GAME MANUAL

WELCOME

Thank you for purchasing Ride 2. In this manual you'll find all the information you need to get the most from your game.
Keep track of Ride 2 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® 7 SP1 / Windows® 8 / Windows® 8.1 / Windows® 10
Processor: Intel i5 2500K 3.3GHz / AMD Phenom II X4 850
Video Card: GeForce GT 640 / Radeon HD 6670 1GB*
RAM: 4 GB
HDD Space: 33 GB
DirectX®: 10 | **Sound:** 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 / Windows® 10
Processor: Intel Core i5 4670K 3.4 GHz / AMD FX-9590 4.7 GHz
Video Card: GeForce GTX 970 / AMD Radeon R9 390 4GB*
RAM: 8 GB
DirectX: 11 | **Sound:** DirectX compatible
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.micro-soft.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

Key	Action
A	ACCELERATE
C	CHANGE CAMERA
↑	RIDER DOWN
↓	RIDER UP
←	STEER LEFT
→	STEER RIGHT
⇄	PUSH TO TALK
Z	FRONT BRAKE / REVERSE
Alt	REAR BRAKE
X	GEAR DOWN
S	GEAR UP

Key	Action
F	REAR VIEW
8 ↑	UP VIEW
4 ←	LEFT VIEW
6 →	RIGHT VIEW
2 ↓	DOWN VIEW
Esc	PAUSE
D	REWIND ("ENTER TO RESUME)
W	TUCK IN
T	INCREASES TCS
G	DECREASES TCS

CONTROLS

PAD CONTROLLER

CHANGE CAMERA   PAUSE

LT FRONT BRAKE/REVERSE

LB REWIND

ACCELERATE RT

PUSH TO TALK RB

L RIDER FORWARD

L STEER LEFT

L STEER RIGHT

L RIDER BACKWARD

TUCK IN Y

GEAR DOWN X

GEAR UP B

REAR BRAKE A

INCREASES TCS

DECREASES TCS

LOOK BEHIND R

LEFT SIDE VIEW R

RIGHT SIDE VIEW R

REAR VIEW R

2 WELCOME TO RIDE 2!

Ride 2 is a bike game designed for people who love bikes. The best manufacturers, most beautiful bikes and street prototypes, exciting full-gas racing, a trip around the world on unique tracks (circuits, country and city tracks, supermoto): all this is Ride 2.

To start:
Create your virtual alter-ego and choose a free bike to take your first steps in the Ride 2 world. If you're playing for the first time, we recommend you go through the Tutorial to learn the basics and the main features of the game.
Ride 2 gives you total freedom to choose events. Choose the most suitable for you and get ready to hit the track!

Some game modes require teammates. You can choose one of the game characters (unlockable using Bonus Coins), or download your friends' (who own a copy of Ride 2) avatars. Remember that your friends' avatar will reflect their riding style, bike and dress sense.

SINGLE PLAYER MODE

World Tour:
The World Tour is Ride 2's beating heart and is split into Race Season, Invitational Events, Championships and Team vs Team.

The Race Seasons are made up of events which will enable you to earn Reputation to climb the World Tour leaderboards. The events are the following:

Single Race: race an individual race and do your best to reach the podium.
Time Attack: Time Attack races put your speed to the test on a specific track. You will have three laps available to you and the prize will depend on which time you manage to beat.
Perfect Trajectory: in Perfect Trajectory you have to perform a lap of the track without veering off the line shown by the cones.
Drag Race: Drag Races are a series of acceleration challenges on straights of variable length. Remember that shorter distances require greater acceleration from standing, while on longer straights a greater top speed is preferable.
Track Day: a fans' favourite is to spend the weekend riding their bikes on the track. On track days you will get on the track with other riders and have to overtake the greatest number of them within the set time.
Head-to-Head: sometimes competition between riders is impossible to resist. In these races you will change another rider during a track day event.
Pairs Races: Pairs Races are competitions where the final result depends on the placing of the two riders belonging to the same team. That is why it is important to choose your teammate carefully.
Endurance: Endurance races are the greatest expression of physical effort combined with riding technique. Here, riders and vehicles' endurance is taken to extremes in

races which are much longer than average. Furthermore, the typical standing start adds even more intrigue to these competitions.
Point to point race: Compete in a sector of the Nürburgring Nordschleife and do your best to reach the podium.

At the end of a Race Season, you will have to participate in an Invitational Event. Invitational events are special events that, in the case of victory, will bring you a new bike.

You can unlock the Championships by participating in Race Seasons. This mode is formed of a series of Individual Races. Have a chance to win a new bike by participating in the Championships.

In the Team vs Team mode, you must build your group of riders and climb the Team Leaderboard.

QUICK MODES

Quick Race:
You're free to choose the bike and the track you prefer to race a quick race against 16 opponents.

Time Trial:
Choose a bike and a track and put yourself to the test in a race against the clock. There are no opponents on track: your goal is to get the best time possible to upload it on the online leaderboards and show the world your results.

Daily Challenges:
Every day you can put yourself to the test by trying to reach three race objectives. Each objective has a matching difficulty (Easy, Medium, Difficult).

Weekly Challenges:
The Weekly Challenge is a time event where you have to beat the record on a determined track with a default bike. You can compare your results with players from all around the world by uploading your time to the leaderboard.

Both Challenges will earn you Bonus Coins if completed with success. Use the Bonus Coins to unlock Bonus Rides and AI riders to enlist in your team.

⬣ RIDING SYSTEM

Ride 2 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 its 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

Off track aid: When Off Track Aid is active it will be easier to control the bike on grass, sand and gravel. Deactivate it if you prefer simulation and realism when you make mistakes.

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.

Rewind: When you fall, or just make a mistake, you can press the REWIND button to go back in time and remedy the error.

HAVE FUN!
the Milestone Team