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# INSTALLATION

1. Please insert the **FORD STREET RACING** CD-ROM (label facing up) into your CD-ROM or DVDROM drive. After a few seconds the game should autorun. If it does not then please refer to point 2, otherwise skip to point 3.

2. If autorun is disabled, double click on "My Computer" on the Windows desktop. Double click on your CD-ROM or DVD-ROM drive to view the contents of the disc. Double click on the file called **autorun.exe**.

3. Please follow the on-screen instructions carefully to complete the installation.

**Note: Please refer to the readme file during installation for the most up-to-date information.**

## GAME CONFIGURATION

After installation, you will be taken to the Game Configuration screen. From here you will be able to set your controller, graphics, audio and language preferences. Select **OK** to save any changes you have made and return to the Desktop. Select **Run Game** to save the changes you have made and run the game.

# CONTROLS

**FORD STREET RACING** can be played using the keyboard, a gamepad or steering wheel controllers. You will need a 10-button gamepad or steering wheel device with pedals and 8 buttons in order to use all the game controls from that device.

## KEYBOARD CONTROLS

### PLAYER 1 KEYBOARD CONTROLS

| Control | In-Game | Menus |
|---|---|---|
| Left / right arrow | Steer (left / right) | Menu left / right |
| Up arrow | Accelerate | Menu up |
| Down arrow | Brake / Reverse | Menu down |
| Right Ctrl | Handbrake | - |
| Return | Change View | Accept |
| Right Shift | Rear View | - |
| W | Switch Forward | - |
| S | Switch Backward | - |
| A | Select Vehicle 1 / Team Block | - |
| D | Select Vehicle 2 / Team Draft | - |
| Q | Cancel Team Order | - |
| P | Pause Game | - |
| Esc | - | Back |
| X | - | Special function |

### PLAYER 2 KEYBOARD CONTROLS

| Control | In-Game |
|---|---|
| V / B | Steer (left / right) |
| Q | Accelerate |
| A | Brake / Reverse |
| Space | Handbrake |
| Left Ctrl | Change View |
| Tab | Rear View |



# STEERING WHEEL CONFIGURATION

## FORD STREET RACING

Use the configuration program to set up the buttons on your steering wheel. When you map an axis, it will have a '+' or '-' sign next to the mapping depending on which way you moved the axis.

If your wheel supports both single and split-axis pedals, you will be able to select the setting you prefer in the Windows Control Panel or in the software that was supplied with the wheel. If you do change your pedals from single-axis to split-axis (or visa versa), you will need to remap the accelerate and brake controls in the configuration program.

Please ensure that the wheel has the latest drivers installed for it and that it is set up and calibrated correctly in Windows (go to 'Control Panel/Gaming Options' or 'Control Panel/Game Controllers').

# GETTING STARTED

Welcome to **FORD 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 Cobra 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.

## 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.
**SOLO RACING** – Compete in Solo Races and competitions.
**MULTIPLAYER** – Compete in 2 player races.
**OPTIONS** – Select your **FORD STREET RACING** options.
**PROFILE** – Manage your **FORD STREET RACING** Profile.
**EXIT GAME** – Exit **FORD STREET RACING**.

## 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. It is 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 2 player standard races. Selecting Multiplayer takes you to the Race Settings screen.

## OPTIONS MENU

### AUTOSAVE

**AUTOSAVE** – We recommend that AUTOSAVE is turned ON to ensure your progress and records are automatically saved.

### AUDIO

**EFFECTS VOLUME** – Set the volume of the special effects.
**MUSIC VOLUME** – Set the volume of the music.

### DISPLAY

**SPEED UNITS** – Select the speed readout units; Kilometres Per Hour or Miles Per Hour.

### CONTROLS

Select control devices for Player 1 and Player 2.
**NOTE: Controllers are configured using the Game Configuration program which can be launched via the Windows Start menu (Start > Programs > Empire Interactive > Ford Street Racing).**

### CREDITS

**CREDITS** – Select this option to view the game credits.

## PROFILE MENU

Your Profile contains your progress, best lap time and other information.
**SAVE** – Save your current Profile.
**LOAD** – Load a previously saved Profile.
**CREATE** – Create a new Profile.
**VIEW PROGRESS** – View your progress throughout the game.



## RACE SETTINGS MENU

The Race Settings menu appears prior to any Single races in Team, Solo or Multiplayer modes. The menu options change depending on the mode and race type selected.

**RACE TYPE** – Select the type of race.
**OPPONENTS** – Select the number of opponents (Solo and Multiplayer).
**OPPONENT TEAMS** – Select the number of opponent teams (Team).
**OPPONENT TYPE** – Select the opponent type; Mix (a mixture of vehicles) or Match (the same vehicle as yours).
**DIFFICULTY** – Select the difficulty level; Easy, Medium or Hard.
**NUMBER OF LAPS** – Select the number of laps to race.

# TEAM RACING

In **Team Racing** you control a team of either 2 or 3 vehicles that must work together to ensure they each finish in the highest positions possible; it's the team with the highest total points that wins – not necessarily the team that crosses the finish line first.

As the leader of your team, you have three special skills available to use; 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 to 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.
**NOTE: It is recommended that you play the Team Racing Tutorials before competing in a Team Race. These can be found in the Team Racing menu.**

## TEAM RACING DISPLAYS

## PACK POSITION INDICATOR

The pack position indicator shows the current positions of all the vehicles in the race in their team colours. The vehicle at the top of the display is leading the pack. The vehicle you are driving is indicated by a white box. Displayed within the box is a readout of the vehicle's current race position.
Your team members are indicated by a black box. Displayed within the box is the controller button used to select the vehicle and a symbol indicating the vehicle's current manoeuvre (see Team Orders). The background colour of each box matches the colour of the team member indicator (see Team Member Selection).

## TEAM POSITION INDICATOR

The team position indicator shows the current positions of all the teams in the race in their team colours. The team at the top of the display 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, the 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

The track map shows the layout of the track ahead with dots indicating the positions of all vehicles in the race in their team colours. The start/finish line is indicated by a chequered marker. 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.

**TIP: Use the Rear View camera to see a reverse view of the track and all of the 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 to issue team orders from;
- have a greater awareness of the race situation.

You can switch between vehicles at any time while racing by pressing either **Switch Forward** or **Switch Backward** buttons. Switch Forward will switch you to the team vehicle ahead of you and Switch Backward will switch you to the team vehicle behind you.

When you switch vehicle, the action is frozen as you are transferred to the new vehicle. You take control of the new vehicle as soon as the action is returned to normal speed.

**NOTE: 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.**

**TIP: Try and keep your team together as you will race more effectively as a team.**

## TEAM ORDERS

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

### TEAM MEMBER SELECTION

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

Team member indicator (awaiting selection).

A team member can be selected by pressing either **Select Vehicle 1** or **Select Vehicle 2** buttons (the buttons are indicated on the pack position indicator). When selected, the vehicle will change to an alerted state as it awaits an order. Note that a vehicle will remain alert for only a few seconds before reverting back to awaiting a selection.

A team member awaiting an order.

Once a team member is alerted, the player can issue that vehicle an order. You can also select both of your team members by pressing the **select vehicle** buttons simultaniously.

### BLOCKING

Blocking orders team members to manoeuvre in front of opponent vehicles in order to slow them down so your trailing vehicles can catch up. A successful block will result in the targeted vehicles braking heavily and weaving across the track as they regain control. Vehicles performing a blocking manoeuvre have a red glow effect emanating from the rear of the vehicle.

In order to issue a block command, press the **Team Block** button when a vehicle is selected then both the icon above the vehicle and the pack position indicator will change.

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

A team member performing a Block.

A team member performing a Double Block.

A team member performing a Triple Block.

**TIP: Use the track map to help time issuing block orders to team members who are out of view.**

### DRAFTING

Drafting, sometimes known as slipstreaming, is a racing manoeuvre which enables one vehicle to gain a speed boost by closely following another vehicle; enabling them to overtake the vehicle being drafted.

In order to issue a draft command, press the **Team Draft** button when a vehicle is selected then both the icon above the vehicle and the pack position indicator will change.

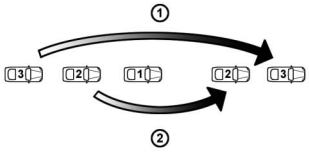
For more effective drafting, perform **Double Draft** and **Triple Draft** manoeuvres by issuing draft orders to team members who are close together; if they are close to your vehicle then you will be involved in the draft manoeuvre.

During a draft manoeuvre, the team vehicles involved take it in turns to draft and boost past the team vehicle ahead – starting with the vehicle at the back. The vehicle whose turn it is to draft is indicated by a slipstream effect emanating from the rear of the vehicle.

A team member performing a Draft.

A team member performing a Double Draft.

A team member performing a Triple Draft.




A complete Triple Draft manoeuvre (involving three vehicles) is shown below.

Step 1: Team vehicle 3 drafts team vehicle 2 to boost ahead.

Step 2: Team vehicle 2 drafts team vehicle 1 to boost ahead.

**TIP: Get closer to the team vehicle ahead to gain a more effective boost.**
**TIP: Try chaining draft manoeuvres by issuing a second draft order as soon as the first manoeuvre is complete.**
**TIP: Use the track map to help time issuing draft orders to team members who are out of view.**
**TIP: Take care where you issue draft orders; avoid drafting on tight corners and narrow sections of track.**

### CANCEL TEAM ORDER

Team orders can be cancelled at any time by pressing the Cancel Team Order button.

### ADVANCED MANOEUVERS

It is possible to issue block and draft orders to different team members; for example you could double draft with one team member whilst the other team member is blocking.
It is also possible to switch vehicles during a draft manoeuvre so you're always driving the vehicle which has the speed boost.
Experiment with different combinations of manoeuvres and switching vehicles to improve your team's performance.

## TEAM RACE TYPES

There are three race types available for Team Racing: -
**TEAM RACE** – A 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** – The race starts as a one-on-one duel, then every 2 laps the team size increases until the race become a three-on-three team duel.

## CAREER PROGRESS

As you compete in the various team championships you are given awards based on your finishing positions in races, competitions and championships. These awards are made in the form of credits, vehicles, tracks, challenges and championships.
The higher a 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 STREET RACING**.
The **Showroom** is where you can spend your credits to purchase new vehicles for your team, from the vehicles you have unlocked.
**NOTE: When you first enter the Team Championship you will need to buy some vehicles from the Showroom.**
The **Garage** is where you can view the vehicles you have bought, repair any damaged vehicles, or sell vehicles you no longer need.
**Challenges** are a way of pushing your driving skills to the limit and earning extra credits to spend on your team. Please note that you only receive the credit award the first time you complete a challenge.
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!



## TEAM VEHICLE SELECTION

Before entering a Team Race you must select a team of vehicles to race. In a Team Single Race, selecting your first vehicle will 'lock' the vehicle class, so you will have to select your remaining two vehicles from the same class; Classic, Performance or High Performance. You select the vehicle class using the **Menu Up** and **Menu Down** buttons. Note that in Team Single Races, your team is always constructed from 3 vehicles. You may also choose your team colour while selecting your team.
In a Team Championship race, you must select a team of vehicles from those in your garage. Note that when selecting vehicles, those which 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 their colour, you can proceed to track selection.

# SOLO RACING

In Solo Racing events you drive one vehicle, there is no Team Racing strategy so you can concentrate on improving your driving skills.

## SOLO RACE TYPES

There are 5 race types available for Solo Racing: -
**STANDARD RACE** – A standard race. Cross the finish line first to win!
**ELIMINATION** – At the end of each lap, the last 2 vehicles are eliminated from the race. Can you survive long enough to win?
**TIME TRIAL** – It's 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 3 cars without hitting them to gain more time.

## SOLO VEHICLE SELECTION

To select a vehicle to race, first choose between a Classic, Performance or High Performance class of vehicle. Once a class is selected, select the vehicle you wish to race and its colour. Note that vehicles that have not yet been unlocked appear as a 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** buttons to switch between the forward or reverse direction of the track.
**NOTE: Tracks displayed with a padlock icon indicate that the track is locked and not currently available for selection.**

## SOLO RACING DISPLAYS

**Pack Position Indicator** – This display shows the current positions of all the vehicles in the race. The vehicle at the top of the display is leading the pack. The vehicle you are driving is indicated by a white box. Displayed within the box is a readout of the vehicle's current race position.
**Track Map** – This display shows the layout of the track ahead with dots indicating the positions of all vehicles in the race. Your vehicle is indicated by a yellow dot; other vehicles are indicated by blue dots. The start/finish line is indicated by a chequered marker. 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.
**Standard Race Readouts: -**
**TIME** – Your current lap time.
**BEST** – Your best lap time for this race.
**Time Trial Readouts: -**
**TARGET** – The target lap time to beat.
**CURRENT** – Your current lap time.
**LAST** – The time taken for your previous lap.
**RECORD** – The current lap record for this vehicle.
**Overtake Readouts: -**
**TIME** – The time remaining for this challenge.
**CARS** – The number of cars overtaken / the target number of cars to overtake.
**CLEAN** – The number of cars overtaken cleanly in succession.

# CREDITS

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## SPECIAL THANKS TO

The Beanstalk Group
Terry Watts
Pam Goodey (our Los Angeles tour guide)
Richard T. Weaver (Motor Services)
NemeSys Technology, Inc. & The Scarbee J-Slap
Keith LeBlanc / The Mix – Cymbals