

XBOX

LIVE

ONLINE ENABLED



RACING 3



2K
GAMES



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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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Thank you for purchasing **FORD RACING 3** software designed for use with the Xbox® Video Game System. Please read this manual carefully before playing the game. Especially those sections that cover operating instructions and safety considerations

STARTING UP

Xbox Live

Take FORD RACING 3 Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

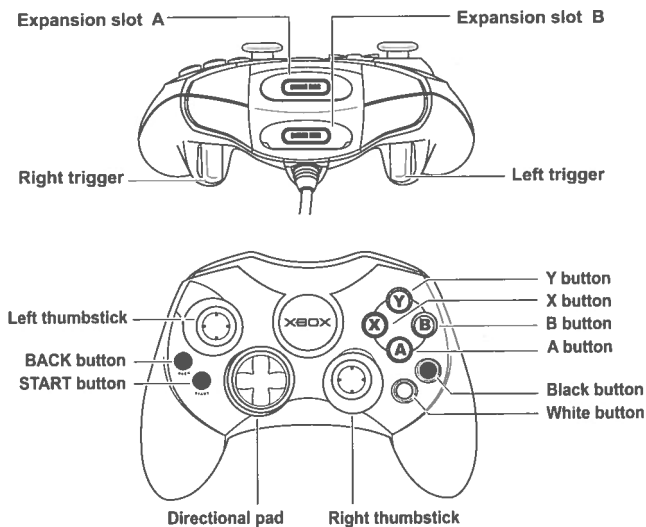
Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

DEFAULT CONTROLS

FORD RACING 3 can be played using either the Xbox® Controller or Steering Wheel Controllers. All control setups outlined below are default configurations; button configuration can be changed in the Options menu.

USING THE XBOX® CONTROLLER



Button	In-game	Menu
Directional pad	Steer	Change menu item
Left thumbstick (left / right)	Steer	Menu left / right
Left thumbstick (up / down)	-	Menu up / down
Right trigger	Accelerate	-
Left trigger	Brake / Reverse	-
X button	Shift up	Special function
A button	Shift down	Accept
B button	Handbrake	Back
Y button	Boost (used with 'Boost' and 'Racing Line' Race Types)	Xbox Live™ options
Right thumbstick (down)	Rear view	-
Black button	Change view	-
START button	Pause game	Accept
BACK button	-	Back

STEERING WHEEL CONTROLLER

Button	In-game	Menu
Directional pad	-	Change menu item
Steering wheel	Steer	Menu left / right
Accelerator pedal	Accelerate	-
Brake pedal	Brake / Reverse	-
X button	Shift down	Special function
A button	Shift up	Accept
B button	Handbrake	Back
Y button	Boost (used with 'Boost' and 'Racing Line' Race Types)	Xbox Live™ options
Black button	Rear view	-
White button	Change view	-
START button	Pause game	Accept
BACK button	-	Back

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 Ford 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 three 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 **Y** button.

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

Xbox Live™ SIGN IN – Sign into the Xbox Live™ Service

Note: during Multiplayer games on a standard (4:3) TV, the screen is split showing Player One at the top and Player Two at the bottom. On a widescreen (16:9) TV, the screen is split showing Player One on the left and Player Two on the right.

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

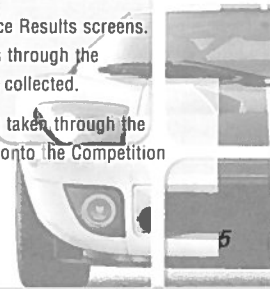
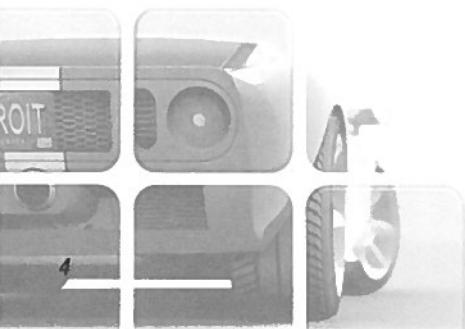
RACE SETUP MENUS

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 type 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 **Y** button. 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**

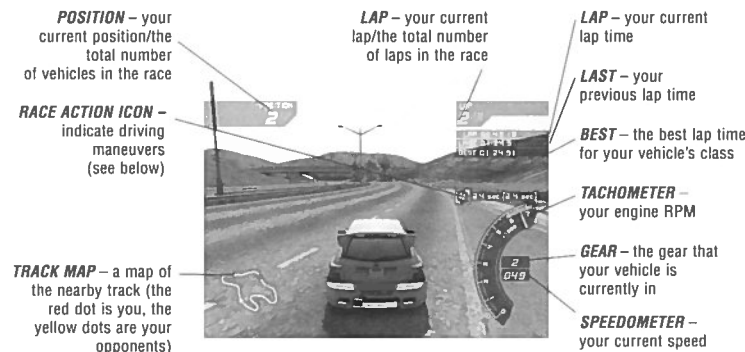
OPPONENT VEHICLES – choose the type of opponent vehicles between **MIX** (a mix of vehicle types) and **MATCH** (the same vehicle as yours)

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 Black button; Bumper View gives you the maximum sensation of speed and the two Chase Views give you a detached perspective view from behind your vehicle.



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 maneuvers. The icons measure and record the duration/distance a maneuver 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 **START** button at any time during a race to pause the game and view the Pause menu:

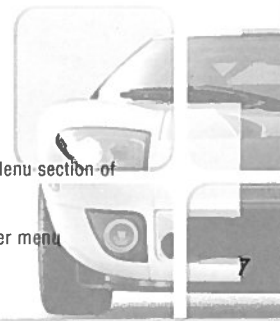
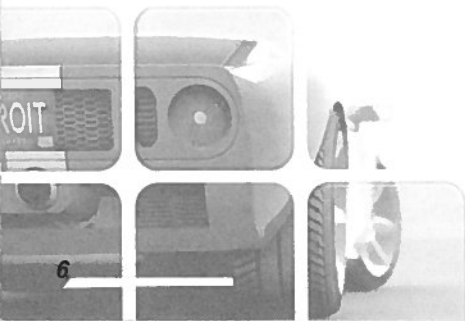
CONTINUE – return to the race

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 Vehicles, 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 1 to 5 opponents over 1 to 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 drafting 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

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

AUDIO

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

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

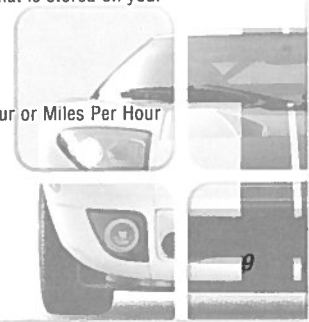
RACE MUSIC – adjust the volume of the music in the game

SOUNDTRACK – choose either the game soundtrack or music that is stored on your Xbox® console

DISPLAY

SPEED UNITS – change the speed readout to Kilometers Per Hour or Miles Per Hour

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



CONTROLS

The Control options appear after you have chosen either **PLAYER 1** or **PLAYER 2**.

For Xbox® Controller:

BUTTON CONFIGURATION – choose between different preset button configurations

VIBRATION – turn the Xbox® Controller vibration feature **ON** or **OFF**

For Steering Wheel Controllers:

BUTTON CONFIGURATION – choose between different preset button configurations

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

STRENGTH – set the level of force feedback

CREDITS

Choose this option to view the game credits.

XBOX LIVE™

You can use Xbox Live™ to race up to 5 other players online, as well as to upload your lap records and compare yourself to the best players in the world. Selecting the MULTIPLAYER option followed by the Xbox Live™ option will take you to the Xbox Live™ Main menu (if you are not signed in then it will take you through the sign in sequence first).

XBOX LIVE™ MAIN MENU OPTIONS

QUICKMATCH – search for any active game that is available to be joined

OPTIMATCH – set search parameters before searching for active a game

CREATE GAME – create a game session that other players can join

SCOREBOARDS – view your lap times and online ranking points on the world leader boards

ONLINE RANKING POINTS

Online ranking points are used to rank players on a world leader board. The more online ranking points the player has the higher they are ranked. Each player starts off with an online ranking of zero. Players earn ranking points by competing in and winning races on the Xbox Live™ service. At the end of a race, the number of points awarded to the player depends on their finishing position and the number of drivers they beat. Players earn bonus points for beating drivers with a higher online rank than themselves.

CREDITS

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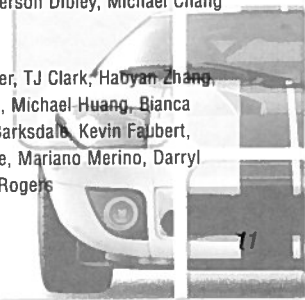
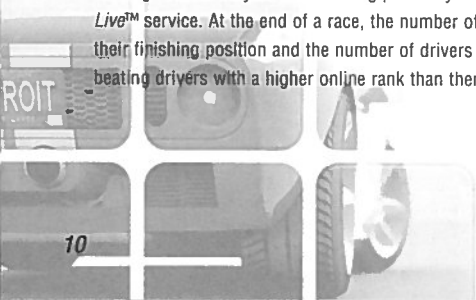
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NOTES

