



# RACING 2



## **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.



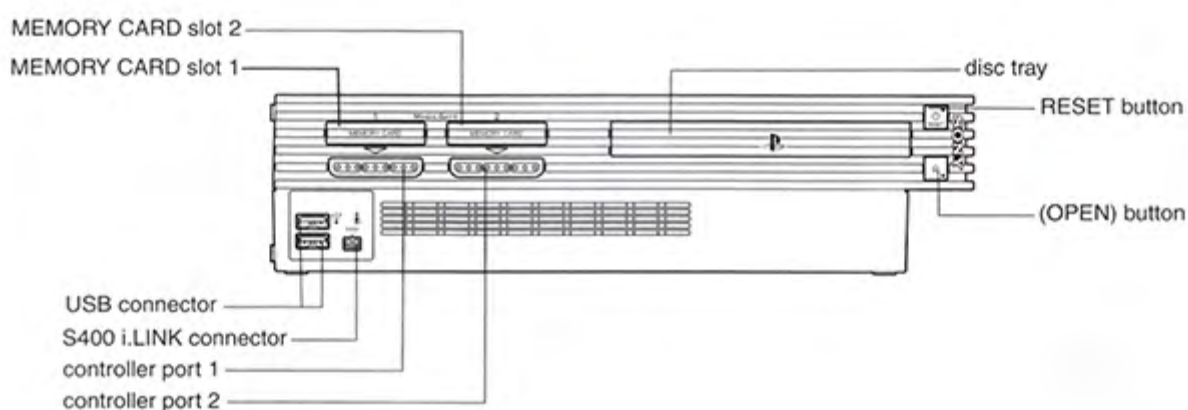
# **RACING**

## **2**

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# GETTING STARTED



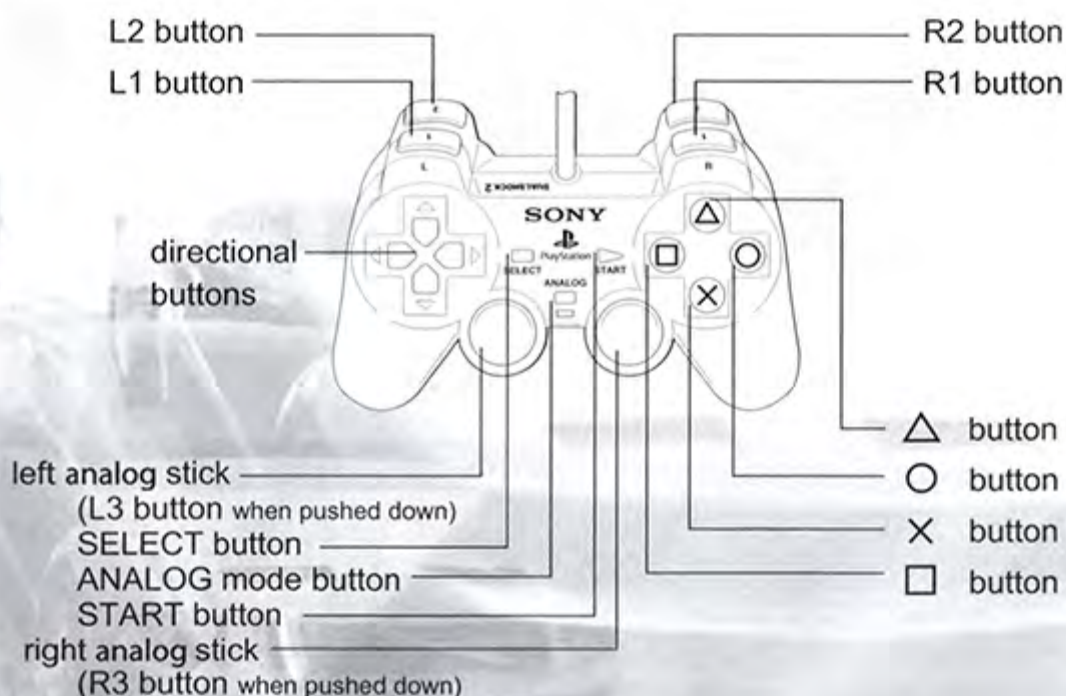
Note: Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 before turning the power on. Game saves require 145KB of free space. Additional saves require additional free space.

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 standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place Ford Racing 2 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.

# GAME CONTROLS

FORD RACING 2 can be played in one-player or two-player mode using an analog controller (DUALSHOCK®2) or steering wheel. FORD RACING 2 does not support a digital controller. To play FORD RACING 2 with a controller other than the analog controller (DUALSHOCK®2), enter the Controls menu and choose the controller you want to use. All control setups outlined below are default configurations; button configuration can be changed in the Options menu.

## DUALSHOCK®2 analog controller



Button	In-game	Menu
Directional buttons / Left Analog stick	Steer	Highlight / Change Menu Item
X button	Accelerate	Select
Right Analog stick up	Accelerate	-
Circle button	Brake / Reverse	-
Right Analog stick down	Brake / Reverse	-
R1 button	Handbrake	-
Triangle button	Change view	Back
L1 button	Rear view	-
R2 button	Shift up	-
L2 button	Shift down	-
START button	Pause game	Advance through the title screen

Note: These are the controls for the analog controller (DUALSHOCK®2). If FORD RACING 2 is started with just a GT FORCE™ or DRIVING FORCE™ plugged in then it will default to that controller. However, if FORD RACING 2 is started with an analog controller (DUALSHOCK®2) plugged in then it will default to this even if there is also a GT FORCE™ or DRIVING FORCE™ plugged in.

# LOGITECH GT FORCE™

## Steering Wheel Controller

Button	In-Game	Menu
Steering Wheel	Steer	Change Menu Item
Accelerator Pedal	Accelerate	Select
Brake Pedal	Brake / Reverse	-
A button	Handbrake / Change View in Replay	Back
B button	Change View	Change Car Color
X button	Rear view	-
Right Paddle	Shift Up	Highlight Menu Item (Down)
Left Paddle	Shift Down	Highlight Menu Item (Up)
Y button	Pause game	Advance through the title screen

Note: You cannot play Ford Racing 2 on the GT FORCE™ Steering Wheel Controller without the pedals attached.

# LOGITECH DRIVING FORCE™

## Steering Wheel Controller

With Pedals attached:

Button	In-Game	Menu
Directional buttons	-	Highlight / Change Menu Item
Steering Wheel	Steer	-
Accelerator Pedal	Accelerate	-
⊗ button	-	Select
⬆ button	Rear view	Back
Brake Pedal	Brake/reverse	-
⦿ button	Handbrake	-
L2 button	Change view	-
Right Paddle	Shift up	-
Left Paddle	Shift down	-
START button	Pause game	Advance through the title screen

Without Pedals attached:

Right Paddle	Accelerate
Left Paddle	Brake / Reverse
R1 button	Shift up
L1 button	Shift down

Note: Menu options are shown in grey if they are not selectable.

USB Port: If you are using 2 USB controllers to play Multiplayer, please note that the upper USB port will be Player 1 and the lower USB port will be Player 2.

## **DRIVING TIP**

Tap and quickly release the handbrake (R1 button) 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.

## **INTRODUCTION**

Welcome to FORD RACING 2! This game puts you in the driver's 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 cars, you'll also find rugged off-road trucks, famous cars from the movies, exotic concept cars 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.

Note: You will not be able to back out of this menu if you access it from the Driver Details screen.

The top 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 **○** button.

In addition to these 3 items the following menu options are available:

**LOAD PROFILES** - Load a group of 3 previously saved Driver Profiles from the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

**SAVE PROFILES** - Save the current group of 3 Driver Profiles to the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

**Note:** Make sure there is sufficient space on your memory card (8MB) (for PlayStation®2) before commencing play (save file size 145KB minimum).

## **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.)

**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 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.

**SAVE GAME** – Save the current Driver Profile to the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.


## **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 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 color schemes that you can choose between by pressing the  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 around corners.

**ACCEL** – 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 want to race on. Note that your choice of vehicle may determine what track you can choose: Stock Cars can only drive on racetracks, Road Cars 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 **△** button; Bumper View gives you the maximum sensation of speed and Chase View gives you a detached perspective 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.

## 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.

### **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 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 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**

**AUTOSAVE** - We recommend that AUTOSAVE be turned ON to ensure that your progress and records are automatically saved at the end of each race.

**VEHICLE 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 minimize 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 Kilometers or Miles Per Hour.

**MIRROR** - Turn the rear-view mirror ON or OFF in the Bumper View.

**MAP** - Turn the in-game track map ON or OFF.

**ASPECT RATIO** - Set the game's Aspect Ratio to either 16:9 or 4:3 to suit your TV.

**SCREEN POSITION** - Adjust the game's screen position to fit your TV screen better.

## **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.

**MONO/STEREO** - Set mono or stereo output to suit your audio system.

**DOLBY PRO LOGIC II** - Turn Dolby Pro Logic II output ON or OFF. (This option is linked to the MONO/STEREO option. Turning Dolby Pro Logic II ON will automatically disable the MONO/STEREO option.)

**Note:** Your audio system must have a Dolby Pro Logic II compatible decoder to use this feature. Please refer to the manufacturer's instruction manual for details on how to enable Dolby Pro Logic II.

## **CONTROLS**

The Control options appear after you have chosen either PLAYER 1 (controller port 1) or PLAYER 2 (controller port 2).

**CONTROLLER** - Choose between analog controller (DUALSHOCK®2), Steering Wheel, GT FORCE™ or DRIVING FORCE™ controllers.

**BUTTON CONFIGURATION** - Choose between different preset controller configurations.

**SETTINGS** - Enter the Settings sub-menu; this changes depending on the controller type.

For analog controller (DUALSHOCK®2):

**VIBRATION** - Turn the analog controller (DUALSHOCK®2) vibration feature ON or OFF.

**ANALOG BUTTONS** - Turn Analog Button pressure sensitivity ON or OFF for steering, accelerate and brake.

For GT FORCE™ or DRIVING FORCE™:

**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.

### ***FINAL 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!



Intro Movie  
Maverick Media

Special Thanks To  
Alex Evans, Adam Frost, Liz Ramaswamy

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Music supplied by Media Creature Music

### **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](http://www.pivit.com)

### **ORDINARY (Instrumental)**

Performed by Dunamus  
Written and produced by Nathanael Lew  
Courtesy of Media Creature Music  
[www.dunamusrock.com](http://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](http://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](http://www.superbrightlight.com)  
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# RACING



**Push yourself to the limit as a new driver for Ford Racing.**

Take to the driving seat in 12 different Ford cars, ranging from race-tuned showroom vehicles such as the Mustang, Escort and F150, to the pure race Taurus, the star of the NASCAR® circuit and concept cars such as the GT90. Compete in 10 different championships unlocking new cars and tracks as you climb the rankings.



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