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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
NOTICE: Product offered subject to your acceptance of the Steam Subscriber Agreement (“SSA”). You must activate this product via the Internet by registering for a Steam account and accepting the SSA.
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.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twiching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.**

Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.
**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.

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**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 [B] key to trigger a Flashback and the race will begin to rewind. Press the [B] 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.

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**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.

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**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.
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

**KEYBOARD CONTROLS**

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

**RACING WHEEL**

**PAUSE**
**ACCELERATE**
**TEAM ORDERS (AGGRESSIVE)**
**TEAM ORDERS (DEFENSIVE)**
**STEER**
**HANDBRAKE**
**GEAR UP**
**GEAR DOWN**
**LOOK AROUND**
**LOOK BEHIND**
**TEAM ORDERS (DEFENSIVE)**
**TEAM ORDERS (AGGRESSIVE)**
**TEAM MATE POSITION**
**SPLIT TIME**
**RIVAL POSITION**
**CAR STATUS**
**TEAM MATE POSITION**
**TEAM MATE POSITION**
**OFFLINE FLASHBACK**
**ONLINE QUICK FLASHBACK**
**TEAM RADIO (SPLIT TIME)**
**TEAM RADIO (RIVAL POSITION)**
**TEAM RADIO (CAR STATUS)**
**TEAM RADIO (TEAM MATE POSITION)**
**OFFLINE FLASHBACK**
**ONLINE QUICK FLASHBACK**

**HND**
**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 Flashback, restart the race, or retire altogether.

**CUSTOMISATION**
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).

**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, fulfill 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!
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