



Ride

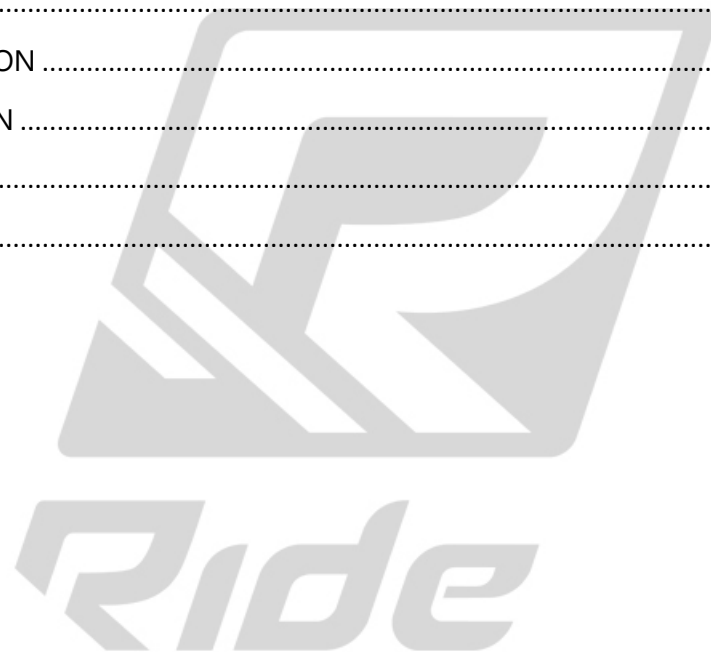


# Game Manual



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## WELCOME

Thank you for purchasing RIDE. In this manual you'll find all the information you need to get the most from your new game.

The first section guides you through installation and configuration procedures for PC, and later sections cover gameplay, options, and features.

Keep track of RIDE updates - follow us on:

OFFICIAL SITE: <http://ridevideogame.com/>

FACEBOOK: <https://www.facebook.com/RideGame>

YOUTUBE: <https://www.youtube.com/user/RideVideogame>

TWITTER: <https://twitter.com/MilestoneItaly> hashtag #ridevideogame



## INSTALLATION

### System Requirements

#### Minimum:

- OS: Windows Vista SP2 / Windows 7 SP1 / Windows 8 / Windows 8.1
- Processor: Intel Core i3-530 @ 2.93 GHz / AMD Phenom II X4 810 @ 2.60 GHz
- Memory: 4 GB RAM
- Graphics: NVIDIA GeForce GTX 460 @ 1GB / ATI Radeon HD 6790 @ 1GB\*
- DirectX: Version 10
- Hard Drive: 35 GB available space
- Sound Card: DirectX compatible

\*Laptop versions of graphics cards may work but are not officially supported.

#### Recommended:

- OS: Windows 7 SP1 64-Bit / Windows 8 64-Bit / Windows 8.1 64-Bit
- Processor: Intel Core i7-3770 @ 3.4 GHz / AMD FX-8350 @ 4.0 GHz
- Memory: 8 GB RAM
- Graphics: NVIDIA GeForce GTX 780 / AMD Radeon R9 290X\*
- DirectX: Version 11

\*Laptop versions of graphics cards may work but are not officially supported.

Game installs to the following folder by default: C:\Program Files (x86)\Milestone where you can also find the readme.txt file.

All saves and configuration files are here:

C:\Users\"username"\AppData\Roaming\Milestone\RIDE

to access this file you'll need to click Show Hidden Files and Folders in Windows Explorer.

To play RIDE you'll need to have the following libraries installed: Directx 9.0c (<http://www.microsoft.com/en-US/download/details.aspx?id=34429>) and Microsoft Visual C++ 2013 Redistributable Package (select the correct package):

<http://www.microsoft.com/en-US/download/details.aspx?id=40784>

Always make sure your video drivers are updated

AMD: <http://support.amd.com/en-us/download>

or

Nvidia: <http://www.nvidia.com/content/global/global.php>

# CONTROLS

## Keyboard

DEVICE		KEYBOARD >	
FRONT BRAKE/REVERSE	Z	GEAR DOWN	X
REWIND	D	REAR BRAKE	Alt
WEIGHT BACKWARD	Down	VIEW BACK	F
WEIGHT FORWARD	Up	VIEW LEFT	Num 4
STEER LEFT	Left	VIEW RIGHT	Num 6
STEER RIGHT	Right	VIEW UP	Num 8
INCREASE TCS	T	VIEW DOWN	Num 2
DECREASE TCS	G	CHAT STATUS	Y
CHANGE CAMERA	C	PAUSE	Esc
ACCELERATE	A	RESET TO DEFAULT	
CHAT	Tab		
TUCK-IN	W		
GEAR UP	S		

## Pad Controller

DEVICE		< JOYPAD 1 >	
FRONT BRAKE/REVERSE	BUTT 6	GEAR DOWN	BUTT 4
REWIND	BUTT 8	REAR BRAKE	BUTT 2
WEIGHT BACKWARD	JOY YL	VIEW BACK	BUTT 11
WEIGHT FORWARD	JOY YH	VIEW LEFT	JOY RXL
STEER LEFT	JOY XL	VIEW RIGHT	JOY RXH
STEER RIGHT	JOY XH	VIEW UP	JOY RYH
INCREASE TCS	POV FORWARD	VIEW DOWN	JOY RYL
DECREASE TCS	POV BACKWARD	CHAT STATUS	BUTT 10
CHANGE CAMERA	BUTT 1	PAUSE	BUTT 0
ACCELERATE	BUTT 7	RESET TO DEFAULT	
CHAT	BUTT 9		
TUCK-IN	BUTT 5		
GEAR UP	BUTT 3		

## RIDING SYSTEM

RIDE offers three different simulation levels to suit every kind of rider: **Semi Pro, Standard and Pro.**

Select the bike physics level appropriate for your riding skills. At the Pro level, the bike reacts realistically, and you'll have to use all your expertise to tame it, while at the lower levels the riding model is more forgiving. Furthermore, at higher levels, some of the other options will be automatically locked to predefined values.

### **BASIC MANOEUVRES: THE IDEAL TRAJECTORY**

If this is your first riding game, it's better to start playing with the assistance of the ideal trajectory. Activate the ideal trajectory option and it will appear on the surface of the track as coloured arrows. The arrows follow the route of the best riding line, so try to follow them at all times. The colour of the arrows refers to your speed: when they are blue, you are riding at the ideal speed, when they are yellow you are going too fast, and if they turn red it means you'll need to get ready for some hard braking.

### **ADVANCED MANOEUVRES: SLOWING DOWN, LEAN ANGLES, AND COMING OUT OF CORNERS**

The first step in controlling your bike is learning how to take corners correctly. When approaching a corner, move your bike towards the outside edge of the track and let your rider sit up a little, raising their torso to create more drag, which will help you slow down. At this point you can hold down the brake button, while the bike is still upright. To identify the best **braking point** (that is, where to start braking) you'll need to get a bit of experience: use objects along the side of the track (such as posts or signs) as a visual reference, just like a real rider.

After braking, enter the corner: lean the bike into the corner and try to follow the racing line (the ideal trajectory). During this phase it's better to lay off the brakes, to avoid risking a fall. You should, however, gently ease off the throttle if you feel your bike is losing grip. Coming out of the corner, try to right your bike as soon as you can and open the throttle, in order to pick up speed for the upcoming straight.

## RIDING AIDS & TIPS



LAPS	<	3	>
AI DIFFICULTY		Very easy	
REWIND		9	
PHYSICS		Standard	
AUTO BRAKES		On	
JOINT BRAKES		On	
ANTI WHEELIE		Off	
TUCK-IN		Automatic	
IDEAL TRAJECTORY		Full	
TRANSMISSION		Semi-Automatic	
TCS		Off	

**Auto brakes:** Activate or deactivate auto brakes. This aid is particularly useful if you don't know the tracks and you still don't know where to start braking before a corner.

**Joint brakes:** Activate or deactivate joint brakes. If you activate this option you won't have to worry about manual control of the rear brake.

**Anti Wheelie:** The anti-wheelie aid avoids the bike pulling wheelies while accelerating. You can adjust the intensity of the anti-wheelie aid over five levels (Off, Low, Medium, High, and Full).

**Ideal trajectory:** Choose whether you would prefer to see the ideal trajectory along the whole track, only near corners, or to deactivate it completely.

**Tuck-in:** Set rider tuck-in position control. If you choose Automatic the rider will tuck in behind the fairing automatically to reduce drag. If you choose Manual you'll have to control your position yourself by pressing the dedicated button.

**Transmission:** Choose manual transmission or automatic transmission.

**Traction Control System:** The electronic control unit is capable of identifying eventual wheel slippage, and reducing torque and power accordingly, thanks to the Traction Control



System (TCS). You can adjust the intensity of the TCS over five levels (Off, Low, Medium, High, and Full). The TCS constantly receives data from sensors on the wheels, and when it detects slippage, it slows the slipping wheel to regain traction. It therefore reduces rear wheel slippage during acceleration.

### **RUBBERING IN**

The black marks you can see on the asphalt are where the surface has been RUBBERED-IN: the marks are left by bikes riding over the same trajectory again and again. Use this to your advantage: the rubbered-in areas of the track offer better grip, allowing you to get better lap times.

### **REWIND**

When you fall, or just make a mistake, you can press the REWIND button to go back in time and remedy the error. Be careful though: you have a limited number of REWINDs at your disposal.



## WELCOME TO RIDE!



Ride is a game about bikes, designed for people who love the world of motorcycling. Ride brings together the most sought-after manufacturers, the most beautiful street bikes on the market, thrilling full-throttle races, and a tour that will take you around the world, riding on tracks with their own unique styles (race tracks, country tracks and city tracks).

### GETTING STARTED

To begin the game, create your virtual alter-ego and choose a complimentary bike to set out on your journey in the world of Ride. If this is your first time playing the game we recommend starting with the Tutorial to learn the basics, and for an introduction to the main features of the game.

Ride gives you complete freedom to select events, but we recommend starting with the Naked Bikes: Middleweight Group. The balanced performance of these bikes makes them perfect for familiarising yourself with the game mechanics, and at the same time offers a compelling challenge without being too difficult for rookies.

### TEAM MATES

Some game modes require a team mate. You can select one of the game characters (new characters will be unlocked as you proceed through the World Tour mode), or download the virtual alter-egos of your friends who have a copy of Ride.

Remember that your friends' virtual alter-egos will reflect their riding styles, their bikes, and their tastes in clothing.

## **RIDER CUSTOMISATION**

Ride offers hundreds of different items of clothing to allow you to customise your rider. You can also change their physical features, hairstyle, and even riding style! Access the customisation options from "My Rider".

## **BIKE CUSTOMISATION**

You can make your bike unique by customising it: choose from hundreds of different modifications. Some of these, such as the liveries and handlebars, only alter the appearance of the bike, while others, such as chains or air filters, improve the bike's performance.

What's more, before each race you can tinker with advanced set-ups by selecting the "Bike Settings" option to customise your riding experience down to the last detail.



## GAME MODES – WORLD TOUR

The World Tour is the heart of Ride. It's a contest that brings together riders from all over the world and ranks them on the basis of their Reputation points. Only the most acclaimed riders can gain access to the Elite Trophy events: exclusive challenges where the best riders in the world face off.

You can build your Reputation and climb the World Tour rankings by participating in the following events:

**Single Race:** compete in a single race and do your best to take the podium.

**Championship:** a championship is made up of a number of races. At the end of each race you receive points on the basis of your finishing position. The winner is the rider who has accumulated the most points at the end of the championship.

**Time Attack:** Time Attack races put your speed to the test on a specific track. You have three laps and your reward depends on the reference time you manage to beat.

**Drag Race:** Drag Races are a series of acceleration challenges on straights. The Drag Races in the World Tour are always structured as tournaments with eight participants: the riders face off in four one-on-one duels, and the four winners go on to the semi-finals. In their turn, the winners of the two semi-finals go on to the final, where the tournament champion is decided.

**Head to Head:** sometimes the rivalry between two riders grows to the point where they just have to take each other on. In these races you challenge another rider during a track-day event.

**Team Races:** Team Races are events where the end result depends on the final positions of two riders belonging to the same team, so choose your team mate wisely.

**Endurance:** Endurance races are the ultimate expression of sheer physical effort combined with riding technique. The resistance of both rider and bike are pushed to the limit in races that are much longer than normal. The traditional Le Mans-style start makes these events even more compelling.



## QUICK MODES

**Quick Race:** Choose any bike and any track to compete in a quick race with 16 riders.

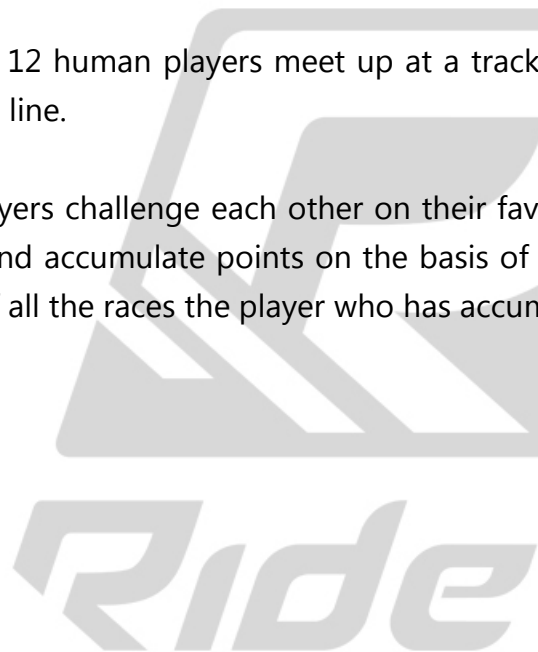
**Time Trial:** Choose a bike and a track and put your skills to the test in a race against the clock. There are no adversaries on the track: your aim is to get the best time possible to upload to the online rankings and share your results with the world.

## MULTIPLAYER MODES

**Split Screen:** Two players race each other on the same console in split screen mode.

**Single Race:** Up to 12 human players meet up at a track and compete for first place in a race to the finishing line.

**Championship:** Players challenge each other on their favourite tracks for a set number of consecutive races and accumulate points on the basis of finishing positions in each single event. At the end of all the races the player who has accumulated the most points wins.



## BIKE SETTINGS

Players can modify their set-ups before each race, to adapt their bikes to the track they are about to ride on. Some modifications are available for any bike, some are only available for bikes that have already been adjusted, while others are only available for Pro Circuit category bikes.

**Basic Settings:** Suspension

**Advanced Settings:** Suspension and gears

**Pro Circuit Settings:** Handlebars

## SUSPENSION



### Preload

If a bike understeers, it is necessary to lower the front height. If a bike oversteers, it is necessary to lower the rear height. The front and rear height of the bike is determined by the suspension preload. A high preload value increases the height of the bike, a low one reduces it. A taller bike has less grip but leans more, a lower bike has better grip but leans less.

### Spring Stiffness

Stiffer damping makes the bike precise but unstable, while softer damping makes it more stable but less precise. Body movements and track irregularities have consequences on how the bike responds. Regulating damping stiffness affects these consequences.

## Compression Damping

Increasing the damping means making the bike more responsive but less stable. Less damping makes for a less responsive but more stable bike. Track irregularities, as well as body movements, cause vibrations that can be lessened by working on the bike's compression and rebound damping.

## Rebound Damping

Increasing the damping means making the bike more responsive but less stable. Less damping makes for a less responsive but more stable bike. Track irregularities, as well as body movements, cause vibrations that can be lessened by working on the bike's compression and rebound damping.

## HANDLEBARS



Increasing the rake and the trail makes the bike more stable but less responsive. Reducing the rake and the trail will improve responsiveness. The rake is the tilt angle of the steering axis. It is measured by following a straight line down the steering axis to where it intersects with the ground, and measuring the resulting angle from a vertical coming up from this point. The trail is the distance between this point and the contact point of the wheel with the ground.

## GEARS



Gears		
Final Ratio	< [Slider] >	3
1st Gear	[Slider]	3
2nd Gear	[Slider]	3
3rd Gear	[Slider]	3
4th Gear	[Slider]	3
5th Gear	[Slider]	3
6th Gear	[Slider]	3

Lowering the final ratio gives you more acceleration, increasing it gives you greater speed. With a lower ratio the engine responds much faster when you accelerate or decelerate, so the bike will be more aggressive and you will have to ride more carefully. By using very high ratios you will be able to reach greater speeds while avoiding abrupt reactions when the bike is accelerating. Remember that you can change your final ratio if you are not satisfied with the difference between each gear.

*Ride*



## RIDER CUSTOMISATION

Players can customise their riders in a variety of ways: Profile (information such as name, nationality, and so on), Clothing (customising the rider's gear), and Riding Style (customising the way the rider handles the bike).

### Profile Customisation

In Ride players create rider avatars that represent them in the game. When creating a profile for the first time, players set some of their avatar's properties:



**Gender:** Players choose to be a male or female rider.

**Face:** Players select a face from a variety of different options.

**Hairstyles:** players select a hairstyle from a variety of different options. There is one set of hairstyles for male riders and one for female riders.

**Hair Colour:** Players can choose a colour from a variety of different options.

**Name and Surname:** The name and surname of the player's avatar.

**Nationality:** The nationality of the player's avatar.



Ride offers the player a wide selection of motorbike clothes and accessories from the best brands in the world (Arai, Dainese, Sidi, and so on). Players can change their riders' attire and dress them as they wish by selecting from the available items.

There are two different clothing styles:

Street Clothing
Helmet
Visor
Gloves
Jacket
Trousers
Footwear

Race Clothing
Helmet
Visor
Gloves
Suit
Knee Sliders
Footwear

## BIKE CUSTOMISATION



This is the list of modifications available for your bike in Ride:

### ENGINE

**ECU:** The Electronic Control Unit (ECU) is the "brain" of the bike. It acquires key information from sensors fitted to the vehicle, and controls a series of actuators. Replace the control unit with a more sophisticated one for a considerable performance increase and to optimise fuel delivery.

**Air filter:** Change the standard air filter for a more efficient one. This component improves airflow during the engine's air intake phase, improving performance.

**Cylinder head machining:** Carry out this process to obtain an increase in power, not only at maximum revs, but across the entire rev range. This results in a considerable increase in torque, more consistent fuel delivery, and a better throttle response.

**Oil change:** Enhance engine efficiency, giving the bike more power and better acceleration.

**Exhaust:** Replace the standard exhaust terminal with a high-performance model designed for racing. Greater exhaust efficiency increases the power of the bike at high revs, while reducing torque at medium to low ranges.



## TRANSMISSION

**Gearbox:** The gear ratios on production bikes are predefined and can't be modified to better suit a particular circuit. Replace the gearbox to be able to modify each individual gear ratio, and adapt the ratios to each circuit you ride on.

**Quick Shifter:** Electronic shift system that lets the rider shift gears without using the clutch and without letting up on the gas, thus increasing the speed of acceleration of the bike.

**Chain:** Replacing the chain guarantees better throttle response, meaning better acceleration.

## BRAKES AND SUSPENSION

**Brake pads:** Production pads offer standard braking power. Replace them with more sophisticated brake pads to improve braking performance with a considerable increase in braking power.

**Brake callipers:** Production brake callipers offer a standard performance level that can make it difficult to get the most from your bike while slowing down. Equip higher-performance callipers for more braking power and to improve riding while slowing down.

**Brake lines:** Standard brake lines diminish in effectiveness following prolonged use, leading to decreased braking power. Replace them with braided lines for linear, continuous braking power and more consistent performance under any braking conditions.

**Suspension:** Production bikes are equipped with suspension adjusted for street use, adapted more for comfort than performance. Furthermore, standard suspension is rarely adjustable. Change it for racing suspension, which offers greater riding precision, and is adjustable on multiple levels, for improved performance.

## WHEELS

**Wheel rims:** With lighter wheels the bike offers better performance while slowing down. The brakes have to act on a lighter weight, so it's only natural that they will be more effective. This intervention also improves handling, in that by reducing the gyroscopic effect the bike can change direction more easily.



**Tyres:** Production bikes are equipped with street tyres, offering limited grip. Replace them with racing tyres for better grip and the possibility of cornering at greater lean angles.

## **APPEARANCE**

**Bike weight reduction:** Remove indicators and license plates

**Mirrors:** Substitute or remove mirrors

**Brake and clutch levers:** Change colour of levers

**Steering plate:** Change colour of plate

**Handlebars:** Install new handlebars

The following upgrades are available specifically for electric bikes:

**VCU:** The Vehicle Control Unit (VCU) is the "brain" of the bike. It acquires key information from sensors fitted to the vehicle. Replace the control unit with a more sophisticated one for a considerable performance increase and to optimise fuel delivery.

**Cooling system:** Replace the standard cooling system with a high-performance one. This will allow you to keep the engine at the correct temperature, resulting in less loss of horsepower.

**High-voltage cables:** Replace the standard electrical cables with high-voltage cables. This modification allows your bike to reach a higher top speed. You can also change the standard inverter by installing a race inverter for improved performance while accelerating.

**Battery:** Change the standard battery for a high-performance one for more power and a higher top speed.

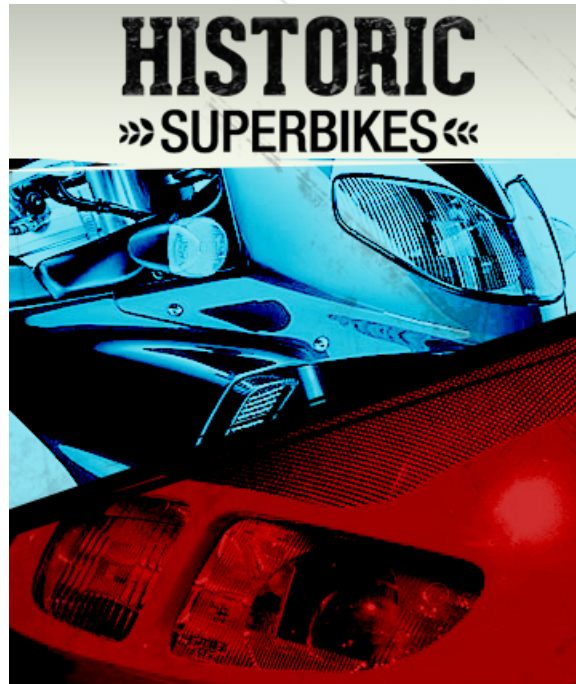
## EVENT CATEGORIES

In the World Tour you can participate in eight different event categories, depending on what type of bike you want to ride:



### MODERN SUPERBIKES

Throughout history, mankind has sought to give form to emotions, expressing them as poems, paintings, or songs. These forms aren't appropriate to every emotion. Some emotions can only be expressed in the roar of the wind and the rumble of steel thunder. These bikes synthesise technology, style, and passion. They were forged to become one with the rider and take them to the very edge. For some, these are just motorcycles, but for us, modern day knights on a quest for adrenalin, these are gravity-defying mechanical steeds, the fuel that powers our dreams.



### **HISTORIC SUPERBIKES**

This is where it all started. Where the old guard recapture the excitement they felt when they first started out, and newcomers explore the history of their passion. These bikes made history and rewrote the rulebooks, giving form to designers' and riders' wildest dreams. The bold lines have been tinkered with over the years, but they never go out of fashion, and represent the origin of the species. Riding them, you'll understand how each model is the key piece of a larger puzzle, the crucial element of an equation that adds up to the history of motorcycling.



## **PRO CIRCUIT**

Some bikes are created to take you all the way to the limit. Other bikes are designed to smash through it. Researching every single component down to the last detail in a quest for perfection is more than a necessity for these bikes: it is their entire *raison d'être*. They exist to embody our most tenacious desire: to keep pushing beyond the limits. You can't fake it with these bikes, you've got to push yourself over the limit as well. In return, you'll get the opportunity of finding out if your talent measures up to your enthusiasm.

*Ride*





## **SUPERSPORTS**

If you think a supersport needs displacement in the four figures to thrill, get ready to have your mind changed. Just for a moment, forget about power for its own sake: these bikes are authentic street royalty. It's just that they reign with a different set of rules. Their strengths are resilience and lightness. They've got enough personality and character to hold their heads high alongside their big brothers and, if called upon, they're up to the challenge.

When you're riding one of these bikes you soon figure out that the measure of their performance can't be found in the engine, but in your wrist.



### **NAKED BIKES: MIDDLEWEIGHT GROUP**

Engine, frame, wheels. This class is the perfect incubator for cultivating a passion for riding. These bikes offer the pure joy of riding without going over the top: an on-going dialogue between bike and rider, leaning into corner after corner. Savour the thrill of competitive racing, and even allow yourself room for the odd mistake: these bikes won't let you down. Gradually, something marvellous starts to take shape: without fully understanding the process, every vibration starts to sing through your body as the dialogue reaches a crescendo that will leave you begging for more.

*Ride*



### **NAKED BIKES: HEAVYWEIGHT GROUP**

The secret of the Naked's appeal lies in their simplicity. Bikes stripped of superfluity, but not of character: by losing their fairings they have gained an alluring appeal. They hide nothing of their true nature, their mechanical soul and their steel heart proudly on display. Take one of these for a spin and the acceleration will rip the air from your lungs as the wind shakes your body and screams through your helmet. You'll be overwhelmed by their disarming brutality, but this is the very reason you'll love them all the more.

*Ride*



## **OPEN**

Being a biker is a personal choice. There are no membership cards or enrolment forms to fill in. Your authorisation travels with you, it's carved into your chassis. No two bikes are exactly the same, and every time you start the engine you're letting the whole world hear the intensity of your passion. Whether it's a celebration of your dream manufacturer, or the displacement you identify with most, these events offer you the chance to take on riders who share your commitment.

*Ride*



## **PREMIUM EVENTS**

Pioneering spirit means extreme performance and exploring solutions that others have only dreamed of. These bikes are unique creations. They are proof that the world of motorcycling encompasses ingenuity, determination and courage. Each of these bikes bears witness not only to an impressive ability to imagine the future, but to shape that imagination into something concrete. These models are so exclusive that only a select few riders have had the privilege of owning and riding them... prepare to join their number.

*Ride*



## YOU & MILESTONE

Help us improve your game experience with Milestone titles. You can report bugs or just give us any general feedback about the game on:

<http://milestone.it/contacts/support/?lang=en>

Have you ever wanted to be a playtester? Milestone is always on the lookout - go to:

<http://milestone.it/partecipate/playtesting-over-18/?lang=en> and fill in the form.

You don't need to be a professional gamer, but you will need to have access to a PC and enough time to dedicate to playtesting - the most important attribute is a passion for videogames.

Remember, you can follow all the latest Milestone developments on the official site:

[www.milestone.it](http://www.milestone.it).





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