



# RACING 3





## **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.



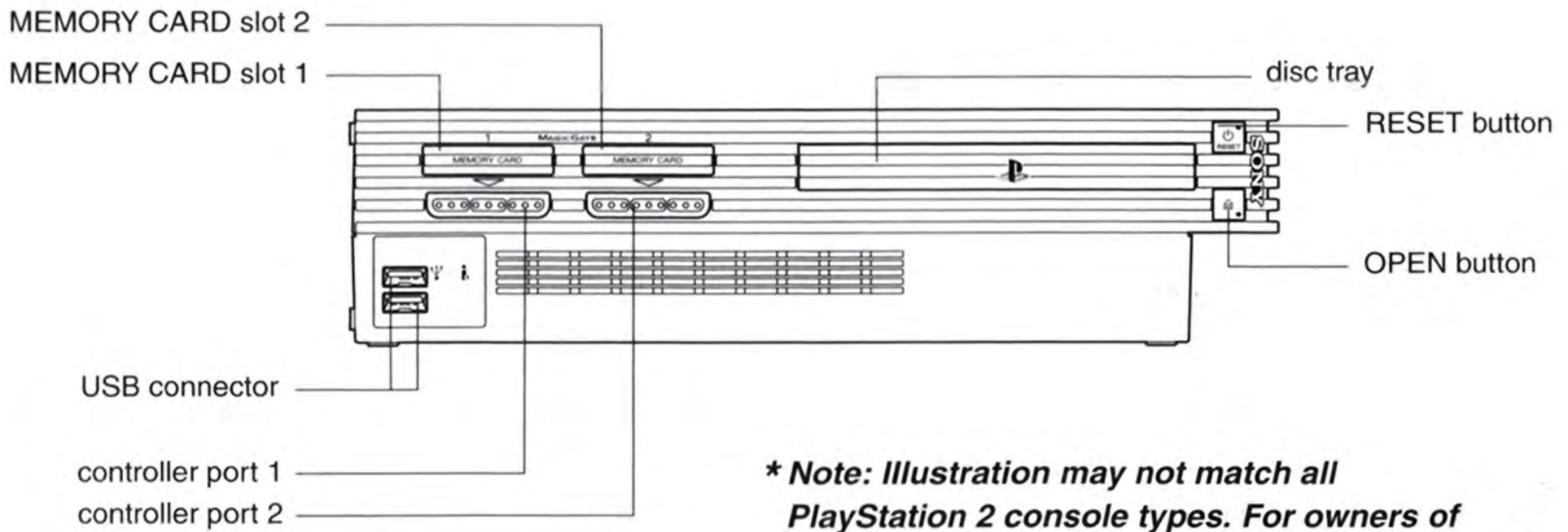
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# GETTING STARTED\*

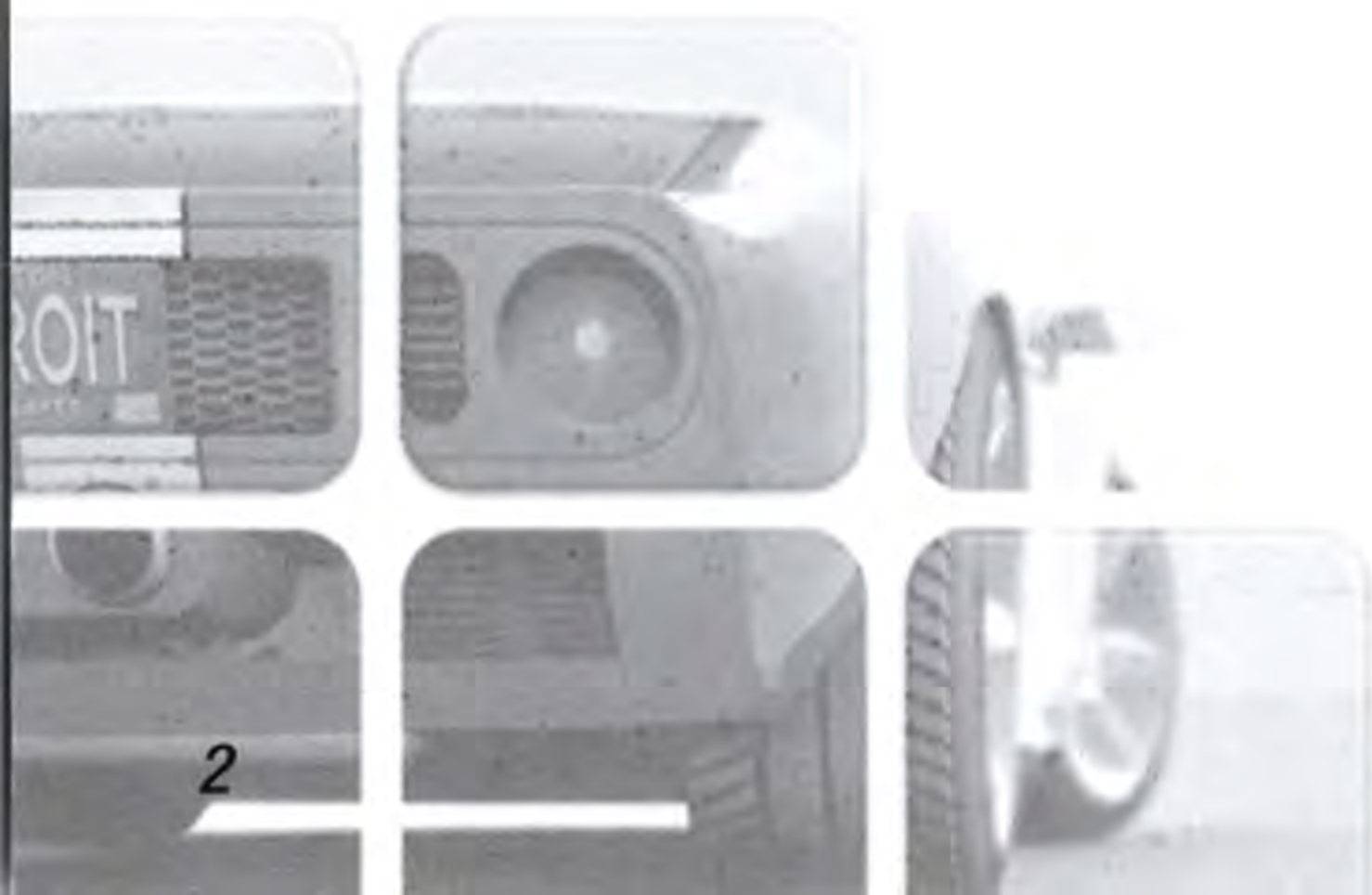


*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

**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 *FORD RACING 3* 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)**

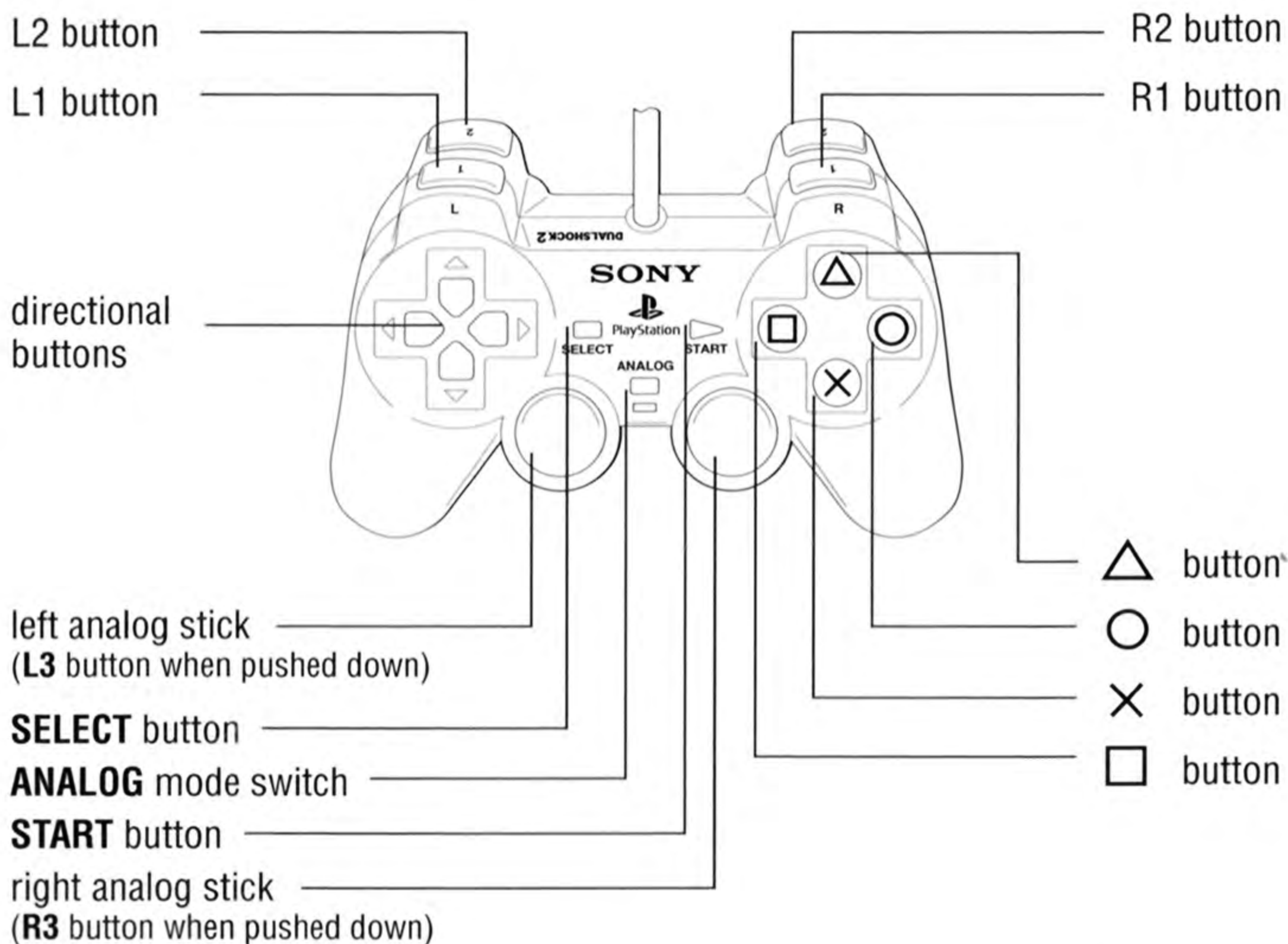
**To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.**





# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



**FORD RACING 3** can be played in one-player or two-player mode using the DUALSHOCK®2 analog controller or USB steering wheel controller. **FORD RACING 3** does not support a digital controller. To play with a controller other than an analog controller, enter the Controls menu and choose the controller you want to use. Button configuration can be changed in the Options menu.

**Note: This is the default button configuration (Mapping A) for the DUALSHOCK®2 controller and is arranged for driving with automatic gears selected. If you prefer to drive with manual gears then you may prefer to select Mapping B from the Button Configuration menu (see Options Menu / Controls).**

Button	In-game	Menu
Directional buttons / left analog stick (left / right)	Steer	Menu left / right
Directional buttons / left analog stick (up / down)	-	Menu up / down
X button	Accelerate	Accept
right analog stick (up)	Accelerate	-
square button	Brake / Reverse	-
right analog stick (down)	Brake / Reverse	-
triangle button	Shift up	Back
circle button	Shift down	Special function
R1 button	Handbrake	Menu up
L1 button	Rear view	Menu down
R2 button	Boost (used with 'Boost' and 'Racing Line' race types)	-
L2 button	Change view	-
START button	Pause game	Accept

**Note: If FORD RACING 3 is started with just a GT FORCE™ or DRIVING FORCE™ inserted then it will default to that controller.**



# LOGITECH GT FORCE™

## Steering Wheel Controller

<b>Button</b>	<b>In-game</b>	<b>Menu</b>
Steering Wheel	Steer	Menu left / right
Accelerator Pedal	Accelerate	Accept
Brake Pedal	Brake / Reverse	-
Right Paddle	Shift up	Menu up
Left Paddle	Shift down	Menu down
<b>Y</b> button	Pause game	Accept
<b>X</b> button	Rear view	-
<b>B</b> button	Boost (used with 'Boost' and 'Racing Line' race types)	Special function
<b>A</b> button	Change view	Back

**Note:** You cannot play Ford Racing 3 on the LOGITECH GT FORCE™ Steering Wheel Controller without the pedals attached.

# LOGITECH DRIVING FORCE™

## Steering Wheel Controller

**With Pedals attached:**

<b>Button</b>	<b>In-game</b>	<b>Menu</b>
Directional buttons	-	Change menu item
Steering Wheel	Steer	Menu left / right
Accelerator Pedal	Accelerate	Accept
⊗ button	Accelerate	Accept
Brake Pedal	Brake / Reverse	-
Ⓚ button	Brake / Reverse	-
<b>Right</b> Paddle	Shift up	Menu up
<b>R1</b> button	Shift up	Menu up
<b>Left</b> Paddle	Shift down	Menu down
<b>L1</b> button	Shift down	Menu down
Ⓞ button	Handbrake	Special function
<b>R2</b> button	Boost (used with 'Boost' and 'Racing Line' Race Types)	-
Ⓛ button	Rear view	Back
<b>L2</b> button	Change view	-
<b>START</b> button	Pause game	Accept





### **Without Pedals attached:**

<b>Button</b>	<b>In-game</b>	<b>Menu</b>
Directional buttons	-	Change menu item
Steering wheel	Steer	Menu left / right
<b>Right</b> paddle	Accelerate	Accept
⊗ button	Accelerate	Accept
<b>Left</b> paddle	Brake / Reverse	-
Ⓚ button	Brake / Reverse	-
<b>R1</b> button	Shift up	Menu up
<b>L1</b> button	Shift down	Menu down
Ⓞ button	Handbrake	Special function
<b>R2</b> button	Boost (used with 'Boost' and 'Racing Line' Race Types)	-
△ button	Rear view	Back
<b>L2</b> button	Change view	-
<b>START</b> button	Pause game	Accept

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

## **WELCOME TO FORD RACING 3**

This game puts you in the driving seat of a wide range of real Ford vehicles, from world-changing legends like the Model T to future classics like the spectacular new 2005 Ford Mustang GT.

As well as road-going classic and modern cars we've also included rugged off-road trucks, famous cars from the movies and amazing concept vehicles like the Mustang GT-R Concept.

## **DRIVER PROFILE MENU**

Your Driver Profile contains your progress, best lap times and various other statistics. When the game is started up you will see the Driver Profile menu.

**Note: you will not be able to back out of this menu if you access it from the Main Menu.**

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.

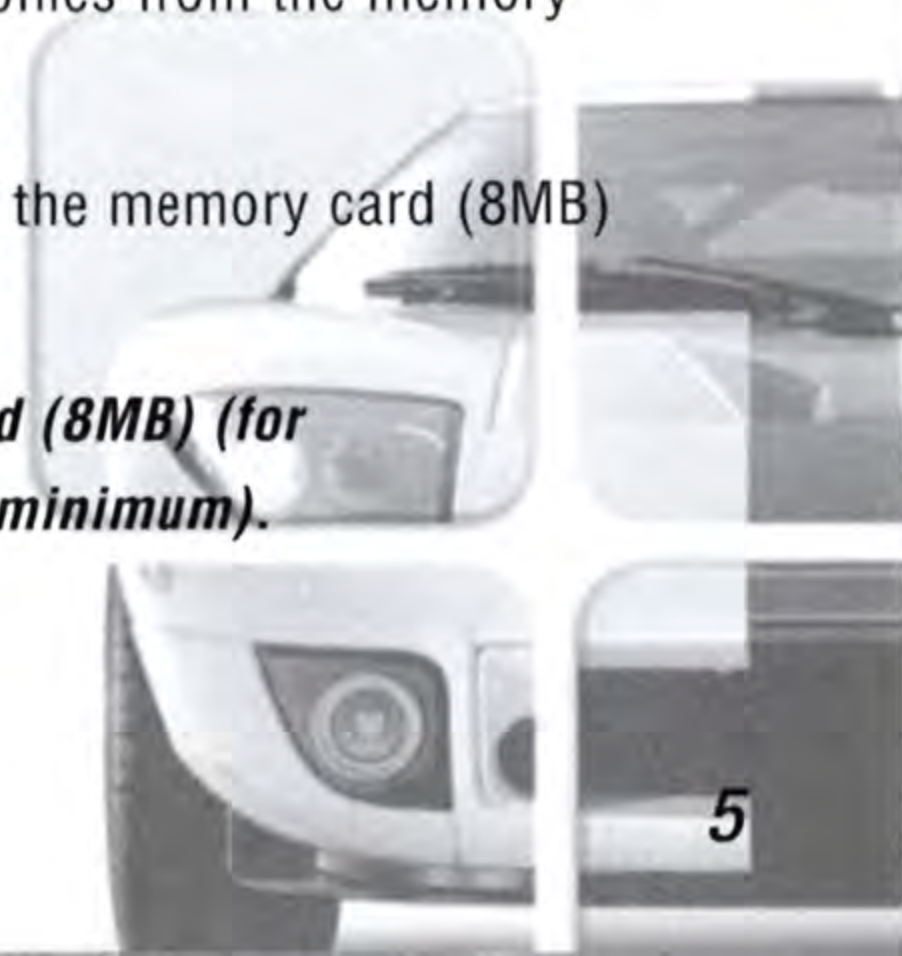
You can overwrite an existing Driver Profile by highlighting it and pressing the Ⓞ button.

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 90KB 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

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

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

## **SINGLE PLAYER MENU**

Entering the Single Player section of the game brings up the Single Player menu:

**FORD COMPETITION** – compete in 14 different Competitions to win Trophies, Cars, Race Types and Tracks; see the Game Types section of this manual for full details

**FORD CHALLENGE** – complete Challenges to win new Vehicles, Tracks and Race Types; see the Game Types section of this manual for full details

**FORD COLLECTION** – complete Collection races to win trophies; see the Game Types section of this manual for full details

**DRIVER DETAILS** – view statistics, records and trophies for the current driver

## **RACE SETUP MENUS**

If you choose **FORD COMPETITION** then you are taken to the Competition Selection screen. Here you can choose to enter one of the available Competitions. Selecting a Competition takes you to the Competition Overview screen. This screen displays the selected Competition's details and allows you to enter that Competition.

The Vehicle Select screen is next. Here you can choose the vehicle that you wish to use in the Competition. You are now taken through the Competition and Round Introduction screens.

After you have competed in a round you are taken through the Race Results screens. These screens display your round result and your overall progress through the Competition. At the end of each round, Race Types and Tracks are collected.




When you have competed in all of the Competition rounds you are taken through the Competition Results screens and then, if you have done well, it is onto the Competition Rewards screens where your prizes get unlocked!

If you choose **FORD CHALLENGE** then Race Setup consists of two screens: Challenge Theme Select and Challenge Select. You cannot change your vehicle type in Challenge races. When you have chosen a Challenge then you enter the Pre-Race menu.

If you choose **FORD COLLECTION** then Race Setup consists of three screens: Race Type Select, Vehicle Select and finally Track Select.

**Race Type Select** allows you to choose the type of race you want to take part in; see the Race Types section of this manual for full details.

**Vehicle Select** allows you to choose the vehicle theme and then the vehicle you want to race, many vehicles have 4 alternate colour schemes that you can choose between by pressing the  button. Vehicle statistics are also shown on this screen:

**SPEED** – the maximum straight-line speed that the vehicle is capable of

**HANDLING** – how easy the vehicle is to control and how well it gets round corners

**ACCELERATION** – how quickly the vehicle accelerates from rest to maximum speed

**WEIGHT** – how heavy the vehicle is (and how resilient it is to impacts with other vehicles!)

**Track Select** allows you to choose the track theme and then the track you race on, note that your choice of vehicle may determine what track you can choose: road cars cannot drive on off-road tracks and off-road vehicles can drive anywhere!

When you have made your choices in these screens then the last screen you see before entering the race is the Pre-Race menu.

## **PRE-RACE MENU**

Challenge games and certain Race Types only allow you to adjust **DIFFICULTY** in the Pre-Race menu, but Collection races may allow you to adjust some extra items:

**LAPS** – choose the number of laps in the race from **1** to **9**

**OPPONENTS** – choose the number of opponent vehicles from **1** to **5**

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

**DIFFICULTY** – adjust the difficulty setting between **EASY**, **MEDIUM** and **HARD**

**LET'S RACE!** – choose this to start the race!





# THE GAME SCREEN

You can switch between three different views during the race by pressing the **L2** button; Bumper View gives you the maximum sensation of speed and the two Chase Views give you a detached perspective view from behind your vehicle.

**POSITION** – your current position/the total number of vehicles in the race

**LAP** – your current lap/the total number of laps in the race

**LAP** – your current lap time

**RACE ACTION ICON** – indicate driving maneuvers (see below)

**LAST** – your previous lap time

**BEST** – the best lap time for your vehicle's class

**TRACK MAP** – a map of the track (the red dot is you, the blue dots are your opponents)



**TACHOMETER** – your engine RPM

**GEAR** – the gear that your vehicle is currently in

**SPEEDOMETER** – your current speed

**Note:** the above is for modern vehicles in Standard races. Different vehicles and Race Types may have elements that are modified, added or removed.

Race Action Icons appear on screen when the player performs certain driving maneuvers. The icons measure and record the duration/distance a maneuver has been performed for. The icons display the session's best result in brackets alongside the current score. The best ever results are recorded in the records section of the player's driver details.

There are three types of Race Action Icons:



**Drift Icon** - measures the distance the vehicle has drifted for.



**Wheel Spin Icon** – measures the number of seconds the vehicle has wheel spun for.



**Air Icon** – measures the distance the vehicle has been off the ground for.

## PAUSE MENU

Press the **START** button at any time during a race to pause the game and view the Pause menu:

**CONTINUE** – return to the race

**RESTART** – restart the current race

**RACE RULES** – an overview of the current race's rules

**OPTIONS** – adjust display and audio settings: see the Options Menu section of this manual

**END RACE** – retire from the current race and go to the Race Over menu



## **RACE OVER MENU**

At the end of every race, you will see a breakdown of your results and you may be awarded new Vehicles, Tracks, Race Types or Trophies. The Race Over menu appears after this and consists of the following:

**VIEW REPLAY** – view a replay of the race

**RETRY** – retry the race

**EXIT** – exit to the Race Setup menus

## **GAME TYPES**

**FORD RACING 3** features three different Game Types: **FORD COMPETITION**, **FORD CHALLENGE**, and **FORD COLLECTION**.

**FORD COMPETITION** consists of 14 uniquely themed competitions that when won unlock Competition Cups, Vehicles, Tracks and Race Types.

**FORD CHALLENGE** consists of a series of pre-determined races and driving challenges that, when won, open the challenge's Vehicle, Track and Race Type for your **FORD COLLECTION**.

**FORD COLLECTION** allows you to use the Vehicles, Tracks and Race Types that you have won in the **FORD CHALLENGE** and **FORD COMPETITION** games, to create your own races.

## **RACE TYPES**

**FORD RACING 3** features 11 different Race Types that are collected as you complete **Ford Challenge** and **Ford Competition** games:

**STANDARD** – a race for first place against 1 to 5 opponents over 1 to 9 laps

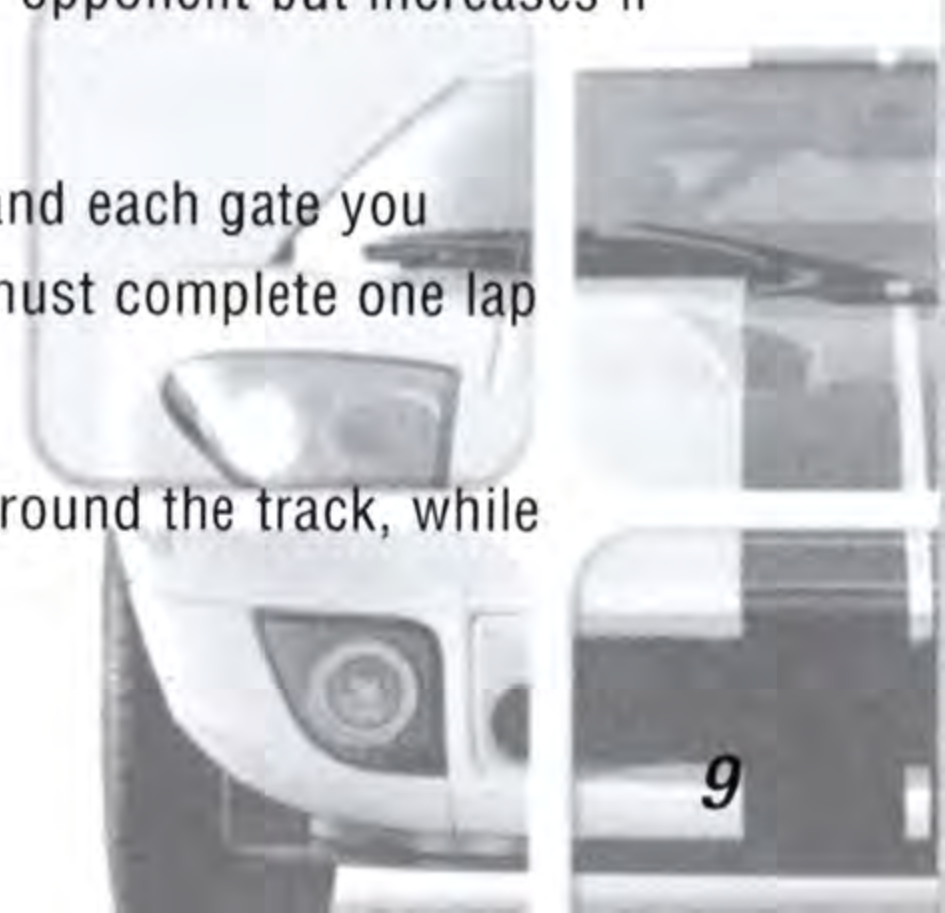
**ELIMINATION** – a race against 5 opponents over 3 laps, the last two vehicles are knocked out on each of the first two laps, the final lap is a head to head race to the finish!

**DUEL** – a 3 lap race in which you have to duel against 5 challengers in succession; winning each lap starts the next with a new set of opponents

**DRAFTING** – you must get behind your opponent and follow them closely without touching them, the 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** – collect the required number of bonuses from around the track, while completing a lap of the track within the stated time limit





**RACING LINE** – your opponents have more power than you; use your boost to keep up with them. Charge your boost by driving on the racing line

**TIME ATTACK** – it's just you against the track: can you beat the target time?

**BOOST** - you get two boosts per lap; use them wisely!

**RELAY** - get the baton around the track three times to win. How quickly can you transfer the baton?

**OVERTAKE** - overtake the required number of vehicles before the time runs out. Hit them and you will receive a time penalty!

*Note: only **STANDARD**, **ELIMINATION**, **BOOST**, and **RELAY** races are available in Multiplayer.*

## ***DRIVER RATING***

Successfully completing **FORD CHALLENGES** and **FORD COMPETITIONS** earns you Driver Rating points. The more driver rating points you have, the better your Driver Rating will be. To achieve the top ranking of **FORD LEGEND**, you must complete all of the **FORD CHALLENGES** on hard and come first in all of the **FORD COMPETITIONS**.

## ***OPTIONS MENU***

The Options menu allows you to adjust game settings to suit your needs:

### ***GAME***

**AUTOSAVE** – we recommend that **AUTOSAVE** is turned **ON** to ensure that your progress and records are automatically saved at the end of each race

**GEARS** – choose **MANUAL** transmission for extra control over acceleration and engine braking

### ***AUDIO***

**ENGINE / EFFECTS** – adjust the volume of the sound effects and engine sounds in both the game and the menus

**SPEECH** – adjust the volume of the speech in both the game and the menus

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

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

**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 of how to enable Dolby Pro Logic II.

## **DISPLAY**

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

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

**SCREEN MODE** – set the game's Aspect Ratio to either 16:9 or 4:3 to suit your TV

**POSITION SCREEN** – adjust the game's screen position to fit your TV screen better

## **CONTROLS**

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

**CONTROLLER** – choose between DUALSHOCK® analog controller, 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 DUALSHOCK® analog controller:

**VIBRATION** – turn the DUALSHOCK® analog controller vibration function **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.





# **CREDITS**

## **RAZORWORKS**

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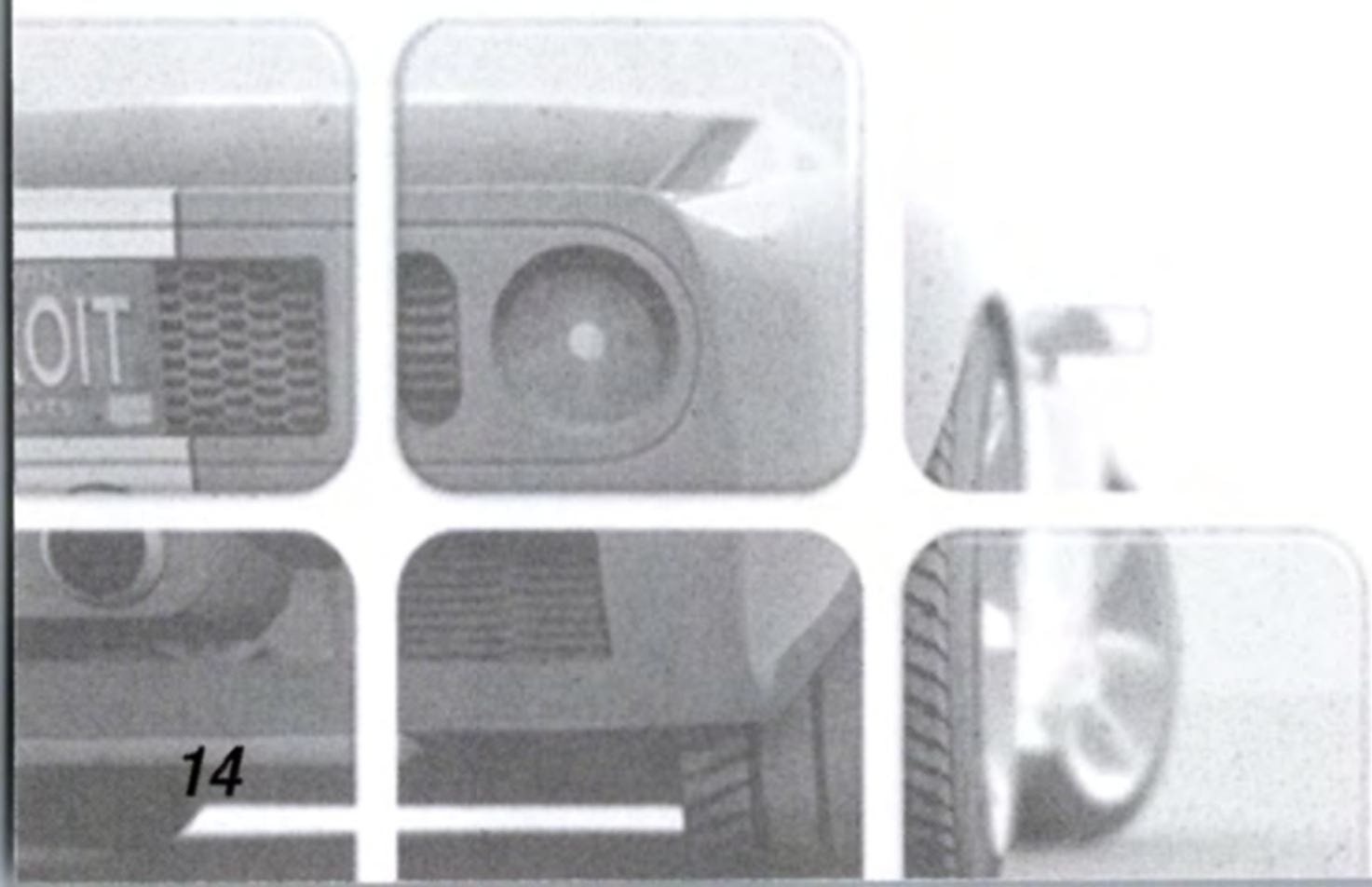
## ***Special thanks to***

The Beanstalk Group, Mark Klocek





# NOTES





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