



BOLD MOVES

STREET RACING™



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 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.

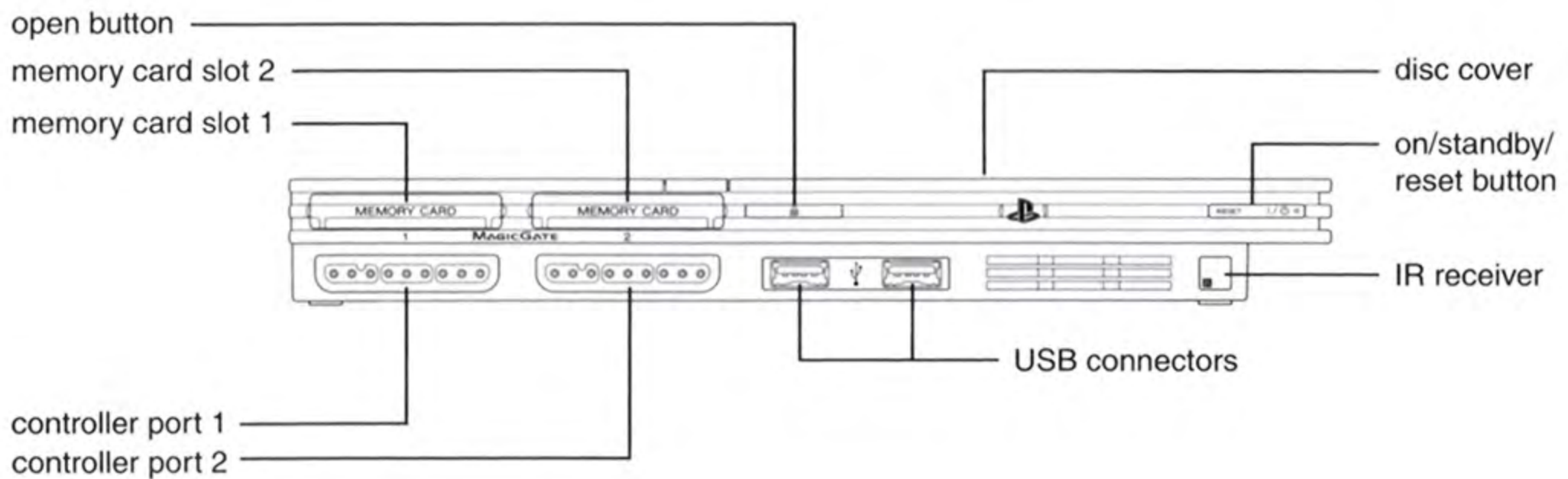


BOLD MOVES

STREET RACING™

Getting Started	2
Controller	3
DUALSHOCK®2 Analog Controller Mapping A (default)	4
DUALSHOCK®2 Analog Controller Mapping B	4
LOGITECH GT FORCE™ Steering Wheel	4
LOGITECH DRIVING FORCE™ Steering Wheel (pedals attached)	5
LOGITECH DRIVING FORCE™ Steering Wheel (no pedals attached) ..	5
Getting Into the Game	5
Menus	6
Main Menu	6
Team Racing Menu	6
Solo Racing Menu	6
Multiplayer Menu	6
Options Menu	6
Profile Menu	7
Race Settings Menu	7
Team Racing	8
Team Racing Game Screen	8
Switching Vehicles	9
Team Orders	9
Team Race Types	11
Career Progress	11
Team Vehicle Selection	11
Solo Racing	12
Solo Racing Game Screen	12
Solo Race Types	13
Solo Vehicle Selection	13
Track Selection	13
Credits	14

GETTING STARTED



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 disc tray will open. Place the *FORD BOLD MOVES STREET RACING™* 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.

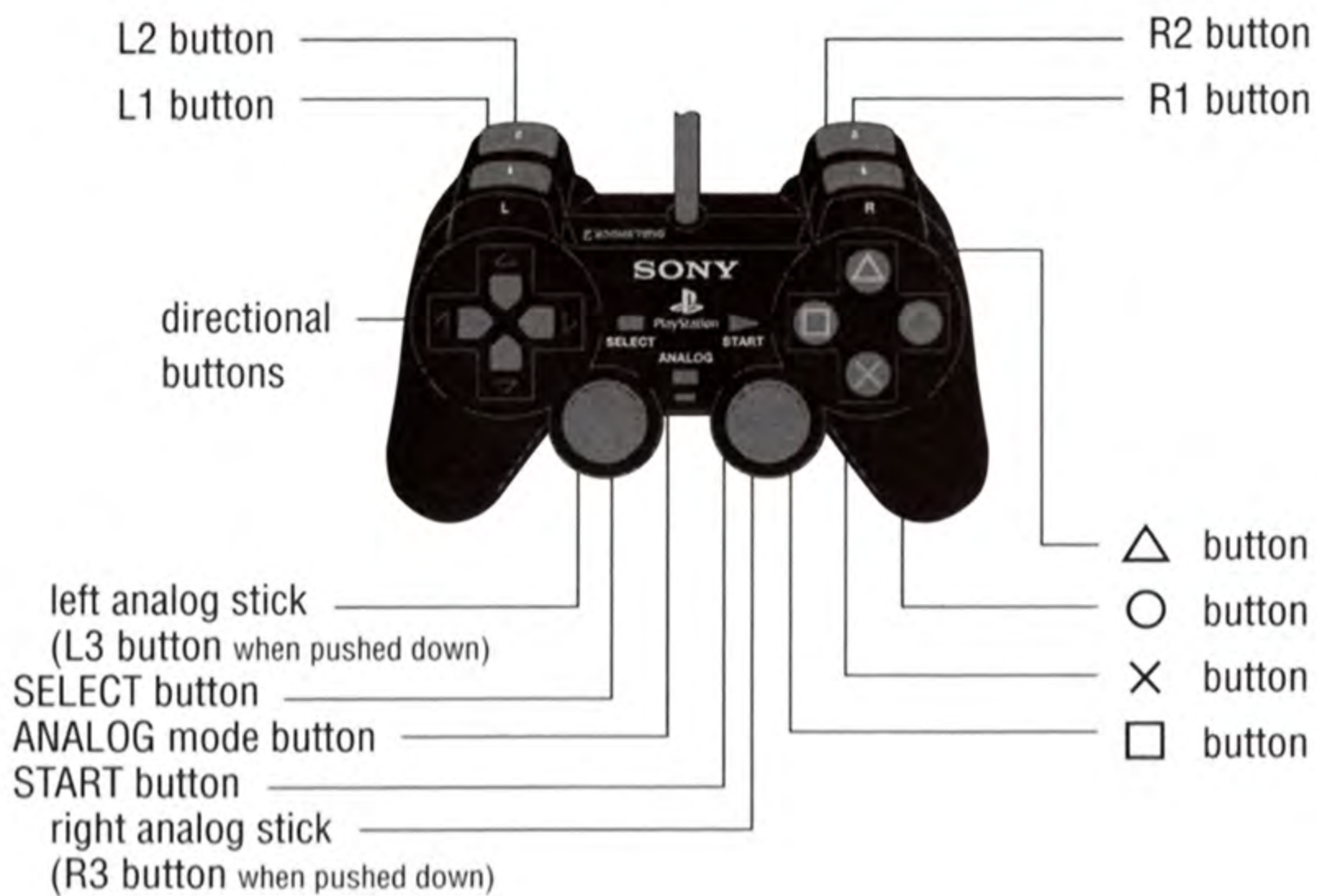
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 64KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or from any memory card containing previously saved *FORD BOLD MOVES STREET RACING™* games.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



You can play *FORD BOLD MOVES STREET RACING™* using the DUALSHOCK®2 analog controller or a steering wheel. For Single Player mode, connect the controller to controller port 1. For Multiplayer mode, connect a second controller to controller port 2.

- To play this game with a steering wheel controller, enter the Controls menu (via the Options menu, *page 7*) and choose the controller you want to use. You can also select your preferred control configuration via the Controls menu.
- If the game is booted with only a LOGITECH GT FORCE™ or DRIVING FORCE™ Steering Wheel connected, the game will default to that controller.
- If you are using two USB controllers to play Multiplayer mode, the upper USB port will be Player 1 and the lower USB port will be Player 2.

DUALSHOCK®2 ANALOG CONTROLLER MAPPING A (default)

Control	In-Game	Menus
left analog stick	Steer (←/→)	Menu navigation
right analog stick	Accelerate (↑) Brake/Reverse (↓)	—
directional buttons	Switch forward (↑) Switch backward (↓)	Menu navigation
⊗ button	Accelerate	Accept
⊠ button	Brake/Reverse	—
⊙ button	Cancel Team Order	Special function
△ button	Change view	Back
L1 button	Rear view	—
R1 button	Handbrake	—
L2 button	Select vehicle 1/Team Block	—
R2 button	Select vehicle 2/Team Draft	—
START button	Pause game	—

DUALSHOCK®2 ANALOG CONTROLLER MAPPING B

Control	In-Game	Menus
left analog stick	Steer (←/→)	Menu navigation
right analog stick	Switch forward (↑) Switch backward (↓)	—
directional buttons	Switch forward (↑)	Menu navigation
⊗ button	Select Vehicle 2/Team Draft	Accept
⊠ button	Select vehicle 1/Team Block	—
⊙ button	Handbrake	Special function
△ button	Cancel Team Order	Back
L1 button	Rear view	—
R1 button	Change view	—
L2 button	Brake/Reverse	—
R2 button	Accelerate	—
START button	Pause game	—

LOGITECH GT FORCE™ STEERING WHEEL

Control	In-Game	Menus
steering wheel	Steer	Menu left/right
accelerator pedal	Accelerate	Accept
brake pedal	Brake/Reverse	—
left paddle	Switch backward	Menu down
right paddle	Switch forward	Menu up
A button	Select vehicle 1/Team Block	Back
B button	Select Vehicle 2/Team Draft	Special function
X button	Change view	—
Y button	Pause game	—

- You can only play this game using the LOGITECH GT FORCE™ with the pedals attached. This controller does not support the Cancel Team Order function.

LOGITECH DRIVING FORCE™ STEERING WHEEL (pedals attached)

Control	In-Game	Menus
steering wheel	Steer	Menu left/right
accelerator pedal	Accelerate	Accept
brake pedal	Brake/Reverse	—
left paddle	Rear view	Menu down
right paddle	Handbrake	Menu up
directional buttons	Switch forward (↑) Switch backward (↓)	Menu navigation
⊗ button	—	Accept
⊙ button	Cancel Team Order	Special function
△ button	Change view	Back
L1 button	Rear view	—
R1 button	Handbrake	—
L2 button	Select vehicle 1/Team Block	—
R2 button	Select Vehicle 2/Team Draft	—
▶ button <small>START</small>	Pause game	—

LOGITECH DRIVING FORCE™ STEERING WHEEL (no pedals attached)

Control	In-Game	Menus
steering wheel	Steer	Menu left/right
left paddle	Brake/Reverse	—
right paddle	Accelerate	Accept
directional buttons	Switch forward (↑) Switch backward (↓)	Menu navigation
⊗ button	Accelerate	Accept
⊙ button	Cancel Team Order	Special function
△ button	Change view	Back
□ button	Brake/Reverse	—
L1 button	Rear view	—
R1 button	Handbrake	—
L2 button	Select vehicle 1/Team Block	—
R2 button	Select Vehicle 2/Team Draft	—
▶ button <small>START</small>	Pause game	—

GETTING INTO THE GAME

Welcome to *FORD BOLD MOVES STREET RACING™*! Race 18 of Ford's most aspirational vehicles through the streets of Los Angeles in a team-based driving experience. You command a team of up to three vehicles, ranging from the classic Boss Mustangs to the brand new 2007 Shelby GT500, with the ability to switch between vehicles in-race and issue team orders while racing — adding elements of team strategy and tactics to the car racing experience.

MENUS

MAIN MENU

- QUICK RACE** – Compete in a single Solo Race. The fastest way to get racing!
- TEAM RACING** – Compete in Team Races, competitions and challenges (*see below*).
- SOLO RACING** – Compete in Solo Races and competitions (*see below*).
- MULTIPLAYER** – Compete in two-player Multiplayer races (*see below*).
- OPTIONS** – Select your game options (*see below*).
- PROFILE** – Manage your game profile (*page 7*).

TEAM RACING MENU

- SINGLE RACE** – Compete in a single Team Race. Only unlocked vehicles and tracks are available.
- TEAM CHAMPIONSHIP** – Compete in a series of Team Racing championships as you build your team of vehicles.
- CHALLENGES** – Test your driving skills in a series of challenges to win credits.
- TUTORIALS** – Learn the basics of Team Racing. We recommended that you play these tutorials before competing in a Team Race.

SOLO RACING MENU

- SINGLE RACE** – Compete in a single Solo Race. Only unlocked vehicles and tracks are available.
- CHAMPIONSHIP** – Compete in a series of Solo Racing championships.

MULTIPLAYER MENU

Compete in two-player standard races. Selecting *MULTIPLAYER* takes you to the Race Settings menu (*page 7*).

OPTIONS MENU

Autosave

Turn *AUTOSAVE ON* to ensure that your progress and records are automatically saved. **Make sure a memory card is present in MEMORY CARD slot 1 at boot-up, since inserting a memory card after boot-up may cause data on the card to be overwritten.**

Audio

EFFECTS VOLUME – Adjust the game's special effects volume.

MUSIC VOLUME – Adjust the game's music volume.

OUTPUT – Set the audio output to match your audio system: *MONO*, *STEREO*, or *DOLBY® PRO LOGIC® II*. (Your audio system must have a compatible decoder to use *DOLBY® PRO LOGIC® II*. Please refer to the manufacturer's instructions for more information.)

Display

SPEED UNITS – Select speed readout units: *KILOMETERS PER HOUR* or *MILES PER HOUR*.

SCREEN MODE – Select the game's screen mode to suit your TV; *NORMAL* or *WIDE*.

SCREEN POSITION – Adjust the game screen position on your TV screen.

Controls

The Controls options appear after you select either *PLAYER 1* (controller port 1) or *PLAYER 2* (controller port 2).

CONTROLLER TYPE – Select your controller type.

SETTINGS – Enter the Settings sub-menu (this differs according to your controller type):

DUALSHOCK^{®2} analog controller:

VIBRATION – Turn the controller's vibration function *ON/OFF*.

ANALOG BUTTONS – Turn button pressure sensitivity *ON/OFF*.

GT FORCE[™] or DRIVING FORCE[™]

FORCE FEEDBACK – Turn the force feedback feature *ON/OFF*.

STRENGTH – Adjust the level of force feedback.

BUTTON MAPPING – Select a button mapping; *MAPPING A* (default) or *MAPPING B*.

Credits

Select this option to view the game credits.

PROFILE MENU

Your profile contains your progress, best lap time and other information. **Make sure your memory card has sufficient free space (64KB minimum) before starting play.**

SAVE – Save your current profile to the memory card in MEMORY CARD slot 1.

LOAD – Load a previously saved profile from the memory card in MEMORY CARD slot 1.

VIEW PROGRESS – View your game progress.

RACE SETTINGS MENU

The Race Settings menu appears before a Single race in Team, Solo and Multiplayer modes. (Menu options differ depending on the mode and race type selected.)

RACE TYPE – Select the type of race.

OPPONENTS – Select the number of opponents (Solo and Multiplayer modes).

OPPONENT TEAMS – Select the number of opponent teams (Team mode).

OPPONENT TYPE – Select the opponent type; *MIX* (mixture of vehicles) or *MATCH* (same vehicle as yours).

DIFFICULTY – Select a difficulty level; *EASY*, *MEDIUM* or *HARD*.

NUMBER OF LAPS – Select the number of laps in the race.

TEAM RACING

Control a team of either two or three vehicles that must work together to ensure they each finish in the highest position possible. The team with the highest point total wins — not the team that crosses the finish line first.

As leader of your team, you have three special skills available: you can *SWITCH* between team vehicles to take control of them and also issue *BLOCK* and *DRAFT* orders to your team members. It is essential that you use combinations of Switching, Blocking and Drafting to develop your race strategy and racing tactics. As you play through the Team Championship, you will need these skills to win against more powerful teams. We recommended that you play the Team Racing Tutorials (*page 6*) before competing in a Team Race.

TEAM RACING GAME SCREEN



Pack Position Indicator

Shows the current positions of all vehicles in the race. The vehicle displayed at the top is leading the pack. A white box indicates your vehicle; a readout in the box displays your vehicle's current race position. Black boxes indicate your team members. Each box displays the button you can use to select that vehicle and a symbol indicating the vehicle's current maneuver (*page 9*). The background color of each box matches the color of the **Team Member Indicator**.

Team Position Indicator

Shows the current positions of all the teams in the race in their team colors. The team displayed at the top is leading the race. Team points and team position are calculated from the current position of each vehicle in the team. At the end of the race, finishing points are awarded to each team.

Position	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Points	10	8	7	6	5	4	3	2	1

Track Map

Shows the layout of the track ahead. Dots indicate the positions of all vehicles in the race in their team colors; a checkered marker indicates the start/finish line. Above the map is a readout of your vehicle's current lap and total number of laps in the race. Below the map is a readout of your vehicle's current speed. **Use the Rear View camera to see a reverse view of the track and all vehicles behind you.**

SWITCHING VEHICLES

Switching vehicles enables you to:

- take control of any team vehicle and advance its position in the pack;
- get into the best position from which to issue team orders; and
- have a greater awareness of the race situation.

At any time while racing, you can switch the vehicle you control by pressing the Switch Forward or Switch Backward button. Switch Forward switches your control to the team vehicle ahead of you; Switch Backward switches control to the team vehicle behind you. When you switch vehicles, the action pauses as you are transferred to the new vehicle. You take control of the new vehicle as soon as the action returns to normal speed.

- If you are currently racing the leading vehicle of your team and you Switch Forward, you will “wrap around” and be transferred to the trailing vehicle of your team. Conversely, if you are racing the trailing vehicle of your team and you Switch Backward, you will be transferred to the leading vehicle of your team. **Try to keep your team together as this allows you to race more effectively as a team.**

TEAM ORDERS

As the leader of your team, you can issue *Block* orders to slow down opposing team vehicles or *Draft* orders to advance your vehicles up the racing pack. Before issuing an order you must select which team member to order.

Team Member Selection

Team Member Indicator:



Awaiting selection



Awaiting an order

Team members have the same team color and team member indicator displayed above their vehicles. The color of the team member indicator matches the background color of the appropriate box in the pack position indicator, so that you can tell your two team members apart.

Select a team member by pressing the *Select Vehicle 1* or *Select Vehicle 2* button (buttons are indicated on the pack position indicator). When selected, the vehicle will change to an alerted state as it awaits an order. Once a team member is alerted, you can issue an order to that vehicle. You can also select both team members by pressing both *Select Vehicle* buttons simultaneously.

- A vehicle will remain alert for only a few seconds before reverting back to awaiting a selection.

Blocking

Team Member Performing:  **Block**  **Double Block**  **Triple Block**

Blocking orders team members to maneuver in front of opponent vehicles to slow them down so your trailing vehicles can catch up. A successful block results in the targeted vehicles braking heavily and weaving across the track as they regain control. Vehicles performing a blocking maneuver emanate a red glow from the rear.

To issue a *Block* order, press the *Team Block* button when a vehicle is selected. Both the icon above the vehicle and its pack position indicator will change.

For more effective blocking, wait until your team member is in front of an opponent vehicle before telling it to block. Also, try performing *Double Block* and *Triple Block* maneuvers by issuing *Block* orders to team members who are close together; if they are close to your vehicle they will join in a *Block* maneuver with you.

- Use the Track Map to help yourself time when to issue Block orders to team members off-screen.

Drafting

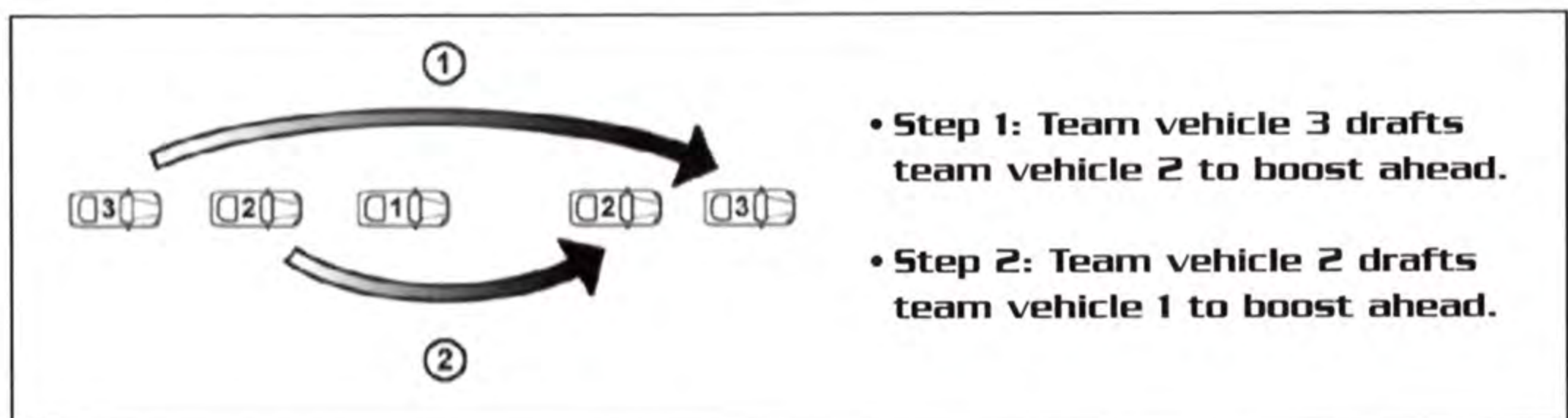
Team Member Performing:  **Draft**  **Double Draft**  **Triple Draft**

Drafting, sometimes known as slipstreaming, is a racing maneuver that enables one vehicle to gain a speed boost by closely following another vehicle, and then, as a result, overtake the vehicle being drafted. A vehicle currently drafting emanates a slipstream effect from the rear.

To issue a *Draft* order, select a vehicle and then press the *Team Draft* button. Both the icon above the vehicle and its pack position indicator will change.

For more effective drafting, perform *Double Draft* and *Triple Draft* maneuvers by issuing *Draft* orders to team members who are close together; if they are close to your vehicle then you will be involved in the *Draft* maneuver. During a draft maneuver, the team vehicles involved (starting with the trailing vehicle) take turns drafting and boosting past the team vehicle ahead.

A complete Triple Draft maneuver involving three vehicles is shown below:



- Get closer to the team vehicle ahead to gain a more effective boost.
- Chain draft maneuvers by issuing a second *Draft* order as soon as the first maneuver is complete.
- Use the Track Map to help yourself time when to issue *Draft* orders to team members off-screen.
- Avoid drafting on tight corners and narrow sections of track.

Cancel Team Order

You can cancel team orders at any time by pressing the *Cancel Team Order* button.

Advanced Maneuvers

You can issue *Block* and *Draft* orders to different team members; for example, you can double-draft with one team member while another team member is blocking. You can also switch vehicles during a draft maneuver so you're always controlling the vehicle that has the speed boost. Experiment with different combinations of maneuvers and switching vehicles to improve your team's performance.

TEAM RACE TYPES

TEAM RACE – Standard Team Race.

TEAM ELIMINATION – At the end of each lap, the last two vehicles are eliminated from the race. Keep your team to the front of the pack to ensure success.

TEAM DUEL – Starting as a one-on-one duel, at every two laps the team size increases until the race becomes a three-on-three team duel.

CAREER PROGRESS

As you compete in the various team championships, you win awards based on your finishing positions in races, competitions and championships. These awards are in the form of credits, vehicles, tracks, challenges and championships. The higher the position you achieve in a race, the better the rewards. Once a track, challenge or car has been awarded, it is then available for use in all game modes of *FORD BOLD MOVES STREET RACING™*. **You only receive the credit award the first time you complete a challenge.**

- **RANK** – For each competition you are awarded a Rank: Gold, Silver or Bronze. Your rank is based on your finishing position in each race; you need to win them all to get Gold!
- **SHOWROOM** – Spend your credits in the Showroom to purchase new vehicles (from vehicles you have unlocked) for your team. **When you first enter the Team Championship you will need to buy some vehicles from the Showroom.**
- **GARAGE** – This is where you can view vehicles you have bought, repair damaged vehicles, or sell vehicles you no longer need.
- **CHALLENGES** – Challenges are a way of pushing your driving skills to the limit and earning extra credits to spend on your team.

TEAM VEHICLE SELECTION

Before entering a Team Race, you must select a team of vehicles to race. In Team Single races, your team is always constructed from three vehicles. Selecting your first vehicle will “lock” the vehicle class — *Classic*, *Performance* or *High Performance* — and you will have to select your remaining two vehicles from the same class. You can also choose your team color while selecting your team.

In Team Championship races, you must select a team of vehicles from those in your garage. Vehicles that do not match the criteria for the competition you are entering will not be available for selection.

When you have chosen your team of vehicles and team color, you can proceed to track selection.

SOLO RACING

In Solo Racing events, you drive one vehicle. With no Team Racing strategy to worry about, you can concentrate on improving your driving skills.

SOLO RACING GAME SCREEN



Pack Position Indicator

Shows the current positions of all vehicles in the race. The vehicle displayed at the top is leading the pack. A white box indicates your vehicle; a readout in the box displays your vehicle's current race position.

Track Map

Shows the layout of the track ahead. Dots indicate the positions of all vehicles in the race: your vehicle is indicated by a yellow dot; other vehicles are indicated by blue dots. A checkered marker indicates the start/finish line. Above the map is a readout of your vehicle's current lap and total number of laps in the race. Below the map is a readout of your vehicle's current speed. **Use the Rear View camera to see a reverse view of the track and all vehicles behind you.**

Standard Race Readouts:

- TIME** – Your current lap time.
- BEST** – Your best lap time for this race.

Time Trial Readouts:

- TARGET** – Target lap time to beat.
- CURRENT** – Your current lap time.
- LAST** – Time taken for your previous lap.
- RECORD** – Current lap record for this vehicle.

Overtake Readouts:

- TIME** – Time remaining for this challenge.
- CARS** – Number of cars overtaken/ target number of cars to overtake.
- CLEAN** – Number of cars overtaken cleanly in succession.

SOLO RACE TYPES

STANDARD RACE – A standard race. Cross the finish line first to win!

ELIMINATION – At the end of each lap, the last two vehicles are eliminated. Can you survive long enough to win?

TIME TRIAL – You against the clock.

DUEL – Head-to-head racing. Cross the finish line first to win!

OVERTAKE – Leave the opposition standing! Overtake as many vehicles as you can in the time allowed. You are rewarded for clean driving; overtake three cars without hitting them to gain more time.

SOLO VEHICLE SELECTION

To select a vehicle to race, first choose a *Classic*, *Performance* or *High Performance* class of vehicle. Then select the vehicle you want to race and its color. Vehicles you have not yet unlocked appear in silhouette.

TRACK SELECTION

To select a track to race on, scroll left or right through the available tracks and use the *Menu Up* and *Menu Down* controls to switch between the forward or reverse direction of the track.

- Tracks displayed with a padlock icon indicate that the track is locked and not currently available for selection.

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In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened. Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

You are responsible for postage of your game to our service center.

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