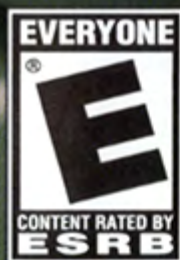




Racing Italiano™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

Warning

The cars in this game may differ from the actual cars in movement and performance. Do not copy or imitate the driving style or actions shown in this game. Always remember that when driving a car in real life to drive safely and show consideration for other road users. Always obey posted speed limits and traffic signals.

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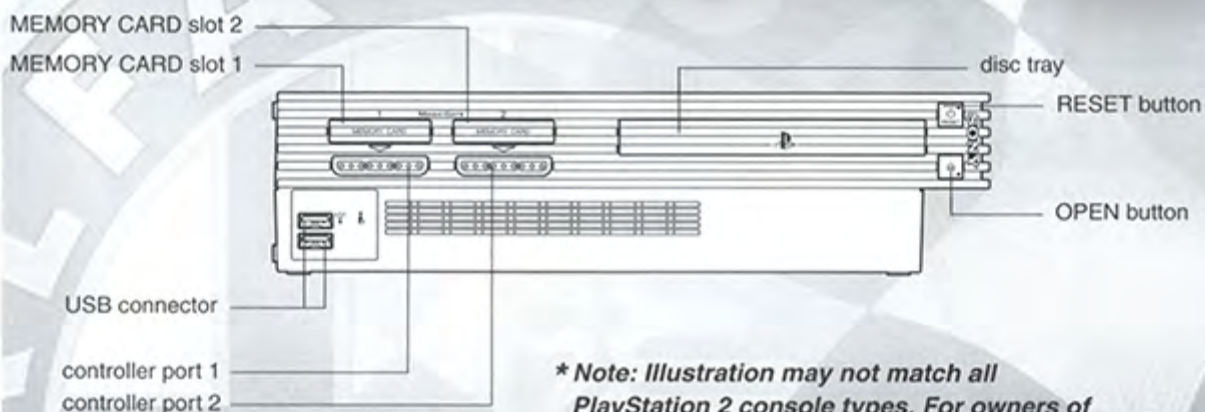
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Legal

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Getting Started*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Alfa Romeo Racing Italiano disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

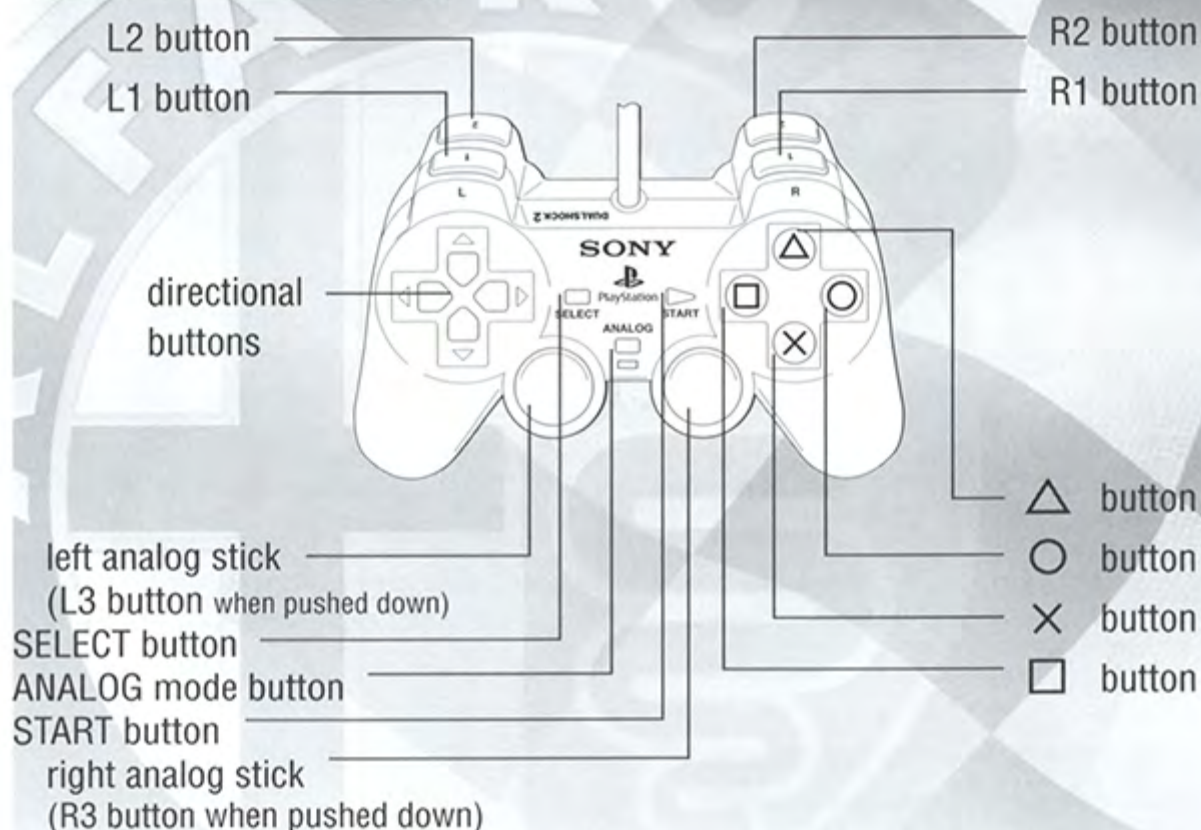
It is advised that you do not insert or remove accessories once the power is on. Two controllers are required to play Alfa Romeo Racing Italiano in 2-player mode. If you are using two DUALSHOCK®2 analog controllers, connect the controller for Player 1 into controller port 1 and the controller for Player 2 into controller port 2.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



Controls



Alfa Romeo Racing Italiano supports 5 different controller configurations (available through the options menu). The functions listed below represent the default configuration.

Directional buttons

Left analog stick

⊗ button

⊗ button non-race

● button

● button

▲ button

▲ button non-race

L1 button

L2 button

R1 button

R2 button

L1 + R1 buttons

START button

SELECT button

menu and item selection

steer car

accelerate

confirm/select highlighted menu item

brake (also reverse with automatic transmission)

parking brake

Tiger Effect (see page 10 for more details)

return to previous screen

left view

gear shift (down if manual transmission enabled)

right view

gear shift (up if manual transmission enabled)

rear view (both buttons pressed simultaneously)

in-game pause menu

change in-game view

Introduction

Alfa Romeo Racing Italiano - is the driving simulator that carries the official Alfa Romeo license and which revolutionizes the concept of racing games by introducing a Role Playing structure completely focused on the Driver.

Within the simulation concept, the correct reproduction of physical characteristics, some stresses and responses to the controls in the vehicles, are complemented by the behavioral "simulation" of the Driver during a race; all this offers the player the opportunity to improve himself, right up to becoming a veritable "legend" of four-wheel racing; through a system comprised of Levels, Experience Points, Skills and Gear which, alongside the manual confidence acquired by playing, helps them grow and progress in their career.

Alfa Romeo Racing Italiano also aims at providing an "all-Italian" experience: the developers of this videogame are Italian and many of the race course layouts recreate vistas of the most beautiful cities and of the most picturesque landscapes that Italy can offer.

Finally, last but by no means least, is Alfa Romeo's unique, extraordinary and inimitable all-Italian style, a trademark that is a towering legend in the worldwide scenario of motor car racing.

Profile Management

Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before switching on.

Initially you can select only New Profile; subsequently you will be able to return to the Profile Management through the Main Menu and choose the other items.

NEW PROFILE: Input the name for your Driver through the on-screen keyboard. Once the name is complete select OK to create the profile.

LOAD PROFILE: Select a profile from the previously saved profiles and press X to proceed.

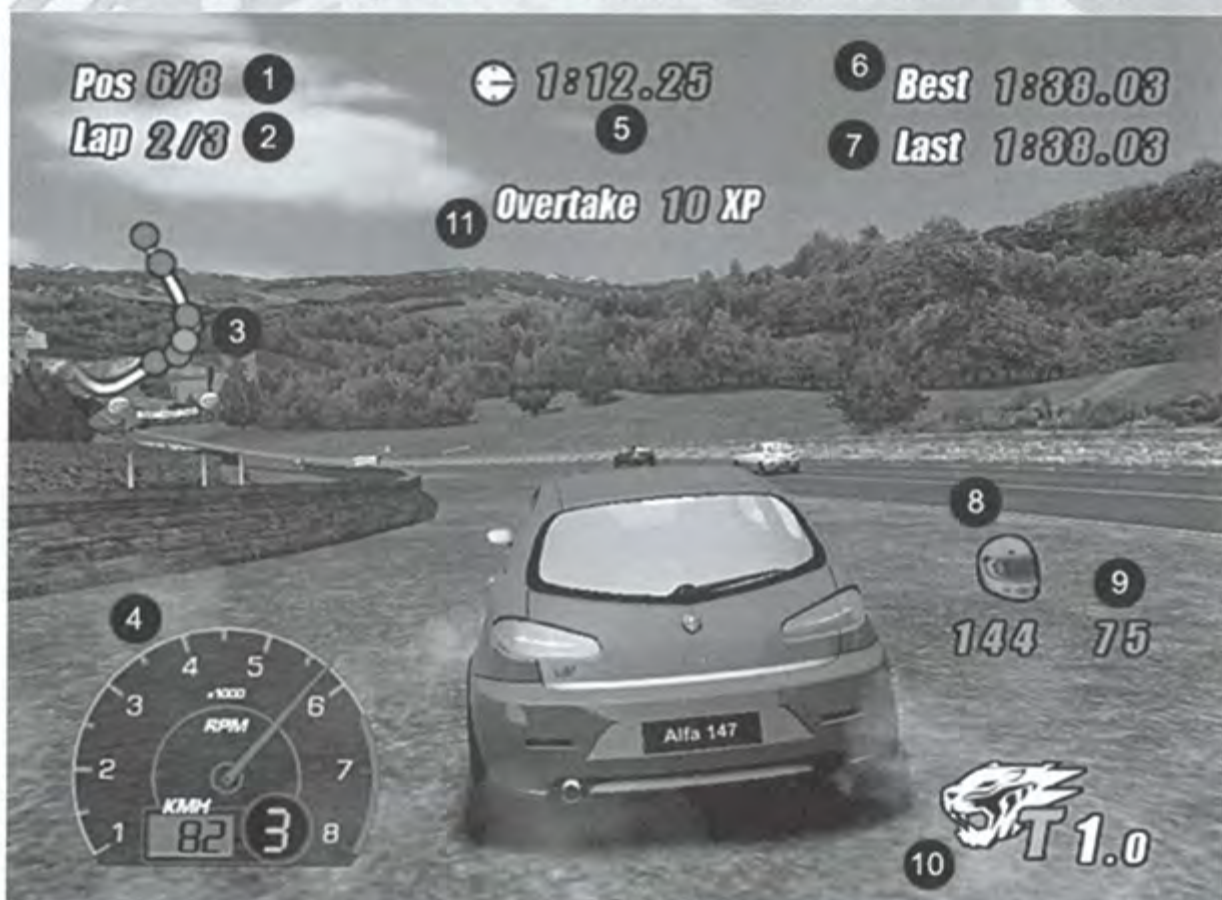
SAVE PROFILE: With this function you can save your current profile. Select an "Empty" slot and confirm your choice by pressing X. It is also possible to overwrite an existing profile, but you will lose the data saved in the old profile. **IMPORTANT:** Before proceeding to the save, make sure that a memory card (8MB)(for PlayStation®2) has been inserted into MEMORY CARD slot 1. While saving do not remove the memory card (8MB)(for PlayStation®2) nor switch off the console.

DELETE PROFILE: This function allows the deletion of one or more profiles saved on the memory card (8MB)(for PlayStation®2).



Game Screen

The picture below shows a typical game play screen of Alfa Romeo Racing Italiano. Refer to the key below to determine the function of each element.



- 1 - Current position in relation to the number of opponents.
- 2 - Number of current lap in relation to the total number of laps.
- 3 - Short range coarse map with the green circle representing your car.
- 4 - Tachometer. The digital read out at the bottom left is your current speed and the single digit display at the bottom right is your current gear.
- 5 - Time elapsed since the start of the race. When you reach a check point, the time taken to reach this checkpoint is displayed.
- 6 - Your best lap time for the current race.
- 7 - The lap time for the last lap you have completed.
- 8 - Graphical and numeric indication of the driver condition (green).
- 9 - Numerical indication of the car condition (blue).
- 10 - Tiger effect indicator, showing how many seconds of Tiger you have and if it is available (it will glow to indicate availability).
- 11 - Any experience earned during a race will be displayed in this area.

During the race additional on-screen elements will appear. For instance, when you get sufficiently close to an opponent to draft, a green and blue bar indicator will appear above their car showing the current driver and car condition. You can see this reduce as you intimidate the opponent. Also, as you pass various checkpoints, you will see the time difference between you and the two nearest opponents appear on the right hand side of the screen.

Certain races will have a bonus award for beating or eliminating particular opponents, these opponents will be identified by an icon above their car as they progress around the track.

Main Menu

Dynasty Mode

The heart and soul of Alfa Romeo Racing Italiano, compete in multiple tours of increasing difficulty. Earn experience and gain levels for your driver while unlocking new cars and circuits for use in the other play modes. For more details see page 8.

Instant Action

Jump right in and race by picking a circuit and car. There are no role-play elements used in Instant Action, it is all down to your skills as a player. However, the AI difficulty depends on the level of the currently loaded profile and the car and circuit selections availability depend on your achievements in Dynasty Mode.

Multiplayer

Play against a friend with split-screen action. Ensure that you have two controllers connected before attempting to play Multiplayer. Choose from the following race types:

Instant Action: A straight race with the winner being the first player to complete the preset number of laps.

Clean Drive: Avoid totaling your car while attempting to complete the preset number of laps before your opponent.

Head to Head: One player will be the runner, the other the chaser. The runner must not fall behind the chaser for more than seven seconds during the preset number of laps.

My Driver

This is the most important section of the main menu! Here you will manage your Driver in every detail (enhancing Skills, selecting Gear...) and view useful information on your career and the available cars. It is essential to review this information before every race in order to better prepare your Driver. For more details see page 9.

Profile Management

Manage profiles on the memory card (8MB)(for PlayStation®2) inserted in slot 1. For more details see page 4.

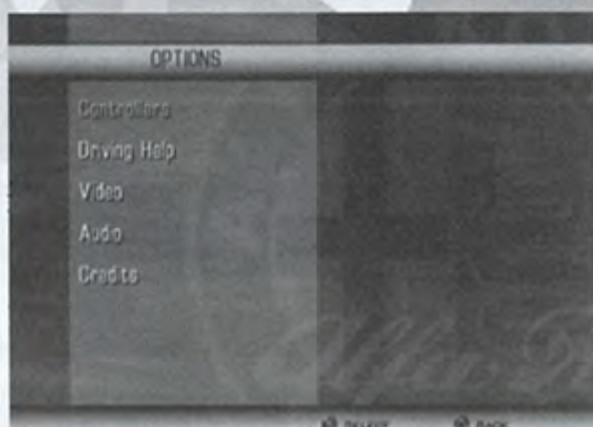
Options

Adjust the various game options including controller and audio setup. See the next page for more details.

Options

Controllers

Modify the way the game interacts with the connected controllers. Select the controller port you wish to adjust and then modify each option as you wish. It is recommended that you leave Steering Assistance on if using the DUALSHOCK®2 analog controller. Configuration lets you choose from 5 preset controller configurations.



Driving Help

Turn on or off the driving aids present in Alfa Romeo Racing Italiano, change the units for the speed display between KPH or MPH, select manual or automatic transmission and enable the ghost car for Time Assault.

Video

Adjust the position on your TV in which to display the game screen using the directional buttons: for ease of operation, the main area is highlighted by four white corner references.

Audio

In order to adjust the sound volume, select the required item and adjust the level highlighted in yellow, by pressing the right (to increase) or left (to lower) directional button. You can also adjust the audio output type between Mono, Stereo, Headset and Surround. In order to experience the Surround mode, the console should be connected to an amplifier capable of decoding Dolby Surround with a suitable speaker setup.

Credits

View the list of people that were involved in the making of Alfa Romeo Racing Italiano.



Dynasty Mode

The Dynasty Mode represents the core section Alfa Romeo Racing Italiano. Dynasty mode consists of three parts: Tours, Challenges and Time Assault.

Tours

There are five categories of Tours (Rookie, Semi-Pro, Pro, Expert, Unlimited) with only Rookie available initially. Each of the five tours contains the following event types for a total of ten races. At the start of each Tournament, two XP Events and one Gear Event are available, that can be tackled in any order.

XP Events

These are four races of three laps each, useful for earning experience points. The difficulty of these events is less than that of the other events within a tour. In order to unlock further XP Events you'll need to finish 3rd or better.

Gear Events

In these you compete to win new racing gear (Helmet, Gloves, Suit, Boots) for your driver: each time you win a Gear Event you get a new Gear item. These three events consist of three laps each, and will face opponents a little stronger than those encountered in the XP Events.

Tournaments

These consist of two races of six laps each, against some of the best drivers on the circuit. Victory earns you an Award. By placing within the first three positions in the Tournament races you will unlock the Championship. To unlock these events you will first have to complete all the XP Events and the Gear Events.

Championships

This is the Tour's culmination: not only is it the longest (nine laps), but it is also the most challenging with very competitive opponents. By placing at least third, you'll unlock the next level Tour, and if you win you will be awarded the Tour Trophy and a Prize.

IMPORTANT NOTE: the Dynasty Mode can be completed without winning all the races, but to triumph one has to achieve first place in every Event.

Challenges

These are organized in five increasingly difficult categories and by successfully completing them you can win various Gear items which you'll be able to use in the other Dynasty Mode competitions. Each Challenge has a minimum level requirement, so to enter the first challenge you must have reached at least Experience Level 5. There are five different challenge types:

Speed Trap: You must cross all the predefined points at the indicated speed or higher. You will fail the trial if your speed is lower than that required.

Top Limit: You must maintain the indicated minimum speed within each highlighted section of the track. If you fall below the indicated speed you'll fail the trial.

Clean Drive: Drive a preset number of laps without hitting an opponent or any object on the circuit.

Chase: You will have to reach your opponent within the time limit and then stay ahead of them for seven consecutive seconds.

Escape: Stay ahead of your opponent for the time limit. Do anything you can to avoid being overtaken!

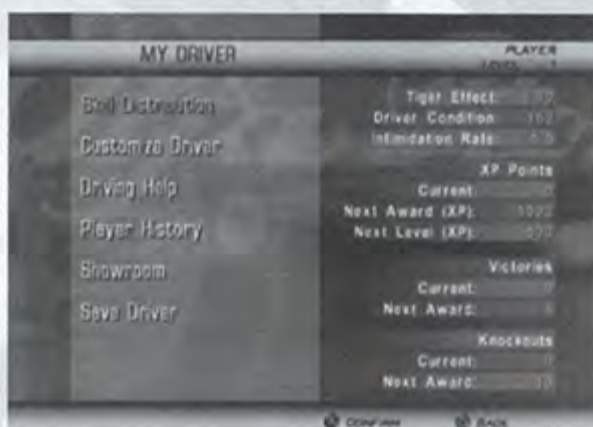


Time Assault

On circuits unlocked with Dynasty Mode, try and achieve the best time. You will be able to load a previously saved fast lap from your memory card (8MB) (for PlayStation®2) or from that of a friend, in order to compare your respective driving skills.

My Driver

On the right hand side of the screen you can view the current experience level you have attained along with the various important statistics, achievements and abilities. You can also see more information about your driver by selecting one of the menu items on the left.



Skill Distribution

You can see how you've spent your skill points to date, and also read more about each of the skill sections. The number of skill points you have available to spend is shown in the top right corner, under your profile name and level. Use the up and down directional buttons to select a skill category.

Customize Driver

You can select which items your driver will wear, and what effect they will have on your abilities and statistics. Pressing X will equip your driver with the highlighted gear. Pressing TRIANGLE will return you to the previous screen without keeping any changes you might have made.

Driving Help

This is replicated from the Options menu. For details, please see page 7.

Player History

This is split into four distinct categories:

Career Stats: Display the number of events within each tour that have been stormed (placed 1st) and also the number of challenges won for the current profile.

Accomplishments: Display the accomplishment task list and highlight those that have been completed. Completing all accomplishments will reward you a special prize!

Player Stats: Display various statistics kept by the game as you race. Use the up and down directional buttons to review all the statistics.

Track Records: Display the best lap times for each track. Use the left and right directional buttons to select a track. The Square button will display the best lap times by each car on the currently selected track.

Showroom

In the Showroom you can admire all the Alfa Romeo models that you have unlocked.

Save Driver

By selecting this item, your current profile is saved on the memory card (8MB) (for PlayStation®2) in slot 1. See page 4 for more details.

Role Play Elements and Skills

This is where Alfa Romeo Racing Italiano differs from almost every other racing game. Just like a traditional fantasy role playing game, your driver gains experience and level as you play the game. With each increase in level comes a skill point increase, and you decide in which of the 9 skill areas to spend it.

When you first start up Dynasty Mode, take time to review all the skills available, and see what skills you'd like to build up. Initially, you will only be able to spend skill points in the 1st three skill areas, but as your driver levels, more skill areas will open up. Once a skill point is spent and a profile saved, it cannot be unspent so make your decision carefully.



Tiger Effect

During a race, you have the ability to rewind time and create a 'do-over' by using your Tiger Effect. The amount of time you can rewind and how often you do it are dictated by your skills (Vision and Anticipation). Pressing and holding Triangle will initiate the Tiger Effect. The longer you hold the button down, the more time will be un-wound and the longer it will take to recover your Tiger Effect.

Car Condition

Your car starts a race with a preset condition value. Every bump or jolt you incur during a race will reduce this condition. If the condition reaches zero, then you will be eliminated from the race. It is important to race cleanly and maintain a healthy car condition. Opponent drivers also have to be concerned about the condition of their own cars. If an opponent's car condition is reduced to zero, then they are eliminated from the race.

Driver Condition

Your driver starts with a preset condition value. The driver's condition is reduced when they are intimidated by other drivers during a race. While your driver is being intimidated you will hear a beating heart sound effect, letting you know an opponent is on your tail. If your driver's condition reaches zero, then he will panic and it will be harder for you to clearly see the track ahead. After a time, the panic will fade, and your driver's condition will slowly recover. If you manage to shake an opponent off your tail, your driver's condition will also recover, albeit slowly.

Gear

As previously mentioned, the equipment your driver wears can have a major impact on their abilities and skills. Unlike other racing games, with Alfa Romeo Racing Italiano, you will customize your driver and not the car. You can improve your drivers grip, braking, tiger effect and other abilities through the use of different gear.



Circuits and Driving Hints

When competing in races you will come across three different types of track: the speedway circuit, suburban tracks and city center circuits. The key difference between the various track types is their setting – that is, the area immediately surrounding the track, but not just in the sense of whether it looks attractive or not.

Your peripheral surroundings in a speedway may be very uniform, while a city center circuit will have a greater variety of buildings beside the track, and you can use this to your advantage. When driving in towns and cities you can memorize the location of a particular building, landmark or sign located at a “key” point on your track. On the next lap, use this simple “spotting” technique to brake earlier and prevent your car from hurtling into the crash barriers (and losing valuable Car Condition points in the process).

In spite of this the city center tracks have dangers of their own. The streets tend not to be designed for high-speed driving but more for careful, methodical driving on a “turn by turn” basis. One particular danger to look out for when racing on a city center circuit are corners which are not signed or are hidden by buildings. If you are unfamiliar with daredevil urban racing at breakneck speeds (only when gaming, of course) you are likely to have problems making out the corners on your first few laps. For this reason we advise you to set the screen view to the highest overhead setting, at least for the first few laps. As you become more experienced you can start to use the car-level view, which will give you a better sense of speed and will reduce your viewing angle by a considerable stretch.

Speedway circuits are much harder to memorize because of their limited variations in surroundings and lack of outside points of reference. However the opportunities for cutting wide corners by mounting the curb should not be underestimated, especially if you find yourself neck and neck with another car just meters from the finish. Building on your Skills is essential if you want to improve your driving style, and you will get different results depending on the level you have reached in each skill area, based on your handling of the car.

One thing to watch for when racing, is high speed or high angle impacts with other cars or walls. Unlike most racing games, where you can happily pin-ball off opponents or walls, in Alfa Romeo Racing Italiano you will be greeted by a loss of vision and hearing to simulate the effect of a high speed impact. This effect does not last long, but it means you will not be able to use the normal tactic of bouncing off opponents to help you make it around a tight corner. Consider yourself warned!



Credits

Developed by Milestone - www.milestone.it

North American Publisher: Valcon Games LLC - www.valcongames.com

Co-Founders: Glenn Halseth & Colin Gordon

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Archivio Storico Alfa Romeo - Centro Stile Alfa Romeo - Gestione Piste Balocco - Marketing Alfa Romeo - Museo Storico Alfa Romeo - Ntechnology

Music

"Allergy" Performed by Autopilot,
courtesy of INgrooves,
published by INgrooves (ASCAP),
written and composed by Ryan Moya

"Ranza Phi" Performed by Autopilot,
courtesy of INgrooves, published by INgrooves (ASCAP),
written and composed by Ryan Moya

"The Downs" Performed by Autopilot,
courtesy of INgrooves, published by INgrooves (ASCAP),
written and composed by Ryan Moya

"Hydrogenated Funk (Remix)" Performed by Jacob London,
courtesy of Squid:Records and INgrooves,
published by squid:records (BMI),
written and composed by Bob Hansen and Dave Pezzner

"Common Folk" Performed by G13,
courtesy of INgrooves, published by INgrooves (ASCAP),
written and composed by Michael Genato

"Runaway (Wally Lopez Remix)"
Performed by Lovesky feat. Michael Simone,
courtesy of Curvve and INgrooves, published by Nettwerk (BMI),
written and composed by Michael Simone

"Buenos Momentos (Original Stereo Mix)"
Performed by Indart, Chus and Ceballos,
Courtesy of Doubledown Recordings and INgrooves,
Published by Isolation Network Electronic Music (BMI),
Written and composed by Jesus Lopez Esteban,
Isaac Indart, Pablo Ceballos

Special thanks to Douglas Boze, Thomas Hagarty, Michael Christopher, Martin Sawkins, David Sheffels, David Rosenbaum and Brian Kossin. We would also like to thank Lisa and Valerie for all their support.



Warranty

90 DAY LIMITED WARRANTY

Valcon Games LLC ("VALCON") warrants to the original consumer that this PlayStation® game disc ("GAME DISC") from VALCON shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, VALCON will replace the GAME DISC free of charge.

To receive this warranty service:

1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at www.valcongames.com/support or via email at support@valcongames.com referencing Alfa Romeo Racing Italiano warranty in the subject line.
2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

This warranty shall not apply if the GAME DISC has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

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The Alfa Romeo Story

Alfa Romeo's history spans ninety-five years and is packed full of remarkable stories, races, great engineers and designers, an immense passion for sport, car design, and much, much more...

Alfa Romeo started out of the ashes of a failed company started by Frenchman Alessandro Darracq in 'il Portello' Milan. Originally called Anonima Lombarda Fabbrica Automobili, A.L.F.A began by making a 24HP sports car and high performance four cylinder engine, designed by Giuseppe Merosi in 1911.

Impacted by World War I, A.L.F.A moved into the production of military equipment until 1920 when they changed the name of the company to Alfa Romeo Milano. It was a car racing under this new name that won a race at the Mugello circuit in Tuscany, and the same model driven by the soon to be famous Enzo Ferrari placed 2nd at the Traga Florio.

Alfa Romeo Milano continued to have success at the racetrack and even had formed a short lived collaboration with Enzo Ferrari by creating the Scuderia Ferrari. Unfortunately, this joint venture was abandoned in 1933, and Ferrari never looked back!

Alfa Romeo Milano managed to mirror its success on the European racing scene with success in the United States, by winning the 1936 Vanderbilt Cup in New York with the Tipo 12-C driven by Tazio Nuvolari, Alfa's first 12 cylinder car.

Once again, world history impacted this race car company, and World War II saw Alfa Romeo Milano divert all of its efforts to producing airplane engines. After the war ended, sport and rally car production began again, culminating with the Tipo 158 taking 1st place at the 1950 Formula 1 World Championship.

In 1956 Alfa Romeo Milano matched its race track prowess with great retail success, by launching the Giulietta Sprint, one of the most loved and most wanted of all Italian cars at the time.

The 1960's were a very special time for Alfa Romeo, they changed their name, by dropping Milano, opened a new production facility just outside Naples and introduced their first front wheel vehicle, the Alfasud. This car was exported to many European countries and was very affordable.

Things continued with Alfa Romeo introducing many more models, both 'standard' and sporty, but always with Italian style into the market through the 70's and 80's. They also continued to participate in Formula 1 until 1987 when they became part of the FIAT family. The first car to spring from this new situation was the 164, a FIAT body with an Alfa Romeo engine.

Alfa Romeo Today

The new millennium paved the way for the 147, a successful model that was awarded the Car of the Year in 2001, and in the same year Alfa Romeo placed first in the Constructor's Championship at the FIA European Touring Car Championship. Early 2005, FIAT announced a new Italian luxury vehicle plant drawing on the experience of Alfa Romeo and Maserati, the fruits of which were evident with the new models unveiled at the 2005 Geneva Motor Show. So the Alfa Romeo amazing story of style, speed and technology continues...