

# BONUS CODES

WANT EASY ACCESS TO THE BEST BITS OF THE GAME?  
CALL NOW AND GET INSTANT ACCESS TO:

NO DAMAGE

SPEED BOOST

UNLOCK ALL EVENTS

AI DRIVER

REPULSOR FIELD

OR JUST COMPLETE THE GRID WORLD MODE!

CALL: **1900 990 0848**  
CALLS COST \$2.99 PER MINUTE

OR LOG ON TO

**WWW.CODEMASTERS.COM/BONUSCODES**

## TO GET STARTED, FOLLOW THESE INSTRUCTIONS:

- 1 From the Main Menu go to Options > Bonus Codes and write down the Access Code which appears in the bottom right-hand corner of the Bonus Codes screen.
- 2 Call the Hintline or log on and follow the links to the Race Driver: Grid area.\*\*
- 3 When prompted, enter the Access Code and your details.
- 4 Either write down the codes you're given or look at the Bonus Code email you've been sent. You can get as many or as few Bonus Codes as you like in one Hintline session; the email will contain them all.
- 5 To unlock the new features, go to Options > Bonus Codes > Enter Code and enter the bonus Code(s) in the space(s) onscreen.

All game features unlocked with Bonus Codes are also available through playing the game. Please note cheats cannot be used during online gaming.

Calls from mobiles vary. Calls last approx. 3 minutes.

Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press. Service Provided by Premier Communications PO Box 177 Chesham HP5 1FL.

\*\*Please note: Hintline Bonus Codes are paid for through the cost of call and require a touch tone telephone. Obtaining Bonus Codes online requires a small fee paid by credit card.

**IMPORTANT:** Bonus Codes supplied are unique to your profile and/or console.



© 2007 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® is a registered trademark owned by Codemasters. "Race Driver GRID™", "GRID™" and the Codemasters logo are trademarks of Codemasters. All other copyrights or trademarks are the property of their respective owners and are being used under license. This game is NOT licensed by or associated with the FIA or any related company. Developed and published by Codemasters. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

PGRIDX3US05  
767649402106

 XBOX 360®

LIVE

# GRID™



codemasters™



**WARNING** Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

## Important Health Warning About Playing Video Games

### 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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

# CONTENTS

<b>INTRODUCTION</b>	<b>1</b>
<b>GAME CONTROLS</b>	<b>2</b>
<b>THE GAME SCREEN</b>	<b>6</b>
<b>DRIVING VIEWS</b>	<b>8</b>
<b>RACE DISCIPLINES</b>	<b>9</b>
<b>DIFFICULTY LEVELS</b>	<b>12</b>
<b>GRID WORLD</b>	<b>13</b>
<b>OTHER MODES</b>	<b>18</b>
<b>REPLAYS</b>	<b>18</b>
<b>DAMAGE</b>	<b>19</b>
<b>OPTIONS</b>	<b>20</b>
<b>CONNECT TO XBOX LIVE</b>	<b>21</b>
<b>SYSTEM LINK</b>	<b>24</b>
<b>THANKS TO</b>	<b>25</b>
<b>CREDITS</b>	<b>27</b>
<b>SOFTWARE LICENSE</b>	
<b>AGREEMENT &amp; WARRANTY</b>	<b>31</b>
<b>CUSTOMER SUPPORT</b>	<b>32</b>





# WELCOME TO GRID

**RACE DRIVER: GRID™ IS ALL ABOUT THE RACE.**

**DISCOVER A STUNNING WORLD OF MOTORSPORT BROUGHT TO LIFE, FROM RACING MUSCLE CARS THROUGH THE ICONIC STREETS OF SAN FRANCISCO AND COMPETING IN THE LEGENDARY 24 HOURS OF LE MANS TO DRIFTING AROUND THE DOCKS OF YOKOHAMA.**

**JUMP BEHIND THE WHEEL OF EXHILARATING RACING CARS IN THE MOST AGGRESSIVE, SPECTACULAR WHEEL-TO-WHEEL RACES YOU'VE EVER EXPERIENCED. THEN PROVE YOURSELF ONLINE.**

**WELCOME TO GRID. RACING JUST GOT EXCITING AGAIN.**



# GAME CONTROLS

## XBOX 360® CONTROLLER

The default controller configurations are detailed below and can be changed from within the option menu. If none of these are suitable then you can configure your own custom controls from the options menu.

### PRESET 1



## PRESET 2



## PRESET 3



GRID also supports the 360 Wheel

## PRESET 1



## MENU NAVIGATION

Use the Directional Pad or Left Stick to navigate the menus, press **A** to confirm/select or **B** to cancel/back up. On some menu screens there are additional options available on the **X**, **Y** or shoulder buttons, simply look to the button bar at the bottom of the screen to see the available options. Use the Right Stick to rotate the menu panes.

## CREATE YOUR DRIVER PROFILE

The first thing you need to do from the Press Start screen is create a driver profile. Simply follow the onscreen instructions to enter your driver name and select your nationality.

## CHOOSE YOUR AUDIO NAME

Next, choose the name by which you want characters to call you in the game. There are male and female names available and if yours isn't there, just pick one from the Nicknames tab – how often do you get the chance to be called Maverick?

## AUTOSAVE

If you have a hard drive or Xbox 360 Memory connected, select 'Autosave On' to enable automatic game saving.

**Note:** *You can edit your Profile at any time during your game using the Options menu.*



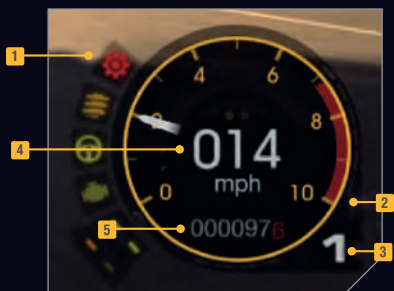


# THE GAME SCREEN

THERE IS A LOT OF USEFUL INFORMATION CONTAINED IN THE ON SCREEN DISPLAY TO HELP YOU TRACK YOUR PROGRESS AS YOU RACE. BE AWARE THERE ARE SLIGHT DIFFERENCES BETWEEN GAME MODES.



- 1** *Lap Indicator*
- 2** *Current Race Time*
- 3** *Best Lap Time*
- 4** *Flag Indicator*
- 5** *Mini Map*
- 6** *Position Indicator*
- 7** *First Place / Rival Indicator*
- 8** *Damage Indicator*
- 9** *Speedo*
- 10** *Gear*



- 1** *Damage Indicators*
- 2** *Rev Counter*
- 3** *Gear*
- 4** *Speed Indicator*
- 5** *Milometer*



- 1** *Combo Timer*
- 2** *Combo Multiplier*
- 3** *Current Drift Move*
- 4** *Points for current drift*



**Drift Angle Indicator**  
(Bumper and Bonnet Cam only)



# DRIVING VIEWS

Once in the game, you have the following five camera views to choose from.



CLOSE CHASE CAM



FAR CHASE CAM



BUMPER CAM



BONNET CAM



HELMET CAM

## REAR VIEW

Each of the game cameras has a 'Look Back' function, found by default on the **Y** button. Press this button to get a rear facing view of your car in action.

# RACE DISCIPLINES

**IN GRID, THERE ARE SEVERAL RACING DISCIPLINES THAT YOU WILL NEED TO MASTER. THESE ARE DETAILED BELOW:**



## GRIP RACING

These Events cover a variety of classes including GT, Open Wheel, Pro Muscle and Touring Cars. Here you will be racing against a pack of up to 20 cars and the first one to get the checkered flag wins!



## DRIFT

Drifting is all about getting your car sideways and at speed. You are awarded points for the angle and speed of the drift, and the closer you can drift to the apex flag, the more points you can score. After a drift, you have a small window of time to start another one. Link numerous drifts together and you'll increase your combo. There are several drift challenges:



## DRIFT GP

These Events are based on a knockout tournament structure. All competitors are paired off, and you'll get one run in which to outscore your opponent. Beat him and you'll progress to the next round.

## DRIFT BATTLE

This Event combines street racing and drifting. Executing drifts will reward you with points for speed, angle and duration. In addition, your position in the race will multiply the score for that drift. Drivers in 1st place score the most points with players towards the back of the pack picking up very few.

## FREESTYLE DRIFT

In this event, each competitor is given two timed runs in an open area in which to score the most drift points. The winner is the driver with the highest score after these two runs.

## DOWNHILL DRIFT

Tackle the infamous drift route on Mount Haruna, Japan. These twisting mountain roads are perfect for drifting.





## TOUGE

Touge is head-to-head racing on narrow Japanese mountain roads. In GRID there are two distinct types of Touge event:



### PRO TOUGE

This event takes place during the day on closed public roads. You'll race two legs against each opponent - one up and one down. Contact is strictly forbidden between drivers so be careful when attempting a passing manoeuvre. The winner is the fastest over two runs.



### MIDNIGHT TOUGE

The structure of this event is the same as Pro Touge but the rulebook is thrown out the window. Contact between cars is allowed and the roads are not closed. This means that as well as avoiding your opponent you will also have to watch out for civilian cars...



## ENDURANCE

Endurance races are longer races that include the Le Mans Series and the prestigious "24 Hours of Le Mans". Four different classes of cars take part in each race but you only need to worry about the competitors in your class.



## DEMOLITION DERBY


In Demolition Derby there are basically no rules. The winner is the first car to cross the line - by any means necessary, or by being the only car remaining.

# DIFFICULTY LEVELS

For each of the events in GRID you can set the difficulty level. The difficulty level affects the ability of the drivers you'll face, and the number of Flashbacks you can use in a single race.

If you're having difficulty with an event, move down to a lower difficulty level; or if you're finding racing just too easy, you should move up a notch. You'll earn more reputation by racing and winning on the harder difficulty levels.

## FLASHBACK

Wrecked your car on a tricky chicane? Damaged your car badly on the first lap of a race? All is not lost thanks to GRID's new Flashback feature. From an in-race replay you'll be able to choose the exact moment you want to "rewind" to, and by hitting the  button you can resume the race from the point. Flashbacks are limited – you'll get fewer the higher your difficulty setting – and in GRID World there's a cash bonus for not using them, but Flashback is a great way of getting yourself out of tricky situations.





## **GRID WORLD**

**THIS IS WHERE TO GO TO BEGIN YOUR RACING CAREER. DURING YOUR CAREER YOU'LL BUILD A RACING EMPIRE, TAKING YOUR TEAM TO THE VERY PINNACLE OF INTERNATIONAL MOTORSPORT.**

**YOUR GOALS ARE TO BECOME THE WORLD'S TOP DRIVER, AND TO OWN THE WORLD'S MOST SUCCESSFUL RACING TEAM.**

### **STARTING YOUR CAREER**

Every new driver has to earn his Rookie credentials at a Licence Qualifier. If you complete the race you'll earn Rookie status and be qualified to race in any region.

As you progress through your career, you'll earn higher licences in each region. These will allow you to enter more prestigious racing events, and earn more money.

Your goal should be to earn the Global Licence, which will allow you to compete at the elite International level.

### **SETTING UP YOUR TEAM**

You're starting right at the bottom of the ladder, and you'll need to earn some cash before you begin the expensive process of starting your own team. Your Business Manager will advise you on the commercial aspects of your career, so you can concentrate on racing.





## REPUTATION

You earn reputation by successfully competing in different events. The better you do, the more reputation you will gain. Reputation unlocks new licenses in each region, which will allow you to enter more rewarding events. You have a different reputation in each of the regions – you can be the most respected driver in the US, but if you've never raced in Japan, your reputation there will be zero.

You'll be the Top Driver in the world when your reputation is higher than everybody else's.

## MONEY

You can earn money in GRID in a number of ways – from prize money to sponsorship payments to driving for other teams. You will need money to buy cars, and to hire a team-mate to race for your team.

You'll have the top team in the world when you earn more money in a season than anyone else.

## DRIVER OFFERS

Driving for other teams is a great way to try out different cars and racing styles. You'll earn a fixed amount for completing each race plus bonuses if you meet the team's objectives. Driver offers are a good way to earn cash quickly, but racing for others won't increase your reputation as much as racing for your own team will.

You can accept Driver Offers at any point in your career.

## RACE EVENTS

Once you have started your own team you will have access to the podium representing the world of Professional Racing. The podium is divided into the following three regions:

### EUROPE

The spiritual home of motorsport, Europe features traditional circuit racing in a variety of Touring, GT and Open Wheel championships. The region contains some of the world's most prestigious and challenging circuits.

### JAPAN

The Japanese region features street racing, drift championships and Pro-Tuned series. A plethora of street circuits are offset by some gruelling Touge runs and freestyle drift environments.

### US

A diverse mix of styles can be found in the US Region. From stock car to street GT races, America's championships show a diversity of racing styles built around power and speed.

Completing events boosts your Reputation in each region and earns you new licenses. The more licenses you have, the more events you can enter and the more money you will make. Raising your reputation across the game's three regions will allow you to compete in bigger and better events and will eventually allow you to race at an International level.

## BUYING CARS

When you begin your own team, you'll have a classic 1970 Ford Mustang to race – it's eligible for a number of events across the world. If you want to race in different events, you'll have to buy a suitable car. To do so, select the event you wish to race in and you'll be shown the cars which can enter it. When you've chosen the car you wish to buy, you must decide whether to buy it new or on eBay Motors.

Buying a car new means paying the list price for it, but you can be confident it has zero miles on the clock.

Buying on eBay Motors means buying used, so it's up to you to check out the car's history. If you're smart though, you could find yourself a real bargain.

## SELLING CARS

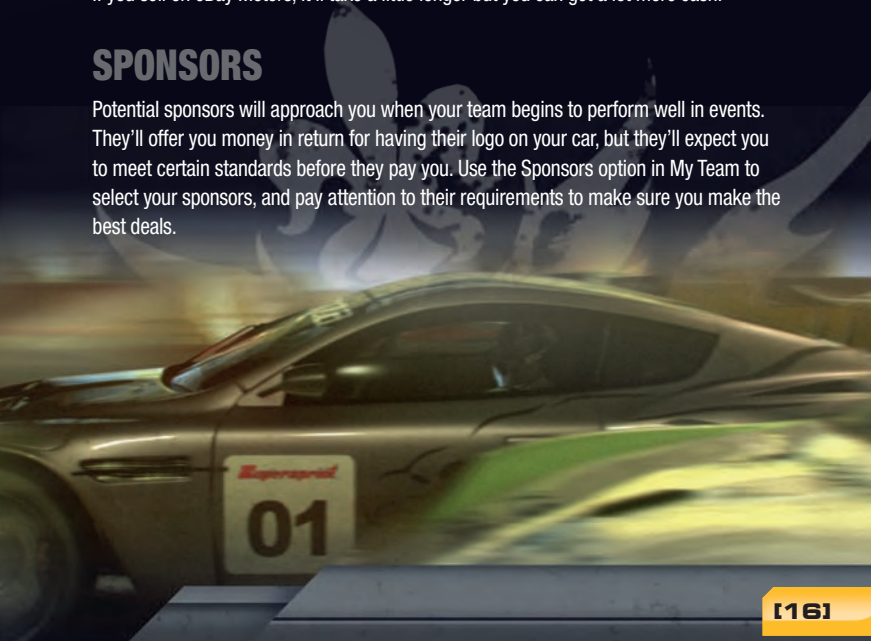
If you're finished with a certain car, there's no reason to keep it cluttering up your garage – why not sell it and put the money towards a better one? Again you have two choices: sell it privately, or sell it on eBay Motors.

If you sell privately, you'll get an instant sale but the price you get probably won't be that competitive.

If you sell on eBay Motors, it'll take a little longer but you can get a lot more cash.

## SPONSORS

Potential sponsors will approach you when your team begins to perform well in events. They'll offer you money in return for having their logo on your car, but they'll expect you to meet certain standards before they pay you. Use the Sponsors option in My Team to select your sponsors, and pay attention to their requirements to make sure you make the best deals.



## TEAM-MATES

Once your team has reached a certain level, you'll be able to take on a team-mate to drive with you in every event you enter. You'll need to pay him a signing on fee, and he'll take a percentage of his own winnings, but he'll double the potential earnings of your team in every event.

## 24 HOURS OF LE MANS

At the end of every season you will be given the opportunity to enter the "24 hours of Le Mans" at one of the world's most arduous, testing circuits - the prestigious Circuit de la Sarthe. Cars in the event are divided into four classes, with prizes being awarded for winning your individual class and the race overall. The race takes place at the end of every season and winning it is the pinnacle of any driver's career.

## DRIVER AND TEAM LEADERBOARDS

The goals of the Career Mode are to become the number one ranked driver and team. The driver and team Leaderboards will display the ranked order of each driver and team respectively, based upon their Reputation and Season Earnings.



# OTHER MODES

## RACE DAY

In this mode you can set up a single race to your exact specifications.

## TEST DRIVE

When you've bought a car you can test drive it on any circuit in the world. Just select the car from the View Cars option and choose which track to test on.

In this mode you can set fastest lap times to be uploaded to Xbox LIVE leaderboards.

## REPLAYS

After each race, you will be able to watch a full replay to see how well you have driven. You have full control over the replay so you can watch it back as you choose.

**Note:** *A hard drive must be connected to your Xbox 360 Console for replays to be enabled.*

During a race you can choose to see an Instant Replay of the action at any time. Just hit the Back button to see the last section of the race again.



# DAMAGE

If you severely damage a part of your car, the corresponding icon below will light up on the right hand side during a race. The icons will change color the more damage the car receives, from yellow through to red.



— **GEARS** – Damage to the gearbox can prevent your car from reaching its top speed and reduce your ability to change gear fluidly.

— **SUSPENSION** – Damage to the suspension will affect road holding and cornering ability.

— **STEERING** – Damage to your steering will reduce vehicle responsiveness and severe damage may cause it to pull to one side.

— **ENGINE** – Damage to the engine of your car will seriously reduce vehicle performance, reducing top speed and acceleration.

— **WHEELS** – Damage to the wheels reduces the stability and handling of the car.

# OPTIONS

From the Options Menu on the Main Menu you can access the following game related settings:

## PROFILE SETTINGS

From the Profile Setting menu you can edit details of your driver profile, including enabling or disabling the autosave and configuring your default vehicle transmission preference. You can also save your game profile or load an alternate previously saved game profile.

## CONTROLS

From the Controls Menu you can select one of the controller presets or customize the controller setup to your personal preference.

**Note:** See the front of the manual for the default controls setup.

## SCREEN SETUP

From here you can enable or disable elements of the in game On Screen Display.

## SOUND

From here you can control the volume levels for the Sound Effects, Speech and Music. You can also select the sound output type [stereo/surround/headphone].

## BONUS CODES

From here you can access your unique Secret Access Code and enter Bonus Codes to unlock locked features of the game.

**Note:** See the reverse of this manual for more information on the Bonus Code system.

# CONNECT TO XBOX LIVE

**PLAY ANYONE AND EVERYONE, ANYTIME, ANYWHERE ON XBOX LIVE®. BUILD YOUR PROFILE (YOUR GAMER CARD). CHAT WITH YOUR FRIENDS. DOWNLOAD CONTENT AT XBOX LIVE MARKETPLACE. SEND AND RECEIVE VOICE AND VIDEO MESSAGES. GET CONNECTED AND JOIN THE REVOLUTION.**

## CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## OVERVIEW

In Race Driver GRID players can take part in 12 player simultaneous online or system link races. To do this, go to the Xbox LIVE option in the Multiplayer Menu (if connected) and follow the onscreen instructions to compete in either a Ranked, Player or Private Match. Selecting either Ranked or Player Match will then give you the following options:

## QUICK MATCH

Quick Match is the fastest and easiest way to get into the game. It finds the first game available that you can join and puts you into it automatically.



## CUSTOM MATCH

This allows you to specify exactly which type of match you are going to join. Selecting this option takes you to the session settings screen where you can define the criteria for your game search. Pressing select will bring up a list of games that match your search and from here you can select which to join. If there are no available games that match the settings you defined you will be asked if you wish to create your own session where you can wait for others to join.

## CREATE SESSION

This allows you to define the type of race you want to play and create a session with those settings. Once created you can wait in the lobby for other players to join or send out invites to players on your Friends List.

## PRIVATE MATCH

This option allows you to create a non-public session that other players are able to join through invite only. Select this option if you want to create a specific session that only you and your friends can play in. There is no voting in Private Matches and after each race the player who created the session selects the options for the next.

## XBOX LIVE VOTING SYSTEM

When playing in public Xbox LIVE matches all Events are chosen through a voting system. This allows all players to have an equal say in which Event is raced next. The voting system always consists of two separate rounds.

In the first round of voting players choose which region they wish to race in. This then determines which Events are available to choose from in the second round of voting. Once all players have cast their vote (or the time limit has expired) the region with the most votes is selected and all players are taken automatically to the second round of voting.

For this next round of voting players get to choose which Event (from the previously selected region) they are going to compete in. Once all players have cast their vote (or the time limit has expired) the Event with the most votes is selected and all players are taken to the lobby where they can choose their car and livery and then wait for the race to start.

## SCORING SYSTEM

The points on offer for each race are determined by how many players are competing, which means that as more players join the session then the more points are on offer. This way, even if you are late joining an Event you will still have a chance of winning it as there will be more points up for grabs.

## EXPERIENCE SYSTEM

The game will use an Experience Ranking System that awards players points each time they compete in Ranked Xbox LIVE races. As you gain points you'll attain new 'ranks' which are displayed next to your name in the lobby. After completing an Xbox LIVE race you will be able to check how many points you earned and how many points are required to reach the next rank.

*The Experience Points system functions as follows:*

- When you go online for the first time you will have an experience rating of 0 and will have the rank of 'Junior Rookie'.
- Every online race you complete will then start earning you points.
- The better you do the more points you will receive. Beating players of a better rank or finishing on the podium will get you bonus points.



## TRUESKILL™

Every player on Xbox LIVE is ranked according to their rating points. Winning against other players can increase your rating points and improve your World Ranking position. You can view your current TrueSkill score from the leaderboards menu.

**Note:** *Exiting a world ranked game while racing is regarded as retirement and rating points will be deducted.*

## LEADERBOARDS

When you are connected to Xbox LIVE, your in-game leaderboards will automatically be updated with your own personal scores against the online community and will also be updated with the world records for each track.

When you achieve a new personal record for a lap, you will be informed at the end of the lap and the new record will be automatically updated on the online leaderboard.

Each leaderboard will rank players in order of their fastest lap in each car grade. It will be possible to download the ghost car of the fastest player from each track to compete against in test drive mode. Leaderboards can be viewed from the main Xbox LIVE menu.

## SYSTEM LINK

If you have your Xbox 360 Console connected to a network, you can create or join a System Link game session that works in the same way as Private Xbox LIVE matches where other players on the same network can join.

# THANKS TO

## MANUFACTURERS & TEAMS

Alan Docking Racing  
All American Racing  
America Honda Motor Co., Inc.  
Aston Martin Racing  
AUDI AG  
BMW AG  
Chrysler LLC  
Creation Autosportif  
Doran Enterprises, Inc.  
Ford Motor Company  
Fuji Heavy Industries Limited  
General Motors Corporation  
Groupe Orea  
Honda Motor Co., Ltd.  
Jedi Racing Cars Ltd.  
Koenigsegg Automotive AB  
Lola Cars International Ltd.  
Mazda Motor Corporation  
Nissan Motor Co. Ltd.  
Nissan Motorsports International Co., Ltd.  
Pagani Automobili S.p.A.  
Panoz Auto Development Corporation  
R Millen Motorsport  
Saleen Performance Inc.  
Spyker Cars N.V.  
Team Orange  
Top Secret  
Toyota Motor Corporation  
TVR Motors Company Limited

## CIRCUITS

Circuit de Spa-Francorchamps  
Circuito del Jarama  
Donington Park  
Istanbul Park  
Le Mans  
Nürburgring

## SPONSORS

A&J (Peco) Acoustics Ltd  
A-Fab Corporation  
A.S.M.C. LTD  
Acer Inc.  
Advance Staff Co. Ltd  
Akrapovic d.o.o.  
Alpine Electronics UK Ltd  
Alpinestars S.p.A.  
Altro Ltd  
AMD Inc.  
Apex Integration Inc.  
APS  
Arai Helmet (Europe) B.V. Area 52 Autosport Ltd  
Ark Performance Inc.  
AS Auto Verlag GmbH

AT&T Knowledge Ventures LP II  
Auto Inparts Ltd  
Autocar Electrical Equipment Co. Ltd  
Autographed Collectables  
Autronic  
AVO Turboworld  
Avo UK Ltd  
Axel Springer  
Axo America, Inc.  
Bang & Olufsen UK Limited  
Basic Properties BV  
Bell Sports Inc.  
Be.Rik Distribution S.r.l.  
BF Goodrich  
BFS Brands, LLC and Bridgestone  
Licensing Services, Inc.  
BK Racing Ltd  
Black Diamond Performance  
BMC s.r.l.  
BN Sports Company Limited  
Bose Limited  
BPM Sports  
Brembo S.p.A.  
Bridgestone Corporation  
Buddy Club Limited  
Castrol Limited  
CHPublications Ltd.  
Clorox Car Care Ltd.  
Cobra Supaform Ltd.  
Collins Performance Engineering  
Compomotive Automotive 73 Ltd.  
Cooper-Avon Tyres Limited  
Corbeau Seats Ltd  
Cummins Turbo Technologies Ltd  
Dainese S.p.A.  
Dastek UK Ltd  
De Rigo S.p.A.  
Dell Inc.  
Dennis Publishing Ltd  
Design Engineering, Inc.  
DHL International GmbH / Deutsche Post AG  
Double Red  
Dread Ltd  
Eddie Stobart  
easyGroup IP Licensing Limited  
EBC Brakes/Freeman Automotive UK Ltd  
Emap Plc  
EPM: Technology Group  
EPTG Ltd. / Power Engineering  
Falken Tire Corporation  
Federal Mogul Corporation  
Fidanza Engineering Corporation  
Fila Luxembourg S.a.r.l.  
Forge Motorsport Inc.  
Goodridge (UK) Ltd

Goodyear Dunlop Tires Europe  
GPR Motorsport Equipment Ltd  
Grand Prix Legends  
Heinrich Eibach GmbH  
Hella Limited  
HKS U.S.A., Inc.  
Holley Performance Products, Inc.  
HRE Performance Wheels  
Hydrex Equipment  
Injen Technology Co. Ltd  
Intercomp  
Janspeed Performance Exhaust Systems  
JVC (U.K.) Limited  
K&N Engineering, Inc.  
Kenwood Corporation  
Koni BV  
Koninklijke Philips Electronics N.V.  
Last Minute Network Limited  
LOT USA  
Lucas Oil Products Inc.  
LuK Aftermarket Service Ltd  
Magneti Marelli Holding S.p.A.  
Max-Torque Ltd  
Michelin Group of Companies  
Milltek Sport  
Momo srl  
Motul  
Neptune Orient Lines Limited  
No Fear  
Ohlins Racing AB  
Omex Technology Systems Ltd  
OMP Racing S.r.l.  
On Pole.Com  
O.Z. S.p.A.  
P&O Ferries Holdings Limited  
Pace Products (Anglia) Ltd  
Pauls Model Art  
Pearl Motor Yachts Ltd  
Penske Racing Shocks  
Performance Wheels Limited  
Pflitzner Performance Gearbox  
Pipercross Ltd  
POTN.com  
Pramac S.p.A.  
Premium & Collectables Co. Ltd  
Prolong Super Lubricants Inc.  
Pro-Motiv.Com Ltd  
Puma AG  
Quickshift Racing  
R.T. Quaife Engineering Limited  
Racelogic Ltd  
Raceparts (U.K.) Ltd  
RAYS Co., Ltd  
Recaro GmbH & Co. KG  
Red Bull GmbH

Red Dot Racing  
Reddmango  
Remus Innovation GmbH  
Reuters  
ReVerie Ltd  
Revolution Performance Motorstore  
Rock Chemicals Ltd  
Rotora, Inc.  
Scorpion Exhausts Ltd  
Shark AG  
Simpson Performance Products  
Snap-on Tools  
SPA Group  
Spax Performance  
Sparco S.p.A.  
Speed Channel  
Spidi Sport S.r.l.  
SRB Power Ltd  
Stilo S.r.l.  
Superchips Inc.  
Supersprint S.r.l.  
Suzuki Motor Corporation  
Tag Heuer S.A.  
Tanaka Industrial Co., Ltd  
Teamwise Ltd  
Tein, Inc.  
The Flannel Group  
ThyssenKrupp Bilstein GmbH  
TMD Friction  
Toda Racing Co., LTD  
Toora S.p.A.  
Toyo Tyre (UK)  
Tractive Solutions Limited  
Trader Media Group  
TSW International Ltd  
Valvoline, a division of Ashland Inc.  
Vertex USA  
Virgin Mobile  
Vodafone Ireland Marketing Limited & Vodafone Group plc  
Weinberg Logistics & Distribution Pte Ltd  
Wolf AEM  
Wolftrace Wheels (UK) Limited  
Xlarge  
Xtrac Limited  
YHI Manufacturing (Shanghai) Co. Ltd  
Yokohama Rubber Co. Ltd  
Yokomo Ltd.  
Zender GmbH

#### **OTHERS**

Automobile Club De L'Ouest  
D1GP Corporation  
Hiroki Furuse (Sleepy)

# CREDITS

## VP OF CODEMASTERS STUDIOS

Gavin Cheshire

## EXECUTIVE PRODUCER

Gavin Raeburn

## SENIOR PRODUCER

Clive Moody

## ASSOCIATE PRODUCER

Darren Campion

## CHIEF GAME DESIGNER

Ralph Fulton

## GAME DESIGN

Paul Turland  
David Tillotson  
Jonathan Davis-Hunt  
Gehan Pathiraja  
Andrew Kimberley

## TRACK DESIGN

Graham Bromley  
Jason Evans  
Lee Niven  
Glenn McDonald  
Kristian Alder-Byrne  
Jason Wakelam

## LEAD ARTIST

Nathan Fisher

## ASSISTANT LEAD ARTIST

Michael Rutter

## TECHNICAL LEAD ARTIST

Jorge Hernandez-Soria

## PRINCIPAL CONCEPT ARTIST

Daniel Oxford

## LEAD PROGRAMMER

Alan Roberts

## PROGRAMMERS

Adam Askew  
Adam Sawkins  
Alan Jardine  
Alasdair Martin  
Alex de Rosee  
Andrew Sage  
Ben Knight  
David Dempsey  
Gareth Thomas  
Gary Buckley  
Giannis Ioannou  
Graham Watson  
Hugh Lowry  
James Manning  
Joakim Hentula  
Jocelyn Weiss  
John Watkins  
Jon Wingrove

Karl Hammarling  
Liam Murphy  
Malcolm Coleman  
Matthew Craven  
Michael Bailey  
Michael Nimmo  
Mike Singleton  
Nic Melder  
Parven Hussain  
Paul Penson  
Richard Batty  
Robert Pattenden  
Robin Bradley  
Scott Stephen  
Stephen Edmonds  
Tamas Strezenecki  
Will Stones  
Adam Johnson  
Andy Shenton  
Rob Mann

## STUDIO TECHNICIAN

Matt Turner

## ART MANAGER

Nick Pain

## OUTSOURCE MANAGER

Andre Stiegler

## EXECUTIVE ART DIRECTOR

Rachel Weston

## 3D ENVIRONMENT

Peter Ridgway  
Khushpal Kalsi  
Iain Douglas  
Aamar Mirza  
Joe Bradford  
Adam Hill  
Seth Brown  
Oscar Soper  
Martin Turner  
Thomas Stratford  
John Bakis  
Andria Warren  
Radek Szczepanczyk  
Jason Dovey  
Karl Davies  
Sia Nyuk Fung

## 3D VEHICLE

Nick Phillips  
Steve Tsang  
Richard Thomas  
Matt Jones

## HIGH RESOLUTION

Simon Enstock  
Jim Vickers  
Stephane Wiederkehr

## 2D

Phillip Cox  
Peter Santha  
Christian McMorran  
Adrian Waters

## ANIMATION

Colin Smyth  
Adam Batham  
Huy Nguyen  
Matt D'Rozzario

## 3D CHARACTERS

Toby Hynes  
Ben Siddons  
Mark Hancock  
Paul Edwards

## R & D

Martin Wood  
Tom Whibley

## VFX

Jon Graham  
James Watts

## KL STUDIO

## ENVIRONMENTS

### GROUP LEADS

David Khaw Ban Huat  
Gan Khoon Deed (Gerome)  
Hong Tuan-Keat (Eugene)  
Karen Loh Cheng Leng  
Lim Soon Aik  
Lor Hang Chuan  
Shervie Tan

### ARTISTS

Ang Chai Cheen  
Beh Chor Joo  
Chan Kam Wai  
Chee Yim Mei (Jouly)  
Chew Tiong Nam  
Chin Wai Kien (Kelvin)  
Choy Yuen Yee  
Chun Zhenhui  
Faizal Bin Md. Fadzil  
Hang Hue Li  
Hoo Wai Khinn  
Kenneth Lim Wee Leng  
Kong Foong Chin (KFC)  
Lai Fung Yen  
Lee Fook Loy (Roy)  
Lee Ka Hal  
Leong Kha Hau (Adrick)  
Lew Wai Hong (Joe)  
Lim Jenn Yu  
Mohd Faizal Bin Ahmad Norrahma  
Mohd Fazlan Bin Abdul Jamil

Mohd Munadzam Bin Samsudin  
Noorazhar Bin Mohd Noor  
Noor Izmal Mukhriz Bin Ismail  
Siah Joon Kiong  
Stephanie Yong Jo-Ann  
Sung Pei Sun  
Syamil Bin Abd Latif  
Tan Kean Wooi  
Teh Jia Shyan  
Tey Hong Yeow  
Thum Chee Ket (Jack)  
Yap Ann Rose  
Yap Wai Mun  
Yeo Chuan Tong  
Choo Chuan Zui  
Koh Yen Yee  
Lim Ying Jie  
Loo Yaw Yee  
Sia Nyuk Fung  
Tan Eng Hong (Jacob)  
Tey Kai Guan (Nicholas)  
Wong Kew Chee  
Yap Jun Voon

#### **VEHICLES GROUP LEAD**

Azmi Bin Mohd Amin

#### **ARTISTS**

Abdul Khaliq Bin Abu Hassan  
Shaari  
Cheng Lin Chou (Chris)  
Ho Kuan Teck  
Kok Chen Yong  
Liew Seng Tat  
Ma Hanson  
Ng Kah Yeow (Kenji)  
Ng Say Chong (Raymond)  
Yeap Guan Beng  
Cheong Kim Weng (Deric)  
Gilbert Chong Ming Jin  
See Zheng Xun (Michael)  
Teh Huai Yuan

#### **MANAGEMENT & SUPPORT STAFF DIRECTOR**

H.S.Low

#### **GENERAL MANAGER**

Maxime Villandre

#### **FINANCE MANAGER**

Kah Chai Tay

#### **HR EXECUTIVE**

Sook Mee Kuan

#### **ADMIN ASSISTANT**

Farra Nadia Zuhari

#### **TECHNICAL SUPPORT ENGINEER**

Chin Cheong Weng

#### **TECHNICAL ART DIRECTOR**

Jason Butterley

#### **TECHNICAL ART LEAD**

Ian Ng Siong Yoong

#### **PRODUCTION ASSISTANT**

Chong Ee Von  
Lau Chee Shyong

#### **ADDITIONAL ART**

Glass Egg

### **CENTRAL TECH**

#### **CHIEF TECHNICAL OFFICER**

Bryan Marshall

#### **PROJECT PLANNING OFFICE**

Steve Eccles

#### **CENTRAL TECHNOLOGY**

Brant Nicholas  
Chris Brunning  
Bryan Black  
Nick Trout  
Alex Tyrer  
Leigh Bradburn  
David Burke  
Neil Owen  
Simon Goodwin  
Peter Goodwin  
Aristotel Digenis  
Csaba Berenyi  
John Atkinson  
Jay Rathod  
Laurent Nguyen  
Peter Akehurst  
Ryan Wallace  
Tadeusz Marianski  
Andrew Dennison  
John Longcroft-Neal  
Daniel Lawrence

#### **BRAND**

Tim Woodley  
Guy Pearce

#### **MARKETING**

Charles Bellfield  
Dan Robinson

#### **VIDEO EDITOR**

Sam Hatton-Brown

#### **ASSISTANT VIDEO EDITOR**

Philip Roberts

#### **LICENSING AND RESEARCH**

Peter Hansen-Chambers  
Toby Heap  
Rosetta Rizzo  
Antonia Rodriguez

#### **MARKETING SERVICES**

Peter Matthews  
Dave Alcock  
Barry Cheney  
Andy Hack  
Amarjit Bilkhu  
Wayne Garfirth

#### **CENTRAL PR**

Rich Eddy  
Sam Cordier  
Peter Webber

#### **LEGAL DIRECTOR, BUSINESS AFFAIRS**

Julian Ward

#### **LAWYER**

Simon Moynihan

### **CODEMASTERS**

#### **AUDIO DIRECTOR**

Will Davis

#### **AUDIO LEAD**

Mark Knight

#### **AUDIO DESIGN**

Mike De Belle  
Andy Grier  
John Davies  
Oliver Johnson  
Ed Walker  
Jethro Dunn

### **TECHNICOLOR INTERACTIVE SERVICES EFFECTS CREW**

#### **DRIVERS**

Taka Aono  
Hiro Sumida

#### **SUPERVISING RECORDIST**

Tom Hays

#### **RECORDISTS**

John Fasal  
Eric Potter  
Will Davis  
Lydian Tone  
David Fisk

#### **RECORDING ASSISTANTS**

Elizabeth Johnson  
Rafael Lopez

#### **SFX EDITING AND DESIGN**

Mark Jasper  
Lydian Tone  
Elizabeth Johnson

## CAST:

### PIT CHIEF

Kirk Thornton

### MANAGERESS

Michele Specht

### USA ANNOUNCER

Mel Fair

### USA TEAM MATES

Lex Lang

Joe Cappeletti

Steve Van Wormer

### UK TEAM MATES:

Josh Cohen

Adam Rhys

Simon Carlyle

### JAPANESE TEAM MATES:

Akira Kaneda

Henry Hayashi

### JAPANESE ANNOUNCER:

Yuri Lowenthal

### IRISH TEAM MATE:

Liam O'Brian

### SPANISH TEAM MATE:

Lex Lang

### GERMAN TEAM MATE:

Mark Bremer

### SCANDINAVIAN TEAM MATE:

Patrick Strom

### ITALIAN TEAM MATE:

Paolo de Santis

French Team Mate:

Emmanule Rausenberger

*Recorded at Technicolor  
Interactive Services, Burbank*

### DIRECTOR

Lex Lang

### ENGINEERS

Thanos Kazakos

David Walsh

### EDITORS

Elizabeth Johnson

Frank Szick

Lydian Tone

### LOCALIZATION DIRECTOR

Rafael Lopez

### PROJECT MANAGEMENT

Ayumi Logan

Carole Huguet

### STUDIO DIRECTOR

Ulrich Muehl

### ENGINEER

Marko Backmann

### SPANISH CAST

Jorge Teixeira

Ana Plaza

Jordi Estupiña

Carlos Salamanca

César Díaz

Rais David Báscones

David García

Juan Navarro

Marcos Graña

Pedro Tena

### GERMAN CAST

Mark Bremer

Anne Moll

Christian Rudolph

Christian Stark

Mario Grete

Martin May

Tobias Schmidt

### FRENCH CAST

Tania De Domenico

Dario Oppido

Paolo De Santis

Renato Novara

Claudio Moneta

Walter Rivetti

Davide Albano

Alessandro Zurlo

Massimo di Benedetto

Matteo Zanotti

Lorenzo Scattorin

### ITALIAN CAST

Thierry Kazazian

Sophie Riffont

Patrick Borg

Mael Davan-Soulas

Martial Le Minoux

Yann Pichon

Jeremy Prevost

Emmanuel Rausenberger

Stéphane Roux

Serge Thiriet

### MUSIC

Composed by Ian Livingstone

### ADDITIONAL MUSIC

Aaron Sapp

Thomas J Bergersen

### TRUMPETS

Hugh Davies

### ACOUSTIC GUITAR

Chris Jojo

### SCRIPTWRITING SERVICES BY BLINDLIGHT:

### BLINDLIGHT WRITING PRODUCER

Michael F.X. Daley

### BLINDLIGHT WRITER

Christopher Barbour

### THANKS TO:

Drift Association

Falken Tires

Riverside International Automotive  
Museum

NOS Speedway

Church Automotive Testing

Greg Hill

Clive Lindop

Christian Marcussen

Iain Wright and staff at Ricardo  
Engineering

Harbury Lane Scrapyard

Cassidy Davis

Helen de Belle

Oliver de Belle

Jake Storm

RAC Auto Windscreens Warwick

Harbury Breakers

Neslihan & Arda Knight

Hazel MacGillivray

Jason Page

Pete Harrison

Ian Minett

Dan Peacock

Carlo Vogelsang

Weston Performance

Japspeed.co.uk

### GENERAL MANAGER, QA.

Eddy Di Luccio

### FUNCTIONAL QA MANAGER

Danny Beilard

### QA TEAM LEADER

Simon Wykes

### QA PLATFORM LEADS

Andrew Stanley

Neil Atkinson

Stephen Terry

### QA TECHNICIANS

Adriano Rizzo

Alyson Williams

Andy Kinzett

Andy Stanley

Chris Davies

David Wixon

Dawn Lamplough

Kyriakos Skaramangas

Mark Spalding

Matthew Boland

Richard Peters

Ricky O'Toole

Rob Appleyard

Rob Bourlakis

Rob Lee

Robin Passmore

Simon Williams

Stacey Barnett

### QA ONLINE MANAGER

Jonathan Treacy



**QA ONLINE SENIOR QA TECHNICIANS**

Robert Young  
Michael Wood

**QA ONLINE TECHNICIANS**

Andrew Morris  
Anthony Moore  
Amarjit Sohal  
Gerard McAuley  
Sukhdeep Thandi  
Daniel Wright  
James Clarke  
Mathew Leech  
Jonathan Davies  
Edward Rothwell

**COMPLIANCE & CODE SECURITY MANAGER**

Gary Cody

**COMPLIANCE PLATFORM LEADS**

Neil Martin  
Ben Fell  
Richard Pickering  
Tom Gleadall

**COMPLIANCE TECHNICIANS**

Kevin Blakeman  
Simon Turner  
Gurtejbir Mangat  
Michael Hill  
Gurshaan Surana  
Darren Hayward

**ONLINE MANAGER**

Mark Eveleigh

**ONLINE DESIGN**

Cheryl Bissell  
Jim Wiberley  
Graeme White  
James Bonshor

**ONLINE PROGRAMMING**

Nick McAuliffe  
Nick Johnson

"Vintage Warner". Composed by Nathan Boddy. Used under license from Standard Music Ltd.

"Timze Money". Composed by William Parnell. Used under license from The Extreme Music Library Ltd.

"Pay Day". Composed by Paul Jeffries. Used under license from Cavendish Music Co. Ltd.

"Phat Planet". Performed by Leftfield. Written by Neil Barnes and Paul Daley. Published by Chrysalis Music. 1999 © Used by permission. All rights reserved. (P) 1999 SONY BMG Music Entertainment (UK) Limited. Licensed courtesy of SONY BMG Commercial Markets (UK)

"No One Knows (UNKLE REMIX)". Performed by Queens Of The Stone Age. Published by Universal Music Publishing Ltd. Courtesy of Interscope Records / Polydor UK Ltd. Licensed by kind permission from the Film & TV licensing division.



© 2007 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® is a registered trademark owned by Codemasters. "Race Driver GRID™" and the Codemasters logo are trademarks of Codemasters. Uses Bink Video. Copyright (C) 1997-2008 by RAD Game Tools, Inc. The DemonWare name and logo are copyright DemonWare Ltd. 2006. "AMD, the AMD Arrow logo, and combinations thereof are trademarks of Advanced Micro Devices, Inc.". "Aston Martin Racing" is a trade mark used under license from Aston Martin Lagonda Limited". "Trademarks, design patents and copyright are used with the approval of the owner AUDI AG". "BF Goodrich® Tires Trademarks are used under license from Michelin Group of Companies". "The BMW Logo, the BMW wordmark and the BMW model designations are Trademarks of BMW AG and are used under license". "CASTROL and the CASTROL logo are trade marks of Castrol Limited, used under licence". "CHAMPION, FERODO and MOOG are trademarks and are reproduced with the permission of the Federal-Mogul Corporation". "Chrysler® is a registered trademark of Chrysler LLC. Plymouth® Barracuda and its trade dress are used under license by The Codemasters Software Company © Chrysler LLC 2008". "The Dell logo is a trademark of Dell Inc.". "Dodge and HEMI are trademarks of Chrysler LLC. Dodge Challenger Concept, Dodge Charger SRT8, Dodge Viper SRT10 and their trade dress are used under license by The Codemasters Software Company © Chrysler LLC 2008". "The F® and FILA® trademarks are used under license of Fila Luxembourg S.à.r.l.". "Firestone is registered trademarks of BFS Brands, LLC and Bridgestone Licensing Services, Inc. and is used with permission". "Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company. Manufactured by Codemasters. www.ford.com". "Chevrolet Camaro Concept (2006), Chevrolet Corvette C5-R, Chevrolet Corvette C6-R, Chevrolet Lacetti and Pontiac GTO, all related Emblems, and vehicle body designs are General Motors Trademarks used under license to Codemasters Software Company Limited". "Honda Official Licensed Product". "KAPPA and "the image of two people back to back" are registered trademarks owned by Basic Trademark S.A.". "MOPAR logos and d images are registered trademarks of Chrysler LLC used under license to The Codemasters Software Company Limited © Chrysler LLC 2007". "Manufactured under license from NISSAN MOTOR CO., LTD.". "Manufactured under license from PANOZ AUTO DEVELOPMENT CORPORATION. All rights reserved Panoz Auto Development. 770/867-4796. www.PanozAuto.com". "RECARO is used by way of license received from RECARO GmbH & Co. KG, Kirchheim/Teck, Federal republic Germany". "The RED BULL trademarks and DOUBLE BULL DEVICE are trademarks of Red Bull GmbH and used under license. Red Bull GmbH reserves all rights therein and unauthorised uses are prohibited". "Saleen® S7R™, all its vehicle model names and their designs are registered trademarks of Saleen, Inc. used under license to The Codemasters Software Company © Saleen, Inc. 2008". "TOYOTA, COROLLA GT-S (AE86), SOARER (JZZ30), SUPRA and all other associated marks, emblems and designs are intellectual property rights of Toyota Motor Corporation and used with permission". "Valvoline® The marks are used under license from VALVOLINE, a division of Ashland Inc. "VODAFONE and the Vodafone logo are trade marks of the Vodafone Group". Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories. eBay is a registered trademark of eBay Inc. Developed and published by Codemasters.

# CUSTOMER SUPPORT

	Email	Tel
<b>English</b>	custservice@codemasters.com	0870 75 77 881 or from outside of the UK: 00 44 1926 816 044
Codemasters Software Co., PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, UK.		
<b>Français</b>	serviceclientele@codemasters.com	+44 1926 816066
Codemasters Software Co., PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, UK.		
<b>Deutsch</b>	kundendienst@codemasters.com	+44 1926 816065 Es gilt die Gebührenordnung für Auslandsgespräche.
Codemasters Software Co., PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, UK.		
<b>Italiano</b>	it.info@atari.com	029 376 71
<b>Nederlands</b>	benelux_support@codemasters.com	+44 (0)1926 816 044 Engels, Frans en Duits alleen gesproken
<b>Español</b>	stecnico@atari.com	902 10 18 67
<b>USA</b>	custservice@codemasters.com	00 44 1926 816 044 (UK)

[www.codemasters.com](http://www.codemasters.com)