



Ferrari Challenge

Trofeo **PIRELLI**



The Official Game From
SYSTEM • 3

ACTIVISION

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.



Ferrari Challenge

Trofeo **PIRELLI**

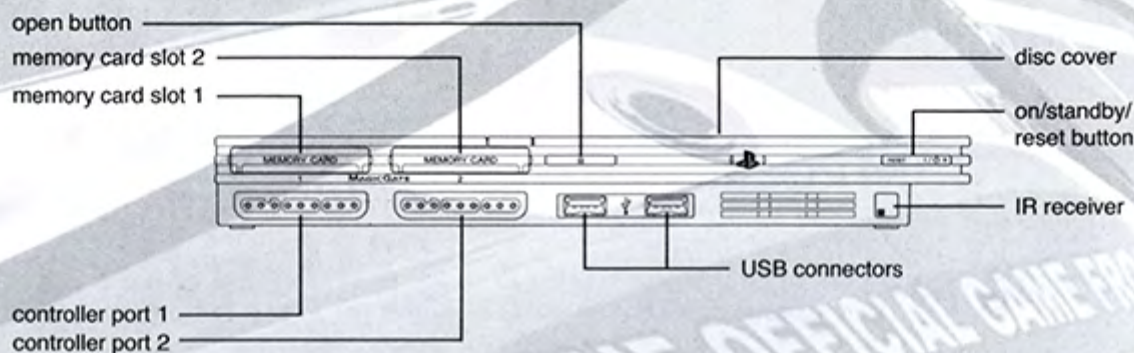
| | |
|-----------------------------------------|----------|
| GETTING STARTED | 2 |
| STARTING UP | 3 |
| DEFAULT CONTROLS | 3 |
| JUMPING IN | 4 |
| TAKING CONTROL | 4 |
| SHOWROOM | 5 |
| TEAM | 6 |
| ACOMPLISHMENTS | 6 |
| SHOWROOM | 6 |
| CHALLENGE CARDS | 7 |
| ASSISTS | 7 |
| CUSTOMER SUPPORT | 8 |
| SOFTWARE LICENSE AGREEMENT | 9 |



Ferrari Challenge

Trofeo **PIRELLI**

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Ferrari Challenge disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software

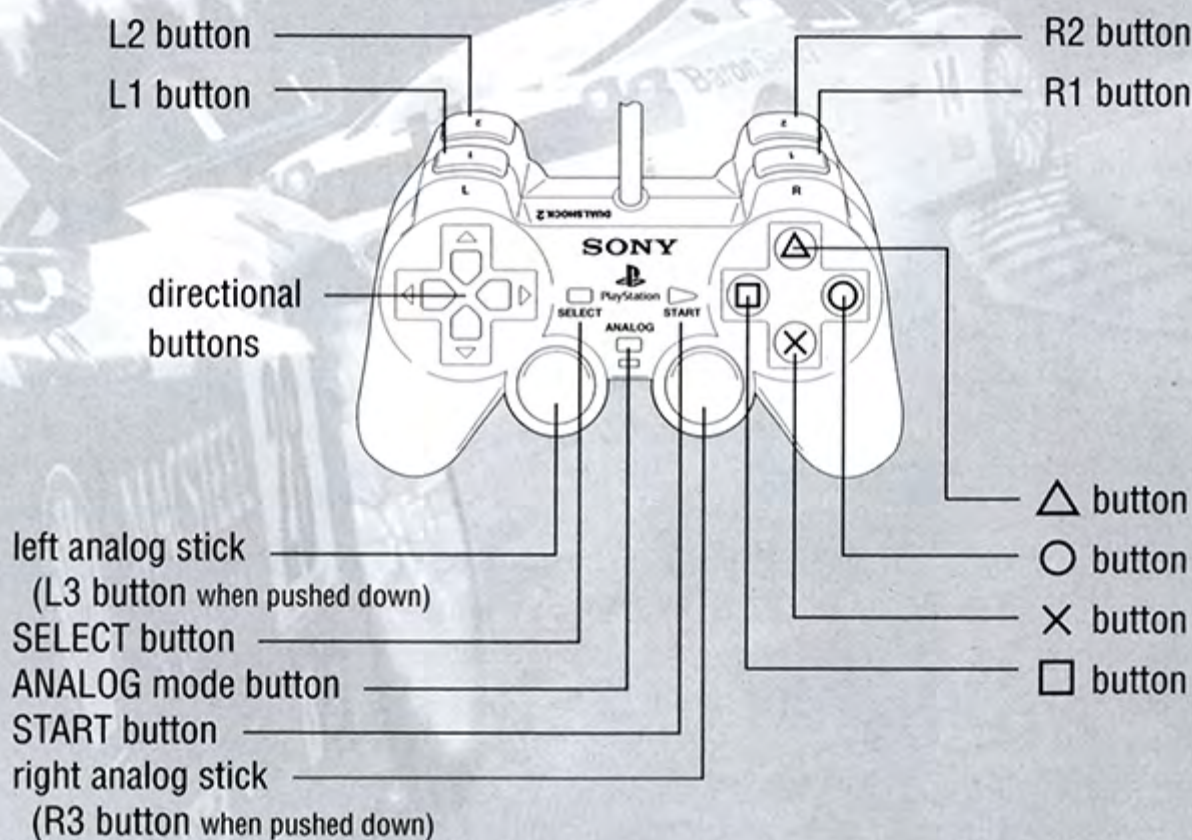
Memory Card (8MB)(for PlayStation®2)

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.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

| | |
|-------------------------------------------|--------------------------|
| left analog stick/ directional buttons | Steer |
| × / R2 button | Accelerate |
| □ / L2 button | Brake/Reverse |
| △ | Rear view |
| ○ | Handbrake |
| right analog stick flick up | Gears Up |
| right analog stick flick down | Gears Down |
| L1 button | Look Right - In Cab View |
| R1 button | Look Left - In Cab View |
| START button | Pause/Game Menu |
| SELECT button | Camera View |



Ferrari Challenge

Trofeo **PIRELLI**

The game supports a number of compatible Racing Wheels, including the Logitech Driving Force Pro, Logitech G25, Thrustmaster Ferrari GT Experience Racing Wheel and the Thrustmaster Universal Challenge Racing Wheel. Please ensure that the Steering Wheel is inserted before booting the game.

JUMPING IN

From the initial main game screen, press the **START** button and from the Main Menu select **GAME MODE** using the directional buttons or left analog stick. Press **X** to call up a list of available game modes.

If you don't feel confident with the controls, or how to race on a real track, then choose the **TUTORIAL** option. Alternatively, dive straight into **QUICK RACE** for instant action. Press **UP** & **DOWN** on the directional buttons or left analog stick to select an option and then press **X** to confirm your selection.

If you have entered a race or time trial and wish to adjust the car's handling or need to retire, simply press the **START** button. This will pause the action and provide a number of options on-screen. Access the options with the directional buttons or left analog stick.

| | |
|-----------------|-------------------------------------------------------------------|
| CONTINUE | Continues the action. |
| ASSISTS | Adjust the assist settings and transmission type of your Ferrari. |
| GAME | Adjust rear view mirror, HUD and subtitle options. |
| VIDEO | Adjust screen/monitor settings. |
| SOUND | Adjust sound settings. |
| RESTART | To restart the race press X |
| RETIRE | To exit the event press X |

GAME MODE

The main game areas from the start of the game are as follows:

SINGLE PLAYER – Selecting Single Player brings up a list of the single player modes such as **TUTORIAL**, **QUICK RACE**, **ARCADE**, **CHALLENGE**, **TROPHY**, and **TIME TRIAL**.



Ferrari Challenge

Trofeo **PIRELLI**

SHOWROOM

SHOWROOM – This area allows you to view and buy Ferraris, prepare team liveries and stylize your cars. Along the bottom of the screen are various Showroom options, allowing you to create team liveries and customize your car as follows:

CHANGE CAR – Allows you to select any Ferrari in your collection. At the beginning of the game, only the Ferrari F430 Challenge car is available.

As you progress through the game, you can gain 'Credits' for driving performance, driver assist settings and race placements. These credits will allow you to purchase new Ferrari cars. When you have other cars in your collection, you will be able to scroll through them using the directional buttons UP & DOWN or the left analog stick-Up & Down.

BUY CAR – By using your accumulating credits, you can buy new models in this area. The technical information and cost for each car you view will display on screen as you scroll through the list.

Each Ferrari has its own cost and Guest Race credit price. As you'd expect, the more exotic the car, the higher the price.

VINYL SHOP – This extensive facility enables you to create a totally unique look for each of your Ferrari cars. You can change the paint color, paint finish and apply vinyls from a huge range of sponsor logos, racing stripes and other designs to almost any surface of the car. With over 60 layers available on each body panel, the possibilities are endless. You can truly add a personal stamp to your well-earned collection!

On entering the vinyl shop, you will see your chosen model side on. To select other viewpoints press **L1** or **R1**. When you have chosen the area that you wish to work on, press **X** to add a new vinyl. The vinyl selection table will appear containing 20 screens of designs to choose from. Press **L1** or **R1** to view design categories from Racing Stripes to Tribal Decals. To scroll through the designs on each screen use the directional buttons or the left analog stick.

After finding a suitable vinyl, pressing **X** will apply your chosen design to the Ferrari in a new layer.



Ferrari Challenge

Trofeo **PIRELLI**

Once a vinyl has been chosen and applied, options will become available to adjust its POSITION, SCALE and ROTATE, by pressing **L1** or **R1**.

VINYL SHOP – Once a vinyl is placed, advanced options accessible with the **□** button will enable functions to copy, move, replace, flip, flip all, delete all or insert, allowing complete control over your chosen vinyl.

Whilst manipulating the vinyl layers, you can step quickly through the layers using the directional buttons or cycle through each layer individually using the left analog stick.

The Vinyl Shop is an area of the game where you can experiment to your hearts content!

BASE PAINT – In the Paint Shop area you can choose from ROSSO SCUDERIA to GIALLO MODENA, there are colors to suit every taste. By pressing **L1** or **R1** you can also choose the paint finish on your Ferrari. METALLIC, PEARLESCENT, GLOSS and MATTE finishes are available.

LIVERY – Each set of vinyls is called a LIVERY. Here you can swap, rename and add new sets.

TEAM

Here you can create your own team name and specify its nationality from a wide range of flags.

ACCOMPLISHMENTS

Progressing through the game and completing specific objectives will unlock Ferrari Challenge Cards. These are all displayed in the ACCOMPLISHMENTS area.

Here, you can view all your successes achieved in the game so far and see which cards have been unlocked in the different game modes. Ferrari Challenge Cards are awarded in Tutorial, Time Trial, Arcade and in the Italian, European or North American Challenge Modes.



Ferrari Challenge

Trofeo **PIRELLI**

CHALLENGE CARDS

This is a trading-style card game featuring Ferrari cars from all eras, road & race.

You can choose to play the shorter game against an AI opponent with HALF a deck or a FULL deck of 66 cards (33 each).

ASSISTS

You can adjust the Assists by going into the Options menu. In this category you can adjust:

TRANSMISSION - Choose from AUTOMATIC, SEMI-AUTOMATIC or MANUAL. In semi-automatic mode, the car will automatically change gears down, it's up to you to manually change up.

TACH DISPLAY - ON or OFF. This displays a specific RPM indicator which will flash red when you should change up. This feature is disabled if you choose AUTOMATIC transmission.

RACING LINE - ON, OFF or BRAKING ZONES only. This interactively displays the optimum racing line on each race track.

SC STRENGTH (Stability Control) - OFF -1-2-3-4-MAX. This adjusts assistance when over or understeering, preventing skids.

TC STRENGTH (Traction Control) - OFF -1-2-3-4-MAX. This adjusts assistance for car stability when accelerating.

ABS STRENGTH (Anti-Lock Braking System) - OFF -1-2-3-4-MAX. This adjusts for car stability when braking.



Ferrari Challenge

Trofeo **PIRELLI**

CUSTOMER SUPPORT

Online Support

Internet: support@activisionvalue.com
or <http://www.activisionvalue.com>

Other Contact Methods

Fax

(952) 918-9560, 24 hours/day

Mail

Activision Value, Customer Support
7800 Equitable Drive
Eden Prairie, MN 55344

Phone

(952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

Registration

Register your product online at <http://register.activision.com> so we can enter you in our monthly drawing for a fabulous Activision prize.

The Official Game From
SYSTEM • 3

© 2008 System 3 Software Ltd. All Rights Reserved. Published and Distributed by System 3 Software Ltd. Ferrari Challenge Copyright 2008. A Mark Cale Production.

Ferrari

OFFICIAL LICENSED PRODUCT

Produced under license of Ferrari Spa. FERRARI. The PRANCING HORSE device, all associated logos and distinctive designs are trademarks of Ferrari S.p.A. The body designs of the Ferrari cars are protected as Ferrari property under design, trademark and trade dress regulations.

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game setting including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product discs only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you have encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 7800 Equitable Drive, Eden Prairie, MN 55344, USA, (952)-918-9400, Attn. Business and Legal Affairs.



Ferrari Challenge

Trofeo **PIRELLI**



PLAYSTATION 3



The Official Game From
SYSTEM • 3

ACTIVISION

ALSO AVAILABLE!!!

The Official Game From
SYSTEM • 3

ACTIVISION

activision.com



PLAYSTATION 3

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067

75665.226.US

©2008 System 3 Software Ltd. & Mark Cale Productions. Produced under license of Ferrari S.p.A. FERRARI, the PRANCING HORSE device, all associated logos and distinctive designs are trademarks of Ferrari S.p.A. The body designs of the Ferrari cars are protected as Ferrari property under design, trademark and trade dress regulations. Developed by Eutechnyx Limited. Activision is a registered trademark, of Activision, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Visit www.esrb.org
for rating information