PC DVD ROM

GRID™
AUTOSPORT

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SIGN UP TO RACENET TO START YOUR
CODEMASTERS® GRID AUTOSPORT
RACING CAREER TODAY!
WWW.RACENET.COM

RaceNet™ brings the Codemasters® racing universe together. Sign up to RaceNet from
within GRID Autosport or via the RaceNet website to track your progress, create or join
a RaceNet Club and gain access to community events such as RaceNet Challenges.
You can also use Facebook Connect to fill in your details for you.

STEAM - ONLINE ACTIVATION
You will be required to install and activate your game through Steam.
Once activated you can play GRID Autosport whilst offline.

REQUIRES INTERNET CONNECTION AND FREE STEAM ACCOUNT TO ACTIVATE

BINK VIDEO

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CODEMASTERS RACING

CONTENTS

INSTALLATION

Insert the DVD into the drive, if the launcher does not open automatically right click the DVD drive, choose Open, then browse the directory and double click the Setup.exe file.

Please choose in which language to install the game, this can be changed later by right clicking on GRID Autosport from the library selection of the Steam Client, choosing Properties and selecting the Language tab.

Select Install GRID Autosport from the Launcher, you must accept the end user license agreement to progress. Administration rights are needed to install the game.

Your machine will be checked to see if the Steam client has already been installed, if so you will be presented with the login screen, otherwise the Steam Client will be installed.

You must log into the Steam Client to install the game, if you do not already have a Steam account you can create one by choosing the Create New Account option and following the on-screen prompts. Once logged in please insert your activation code when prompted, a window will pop up displaying details about the game and will ask you to accept it, choose the OK option to start installing the game. If the window does not appear please launch setup.exe again from the first step, whilst you are logged into Steam.

Wait for the game to install. The game will also automatically install any patches available. Once complete, double click the GRID Autosport game from the Library within the Steam client. Steam will finish the installation and launch the game.

GRID
AUTOSPORT

STARTING OUT

AUTO SAVE
GRID Autosport will automatically save your game at specific points.

MENU NAVIGATION
Use the directional keys ← / → to navigate the menus. Press RETURN to confirm/select or ESCAPE to cancel/back up. On some menu screens there are additional options available – look for prompts to use the F1 and F2 keys, or the F3 and F4 keys.

DRIVING ASSISTS
You can change your Driving Assists in the 'Difficulty' section of the Options screen before entering a game mode. Alternatively, Driving Assists can be modified from the in-race Pause menu.

AUDIO OPTIONS

// SYSTEM EQ
The system EQ option gives you the ability to equalize the audio output to your listening environment. LARGE SPEAKERS is for high-quality, full range speaker systems, SMALL SPEAKERS is optimised for small PC desktop or TV speakers, and HEADPHONES gives the best listening experience on headphones.

// DYNAMIC RANGE
GRID Autosport is mixed with a wide dynamic range to maximise audio fidelity. The default setting is HIGH. If you are listening quietly, or on small speakers, try setting this to LOW to avoid missing quieter sounds.

NOTE: If you are using a Buttkicker™ product with your 5.1 system, we recommend disabling Bass Management for the best experience.

FLASHBACKS

If you make a mistake on track there's no need to restart your race - you can use a Flashback if you have one available. Just press the ← key to trigger a Flashback and the race will begin to rewind. Press the ← key again to continue from a point before things went wrong.

You can also use Online Flashbacks in multiplayer races too, allowing you to reset your vehicle to the track at speed if you make a mistake.

REPLAYS

You can also view a cinematic replay of your race once it has ended. Use the on-screen button prompts to rewind the replay or play it back in slow motion from a variety of different camera angles.

YOUTUBE SUPPORT
GRID Autosport features fully-integrated support for YouTube that enables you to capture your favourite moments from in-game replays and share them with other players online.

When viewing a replay of a single player race, look for the YouTube button prompt to enter the replay editor. Use the editor to place a start point and an end point to highlight part of the clip. When you're happy, your clip can be uploaded to the GRID Autosport YouTube channel! Link your RaceNet and YouTube accounts via the RaceNet website and your clip can be uploaded to your own channel instead.
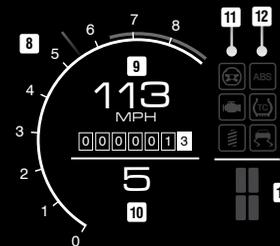
THE ON-TRACK GAME SCREEN

While racing, lots of useful information is presented on-screen to help you follow the action.

NOTE: the OSD differs slightly depending on game mode.

1	Position Indicator	5	Instrument Cluster
2	Opponent Position Indicator	6	Timing/Score Info
3	Mini Map	7	Lap/Distance Indicator
4	Flashbacks		

INSTRUMENT CLUSTER

8	Tachometer
9	Speedometer
10	Gear Indicator
11	Damage Indicators
12	Assist Indicators
13	Tyre Wear Indicator (Endurance races only)

CONTROLS

XBOX 360 CONTROLLER

The default controller configurations for GRID Autosport are detailed below; these can be changed from within the Options menu or the on-track Pause menu.
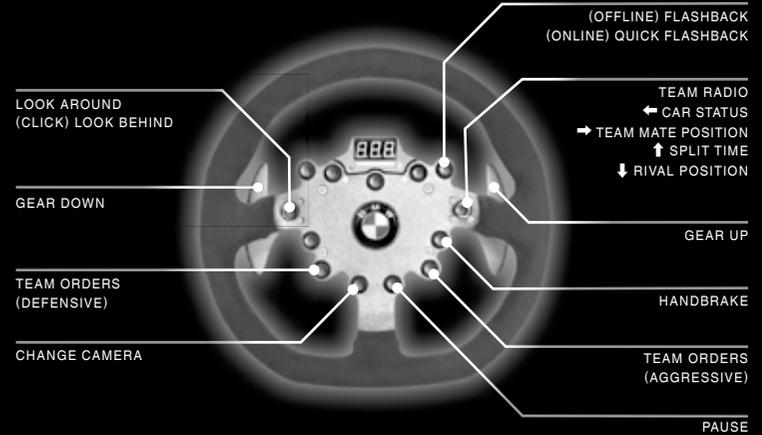
- ▶ PAUSE
- ◀ CHANGE CAMERA
- LT BRAKE / REVERSE
- LB TEAM ORDERS (DEFENSIVE)
- L STEER
- TEAM RADIO
  - ◖◗ CAR STATUS
  - ◯ TEAM MATE POSITION
  - ◯ SPLIT TIME
  - ◯ RIVAL POSITION
- RT ACCELERATE
- RB TEAM ORDERS (AGGRESSIVE)
- Y (OFFLINE) FLASHBACK (ONLINE) QUICK FLASHBACK
- B HANDBRAKE
- A GEAR UP
- X GEAR DOWN
- R LOOK AROUND
- R LOOK BEHIND
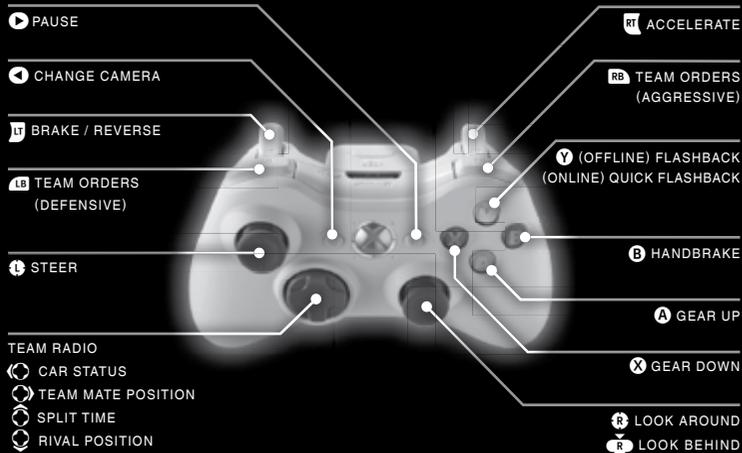
KEYBOARD CONTROLS

- A STEER LEFT
- D STEER RIGHT
- W ACCELERATE
- S BRAKE / REVERSE
- Space Bar HANDBRAKE
- ? GEAR UP
- < GEAR DOWN
- T CHANGE CAMERA
- Esc PAUSE / QUIT
- V PUSH TO TALK

- Home , Delete , End , Page Down LOOK AROUND
- Ctrl LOOK BEHIND
- _ TEAM ORDERS (DEFENSIVE)
- ± TEAM ORDERS (AGGRESSIVE)
- ↑ TEAM RADIO (SPLIT TIME)
- ↓ TEAM RADIO (RIVAL POSITION)
- ← TEAM RADIO (CAR STATUS)
- → TEAM RADIO (TEAM MATE POSITION)
- ← (OFFLINE) FLASHBACK (ONLINE) QUICK FLASHBACK

RACING WHEEL

GRID Autosport supports the use of a wide range of wheels, pedals and gear shifters from a number of manufacturers, for a full list of supported devices visit http://www.codemasters.com

The following is an example of a recommended setup:

BMW M3 GT2 Rim
Fanatec ClubSport Wheel Base
Fanatec ClubSport Pedals V2
Fanatec ClubSport Shifter SQ

- LOOK AROUND (CLICK) LOOK BEHIND
- GEAR DOWN
- TEAM ORDERS (DEFENSIVE)
- CHANGE CAMERA
- (OFFLINE) FLASHBACK (ONLINE) QUICK FLASHBACK
- TEAM RADIO
  - ← CAR STATUS
  - → TEAM MATE POSITION
  - ↑ SPLIT TIME
  - ↓ RIVAL POSITION
- GEAR UP
- HANDBRAKE
- TEAM ORDERS (AGGRESSIVE)
- PAUSE
- ACCELERATE
- BRAKE
- CLUTCH

VEHICLES

DISCIPLINES

The vehicles in GRID Autosport are grouped into five disciplines: Touring Car Racing, Endurance Racing, Open-Wheel Racing, Tuner Competitions and Street Racing. Each discipline represents a unique form of racing with distinct handling characteristics.

UPGRADING VEHICLES

Upgrades can be applied to vehicles to improve their performance. The upgrades available to you will be different depending on the vehicle you have selected, the team you are racing for (Career) or the amount of Vehicle XP you have accumulated (Online).

TUNING VEHICLES

Vehicles can be tuned to make them more suitable for the current track or your driving style. Vehicle Tuning presents a trade-off between two handling characteristics, so experimentation and effective analysis of the race conditions ahead is the key to getting a good balance.

DAMAGE

You'll experience realistic handling effects as a result of vehicle damage during races. In a particularly bad crash, the damage may be terminal and you'll either have to use a Flashback, restart the race, or retire altogether. You can see how damaged your vehicle is on the Instrument Cluster.

Damage can be switched from Full to Visual Only in the Difficulty options if you do not want to feel the handling effects, but this will result in reduced rewards in Career and Online.

GAME MODES

CAREER

In this mode you build your own professional racing career. How you do this is up to you. You can choose to specialise in your favourite disciplines and raise your profile in each, or conquer them all and gain access to the prestigious GRID Championships. It's your racing career – it's down to you to define your legacy.

// BUILDING A LEGACY

To raise your profile within a discipline and gain access to bigger and better competitions, you must win races, fulfil sponsor objectives and meet the expectations of your Team Manager.

// TEAM OFFERS

To start a new season, you must accept a team offer. Team offers are awarded based on your overall performance within a discipline, and the more you progress, the more the top teams will want you to race for them. Who knows, perhaps the world-conquering Ravenwest Motorsport team might come knocking on your door?

The team will provide the vehicles, a teammate and access to their upgrades and tuning options - you just need to provide the results!

CUSTOM CUP

Here you can set up a single event or mini-championship to your own specification. Choose from any of the game modes, tracks and vehicles in the game.

SPLIT-SCREEN

Two players can race together in the same Custom Cup or Playlist event, using a single PC and screen.

ONLINE

In Online mode, you can race against your friends and other GRID Autosport players from all around the world.

// GARAGE

Your garage is where you store purchased vehicles. Any vehicle within the garage can be upgraded, tuned and customised individually. You have a limited amount of space for vehicles in your garage, but you can expand your garage using in-game Cash.

// VEHICLE XP

Every vehicle that you own has its own XP level, which is used to unlock upgrades and tuneable components that can then be purchased with in-game Cash.

// CUSTOMISING VEHICLES

You can change the appearance of your vehicles, choosing from a variety of different paint patterns, colours and finishes. You can also personalise the style of the wheels, select up to six sponsors that will appear on the vehicle, as well as set your objectives. Lastly, choose a racing number to appear on the side of your vehicle for that finishing touch.

// LOAN VEHICLES

If you don't have a suitable vehicle for a race, don't worry – you can still race using a loan vehicle! However, loan vehicles cannot be customised and will earn smaller rewards.

// WEAR & TEAR

Vehicles in GRID Autosport are prone to wear & tear as you use them. To keep a vehicle in peak condition, you must maintain and repair it regularly. Large crashes and high mileage will increase the rate at which your vehicle wears, so try to stay out of trouble to ensure you can get the most out of your car with every race.

// ONLINE PLAYLIST

Online Playlists allow you to quickly and easily join in the action, offering a varied rotation of locations and vehicle classes. Each discipline is represented as a playlist, or if you like variety you can choose the 'Everything' playlist.

// ONLINE CUSTOM CUP

Want to play a particular kind of event? Specify some search criteria from the Online Custom Event menu and the game will automatically match you up with some likeminded players.

RACENET

// RACENET CLUBS

Visit www.racenet.com to either create or join a RaceNet Club. Race with your Club Livery to earn points for your Club and climb the online leaderboards!

// RACENET CHALLENGE

Sign up to RaceNet and participate in RaceNet Challenge mode where you can find new challenges every week. Compete in Challenges to set your rank in a Global Leaderboard – the higher your rank at the end of the week, the bigger your reward of XP and Cash!

CUSTOMER SUPPORT

CODEMASTERS WEBSITE – WWW.CODEMASTERS.COM

Our website contains FAQs and a technical support request form that you can use to request assistance. To access the support section of the website, click on the relevant game icon on the left hand side and PC from the top right of the page then select "Downloads and Support".

EMAIL – CUSTSERVICE@CODEMASTERS.COM

Email support is provided 7 days a week.

TELEPHONE

Before calling please ensure that you have checked the relevant FAQ section on the Codemasters.com website for a possible solution to your problem.

From inside AU: 1902 262626 Calls charged at $2.48 +GST per minute (Higher rates apply to pay phones and mobile phones. Prices subject to change without notice Kids ask parents first).

From inside NZ: 0900 54263 Calls charged at $1.99 +GST per minute. (Prices subject to change without notice. Kids ask parents first).

CODEMASTERS POSTAL ADDRESS

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CREDITS

To view the full licensing credits for GRID Autosport please visit:
www.codemasters.com/gridautosportcredits