XBOX

Ford

BOLDMOVES

STREETRACING ™

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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

CONTROLS

- ⓛ (left trigger)
- Ⓡ (right trigger)
- Ⓨ button
- Ⓧ button
- Ⓑ button
- Ⓐ button
- Ⓛ (left thumbstick)
- Ⓞ (back) button
- Ⓞ (start) button
- ● button
- ○ button
- Ⓡ (right thumbstick)
- ⊕ (directional pad)

You can play *FORD BOLD MOVES STREET RACING*™ using the Xbox Controller or Steering Wheel. You can select your preferred control configuration from the Controls section of the Options menu.

MAPPING A (default)

Control	In-Game	Menus
ⓛ	Steer (⬅/➡)	Menu navigation
Ⓡ	Rear view (⬇)	——
⊕	Switch forward (⬆) Switch backward (⬇) Steer (⬅/➡)	Menu navigation
Ⓛ	Brake/Reverse	——
Ⓡ	Accelerate	——
Ⓐ	Select vehicle 2/Team Draft	Accept
Ⓑ	Handbrake	Back
Ⓧ	Select vehicle 1/Team Block	Special function
Ⓨ	Cancel Team Order	——
●	Change view	——
Ⓞ	Pause game	——
Ⓞ	——	Back

MAPPING B

Control	In-Game	Menus
ⓛ	Steer (⬅/➡)	Menu navigation
Ⓡ	Accelerate (⬆) Brake/Reverse (⬇)	—— ——
⊕	Switch forward (⬆) Switch backward (⬇) Steer (⬅/➡)	Menu navigation
Ⓛ	Select vehicle 1/Team Block	——
Ⓡ	Select vehicle 2/Team Draft	——
Ⓐ	Accelerate	Accept
Ⓑ	Handbrake	Back
Ⓧ	Brake/Reverse	Special function
Ⓨ	Rear view	——
●	Change view	——
○	Cancel Team Order	——
Ⓞ	Pause game	——
Ⓞ	——	Back

STEERING WHEEL CONTROLLER

Control	In-Game	Menus
steering wheel	Steer	Menu (⬅/➡)
accelerator pedal	Accelerate	——
brake pedal	Brake/Reverse	——
lower left paddle	Brake/Reverse	——
lower right paddle	Accelerate	——
upper left paddle	Select vehicle 1/Team Block	——
upper right paddle	Select vehicle 2/Team Draft	Accept
directional pad	Switch forward (⬆) Switch backward (⬇)	Menu navigation
Ⓐ	Select vehicle 2/Team Draft	Accept
Ⓑ	Handbrake	Back
Ⓧ	Select vehicle 1/Team Block	Special function
Ⓨ	Change view	——
●	Cancel Team Order	——
○	Rear view	——
Ⓞ	Pause game	——
Ⓞ	——	Back

GET READY TO RACE!

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 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 *(page 5)*.

PROFILE – Manage your game profile *(page 5)*.

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 5)*.

OPTIONS MENU

Autosave
Turn *AUTOSAVE ON* to ensure that your progress and records are automatically saved. **The Autosave Feature in this game is designed to be used with the Xbox Hard Disk. It is not compatible with the Xbox Memory Unit.**

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

MUSIC VOLUME – Adjust the game's music volume.

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

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

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

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

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.

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 4)* before competing in a Team Race.

TEAM RACING GAME SCREEN

Team Member Indicator

Team Position Indicator

Pack Position Indicator

Track Map

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 7)*. 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:

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

• Step 2: Team vehicle 2 drafts team vehicle 1 to boost ahead.
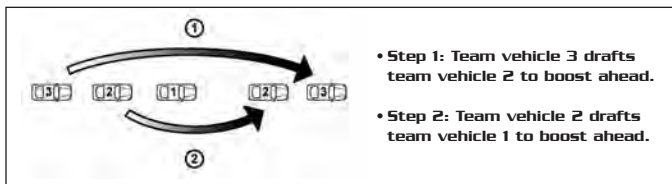
• Get closer to the team vehicle ahead to gain a more effective boost.
• Chain draft maneuvers by issuing a second *Draft* order as soon as the first maneuver is complete.
• Use the Track Map to help yourself time when to issue *Draft* orders to team members off-screen.
• Avoid drafting on tight corners 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 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

Track Map

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 Trial Readouts**
TIME – Your current lap time.	**TARGET** – Target lap time to beat.
BEST – Your best lap time for this race.	**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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