

PC CD-ROM

RACING

2



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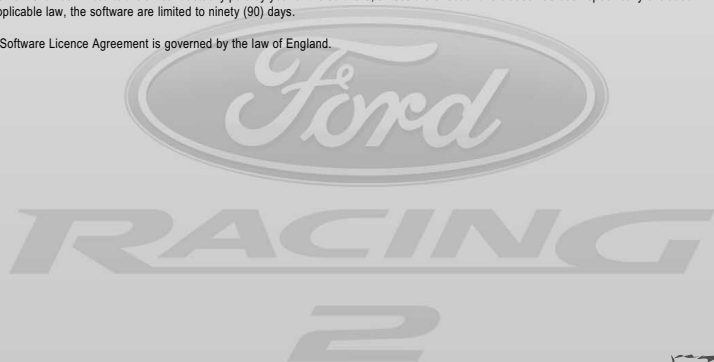
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INSTALLATION

1. Please insert the Ford Racing 2 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 2. 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.

DRIVING TIP

Some vehicles are harder to drive than others. For example, in the Performance Cars category the Focus FR200 is easy to drive while the Mustang Mach III Concept is tough. Look at the vehicle's handling statistic in the Vehicle Select screen to see how the vehicle drives and work your way up to the tougher vehicles.

CONTROLS

Ford Racing 2 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

Button	In-Game	Menu
Left/Right Arrow	Steer Left/Right	Menu Left/Right
Up Arrow	Accelerate	Menu Up
Down Arrow	Brake/Reverse	Menu Down
Enter	Change view	Accept
Space	Handbrake	-
>	Shift up	-
<	Shift down	-
Backspace	Rear view	Back
C	-	Special Function
P	Pause game	-

Player 2 Keyboard Controls

Button	In-Game
Z/X	Steer Left/Right
Q	Accelerate
A	Brake/Reverse
Left Alt	Change view
Left Ctrl	Handbrake
V	Shift up
C	Shift down
Tab	Rear view
P	Pause game

DRIVING TIP

Tap and quickly release the handbrake (Space) just after you begin cornering to make your vehicle go into a powerslide. This slows you down a little but is a great technique to get your vehicle around really tight corners.

GETTING STARTED

Welcome to Ford Racing 2! This game puts you in the driving seat of a wide range of real Ford vehicles, from world-changing legends like the '68 Mustang to future classics like the spectacular new Mustang GT Concept.

As well as road-going classic and modern vehicles we've also included rugged off-road trucks, famous vehicles from the movies, exotic concept vehicles and even the awesome Ford Taurus stock car so you can experience the adrenaline rush of oval racing at 200mph!

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

SINGLE PLAYER MENU

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

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 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: Stock Cars can only drive on racetracks, Road Vehicles can drive everywhere except off-road 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!

DRIVING TIP

During off-road races, try to stay close to the track because the edges often have high drag, uneven ground or even obstacles. In addition to this, off-road races mainly take place on dirt or gravel so you will need to master the handbrake and control your powerslides to win!

THE GAME SCREEN

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

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

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

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



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

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

DRIVING TIP

Most of the vehicles in Ford Racing 2 are rear-wheel drive. This makes them tend to powerslide more than front-wheel drive vehicles like the Ford Focus SVT. During powerslides, you may need to steer in the opposite direction to the way the road goes; this is called 'opposite lock' and is a spectacular and fast way to take the really tight corners.

GAME TYPES

Ford Racing 2 features two different Game Types:

Ford Challenge and **Ford Collection**.

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 Vehicles, Tracks and Race Types that you have won in the Ford Challenge games to create your own races. If you beat a particular Race Type on every track then you will win the trophy for that Race Type.

Note: the Difficulty Level at which you win a vehicle in the Ford Challenge determines the maximum Difficulty Level you can set for that vehicle in Ford Collection races.

DRIVING TIP

If you are driving at speed and get right in behind another vehicle then you will get a slight performance increase due to the fact that the leading vehicle is pushing the air aside for you. This is known as 'drafting' and is often seen in real-life stock car racing.

RACE TYPES

Ford Racing 2 features 8 different Race Types that are won as you complete Ford Challenge 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 3 challengers in succession; winning each lap starts the next with a new opponent

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 – time bonuses are positioned around the track and each one you collect takes one second off your lap time: you must beat the target time to win

RACING LINE - beat the target time while driving on the 'best racing line' that is marked on the track - if you drive off the line it changes from green to red and you incur a time penalty!

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

Note: only STANDARD and ELIMINATION races are available in Multiplayer.

DRIVING TIP

The key to getting really fast lap times is to learn the best racing line so you can take corners at maximum speed. A great way to practice the racing line is by playing the Racing Line Race Type.

OPTIONS MENU

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

GAME

HANDLING – choose your preferred handling type between STANDARD (all driving aids turned on and extra grip) or ADVANCED (for the most challenging driving experience)

If you set Handling to ADVANCED then a further 3 Handling Options open:

TCS – TCS (Traction Control System) stops your wheels from spinning under power, if you turn this option OFF and minimise your wheel spin when accelerating then you can accelerate faster than just leaving TCS ON and stomping the accelerator

ABS – ABS (Anti-lock Braking System) stops wheels from locking up during heavy braking allowing the driver to keep the vehicle under control, if you turn this option OFF you'll be able to brake faster but you'll lose all steering control under heavy braking

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

Note: TCS and ABS weren't introduced to road vehicles until the 1980s so you should turn these options OFF if you want to accurately emulate the handling of vehicles built before then.

DISPLAY

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

MIRROR – turn the rearview mirror ON or OFF in the Bumper View

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

SOUND EFFECTS – adjust the volume of the sound effects in both the game and the menus

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

MUSIC TYPE – set the type of music that plays during races

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.

DRIVING TIP

Choose ADVANCED handling in the Game Options to configure the driving aids to your preference and to turn off the automatic gearbox; this gets you closer to the real driving experience!

Note: the Difficulty Level at which you win a vehicle in the Ford Challenge determines the maximum Difficulty Level you can set for that vehicle in Ford Collection races.

DRIVING TIP

If you are driving at speed and get right in behind another vehicle then you will get a slight performance increase due to the fact that the leading vehicle is pushing the air aside for you. This is known as 'drafting' and is often seen in real-life stock car racing.

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Cyberchrist

Performed by Pivit

Written by Chris Lewis, Chris Moore, Micah Alboa, Adam Rapps and James Bannister

From the album "Thanks For Coming Back"

Courtesy of Pivit

By arrangement with Media Creature Music

www.pivit.com

Ordinary (Instrumental)

Performed by Dunamus

Written and produced by Nathanael Lew

Courtesy of Media Creature Music www.dunamusrock.com

Keeps You Running

Performed by Psychotic Youth

Written by Jorgen Westman

From the album "Stereoids"

Courtesy of Disaster Records

By exclusive arrangement with Media Creature Music

www.bomp.com

Nothing Left To Lose

Performed by Super Bright Light

Written by Jason Weeks

From their forthcoming album

Courtesy of SRH

By arrangement with Media Creature Music

www.superbrightlight.com

www.suburbannoizerecords.com



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