CONTROLS

ACCELERATE

↑

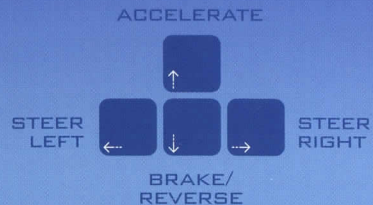STEER LEFT ← ↓ → STEER RIGHT

BRAKE/ REVERSE

SPACE BAR

HANDBRAKE

↵

LOOK BEHIND

esc

PAUSE GAME

[

SWITCH VIEW

DRIVING TIP

Tap and quickly release the handbrake (Space) 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.

R^2

Mac

Ford

RACING
2

FERAL MAKE·YOUR·PLAY

Ford

RACING 2

CONTENTS

SYSTEM REQUIREMENTS

	Minimum	Recommended
Processor:	800Mhz	1Ghz
Mac OS:	Mac OS 10.2	Mac OS 10.3
Memory:	256MB RAM	512MB RAM
Controls:	Keyboard & Mouse	Steering Wheel
Hard Disk:	250MB	500MB
Graphics Card:	32MB VRAM	64MB VRAM
Drive:	DVD	DVD

INSTALLATION

1. Insert the Ford Racing 2 DVD into the DVD drive and wait for the Ford Racing 2 icon to appear on your desktop.
2. Double click on the "Ford Racing 2" icon to open it.
3. Before doing anything else read the file called "ReadMe".
4. Double click on the "Ford Racing 2 Install" icon.
5. Follow the on-screen instructions to install the game to your hard disk.
6. Once installation is complete the "Ford Racing 2" folder will open on your desktop.

Installation is a one-time process that will only take a few minutes.

UNINSTALL

If, for whatever reason, you should wish to uninstall Ford Racing 2, simply drag the folder called "Ford Racing 2" from your hard drive to the Trash and from the Finder menu select Empty Trash.

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 powerslides to win!

R²

GETTING STARTED

Welcome to Ford Racing 2! This game puts you in the driving 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 vehicles, we've also included rugged off-road trucks, famous vehicles from the movies, exotic concept vehicles 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.

The three items in this menu are the 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 Enter key.

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 for full details.

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.

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 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 the 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 Type 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 'C' key. Vehicle statistics are also shown on this screen:

SPEED - The maximum straight-line speed of which the vehicle is capable.

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. Stock Cars can only drive on racetracks, Road Vehicles 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 opponents 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 GAME SCREEN

You can switch between two different views during the race by pressing the Enter key; Bumper View gives you the maximum sensation of speed and Chase View gives you a detached perspective behind your car.

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

Track Map – a map of the nearby track (the red dot is you, the yellow dots are your opponents)
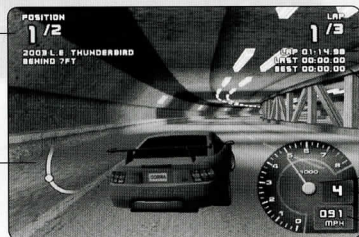
Lap – your current lap/the total number of laps in the race

Lap – your current lap time

Last – your previous lap time

Best – the best lap time for your vehicle's class

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.

PAUSE MENU

Press the 'Esc' key 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.

R²

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.

RACE TYPES

Ford Racing 2 features 8 different Race Types that are won when you complete Ford Challenge games:

STANDARD – a race for first place against between 1 and 5 opponents over between 1 and 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 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.

R²

OPTIONS MENU

The options menu allows you to adjust game settings to suit your needs.

GAME

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 - The TCS (Traction Control System) stops your wheels from spinning under power, if you turn this option OFF and minimise your wheel spin when accelerating then you can accelerate faster then just leaving TCS ON and stomping the accelerator.

ABS - The 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 into 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 Kilometres or Miles Per Hour.

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

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

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 the both the game and the menus.

SPEECH - Adjust the volume of the speech in the both the game and the menus.

MUSIC TYPE - Set the type of music that plays during races.

CONTROLS

The Control options appear after you have chosen either PLAYER 1 or PLAYER 2. The first two items in the Control options set the controller type and sub-type. In addition to this, the following items appear:

KEY CONFIGURATION - Customise your key configuration to your preference.

SETTINGS - This menu option appears if a steering wheel controller is selected and allows the following to be adjusted:

FORCE FEEDBACK - Turn the force feedback feature ON or OFF.

STRENGTH - Set the level of force feedback.

DEADZONE - Set the "deadzone" size (the amount you can move the controller before it registers).

LINEARITY - Set the steering wheel "linearity" (how sensitive it is to inputs).

CALIBRATE - Choose this option to re-calibrate your Steering Wheel controller.

CREDITS

Choose this option to view the game credits.

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.

R²

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.

R²

CREDITS

RAZORWORKS

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Graham Blackwood, Dan Clarke, Mark Petty

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Jester's puppet, Tom Beesley, Jester's Puppet

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Soundwave Concepts, Ben Jones

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Voice Over
Jennifer Potter

Voice Recording
Peter Kiely Productions

Intro Movie
Maverick Media

Special Thanks To
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Executive Producer
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Assistant QA Manager
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Richard Hughes

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Ian Johnson, Rob Cubbon
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Sutton Trout

EMPIRE EUROPE

Philipe Dao (France), Sevgi Kirik (Germany),
Alsion Ryan (Spain), Laura Maestri (Italy)

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

Ordinary (Instrumental)
Performed by Dunamus
Written and Performed by Nathanial Lew
Courtesy of Media Creatures Music

Keeps You Running
Performed by Psychotic Youth
Written by Jorgen Westman
From the album "Steroids"
Courtesy of Disaster Records
By exclusive arrangement with
Media Creatures Music

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

MACINTOSH CREDITS

Produced for the Mac by
Feral Interactive Ltd.

Developed for the Mac by
Zonic Ltd.

Testers
Mike Apps, Chuck Chambliss, Lloyd Francis,
Paul Jones, Jean-Michel Laurent, Brad Lees,
Kevin Lindeman, Benny Sims, Ylies Zemirline

Tester of Honour
Robin Proctor

CUSTOMER SUPPORT

Every effort has been made to make Ford Racing 2 as compatible with current hardware as possible. However, if you are experiencing problems with running the game, please read on. The following information MUST be obtained BEFORE contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).

2. A Game Report.txt file, this contains:
   - An Apple System Profiler Report of your Mac
   - Any Crash logs that exist for Ford Racing 2
   - List of all the files in the Ford Racing 2 game folder

All the information required can be obtained by opening Ford Racing 2 and clicking on the Support tab in the Ford Racing 2 Options window. In the Support tab click on the "Generate Report" button; this will grey out and a progress wheel and status message will appear below it. Once the report is generated it will appear as a file on your desktop. Now click on the send e-mail button. Remember to attach the report called "Ford Racing 2 Report.txt" to your e-mail.

In your email please include a brief description of the problem you have experienced with Ford Racing 2.

Our Customer Support Contact Details
Web address: http://www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

If you cannot find an answer to your question on the website, please email us at fr2support@feral.co.uk Remember to include a report from the Profiler with your email.

If you are in the UK:
Tel: 0208-875-9787 Fax: 0208-875-1846

If you are outside the UK:
Tel: +44 208-875-9787 Fax: +44 208-875-1846

PLEASE DO NOT CONTACT FERAL'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to:

Feral Returns
3 St. George's Court
131 Putney Bridge Road
London, SW15 2PA
United Kingdom

together with this manual if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase.

You may also exchange the multimedia product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk.

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