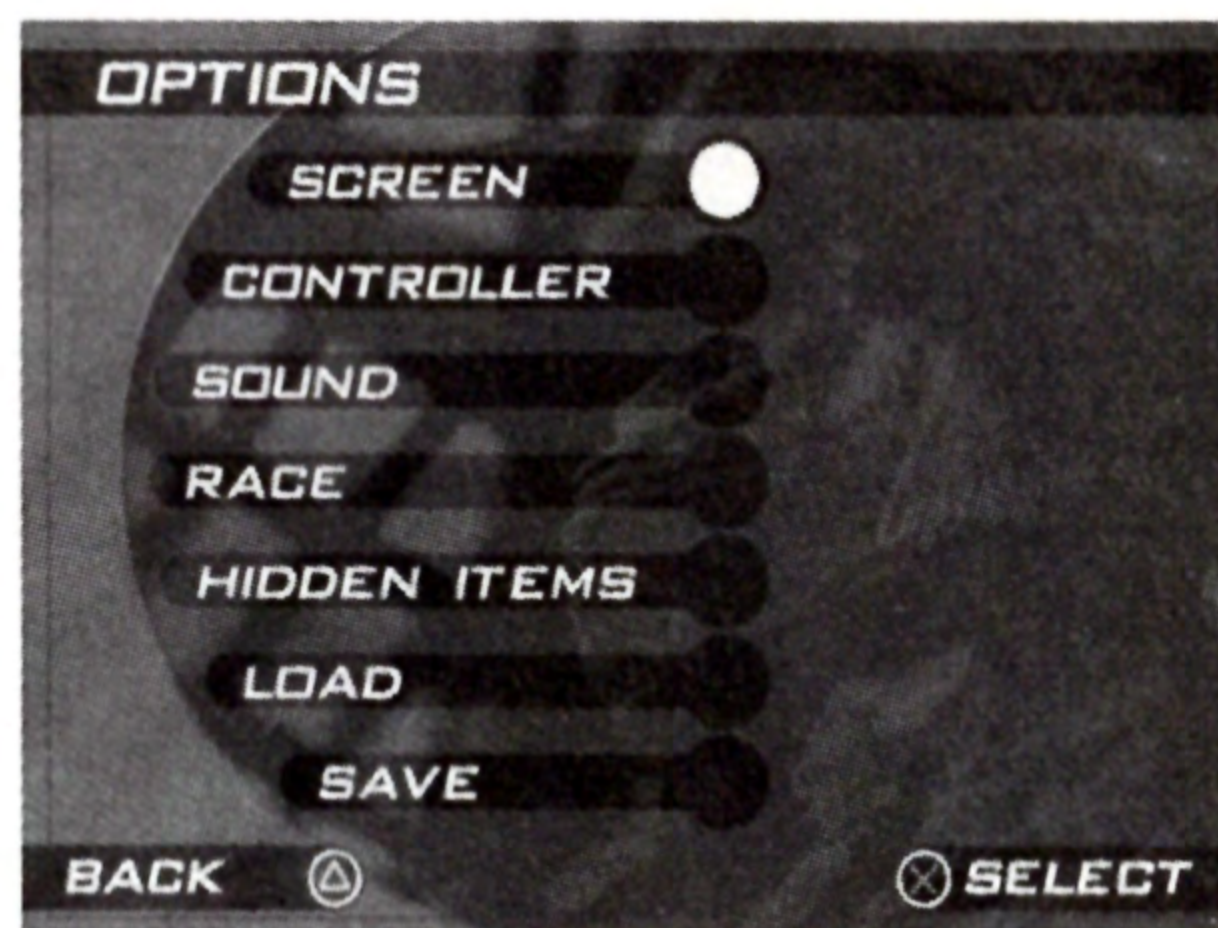
### **controller**

Select this option to configure the controls used in Ford Racing. You can also calibrate any Steering Wheels you may have connected.

### **configure**

Select which controller you wish to configure. Use the **Left** and **Right** directional buttons to scroll through the available configurations. There are 6 basic configurations.

If you have an DUALSHOCK™ analog controller connected (LED: RED) there are an additional 3 configurations.



# options

## **calibrate**

Some third party Controllers (such as steering wheels) require calibration before they can be used properly. Ford Racing will automatically detect whether your Controller needs to be calibrated. If required, follow the on-screen instructions to complete the calibration process.

Please refer to your Controller's user manual for further information.

## **vibration**

Turn the in-game vibration feature ON or OFF. DUALSHOCK™ analog controller only.

## **sound**

Select this option to change the way the sound is played in Ford Racing and to customize specific volumes.

### **SFX volume**

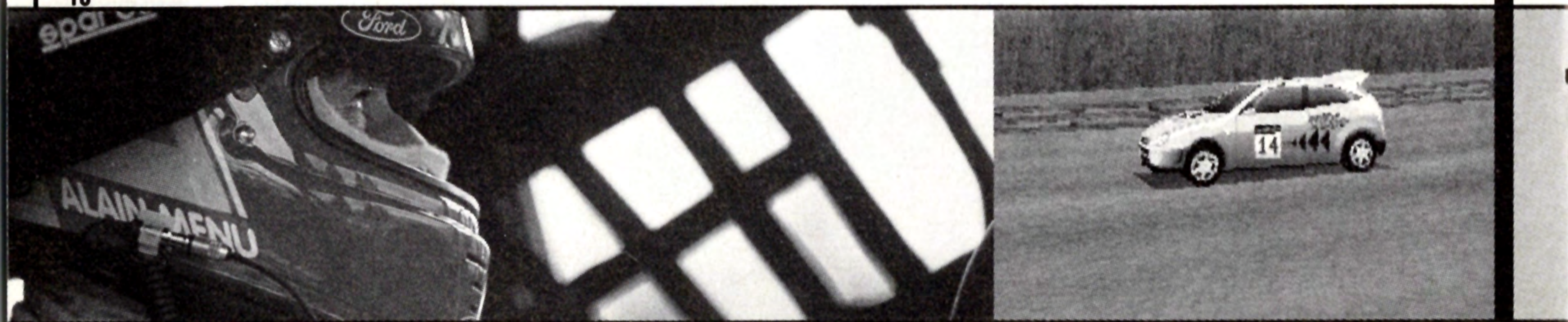
Use the **Left** and **Right** directional buttons to move the slider bar to the left or right to decrease/increase the effects volume.

### **music volume**

Use the **Left** and **Right** directional buttons to move the slider bar to the left or right to decrease/increase the music volume.

### **sound output**

Use the **Left** and **Right** directional buttons to switch between Stereo or Mono sound outputs.





# options

## race

### general

**CAMERA** This option changes the default camera position. The choices are Bumper, Chase 1 or Chase 2.

### head to head

**LAPS** Customize the number of laps to be played.

**BOOST** This is a catch-up option to give the player who is trailing a speed Boost. This can be set to High, Medium, Low or None.

### single race

**LAPS** Customize the number of laps to be played.

**DIFFICULTY** You can alter the difficulty level to Easy, Medium or Hard.

## hidden items

The Hidden Items screen shows what cars and tracks have been unlocked via the Career Mode. A car with a B next to it denotes the Black car. The Black car is the fully tuned model of that particular car. A track with an R next to it denotes Reverse. You are now able to play that particular track in reverse.

## memory card

Please make sure you have enough free blocks on your MEMORY CARD before attempting to Save any data. If your MEMORY CARD is new it must be formatted before you can save.

Ford Racing will automatically detect whether your MEMORY CARD needs formatting when you choose the Save option. If it does need formatting, you will be prompted to do this.



# options

## **save career**

You can save your Career progress at any time after a race. On the Race Calendar screen press the  $\Delta$  button to access the Career Menu screen. From here select the Save option and follow the on-screen instructions to complete the process.

## **load career**

You can Load a saved career from the Main Menu screen. Select the Load Career option and follow the on-screen instructions to complete the process.

## **options save**

From the Options screen you can Save your current game settings. Select Save and follow the on-screen instructions to complete the process.

## **options load**

From the Options screen you can Load any game settings you have on your MEMORY CARD. Select the Load option and follow the on-screen instructions to complete the process.

## **records save**

From the Records menu screen you can Save your Lap Records using this option. Select Save and follow the on-screen instructions to complete the process.

## **records load**

From the Records menu screen you can Load your Lap Records using this option. Select Load and follow the on-screen instructions to complete the process.

## **credits**

### **Toolbox Design**

**Programmed by** Ashley Thwaites & Peter Marshall, **Lead Artist** Mike Baker, **Artist** Simon Evans

### **Empire Interactive**

**Produced by** Danny Rawles & Ben Tuszyński, **Design Co-ordinator** Benedict Wilkins, **Art & Graphics** Steve Packer, Ben Willsher, **QA Manager** Darren Thompson, **Lead Tester** Gareth West, **QA Testers** Carlo Bush, Philip Baldwin, Chris Adamou, Darren Bennett, Tom Armour, Stephen Chainey,

**Executive Producer** Roger Cheung, **Production** A J Bond, **Artwork & Design** Phil Goldfinch, Nicolas Croc, Paul Flewitt, Jamie Young, Stephen Brennan



Ford

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AM

ALAIN MENÉ

Ford

Ford team

MORRIS

1961

***notes***

# ***notes***

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Take-Two Interactive Software, Inc. warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

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For technical support, please call Talonsoft @ 410-933-9191 9:00 am to 5:00 pm EST Monday through Friday

## **ESRB RATING**

This product has been rated by the Entertainment Software Ratings Board.

For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772



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