VALENTINO
ROSSI
THE GAME

GAME MANUAL

WELCOME

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

Keep track of Valentino Rossi The Game updates - follow us on:

OFFICIAL SITE: *http://motogpvideogame.com/*
FACEBOOK: *https://www.facebook.com/motoGPVideogame*
YOUTUBE: *https://www.youtube.com/user/MotoGPVideogame*
TWITTER: *https://twitter.com/MilestoneItaly* **hashtag** #ValentinoRossiTheGame

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 850 @ 3.30 GHz
- Memory: 4 GB RAM
- Graphics: NVIDIA GeForce GTX 460 @ 1GB / ATI Radeon HD 6790 @ 1GB*
- DirectX: Version 10
- Hard Drive: 30 GB available space
- Sound Card: DirectX compatible

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

Raccomandate:
- 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:
- 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\MotoGPVR46
to access this file you'll need to click Show Hidden Files and Folders in Windows Explorer.

To play Valentino Rossi The Game you'll need to have 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*

GAME SETTINGS

When you start the game you can customise various aspects via the launcher, including language, graphics and audio options, and online settings.

LANGUAGES
Valentino Rossi The Game is playable in nine languages. Click the flag to start the game with text and voiceovers in:

1.   UK English
2.   Italian
3.   German
4.   Spanish
5.   French
6.   Latin American Spanish
7.   Brazilian Portuguese
8.   American English

VIDEO SETTINGS

- **Device Description:** If you're using more than one video card you can choose which card to use.
- **Monitor:** If you have more than one monitor you can select which screen to play the game on.
- **Resolution:** Select game resolution from here.
- **Refresh:** These values are set automatically on the basis of your monitor. If it is possible to choose from multiple parameters, check your monitor features to find out which one is supported.
- **Wait for VSync:** Choose from three levels:
    - Off
    - Half Rate: lock at 30 fps
    - Full Rate: lock at 60 fps
- **Windowed:** If this option is selected the game will start in windowed mode.
- **Antialiasing:** There are four filtering levels, from off to 8x.

GRAPHIC CONFIGURATION

- **High Quality AFX:** Select to activate advanced After Effects, ensuring better visual quality.
- **High Resolution Textures:** Select to force the highest texture resolution.
- **Motion Blur:** Select to activate motion blur.
- **Track Textures:** You can define how much video memory to dedicate to the tracks. There are 8 levels, from Auto to 4GB. We recommend selecting a value equal to 50%-75% of your video card's dedicated video memory.
- **Reflection Quality:** There are 3 levels. This value affects the amount and quality of reflections.
- **AI Vehicle Details:** There are 3 levels. This value affects the switch distance and quality of your rivals' vehicles

AUDIO SETTINGS
Select this option to turn off the game audio.

PERFORMANCE SUPPORT
If game performance on your computer is not satisfactory you can alter the game's default parameters, in particular:

- In the "Video Settings" section
- Check you have selected the correct refresh rate
- Disable or reduce VSync
- Disable or reduce Antialiasing
- In the "Graphics Configuration" section
- Deselect all the options
- Leave "Track Textures" set to "Auto"
- Reduce "Reflection Quality" and "AI Bike Details" values

NETWORK
Valentino Rossi The Game uses a peer-to-peer connection for online play. Stability and lag depend on the participating players' connections. To play online you have to create an account and then log in every time you launch the game. Follow these steps.

1. Create an Account
2. Go to "Network"
3. Click on "Create Account"
4. A window will open and you have to fill in:

       a. your online-id

       b. Your email address

c.   your password

d.   your password again

5.   Click "OK"

6.   A confirmation email will then be sent to your email address. Click on the link in the email in order to confirm your account. Please note that some email providers are not compatible with the system (for example @hotmail.com or @gmx.de email addresses may not work, while @gmail.com does work). You may want to try to register with another email address if you do not receive the confirmation email within 15 minutes - remember to check your spam inbox. Once you have confirmed your account, check that your data in the launcher "Network" window is the same as the data you supplied at point 4.

7.   Click "Validate Login"

8.   Play the game

PLAYING ONLINE

If you have already created an account the game will remember your data. To play online, just click "Validate Login" and then launch Valentino Rossi The Game.

VALENTINO ROSSI THE GAME
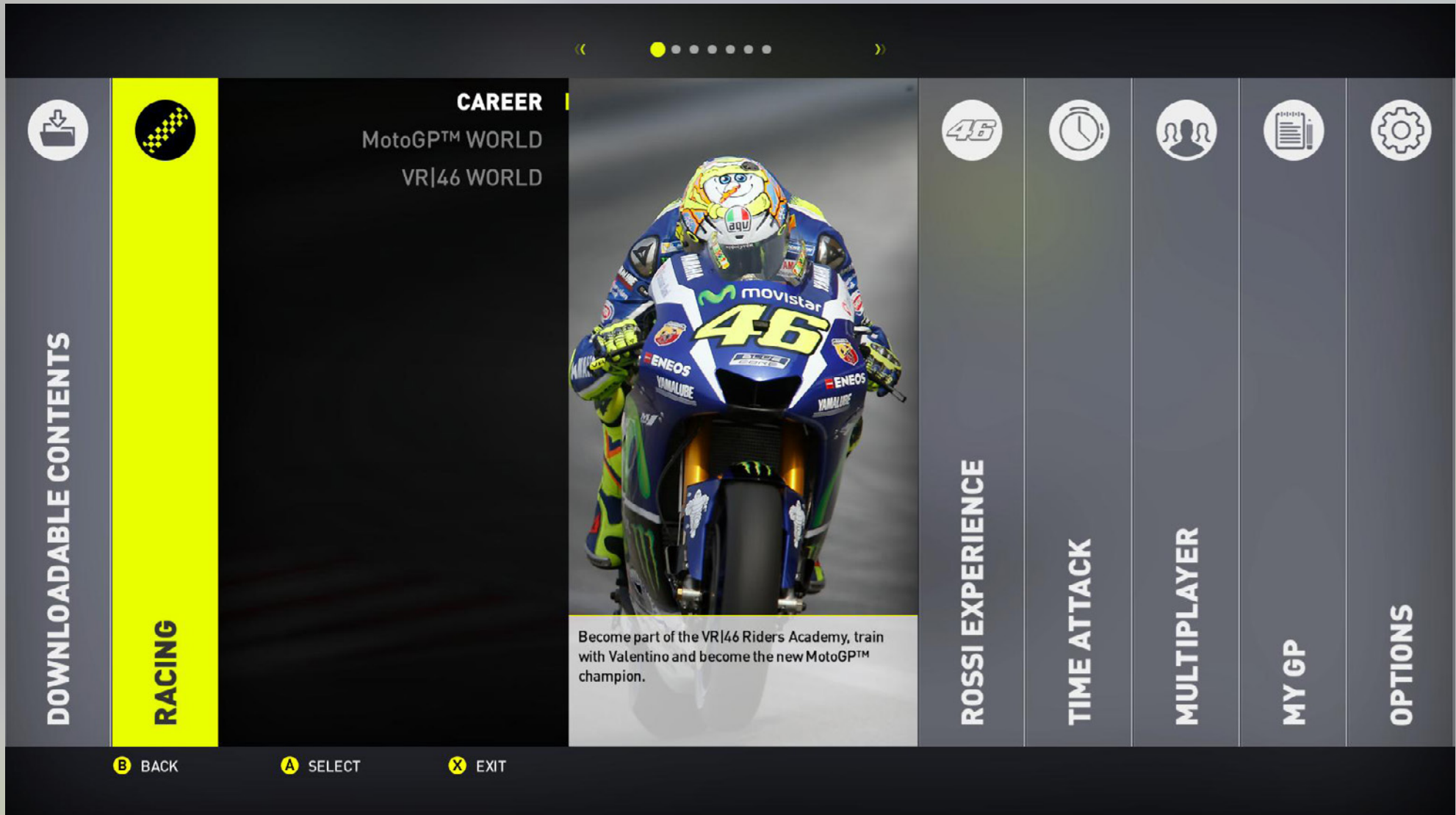
Valentino Rossi the Game will catapult you into the fantastic world of the nine-time MotoGP™ and world champion. You can compete in three categories, Moto2™, Moto3™ and MotoGP™, and challenge stars such as Lorenzo, Márquez and Pedrosa. Participate in various events organized by the Academy, spectacular Flat Track races, the thrilling Enduranch, Drift races and training sessions on board Yamaha R1Ms. Challenge Valentino and the guys from the Academy at the Monza Rally Show, get on board the super speedy Ford Fiesta Rally Car to become a master of four wheels.

GETTING STARTED
At the start of the game you can create your virtual alter-ego in order to take your first steps in the world of Valentino Rossi the Game. You can try out the challenges or events in the Rossi Experience if you'd like a short game session, or you can throw yourself straight into a career and become champion, year upon year. If you prefer to become the best pilot on the web, go to the online mode and challenge players from all around the world!

Each race you take part in will give you VR Points, which will allow you to unlock various content within the game, such as liveries for Valentino Rossi and various customisations for your rider.

In Valentino Rossi The Game, every rider is equipped with specific abilities which will influence their performance on the track: braking, ability in the wet, throttle control, agility, cornering, body positioning and physical condition.

VALENTINO ROSSI THE GAME – CAREER

Career mode represents the sporting path of a debut rider in the Academy and MotoGP™ world.

You will start by participating in a Flat Track race, then go on to compete as a Wild Card in Moto3™ for the Sky Racing Team. Afterwards, you will be able to sign a contract with a new team for the following season.

By improving your reputation and satisfying their requirements, you can move onwards and upwards to better Teams. The MotoGP™ Calendar will be accompanied by training sessions with Valentino Rossi, where you can improve your skills in various disciplines.
You can join the riders from the VR|46 Riders Academy for some training sessions at the MotoRanch or at the Misano circuit competing in Flat Track or "Americana" Flat Track races. Furthermore you will compete in several rally events such as the spectacular Monza Rally Show or train with a Rally car at Misano. To compete in MotoGP™ races you can also use a Yamaha R1M or take part in a drift race on a powerful Ford Mustang.

Like every year, at the end of the season, you will compete in the event that every rider from the VR|46 Riders Academy has been waiting for: the Enduranch. The famous team race organized by Valentino Rossi. If your reputation is good enough, you will have the chance to race in a team with Valentino.

OFFLINE GAME MODES

MOTOGP™ WORLD
You are free to choose the bike, track and race options you prefer to race against other AI -controlled riders.
Choose whether to compete in a single Grand Prix or participate in a championship. You can choose the official MotoGP™ calendar or create your own.
There will be 23 circuits and more than 150 riders divided into MotoGP™, Moto2, Moto3 classes or into the legendary 500 cc, 250 cc, 125 cc and MotoGP™ Four Stroke categories.

VR|46 WORLD
Challenge Valentino and his friends in one of the Academy or Monza Rally Show events.
You can choose from:

- **Flat Track Race**
  Race on gravel circuits with bikes specifically prepared for the surface.

- **"Americana" Flat Track**
  Race on Flat Tracks with the Americana formula, get through the knockout rounds and win the final race.

- **Flat Track Enduranch**
  You and your teammates will alternate on the track to take the final victory.

- **Rally - Special Stage**
  Race a Rally Special Stage: master car handling and speed on the track.

- **Monza Rally Show**
  Compete in the famous Monza Rally Show competition, the sum total of times in the various Special Stages will determine the victor.

- **Monza Masters' Show**
  A spectacular competition split into three turns, challenge your opponents in an adrenaline-filled head-to-head.

Starting from two opposite points on the track, you must complete a certain number of laps in the shortest time possible.

- **Drift Race**
  On board powerful Ford Mustang GTs, skid as much as possible and accumulate the most points to take the victory.

- **Yamaha R1M Race**
  Challenge the Academy riders at the Misano on speedy Yamaha R1M.

CHALLENGES
Participate in available challenges for a limited period of time. Using an official rider and racing on World Championship tracks, your only goal is to beat the given time. You can then compare your results with other riders spread around the world.

CHALLENGE "THE DOCTOR"
Racing with bikes used by Valentino Rossi during his career, you will have to reign victorious in a time attack challenge on World Championship tracks.

VR|46 HISTORIC EVENTS
A series of events which cover some of the most important events in Rossi's career.
You can choose the event which appeals to you most and relive occurrences in first person.
Each one of these has victory conditions to satisfy which will allow you to unlock new events of increasing difficulty.

ROSSIPEDIA
In Rossipedia, you can find out all there is to know about Valentino's career! Discover the story and the anecdotes behind the liveries and helmets which have made him famous. Check out all the teams he has raced on and unlock liveries and helmets to use in the game.

TIME ATTACK
In time attack challenges, your only opponent is time. Improve your abilities and perfect your technique.
 You can choose your preferred discipline from MotoGP™, Flat Track and Yamaha R1M.
Then compare your records with those of other riders all around the world.

SPLIT-SCREEN
You and a friend can race each other on the same console in the split-screen mode. You can choose between a MotoGP™ or Flat Track race.

ONLINE GAME MODES

MotoGP™
Race against riders from all over the world in the World Championship MotoGP™ Moto2™ and Moto3™ official categories. You can choose whether to participate in a full Grand Prix, complete with qualifiers, or just in the race. While in a Championship, players compete on various tracks for a certain number of consecutive races, collecting points according to the positions achieved in individual events. At the end of all the races, the rider with the most points wins.

RALLY
Challenge riders from all over the globe on board powerful Rally cars. Opponents will be represented by Ghosts on the track. Get the quickest time and show them you are the greatest.
You can choose to compete on a Single Stage, or tackle the Monza Rally in a series of Stages to determine the champion. If you prefer to go head-to-head, the Monza Masters' Show is the race for you. Starting from two opposite points on the track, tackle the circuit and beat your opponent.

FLAT TRACK
Challenge riders from all over the world and show them you are the best Flat Track rider. Compete on gravel tracks with bikes that are specially prepared for the surface. Master your trajectories and skidding and show them you are the greatest.

DRIFT
Participate in Drift races, challenging players from all over the world. Your opponents will be represented as Ghosts on the track. The only goal is to obtain the highest point score.

CONTROLS

KEYBOARD - BIKES

DEVICE	‹ KEYBOARD ›
BIKE CONTROLS	
Accelerate	A
Front Brake/Reverse	Z
Steer Left	Freccia SINISTRA
Steer Right	Freccia DESTRA
Weight Backward	Freccia GIÙ
Weight Forward	Freccia SU
Tuck-In	W
Increase TCS	T
Decrease TCS	G
Hide/Show Ghosts	BARRA SPAZIATRICE
Gear Up	S
Gear Down	X
Rear Brake	ALT
Change Camera	C
Rear Camera	F
Rewind	D
View Left	4 (Tn)
View Right	6 (Tn)
View Down	2 (Tn)
View Up	8 (Tn)
Pause	ESC

Esc BACK   ⏎ CHANGE   F1 RESET TO DEFAULT   F2 CAR CONTROLS

JOYPAD - BIKES

DEVICE	‹	JOYPAD 1	›
BIKE CONTROLS			
Accelerate	BUTT 7		
Front Brake/Reverse	BUTT 6		
Steer Left	JOY XL		
Steer Right	JOY XH		
Weight Backward	JOY YL		
Weight Forward	JOY YH		
Tuck-In	BUTT 5		
Increase TCS	POV FORWARD		
Decrease TCS	POV BACKWARD		
Hide/Show Ghosts	POV LEFT		
Gear Up	BUTT 3		
Gear Down	BUTT 4		
Rear Brake	BUTT 2		
Change Camera	BUTT 1		
Rear Camera	BUTT 11		
Rewind	BUTT 8		
View Left	JOY RXL		
View Right	JOY RXH		
View Down	JOY RYL		
View Up	JOY RYH		
Pause	BUTT 0		

CONTROLS

B BACK   **A** CHANGE   **X** RESET TO DEFAULT   **Y** CAR CONTROLS

KEYBOARD - CARS

DEVICE	<	KEYBOARD	>

CAR CONTROLS

Accelerate	A
Front Brake/Reverse	Z
Steer Left	Freccia SINISTRA
Steer Right	Freccia DESTRA
Increase TCS	T
Decrease TCS	G
Hide/Show Ghosts	BARRA SPAZIATRICE
Gear Up	S
Gear Down	X
Handbrake	ALT
Change Camera	C
Rear Camera	F
Rewind	D
View Left	4 (Tn)
View Right	6 (Tn)
View Back	2 (Tn)
Respawn	R
Pause	ESC

CONTROLS

Esc BACK ↵ CHANGE F1 RESET TO DEFAULT F2 BIKE CONTROLS

JOYPAD - CARS

DEVICE	<	JOYPAD 1	>

CAR CONTROLS

Accelerate	BUTT 7
Front Brake/Reverse	BUTT 6
Steer Left	JOY XL
Steer Right	JOY XH
Increase TCS	POV FORWARD
Decrease TCS	POV BACKWARD
Hide/Show Ghosts	POV LEFT
Gear Up	BUTT 2
Gear Down	BUTT 4
Handbrake	BUTT 3
Change Camera	BUTT 1
Rear Camera	BUTT 11
Rewind	BUTT 8
View Left	JOY RXL
View Right	JOY RXH
View Back	JOY RYL
Respawn	BUTT 5
Pause	BUTT 0

Ⓑ BACK   Ⓐ CHANGE   Ⓧ RESET TO DEFAULT   Ⓨ BIKE CONTROLS

RIDING & DRIVING AIDS

RIDING AIDS

Physics	**STANDARD** ❯ -
Auto Brakes	ON -
Joint Brakes	ON -
Steering Help	ON -
Tuck-in	AUTOMATIC -
Ideal Trajectory	FULL -
Transmission	SEMI-AUTOMATIC -
Rewind	ON -

Select a physics level for the bike appropriate to your riding abilities. At the Pro level the bike will react in a more realistic way and you will have to use all your skill to control it, while at the lower levels the riding model will be more forgiving.
Furthermore, at the higher levels some of the other options will be automatically locked to predefined values.

RIDING AIDS

RACE PRIZES
+0% VR Points

◎ BACK

⬡ 40000 VR Pts.

DRIVING AIDS

Auto Brakes	**ON**
Braking Help	ON
Stability Help	ON
Ideal Trajectory	FULL
Transmission	SEMI-AUTOMATIC
Rewind	ON

DRIVING AIDS

Activate or deactivate auto brake. This aid is particularly useful if you do not know the tracks and don't know when to start braking before a bend.

RACE PRIZES
+0% VR Points

BACK

40000 VR Pts.

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.

Steering Help
Activate or deactivate steering help. With this option active you will be helped in setting the trajectory of corners and direction changes.

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.

Braking Help
Use this option to enable or disable a driving aid that prevents tyres from locking when braking.

Stability Help
Use this option to enable or disable a driving aid that improves the vehicle's stability by preventing loss of steering control.

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

Transmission
Choose manual transmission or automatic transmission.

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.

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 tarmac are where the surface has been RUBBERED-IN: the marks are left by bikes riding over the same trajectory again and again.

RIDER SKILLS

RIDER SKILLS	EXPERIENCE POINTS	LEVEL
BRAKING	0/50	40
RAIN ABILITY	0/50	40
THROTTLE MANAGEMENT	0/50	40
AGILITY	0/50	40
CORNERING	0/50	40
BODY POSITION	0/50	40
PHYSICAL CONDITION	0/50	40

Indicates the rider's ability to brake decisively. A high value guarantees a shorter stopping distance whether in a car or on a motorbike and delays braking until the last second.

RIDER SKILLS

Ⓑ BACK

Braking
Indicates the rider's ability to brake decisively. A high value guarantees a shorter stopping distance whether in a car or on a motorbike and delays braking until the last second.

Rain Ability
Indicates the rider's ability to maintain control on a wet track, in light rain, or rain. A high value means the rider has less grip problems in these conditions.

Throttle Management
Indicates the rider's sensitivity when opening the gas. A high value means the rider has less problems managing the vehicle's power when accelerating.

Agility
Indicates the rider's speed when cornering. A high value means the rider is faster to reach maximum cornering, and reactive in changes of direction.

Cornering
Indicates the rider's sensitivity when tackling bends. A high value means the rider can reach greater turning angles on the motorbike, or improve grip when steering the car.

Body Position
Indicates the ability of the rider to handle the bike's aerodynamics. A high value means higher speeds can be reached.

Physical Condition
Indicates the riders physical condition and therefore the resistance to fatigue. High value means their stamina lasts longer during races and the maximum potential of the rider's abilities last longer. You can keep your Stamina level under control through the Stamina gauge on the bottom right of the HUD.

By racing with your customised rider in the various modes you will acquire experience points that will increase your skills.
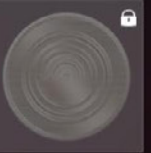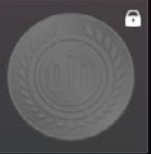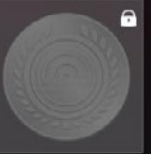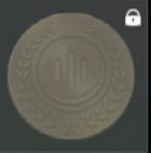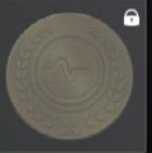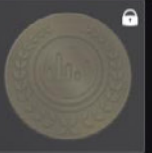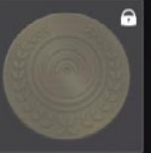
BONUS

By racing in the various modes and achieving specific objectives with your customised rider, you will unlock various bonuses that will speed up your skills and give more VT Points.
For each skill only the highest tier bonus is applied.

RIDER BONUS

BRAKING BONUS 1
Increases the experience points earned in the Braking skill after every race by 10%.

For each skill only the highest tier bonus is applied.

UNLOCKING CONDITIONS
Participate in 3 Moto3™, Moto2™ or MotoGP™ qualifying sessions with your custom rider.

Status   0/3

B BACK

MOTORBIKE TUNING

Players can modify their set-up before each race, to adapt their bike to the track they are about to ride on.

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 & Rebound Damping
Increasing the damping (+) means making the bike more responsive but less stable. Less damping (-) makes 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
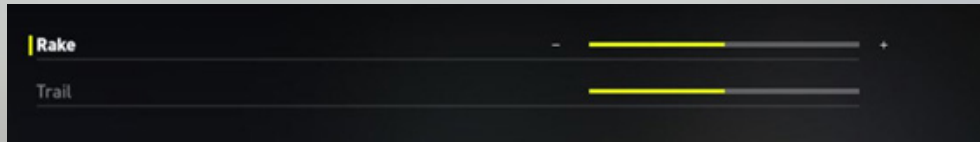
Rake	—	▮▮▮▮▮▮	+
Trail		▮▮▮▮▮	

Increasing the rake and the trail (+) makes the bike more stable but less responsive. Reducing (-) the rake and the trail will improve responsiveness at the expense of stability. 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

1st Gear	—	▮▮▮▮▮▮	+
2nd Gear		▮▮▮▮▮▮	
3rd Gear		▮▮▮▮	
4th Gear		▮▮▮▮▮	
5th Gear		▮▮▮▮▮	
6th Gear		▮▮▮▮▮	
Final Ratio		▮▮▮▮▮	

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 also if you are not satisfied with the difference between each gear.

BRAKES

Front	<	DISC 2
Rear		DISC 2
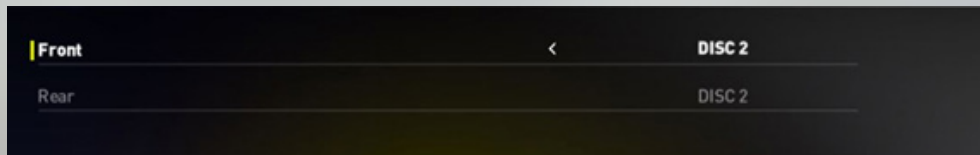
A powerful front brake reduces the speed of the bike more quickly, but may lead to the bike understeering on corners.
There are two different types of brake discs available. The first (Disc 1) gives you more braking power but is less modular, while the second (Disc 2) has the opposite effect.

TYRES

Front	SOFT	>
Rear	SOFT	
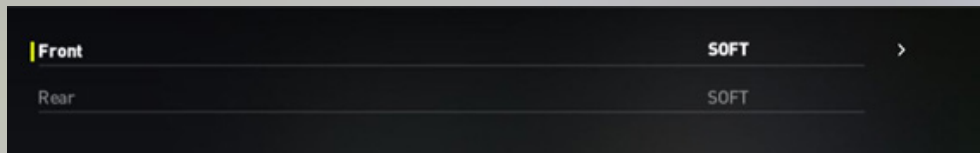
Soft slick tyres increase grip but deteriorate rapidly, especially if it is very warm. Hard tyres, on the contrary, wear down much more slowly but have less grip. Medium tyres offer intermediate performance in terms of grip and durability.
If you get the tyre choice right, you will avoid sudden slips or skids, even correcting oversteering or understeering problems. You can perform various tests by mounting front and rear tyres of different compounds. If the track is very wet, wet tyres are essential.

DATA
You can save, load and delete all your custom bike settings using the data saving and loading function.

CAR TUNING

Players can modify their set-up before each race, to adapt their car to the track they are about to drive on.

FRONT SUSPENSION

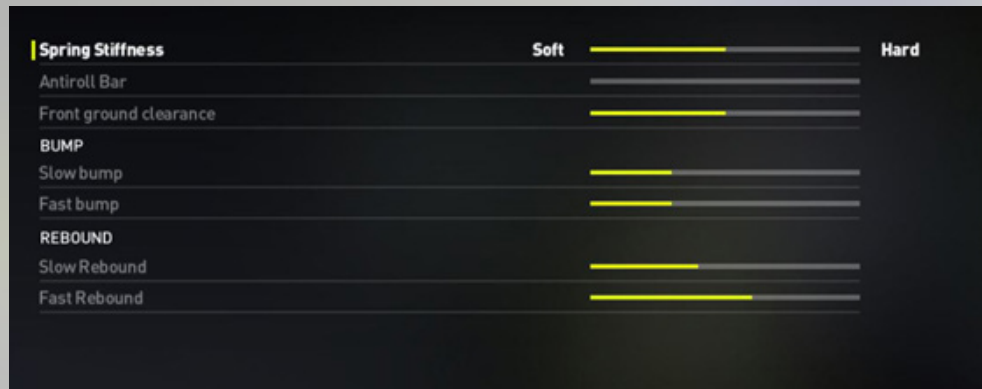

Spring Stiffness	Soft		Hard
Antiroll Bar			
Front ground clearance			
BUMP			
Slow bump			
Fast bump			
REBOUND			
Slow Rebound			
Fast Rebound			

Spring Stiffness
A stiffer spring makes the car more precise and more responsive (useful for fast stages and stages with homogeneous surfaces) at the expense of stability and more predictable reactions (useful for winding stages and stages with little grip). Stiffening the front suspensions reduces oversteer mid-corner, while softening it reduces understeer.

Antiroll Bar
The front anti-roll bar regulates roll on the front axle of the vehicle. Make it stiffer for less roll, greater precision, and more stability at high speeds. Make it softer for better grip and higher speed coming into corners, at the expense of precision and handling, and more roll.

Front ground clearance
Ground clearance regulates how close to the ground the car is. A car with lower ground clearance at the front compared to the rear increases the stability of the rear but also increases understeer coming out of corners. A car with lower ground clearance at the rear compared to the front increases stability at the front, but also increases oversteer coming out of corners. In general, lowering the centre of gravity improves cornering grip, but means more contact between the bottom of the car and the ground.

Slow bump

During the compression phase, the shock absorber generates a force that slows down the compression rate of the spring. Low front compression rates occur while slowing down and coming into corners. Stiffening it increases responsiveness and precision and makes the car more stable while slowing down and coming into corners, at the expense of greater understeer. Softening it makes the car more predictable but makes transitions slower, and makes it less precise and stable while slowing down.

Fast bump

During the compression phase, the shock absorber generates a force that slows down the compression rate of the spring. High compression rates occur when there are rapid movements of the spring, for example when going over crests, bumps, or loose surfaces. Stiffening the value limits suspensions travel but makes the car more jittery. Softer values improve the absorption of bumps but increase the risk of destabilising the car because of the high energy acquired.

Slow Rebound

Increasing the damping (+) means making the bike more responsive but less stable. Less damping (-) makes 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.

Fast Rebound

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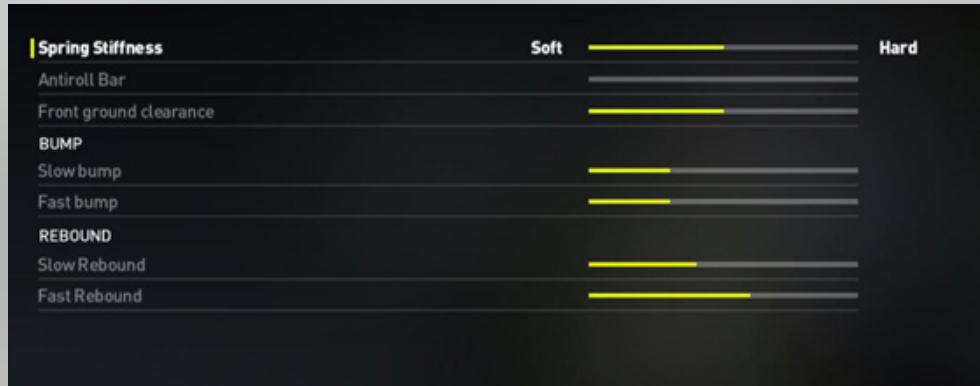Track irregularities, as well as body movements, cause vibrations that can be lessened by working on the bike's compression and rebound damping.

REAR SUSPENSION

Spring Stiffness	Soft		Hard
Antiroll Bar			
Front ground clearance			
BUMP			
Slow bump			
Fast bump			
REBOUND			
Slow Rebound			
Fast Rebound			

Spring Stiffness

A stiffer spring makes the car more precise and more responsive (useful for fast stages and stages with homogeneous surfaces) at the expense of stability and more foreseeable reactions (useful for winding stages and stages with little grip). Stiffening the rear suspensions reduces understeer mid-corner, while softening it reduces oveersteer.

Antiroll Bar

The rear anti-roll bar regulates roll on the rear axle of the vehicle. Make it stiffer for less roll and greater responsiveness at the expense of rear grip. Make it softer for more traction at the expense of handling and responsiveness coming into corners, and more roll.

Rear ground clearance

Ground clearance regulates how close to the ground the car is. A car with lower ground clearance at the front compared to the rear increases the stability of the rear but also increases understeer coming out of corners. A car with lower ground clearance at the rear compared to the front increases stability at the front, but also increases oversteer coming out of corners. In general, lowering the centre of gravity improves cornering grip, but means more contact between the bottom of the car and the ground.

Slow bump

During the compression phase, the shock absorber generates a force that slows down the compression rate of the spring. Low rear compression rates occur while accelerating. Stiffening it increases responsiveness and precision, at the expense of greater oversteer while accelerating. Softening it makes the car more predictable and offers greater traction and stability coming into corners, at the expense of less responsiveness in transitions and an increase in understeer while accelerating.

Fast bump

During the compression phase, the shock absorber generates a force that slows down the compression rate of the spring. High compression rates occur when there are rapid movements of the spring, for example when going over crests, bumps, or loose surfaces. Stiffening the value limits suspensions travel but makes the car more jittery. Softer values improve the absorption of bumps but increase the risk of destabilising the car because of the high energy acquired.

Slow Rebound

During the extension phase, the shock absorber generates a force that slows down the extension rate of the spring. Slow rear extension occurs while slowing down, and coming into corners. Stiffening it makes the car more agile on slow sections, at the expense of less stability while slowing down and coming into corners. Softening it reduces oversteer while slowing down and makes the car more stable, at the expense of less stability and agility through chicanes or tight corners in succession.

Fast Rebound

During the extension phase, the shock absorber generates a force that slows down the extension rate of the spring. High extension rates occur when there are rapid movements of the spring, for example when going over crests, bumps, or loose surfaces. Stiffening the value limits suspensions travel. Softer values improve the absorption of bumps but can cause the tyres to bounce.

BRAKES

Brake Bias	Front ━━━━━━ Rear
Brake intensity	
Handbrake intensity	
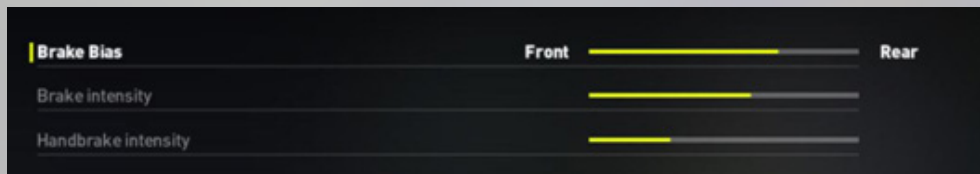
Brake Bias

Increasing the damping (+) means making the bike more responsive but less stable. Less damping (-) makes 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.

Brake intensity

Increasing the damping (+) means making the bike more responsive but less stable. Less damping (-) makes 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.

Handbrake intensity

Increasing the damping (+) means making the bike more responsive but less stable. Less damping (-) makes 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.

GEARS

Final Ratio

The final ratio adjusts the lengths of the gear ratios. A short final ratio favours high speeds at the cost of slower acceleration. A long final ratio favours acceleration at the cost of lower top speeds. For rallies with little grip it's better to have gentler acceleration, while if you're going to be pushing the rev limiter for a long period of time a shorter final ratio is better.

Front Differencial Preload

A locking differential will try to make the wheels on the same axle turn at the same speed. The front preload determines the conditions under which the front differential will intervene. Greater values mean the differential has a greater tendency to lock. The preload intervenes particularly in the transitional phases between accelerating and slowing down.

Front Differencial Power

While accelerating, a locking differential will try to make the wheels on the same axle turn at the same speed, transmitting the excess power from the wheel that is slipping to the other wheel. Higher values at the front give greater traction coming out of corners, but if the power is too much in relation to surface grip, both wheels will start to slip. Lower values at the front allow the car to turn more easily, at the expense of traction.

Front Differencial Coast

A locking differential will try to make the wheels on the same axle turn at the same speed while braking or slowing down. Higher values at the front make the car more stable while slowing down but increase understeer. Lower values at the front make the car more agile coming into corners but less stable while slowing down.

Rear Differencial Preload

A locking differential will try to make the wheels on the same axle turn at the same speed. The rear preload determines the conditions under which the rear differential will intervene. Greater values mean the differential has a greater tendency to lock. The preload intervenes particularly in the transitional phases between accelerating and slowing down.

Rear Differencial Power

While accelerating, a locking differential will try to make the wheels on the same axle turn at the same speed, transmitting the excess power from the wheel that is slipping to the other wheel. Higher values at the rear give greater traction at the expense of oversteer on tight corners. Lower values at the rear offer greater stability while accelerating but less traction coming out of corners.

Rear Differencial Coast

A locking differential will try to make the wheels on the same axle turn at the same speed while braking or slowing down. Higher values at the rear make the car more stable while slowing down but increase understeer. Lower values at the rear make the car more stable at high speeds, reducing understeer but making the car less stable while slowing down.

ADVANCED SETTINGS

Rear Spoiler

The angle of incidence of the rear spoiler determines downforce. Higher values give greater stability when cornering, greater traction, and reduced oversteer, at the expense of acceleration and high speeds. Lower values make the car more agile, reducing understeer and offering better acceleration and high speed, at the expense of stability while cornering.

Front and Rear Camber Angle
The camber angle dictates how far a wheel is inclined along the vertical axis. A negative camber angle on the front or the rear axle means the two wheels are convergent, being more inclined towards the inside (looking at the car from the front).

Front and Rear Toe Angle
The toe angle dictates how far the wheels on the same axle are inclined along the horizontal axis. A negative toe on the front or the rear axle means that the two wheels are divergent, that is to say, they are angled towards the outside (looking at the car from above).
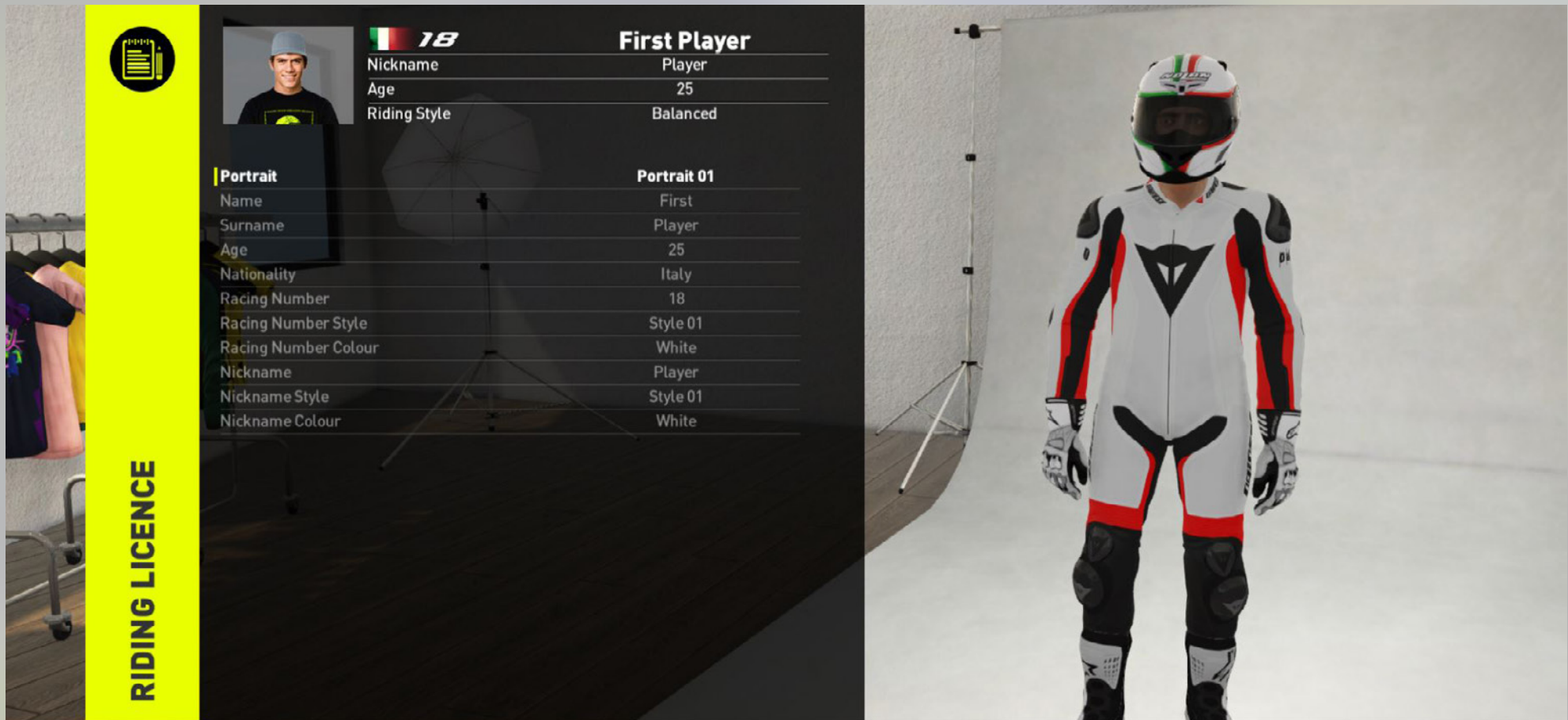
DATA
You can save, load and delete all your custom bike settings using the data saving and loading function.

PILOT CUSTOMISATION

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

PROFILE CUSTOMISATION
In Valentino Rossi The Game 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:

RIDING LICENCE

🇮🇹 18	First Player
Nickname	Player
Age	25
Riding Style	Balanced

Portrait	Portrait 01
Name	First
Surname	Player
Age	25
Nationality	Italy
Racing Number	18
Racing Number Style	Style 01
Racing Number Colour	White
Nickname	Player
Nickname Style	Style 01
Nickname Colour	White

Rider Portrait
The player can choose from a selection of 21 different portraits. Choose a picture and the 3D face in the helmet changes accordingly.

Rider Name and Surname
The Rider's name and surname are displayed in all the standings, and used in emails sent to the player during the Career.

Balanced
The Rider's name and surname are displayed in all the standings, and used in emails sent to the player during the career.

Rider Age
The player can choose how old their rider is (between 16 and 44)

Nation
The Player can choose their nationality from a list in alphabetical order. Rider Nationality is displayed in all the standings.

Racing Number
The rider race number is displayed on the player's bike. The numbers available are numbers that are not used by real riders in each class.

Font Style
The Player can choose from a selection of 6 different race number fonts.
Race Number Color: The Player can choose a colour for their custom number to use on the bike.

Nickname
The Nickname is shown on your customised rider's racing suit and is used in the career mode by the other riders from the VR|46 Riders Academy to refer to the player.
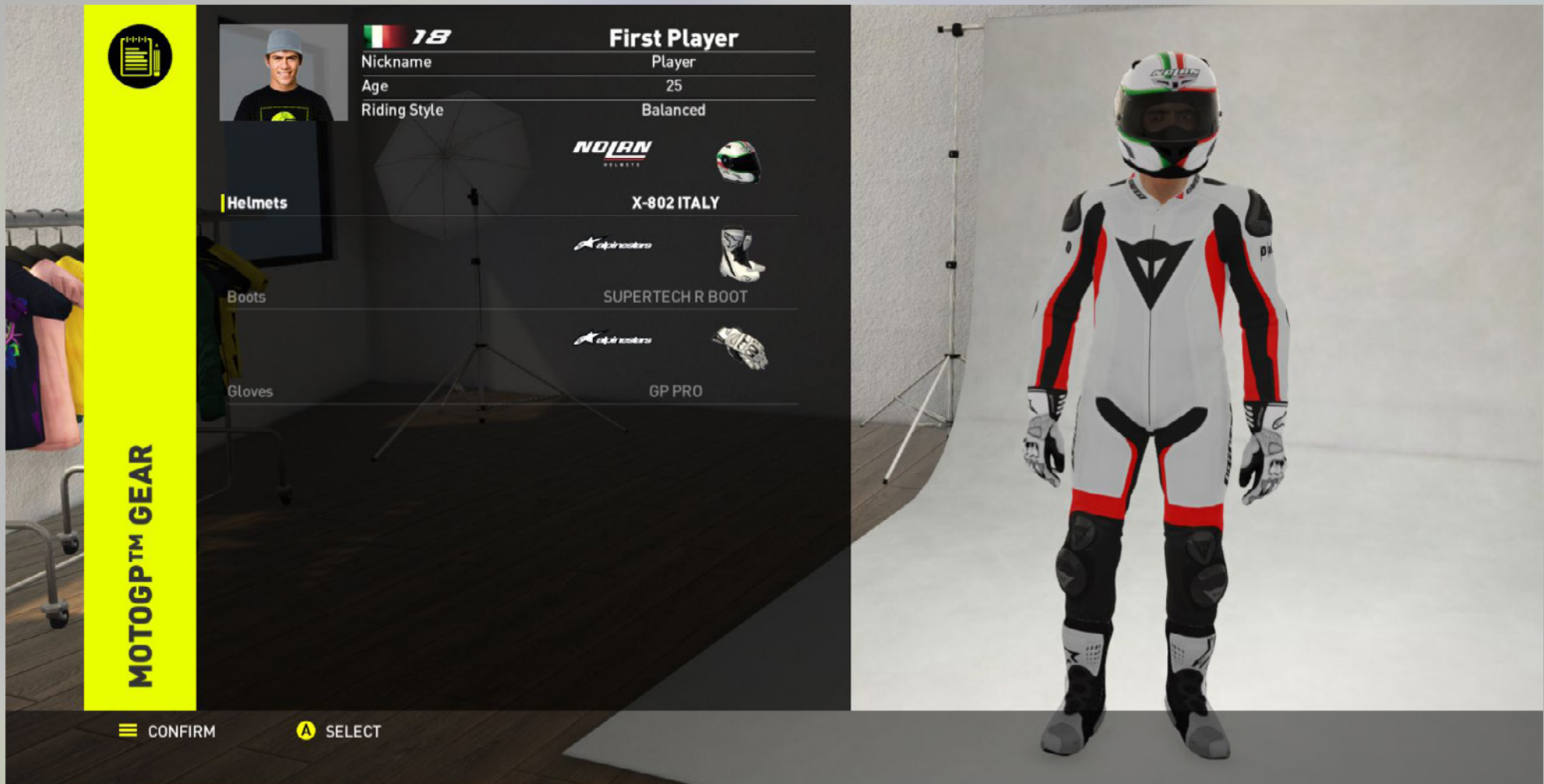
Nickname Style
The Player can choose from a selection of 6 different Nickname fonts.

Nickname Color
The Player can choose a colour for their Nickname to use on the suits.

RIDING GEAR & RIDING STYLE

Valentino Rossi The Game offers the player a selection of motorbike clothes and accessories from the main brands in the MotoGP™ world and VR|46 Riders Academy world, such as Alpinestars, Sidi, Nolan, X-Lite, and so on. Players can change their riders' attire and choose from a selection of different helmets, gloves, boots, suits and goggles.

18 **First Player**
Nickname | Player
Age | 25
Riding Style | Balanced

NOLAN HELMETS **X-802 Italy**

HELMET

B BACK   Ⓐ SELECT   LT ZOOM OUT   RT ZOOM IN

🎾 40000 VR Pts.

18 | **First Player**

Nickname	Player
Age	25
Riding Style	Balanced

alpinestars **GP Pro**
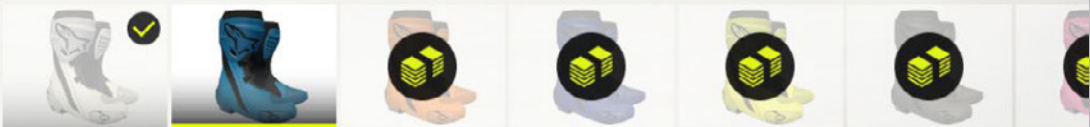
B BACK   A SELECT   LT ZOOM OUT   RT ZOOM IN

40000 VR Pts.

BOOTS

🏴󠁩󠁴󠁿 *18* **First Player**
Nickname   Player
Age   25
Riding Style   Balanced

★ *alpinestars* **Supertech R Boot**

RIDING STYLE

Each rider has a different and personal riding style. The player can choose their favorites from five different styles:

Balanced

The most common racing style, typical of many World Championship riders. Balanced position in the seat aiming for maximum fusion between rider and bike.

Elbows To The Ground

This style is increasingly popular with young riders. Riders try to get the perfect lean angle, extending their elbow until it touches the ground.

Shoulders Out

A riding style that began with the modern MotoGP™. The rider leans until the edge of their torso is outside the fairing for really spectacular lean angles.

Body Out

One of the most extreme style, the rider's whole body is held outside the fairing, giving the impression of almost hanging off the bike.

Old School

The style favored by riders of the past, when riders didn't reach modern lean angles and the weight was less decentralized with respect to the axis of the bike.

Note that Riding Styles do not affect riding physics: different styles only affect appearance, and the rider's position on the bike.

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.

Have fun!

The Milestone Team