



# RACING 3



## CONTENTS

- INSTALLATION* ..... 2
- CONTROLS* ..... 3
- GETTING STARTED* ..... 4
- THE GAME SCREEN* ..... 6
- GAME TYPES* ..... 7
- RACE TYPES* ..... 7
- DRIVER RATING* ..... 8
- OPTIONS MENU* ..... 8
- CREDITS* ..... 10

### DISCLAIMER

By using this Software product, you agree to be bound by the limitations set out below.

### LIMITED WARRANTY

Empire Interactive warrants that the software will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the software are limited to ninety (90) days, unless the effect of this clause has been specifically excluded by applicable law.

### CUSTOMER REMEDIES

Empire Interactive's entire liability and your exclusive remedy shall be, at Empire Interactive's option, either (a) return of the price paid, or (b) replacement of the software or hardware that does not meet this Limited Warranty and which is returned to the place of purchase with a copy of your receipt. This Limited Warranty is void if failure of the software has resulted from accident, abuse, or misapplication. Any replacement software will be warranted for the remainder of the original warranty or thirty (30) days, whichever is longer.

### NO OTHER WARRANTIES

To the maximum extent permitted by applicable law, Empire Interactive and its suppliers disclaim all other representations, warranties, conditions or other terms, either express or implied, including, but not limited to implied warranties and/or conditions of merchantability and fitness for a particular purpose, with regard to the software and the accompanying written materials.

### NO LIABILITY FOR CONSEQUENTIAL DAMAGES

To the maximum extent permitted by applicable law, in no event shall Empire Interactive or its suppliers be liable for any damages whatsoever (including without limitation, direct or indirect damages for personal injury, loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use this product, even if Empire Interactive has been advised of the possibility of such damages. In any case, Empire Interactive's and its suppliers' entire liability under any provision of this agreement shall be limited to the amount actually paid by you for the software, unless the effect of this clause has been specifically excluded by applicable law.

Any unauthorised copying, reproduction, rental or broadcast of the information contained on the accompanying disc is a violation of applicable laws.

# INSTALLATION

1. Please insert the **FORD RACING 3** CD-ROM (label facing up) into your CD-ROM or DVD-ROM drive. After a few seconds you will be asked whether you want to install **FORD RACING 3**. If you do not receive this message please refer to point 2, otherwise skip to point 3.
2. If autorun is disabled, double click on "My Computer" on the Windows desktop. Double click on your CD-ROM or DVD-ROM drive to view the contents of the disc. Double click on the file called autorun.exe.
3. Select Yes to continue with the installation. Please follow the on-screen instructions carefully to complete the installation.

**Note:** Please refer to the readme file during installation for the most up-to-date information.

## GAME CONFIGURATION

After installation, you will be taken to the Game Configuration screen. From here you will be able to set your graphics, audio and language preferences. Select OK to save any changes you have made and return to the Desktop. Select Run Game to save the changes you have made and Run the game.

# CONTROLS

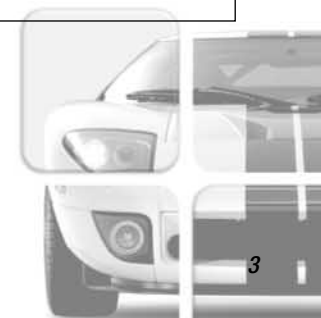
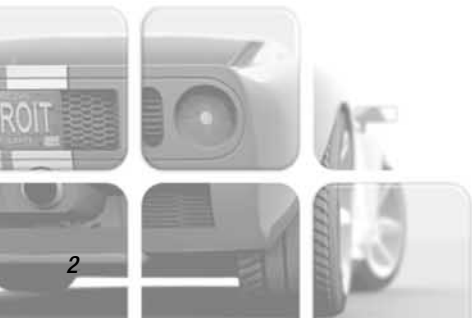
FORD RACING 3 can be played using the Keyboard, a Joystick or Steering Wheel Controllers. All control setups outlined below are default configurations; button configuration can be changed in the Options menu.

## Player 1 Keyboard Controls

Buttons	In-game	Menu
Left / right arrow	Steer	Menu left / right
Up arrow	Accelerate	Menu up
Down arrow	Brake / Reverse	Menu down
>	Shift up	-
<	Shift down	-
Space	Handbrake	-
Right Ctrl	Boost (used with 'Boost' and 'Racing Line' Race Types)	-
Backspace	Rear view	Back
Enter	Change view	Accept
P	Pause game	-
C	-	Special function

## Player 2 Keyboard Controls

Key	In-game
Z / X	Steer
Q	Accelerate
A	Brake / Reverse
V	Shift up
C	Shift down
S	Handbrake
W	Boost (used with 'Boost' and 'Racing Line' Race Types)
Tab	Rear view
1	Change view
P	Pause game



# GETTING STARTED

Welcome to **Ford Racing 3!** This game puts you in the driving seat of a wide range of real Ford vehicles, from world-changing legends like the Model T to future classics like the spectacular new 2005 Mustang GT.

As well as road-going classic and modern cars we've also included rugged off-road trucks, famous cars from the movies and amazing concept vehicles like the Mustang GT-R Concept.

## DRIVER PROFILE MENU

Your Driver Profile contains your progress, best lap times and various other statistics. When the game is started up you will see the Driver Profile menu.

The three items in this menu are the available Driver Profiles. Select an empty slot to create a new Driver Profile or choose a Driver Profile to continue an existing game.

You can overwrite an existing Driver Profile by highlighting it and pressing the Enter key.

## MAIN MENU

When you have established your Driver Profile you will see the Main menu:

**QUICK RACE** – a one-off race with no rewards

**SINGLE PLAYER** – this is the main section of the game and allows new Vehicles, Tracks and Race Types to be won

**MULTIPLAYER** – race in split screen against a human opponent using Vehicles, Tracks and Race Types that have been won in Single Player

**OPTIONS** – adjust controller and game settings: see the Options Menu section of this manual for full details

**EXIT** – exits the game

## SINGLE PLAYER MENU

Entering the Single Player section of the game brings up the Single Player menu:

**FORD COMPETITION** – compete in 14 different Competitions to win Trophies, Vehicles, Race Types and Tracks; see the Game Types section of this manual for full details

**FORD CHALLENGE** – complete Challenges to win new Vehicles, Tracks and Race Types; see the Game Types section of this manual for full details

**FORD COLLECTION** – complete Collection races to win trophies; see the Game Types section of this manual for full details

**DRIVER DETAILS** – view statistics, records and trophies for the current driver

## RACE SETUP MENUS

If you choose **FORD COMPETITION** then you are taken to the Competition Selection screen. Here you can choose to enter one of the available Competitions. Selecting a Competition takes you to the Competition Overview screen. This screen displays the selected Competition's details and allows you to enter that Competition.

The Vehicle Select screen is next. Here you can choose the vehicle that you wish to use in the Competition. You are now taken through the Competition and Round Introduction screens.

After you have competed in a round you are taken through the Race Results screens. These screens display your round result and your overall progress through the Competition. At the end of each round, Race Types and Tracks are collected.

When you have competed in all of the Competition rounds you are taken through the Competition Results screens and then, if you have done well, it is onto the Competition Rewards screens where your prizes get unlocked!

If you choose **FORD CHALLENGE** then Race Setup consists of two screens: Challenge Theme Select and Challenge Select. You cannot change your vehicle in Challenge races. When you have chosen a Challenge then you enter the Pre-Race menu.

If you choose **FORD COLLECTION** then Race Setup consists of three screens: Race Type Select, Vehicle Select and finally Track Select.

Race Type Select allows you to choose the type of race you want to take part in; see the Race Types section of this manual for full details.

**Vehicle Select** allows you to choose the vehicle theme and then the vehicle you want to race, many vehicles have 4 alternate colour schemes that you can choose between by pressing the C key. Vehicle statistics are also shown on this screen:

**Speed** – the maximum straight-line speed that the vehicle is capable of

**Handling** – how easy the vehicle is to control and how well it gets round corners

**Acceleration** – how quickly the vehicle accelerates from rest to maximum speed

**Weight** – how heavy the vehicle is (and how resilient it is to impacts with other vehicles!)

**Track Select** allows you to choose the track theme and then the track you race on, note that your choice of vehicle may determine what track you can choose: road cars cannot drive on off-road tracks and off-road vehicles can drive anywhere!

When you have made your choices in these screens then the last screen you see before entering the race is the Pre-Race menu.

## PRE-RACE MENU

Challenge games and certain Race Types only allow you to adjust DIFFICULTY in the Pre-Race menu, but Collection races may allow you to adjust some extra items:

**LAPS** – choose the number of laps in the race from **1** to **9**

**OPPONENTS** – choose the number of opponent vehicles from **1** to **5**

**OPPONENT VEHICLES** – choose the type of opponent vehicles between **MIX** (a mix of vehicle types) and **MATCH** (the same vehicle as yours)

**DIFFICULTY** – adjust the difficulty setting between **EASY**, **MEDIUM** and **HARD**

**LET'S RACE!** – choose this to start the race!

## THE GAME SCREEN

You can switch between three different views during the race by pressing the Enter key; Bumper View gives you the maximum sensation of speed and the two Chase Views give you a detached perspective view from behind your vehicle.

**POSITION** – your current position/the total number of vehicles in the race

**RACE ACTION ICON** – indicate driving manoeuvres (see below)

**TRACK MAP** – a map of the track (the red dot is you, the blue dots are your opponents)

**LAP** – your current lap/the total number of laps in the race

**LAP** – your current lap time

**LAST** – your previous lap time

**BEST** – the best lap time for your vehicle's class

**TACHOMETER** – your engine RPM

**GEAR** – the gear that your vehicle is currently in

**SPEEDOMETER** – your current speed



**Note: the above is for modern vehicles in Standard races. Different vehicles and Race Types may have elements that are modified, added or removed.**

Race Action Icons appear on screen when the player performs certain driving manoeuvres. The icons measure and record the duration/distance a manoeuvre has been performed for. The icons display the session's best result in brackets alongside the current score. The best ever results are recorded in the records section of the player's driver details.

There are three types of Race Action Icons:



**Drift Icon** – measures the distance the vehicle has drifted for.



**Wheel Spin Icon** – measures the number of seconds the vehicle has wheel spun for.



**Air Icon** – measures the distance the vehicle has been off the ground for.

## PAUSE MENU

Press the Esc key at any time during a race to pause the game and view the Pause menu:

**CONTINUE** – return to the race

**RESTART** – restart the current race

**RACE RULES** – an overview of the current race's rules

**OPTIONS** – adjust display and audio settings: see the Options Menu section of this manual

**END RACE** – retire from the current race and go to the Race Over menu

## RACE OVER MENU

At the end of every race, you will see a breakdown of your results and you may be awarded new Vehicles, Tracks, Race Types or Trophies. The Race Over menu appears after this and consists of the following:

**VIEW REPLAY** – view a replay of the race

**RETRY** – retry the race

**EXIT** – exit to the Race Setup menus

## GAME TYPES

**FORD RACING 3** features three different Game Types: **FORD COMPETITION**, **FORD CHALLENGE**, and **FORD COLLECTION**.

**Ford Competition** consists of 14 uniquely themed competitions that when won unlock Competition Cups, Vehicles, Tracks and Race Types.

**Ford Challenge** consists of a series of pre-determined races and driving challenges that, when won, open the challenge's Vehicle, Track and Race Type for your Ford Collection.

**Ford Collection** allows you to use the Cars, Tracks and Race Types that you have won in the Ford Challenge and Ford Competition games, to create your own races.

## RACE TYPES

**Ford Racing 3** features 11 different Race Types that are collected as you complete Ford Challenge and Ford Competition games:

**STANDARD** – a race for first place against between 1 and 5 opponents over between 1 and 9 laps

**ELIMINATION** – a race against 5 opponents over 3 laps, the last two vehicles are knocked out on each of the first two laps, the final lap is a head to head race to the finish!

**DUEL** – a 3 lap race in which you have to duel against 5 challengers in succession; winning each lap starts the next with a new set of opponents

**DRAFTING** – you must get behind your opponent and follow them closely without touching them, the power bar on the screen decreases as you follow your opponent but increases if you hit them

**DRIVING SKILLS** – there are gates positioned around the track and each gate you successfully pass through adds 1 second to a countdown; you must complete one lap before the countdown ends

**SECONDS OUT** – collect the required number of bonuses from around the track, while completing a lap of the track within the stated time limit

**RACING LINE** - your opponents have more power than you; use your boost to keep up with them. Charge your boost by driving on the racing line

**TIME ATTACK** – it's just you against the track: can you beat the target time?

**BOOST** - you get two boosts per lap; use them wisely!

**RELAY** - get the baton around the track three times to win. How quickly can you transfer the baton?

**OVERTAKE** - overtake the required number of vehicles before the time runs out. Hit them and you will receive a time penalty!

*Note: only STANDARD, ELIMINATION, BOOST, and RELAY races are available in Multiplayer.*

## DRIVER RATING

Successfully completing **FORD CHALLENGES** and **FORD COMPETITIONS** earns you Driver Rating points. The more driver rating points you have, the better your Driver Rating will be. To achieve the top ranking of **FORD LEGEND**, you must complete all of the **FORD CHALLENGES** on hard and come first in all of the **FORD COMPETITIONS**.

## OPTIONS MENU

The Options menu allows you to adjust game settings to suit your needs:

### GAME

**GEARS** – choose **MANUAL** transmission for extra control over acceleration and engine braking

### DISPLAY

**SPEED** – change the speed readout between Kilometres or Miles Per Hour

**MAP** – turn the in-game track map **ON** or **OFF**

### AUDIO

**MENU MUSIC** – adjust the volume of the music in the menus

**RACE MUSIC** – adjust the volume of the music in the game

**ENGINE / EFFECTS** – adjust the volume of the sound effects and engine sounds in both the game and the menus

**SPEECH** – adjust the volume of the speech in both the game and the menus

### CONTROLS

The Control options appear after you have chosen either **PLAYER 1** or **PLAYER 2**. The first two items in the Control options set the controller type and sub-type. In addition to this, the following items appear:

**KEY CONFIGURATION** – customise your key configuration to your preference.

**SETTINGS** – this menu option appears if a steering wheel controller is selected and allows the following to be adjusted:

**FORCE FEEDBACK** – turn the force feedback feature **ON** or **OFF**

**STRENGTH** – set the level of force feedback

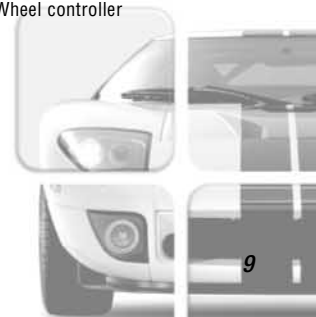
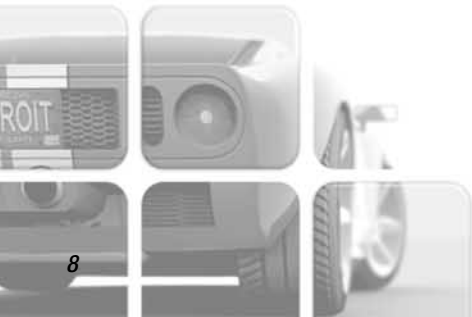
**DEADZONE** – set the 'deadzone' size (the amount you can move the controller before it registers)

**LINEARITY** – set the steering wheel 'linearity' (how sensitive it is to inputs)

**CALIBRATE** – choose this option to re-calibrate your Steering Wheel controller

### CREDITS

Choose this option to view the game credits.



# CREDITS

## RAZORWORKS

### **Production**

Kevin Bezant, Steve Hart

### **Design**

Terry Watts

### **Art**

James Morris, Dan Zelcs, Matt Nightingale,  
Mika Valimaa, Simon Davies, Gavin Clark,  
Steven Crow, Marco Segers, Paul Amesbury,  
Andy Debus, Kam Chana, Rick Nath

### **Programming**

Todd Gibbs, Dave Proctor, Dave Lomas, Jeff  
Sheard, Graham Blackwood, Konstantinos  
Pataridis, Dan Clarke, Mark Petty, Ioannis  
Venetsanopoulos, Jason Turner

### **Office Management**

Lisa Hill

### **Art Support**

Alive Interactive

### **QA Support**

Gavin Clark, Richard Hughes

### **Music Production**

Muddy Funkers, Paul Stroud, Tim Follin

### **Additional Sound Design**

Sam Toms, Richard Jacques,  
Greg Hill - Soundwave Concepts

### **Casting and Voice Production**

Philip Morris at AllintheGame Ltd

### **Voice Cast**

Tina Stewart, Steffan Boje

### **German Voice Director**

Aletta Lohmeyer

## EMPIRE INTERACTIVE

### **Head of Internal Development**

Simon Prytherch

### **Producer Support**

Steve Metcalf

### **QA Manager**

Dave Cleaveley

### **Assistant QA Manager**

Steve Frazer

### **Lead Tester**

Mark Jones

### **Testers**

Olivier Banal, Philip Octave, Ryan Kalis,  
Darren T Bennett

### **Group Development Director**

Dr David Pringle

### **Head of Future Products**

Roger Cheung

### **Marketing**

Mark Cook, Paul Benjamin, Doug Johns

### **Production**

A J Bond

### **Packaging: Artwork and Design**

Jayshree Mistry, Tom Hodge, Rob Cubbon

### **Empire USA**

Jimmy Lamorticelli, Tricia Gray, Tadasu  
Hasegawa, Yuko Hayashi

### **Empire Europe**

Philippe Dao (France);  
Stephanie Mueller, Mark Wardenga  
(Germany);  
Laura Maestri (Italy);  
Alison Ryan (Spain)

### **Special thanks to**

The Beanstalk Group, Mark Klocek

