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TO GET STARTED, FOLLOW THESE INSTRUCTIONS:

1. From the Main Menu go to Options > Bonus Codes and write down the Access Code which appears in the bottom right-hand corner of the Bonus Codes screen.
2. Call the Hintline or log on and follow the links to the Race Driver: Grid area.**
3. When prompted, enter the Access Code and your details.
4. Either write down the codes you're given or look at the Bonus Code email you've been sent. You can get as many or as few Bonus Codes as you like in one Hintline session; the email will contain them all.
5. To unlock the new features, go to Options > Bonus Codes > Enter Code and enter the bonus Code(s) in the space(s) onscreen.

All game features unlocked with Bonus Codes are also available through playing the game.
Please note cheats cannot be used during online gaming.

*Calls cost £1 per minute. ROI: Calls cost 1.25 euros per minute inc. VAT. Calls from mobiles vary. Calls last approx. 3 minutes.

Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press.
Service Provided by Premier Communications PO Box 177 Chesham HP5 1FL.

**Please note: Hintline Bonus Codes are paid for through the cost of call and require a touch tone telephone. Obtaining Bonus Codes online requires a small fee paid by credit card.

IMPORTANT: Bonus Codes supplied are unique to your profile and/or PC.

BINK VIDEO

PGRIDX3UK05
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Games for Windows®

RACEDRIVER GRID™

fidanza

YOKOHAMA

codemasters™

⚠ Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play 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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

VIOLENCE   BAD LANGUAGE   FEAR   SEXUAL CONTENT   DRUGS   DISCRIMINATION   GAMBLING

For further information visit http://www.pegi.info and pegionline.eu

CONTENTS

WELCOME TO GRID

RACE DRIVER: GRID™ IS ALL ABOUT THE RACE.

DISCOVER A STUNNING WORLD OF MOTORSPORT BROUGHT TO LIFE, FROM RACING MUSCLE CARS THROUGH THE ICONIC STREETS OF SAN FRANCISCO AND COMPETING IN THE LEGENDARY 24 HOURS OF LE MANS TO DRIFTING AROUND THE DOCKS OF YOKOHAMA.

JUMP BEHIND THE WHEEL OF EXHILARATING RACING CARS IN THE MOST AGGRESSIVE, SPECTACULAR WHEEL-TO-WHEEL RACES YOU'VE EVER EXPERIENCED. THEN PROVE YOURSELF ONLINE.

WELCOME TO GRID. RACING JUST GOT EXCITING AGAIN.

INSTALLATION

To install the game you will need administrative privileges, and it is advisable to have no unnecessary programs running during installation.

Insert the GRID™ disc into your DVD drive. If AutoPlay is enabled, the GRID™ launcher will appear. If it does not, browse to your DVD drive and run "Autorun.exe". Press the Install button on the launcher to begin installation and then simply follow the on-screen instructions. GRID™ requires the presence of DirectX 9.0c on your system and this will be automatically installed with the game, if it is not already present.

RUNNING THE GAME

WINDOWS® VISTA:

After installing the game, open the Games Explorer from within the Start menu, and simply double click the GRID icon to launch the game. Other actions can be carried out by right-clicking this icon.

WINDOWS® XP:

After installing the game, double click the game's icon on the Desktop. Alternatively, navigate to the "Programs\Codemasters\GRID" folder in the Start menu and click the shortcut within.

GAME CONTROLS

The default controller configuration is detailed below and can be changed from within the option menu. If none of these are suitable then you can configure your own custom controls.

STEER LEFT, RIGHT	← →
ACCELERATE	↑
BRAKE/REVERSE	↓
HANDBRAKE	Space Bar
GEAR UP	A
GEAR DOWN	Z
CHANGE CAMERA	C
LOOK RIGHT	Page Down
LOOK LEFT	Delete
PAUSE	Esc
INSTANT REPLAY	Enter

GRID also fully supports the use of the Xbox 360® controller for Windows and the default configuration is displayed below.

PRESET 1

LT BRAKE / REVERSE
LB CHANGE CAMERA
STEERING
STEERING
◄ INSTANT REPLAY
► PAUSE
RT ACCELERATE
RB UNUSED
Y LOOK BACK
X GEAR DOWN / FLASHBACK
B HANDBRAKE
A GEAR UP
R LOOK

GRID also supports a wide selection of steering wheels which can be configured from the Driving Options menu.

MENU NAVIGATION

Use the Arrow Keys to navigate the menus, press Enter to confirm/select or Esc to cancel/back up. On some menu screens there are additional options available on the FUNCTION KEYS - simply look to the button bar at the bottom of the screen to see the available options.

CREATE YOUR DRIVER PROFILE

The first thing you need to do from the Press Start screen is create a driver profile. Simply follow the onscreen instructions to enter your driver name and select your nationality.

CHOOSE YOUR AUDIO NAME

Next, choose the name by which you want characters to call you in the game. There are male and female names available and if yours isn't there, just pick one from the Nicknames tab – how often do you get the chance to be called Maverick?

AUTOSAVE

Select 'Autosave On' to enable automatic game saving.

Note: *You can edit your Profile at any time during your game using the Options menu.*

THE GAME SCREEN

THERE IS A LOT OF USEFUL INFORMATION CONTAINED IN THE ON SCREEN DISPLAY TO HELP YOU TRACK YOUR PROGRESS AS YOU RACE. BE AWARE THERE ARE SLIGHT DIFFERENCES BETWEEN GAME MODES.

1	Lap Indicator
2	Current Race Time
3	Current Lap Time
4	Flag Indicator
5	Mini Map
6	Position Indicator
7	First Place / Rival Indicator
8	Damage Indicator
9	Speedo
10	Gear
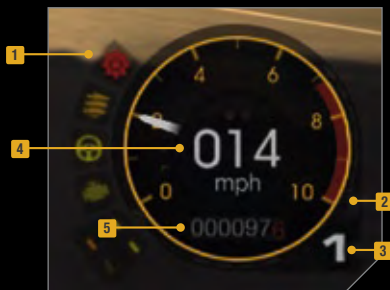
1. Damage Indicators
2. Rev Counter
3. Gear
4. Speed Indicator
5. Milometer

1. Combo Timer
2. Combo Multiplier
3. Current Drift Move
4. Points for current drift

Drift Angle Indicator
(Bumper and Bonnet Cam only)

DRIVING VIEWS

Once in the game, you have the following five camera views to choose from.

CLOSE CHASE CAM

FAR CHASE CAM

BUMPER CAM

BONNET CAM

HEAD CAM

REAR VIEW

Each of the game cameras has a 'Look Back' function, found by default on the `End` Key. Press this key to get a rear facing view of your car in action.

RACE DISCIPLINES

IN GRID, THERE ARE SEVERAL RACING DISCIPLINES THAT YOU WILL NEED TO MASTER. THESE ARE DETAILED BELOW:

GRIP RACING

These Events cover a variety of classes including GT, Open Wheel, Pro Muscle and Touring Cars. Here you will be racing against a pack of up to 20 cars and the first one to get the chequered flag wins!

DRIFT

Drifting is all about getting your car sideways and at speed. You are awarded points for the angle and speed of the drift, and the closer you can drift to the apex flag, the more points you can score. After a drift, you have a small window of time to start another one. Link numerous drifts together and you'll increase your combo. There are several drift challenges:

DRIFT GP

These Events are based on a knockout tournament structure. All competitors are paired off, and you'll get one run in which to outscore your opponent. Beat him and you'll progress to the next round.

DRIFT BATTLE

This Event combines street racing and drifting. Executing drifts will reward you with points for speed, angle and duration. In addition, your position in the race will multiply the score for that drift. Drivers in 1st place score the most points with players towards the back of the pack picking up very few.

FREESTYLE DRIFT

In this event, each competitor is given two timed runs in an open area in which to score the most drift points. The winner is the driver with the highest score after these two runs.

DOWNHILL DRIFT

Tackle the infamous drift route on Mount Haruna, Japan. These twisting mountain roads are perfect for drifting.
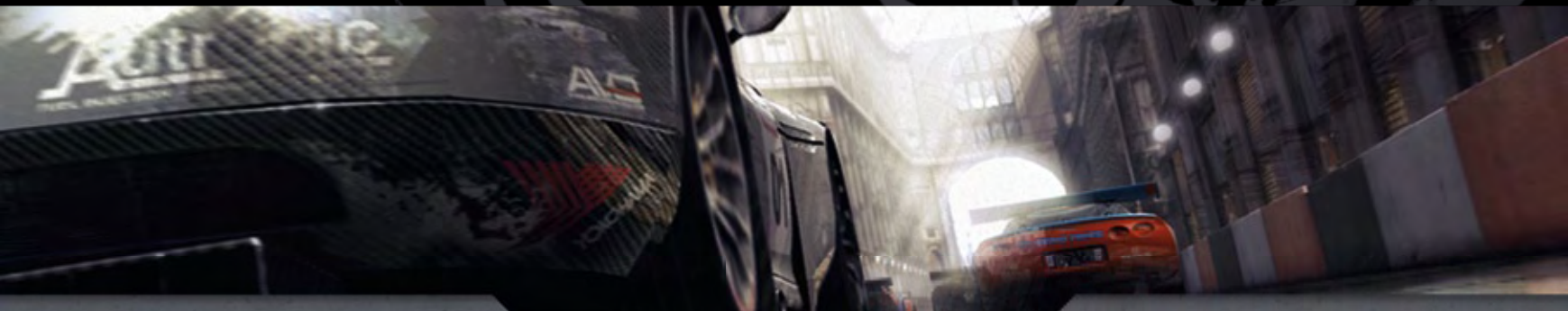
TOUGE

Touge is head-to-head racing on narrow Japanese mountain roads. In GRID there are two distinct types of Touge event:

PRO TOUGE

This event takes place during the day on closed public roads. You'll race two legs against each opponent - one up and one down. Contact is strictly forbidden between drivers so be careful when attempting a passing manoeuvre. The winner is the fastest over two runs.

MIDNIGHT TOUGE

The structure of this event is the same as Pro Touge but the rulebook is thrown out the window. Contact between cars is allowed and the roads are not closed. This means that as well as avoiding your opponent you will also have to watch out for civilian cars…

ENDURANCE

Endurance races are longer races that include the Le Mans Series and the prestigious "24 Hours of Le Mans". Four different classes of cars take part in each race but you only need to worry about the competitors in your class.

DEMOLITION DERBY

In Demolition Derby there are basically no rules. The winner is the first car to cross the line - by any means necessary, or by being the only car remaining.

DIFFICULTY LEVELS

For each of the events in GRID you can set the difficulty level. The difficulty level affects the ability of the drivers you'll face, and the number of Flashbacks you can use in a single race.

If you're having difficulty with an event, move down to a lower difficulty level; or if you're finding racing just too easy, you should move up a notch. You'll earn more reputation by racing and winning on the harder difficulty levels.

FLASHBACK

Wrecked your car on a tricky chicane? Damaged your car badly on the first lap of a race? All is not lost thanks to GRID's new Flashback feature. From an in-race replay you'll be able to choose the exact moment you want to "rewind" to, and by hitting the F12 button you can resume the race from the point. Flashbacks are limited – you'll get fewer the higher your difficulty setting – and in GRID World there's a cash bonus for not using them, but Flashback is a great way of getting yourself out of tricky situations.

GRID WORLD

THIS IS WHERE TO GO TO BEGIN YOUR RACING CAREER. DURING YOUR CAREER YOU'LL BUILD A RACING EMPIRE, TAKING YOUR TEAM TO THE VERY PINNACLE OF INTERNATIONAL MOTORSPORT.

YOUR GOALS ARE TO BECOME THE WORLD'S TOP DRIVER, AND TO OWN THE WORLD'S MOST SUCCESSFUL RACING TEAM.

STARTING YOUR CAREER

Every new driver has to earn his Rookie credentials at a Licence Qualifier. If you complete the race you'll earn Rookie status and be qualified to race in any region.

As you progress through your career, you'll earn higher licences in each region. These will allow you to enter more prestigious racing events, and earn more money.

Your goal should be to earn the Global Licence, which will allow you to compete at the elite International level.

SETTING UP YOUR TEAM

You're starting right at the bottom of the ladder, and you'll need to earn some cash before you begin the expensive process of starting your own team. Your Business Manager will advise you on the commercial aspects of your career, so you can concentrate on racing.

REPUTATION

You earn reputation by successfully competing in different events. The better you do, the more reputation you will gain. Reputation unlocks new licenses in each region, which will allow you to enter more rewarding events. You have a different reputation in each of the regions – you can be the most respected driver in the US, but if you've never raced in Japan, your reputation there will be zero.

You'll be the Top Driver in the world when your reputation is higher than everybody else's.

MONEY

You can earn money in GRID in a number of ways – from prize money to sponsorship payments to driving for other teams. You will need money to buy cars, and to hire a team-mate to race for your team.

You'll have the top team in the world when you earn more money in a season than anyone else.

DRIVER OFFERS

Driving for other teams is a great way to try out different cars and racing styles. You'll earn a fixed amount for completing each race plus bonuses if you meet the team's objectives. Driver offers are a good way to earn cash quickly, but racing for others won't increase your reputation as much as racing for your own team will.

You can accept Driver Offers at any point in your career.

RACE EVENTS

Once you have started your own team you will have access to the podium representing the world of Professional Racing. The podium is divided into the following three regions:

EUROPE

The spiritual home of motorsport, Europe features traditional circuit racing in a variety of Touring, GT and Open Wheel championships. The region contains some of the world's most prestigious and challenging circuits.

JAPAN

The Japanese region features street racing, drift championships and Pro-Tuned series. A plethora of street circuits are offset by some gruelling Touge runs and freestyle drift environments.

US

A diverse mix of styles can be found in the US Region. From stock car to street GT races, America's championships show a diversity of racing styles built around power and speed.

Completing events boosts your Reputation in each region and earns you new licenses. The more licenses you have, the more events you can enter and the more money you will make. Raising your reputation across the game's three regions will allow you to compete in bigger and better events and will eventually allow you to race at an International level.

BUYING CARS

When you begin your own team, you'll have a classic 1970 Ford Mustang to race – it's eligible for a number of events across the world. If you want to race in different events, you'll have to buy a suitable car. To do so, select the event you wish to race in and you'll be shown the cars which can enter it. When you've chosen the car you wish to buy, you must decide whether to buy it new or on eBay Motors.

Buying a car new means paying the list price for it, but you can be confident it has zero miles on the clock.

Buying on eBay Motors means buying used, so it's up to you to check out the car's history. If you're smart though, you could find yourself a real bargain.

SELLING CARS

If you're finished with a certain car, there's no reason to keep it cluttering up your garage – why not sell it and put the money towards a better one? Again you have two choices: sell it privately, or sell it on eBay Motors.

If you sell privately, you'll get an instant sale but the price you get probably won't be that competitive.

If you sell on eBay Motors, it'll take a little longer but you can get a lot more cash.

SPONSORS

Potential sponsors will approach you when your team begins to perform well in events. They'll offer you money in return for having their logo on your car, but they'll expect you to meet certain standards before they pay you. Use the Sponsors option in My Team to select your sponsors, and pay attention to their requirements to make sure you make the best deals.

TEAM-MATES

Once your team has reached a certain level, you'll be able to take on a team-mate to drive with you in every event you enter. You'll need to pay him a signing on fee, and he'll take a percentage of his own winnings, but he'll double the potential earnings of your team in every event.

24 HOURS OF LE MANS

At the end of every season you will be given the opportunity to enter the "24 hours of Le Mans" at one of the world's most arduous, testing circuits - the prestigious Circuit de la Sarthe. Cars in the event are divided into four classes, with prizes being awarded for winning your individual class and the race overall. The race takes place at the end of every season and winning it is the pinnacle of any driver's career.

DRIVER AND TEAM LEADERBOARDS

The goals of the Career Mode are to become the number one ranked driver and team. The driver and team Leaderboards will display the ranked order of each driver and team respectively, based upon their Reputation and Season Earnings.

OTHER MODES

RACE DAY

In this mode you can set up a single race to your exact specifications.

TEST DRIVE

When you've bought a car you can test drive it on any circuit in the world. Just select the car from the View Cars option and choose which track to test on.

In this mode you can set fastest lap times to be uploaded to the online leaderboards.

REPLAYS

After each race, you will be able to watch a full replay to see how well you have driven. You have full control over the replay so you can watch it back as you choose.

During a race you can choose to see an Instant Replay of the action at any time. Just hit the Enter key to see the last section of the race again.

DAMAGE

If you severely damage a part of your car, the corresponding icon below will light up on the right hand side during a race. The icons will change colour the more damage the car receives, from yellow through to red.

GEARS – Damage to the gearbox can prevent your car from reaching its top speed and reduce your ability to change gear fluidly.

SUSPENSION – Damage to the suspension will affect road holding and cornering ability.

STEERING – Damage to your steering will reduce vehicle responsiveness and severe damage may cause it to pull to one side.

ENGINE – Damage to the engine of your car will seriously reduce vehicle performance, reducing top speed and acceleration

WHEELS – Damage to the wheels reduces the stability and handling of the car

OPTIONS

From the Options Menu on the Main Menu you can access the following game related settings:

PROFILE SETTINGS

From the Profile Setting menu you can edit details of your driver profile, including enabling or disabling the autosave and configuring your default vehicle transmission preference. You can also save your game profile or load an alternate previously saved game profile.

CONTROLS

From the Controls Menu you can select one of the controller presets or customise the controller setup to your personal preference.

Note: See the front of the manual for the default controls setup.

SCREEN SETUP

From here you can enable or disable elements of the in game On Screen Display.

SOUND

From here you can control the volume levels for the Sound Effects, Speech and Music. You can also select the sound output type [Stereo/Pro-Logic/Dolby Surround].

BONUS CODES

From here you can access your unique Secret Access Code and enter Bonus Codes to unlock locked features of the game.

Note: See the reverse of this manual for more information on the Bonus Code system.

RACING ONLINE

CONNECTING

In order to play GRID online, you must first create an account by following the onscreen instructions.

PLAYING THROUGH A FIREWALL OR ROUTER

GRID uses the following network ports for playing online:

TCP/UDP PORTS: 3074

If you are running a Firewall, ensure it is set to allow the game to communicate on these ports for both inbound and outbound traffic. To play from behind a router or NAT device you may need to enable port forwarding by routing all data on the ports stated above. Alternatively, you can put your router into a DMZ – please consult you router manual for help on how to do this.

OVERVIEW

In Race Driver GRID players can take part in 12 player simultaneous online or LAN races. To do this, go to the Multiplayer Menu (if connected) and follow the onscreen instructions to compete in either Ranked, Player or Private Matches.

Selecting either Ranked or Player Match will then give you the following options:

QUICK RACE

Quick Race is the fastest and easiest way to get into the game. It finds the first game available that you can join and puts you into it automatically.

CUSTOM MATCH

This allows you to specify exactly which type of match you are going to join. Selecting this option takes you to the session settings screen where you can define the criteria for your game search. Pressing select will bring up a list of games that match your search and from here you can select which to join. If there are no available games that match the settings you defined you will be asked if you wish to create your own session where you can wait for others to join.

CREATE SESSION

This allows you to define the type of race you want to play and create a session with those settings. Once created you are taken to the lobby where you can wait for other players to join.

PRIVATE SESSION

This allows you to join or create a Private session. When creating a Private Session you are required to set a password that other players will need to enter in order to join. There is no voting in Private Matches and after each race the player who created the session selects the options for the next.

ONLINE VOTING SYSTEM

When playing in public matches all Events are chosen through a voting system. This allows all players to have an equal say in which Event is raced next. The voting system always consists of two separate rounds.

In the first round of voting players choose which region they wish to race in. This then determines which Events are available to choose from in the second round of voting. Once the time limit has expired the region with the most votes is selected and all players are taken automatically to the second round of voting.

For this next round of voting players get to choose which Event (from the previously selected region) they are going to compete in. Once the time limit has expired the Event with the most votes is selected and all players are taken to the lobby where they can choose their car and livery and then wait for the race to start.

ONLINE POINTS SYSTEM

The points on offer for each race are determined by how many players are competing, which means that as more players join the session then the more points are on offer. This way, even if you are late joining an Event you will still have a chance of winning it as there will be more points up for grabs.

EXPERIENCE SYSTEM

The game will use an Experience Ranking System that awards players points each time they compete in Ranked online races. As you gain points you'll attain new 'ranks' which are displayed next to your name in the lobby. After completing an online race you will be shown how many points you earned and how many points are required to reach the next rank.

The Experience Points system functions as follows:

• When you go online for the first time you will have an experience rating of 0 and will have the rank of 'Junior Rookie'.

• Every online race you complete will then start earning you points.

• The better you do the more points you will receive. Beating players of a better rank or finishing on the podium will get you bonus points.

LEADERBOARDS

When you are signed in your in-game leaderboards will automatically be updated with your own personal scores against the online community and will also be updated with the world records for each track.

When you achieve a new personal record for a lap, you will be informed at the end of the lap and the new record will be automatically uploaded to the online leaderboard.

Each Leaderboard will rank players in order of their fastest lap in each car grade. It will be possible to download the ghost car of the fastest player from each track to compete against in test drive mode. Leaderboards can be viewed from the main online menu.

LAN

If you have your PC connected to a network, you can create or join a LAN game session that works in the same way as Private matches where other players on the same network can join.

THANKS TO

MANUFACTURERS & TEAMS

Alan Docking Racing
All American Racing
America Honda Motor Co., Inc.
Aston Martin Racing
AUDI AG
BMW AG
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Zender GmbH

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D1GP Corporation
Hiroki Furuse (Sleepy)

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