

DIRT 2™

TOUR GUIDE



EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



CONTENTS

THE TOUR BEGINS	1
INSTALLATION & ACTIVATION	2
GETTING STARTED	3
AT THE WHEEL	3
YOUR RV	5
DIRT TOUR	7
RACING DISCIPLINES	10
TIME TRAVEL ETC.	12
YOUR RIDES	13
HEADS UP	15
CLOCK ROCKIN'	17
VEHICLE SETUP	18
MULTIPLAYER	20
TECHNICAL SUPPORT	23
CONTACT US	24
CREDITS	25
WARRANTY	26

THE TOUR BEGINS

Wow, here we are... this could be the start of something beautiful! Just look at it - the whole world's out there, just waiting to be torn up with tire-tracks. It's your dirty little playground and you just picked up a ticket to ride.

You're about to take on the world one gritty corner at a time. It's gonna be tough, but keep your guide here close to hand and you'll be fine. Knuckle down, rev up, and let's hit the road...



Let's talk hardware. Steel, rubber, silicon... pick your favorite, but it's all gotta go in the right place.

INSTALLATION & ACTIVATION

Installation is a one-time process that only takes a few minutes. It is important that the game is installed correctly before playing. Please follow the instructions below:

1. Double-click on the **DIRT2.dmg** file and wait for the **DIRT 2 icon** to appear on your desktop.
2. Double-click on the **DIRT 2 icon** to open it.
3. Before doing anything else, read the file called **Install Instructions**.
4. Drag the **DIRT 2 folder** onto the **Applications folder** that appears next to it. It will start to copy across.
5. Once the copy has finished, drag the **DIRT 2 icon** on your Desktop to the Trash. You may now delete the **DIRT2.dmg file**.
6. Once installation is complete, double-click on the **DIRT 2 application icon** in the **DIRT 2 folder**, which is found in the **Applications folder** on your hard drive. The pre-game Options window will appear showing the Activation Panel.
7. Enter your Product Key into the six empty boxes. Once the Product Key has been entered, the **Save** button in the right-hand corner of the Panel will activate.
8. Click the **Save** button to save your Product Key.

PLAYING USING ONLINE ACTIVATION

Click the **Activate Online...** button in the Activation Panel. A dialog will appear confirming that your Product Key will be sent to Feral. Click the **Activate Online** button in the dialog. The Activation Panel will update showing you the number of machines you are allowed to activate the game on and how many machines you have currently activated. You can now play your game without an internet connection. You may now move onto the "Getting Started" section on the next page, which will take you through playing the game for the first time.

GETTING STARTED

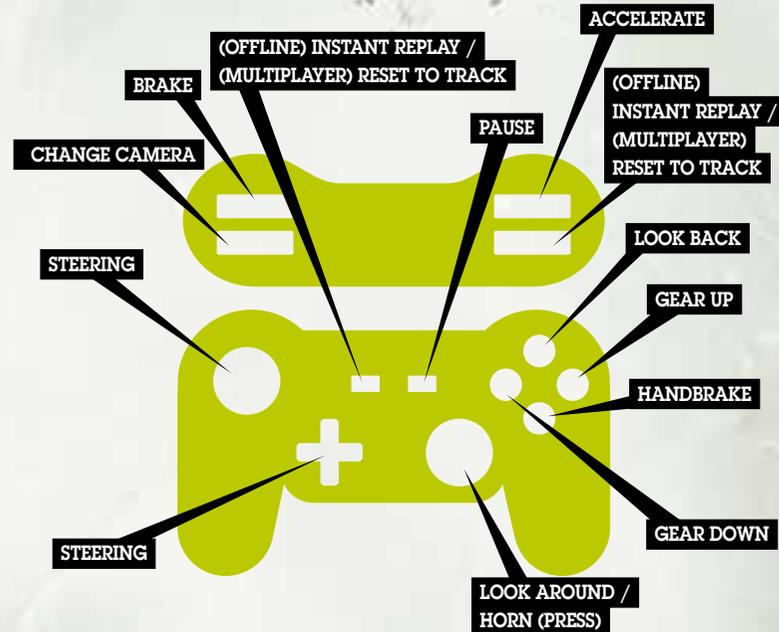
1. If DiRT 2 is not already running, double-click on the **DiRT 2 application icon**. By default this is to be found in the **DiRT 2 folder** within the **Applications folder** on your computer's hard drive.
 2. The pre-game options screen will appear. Click on the **Play** button. The game will launch.
 3. When the title screen appears, press **START** on a gamepad or **return** on your keyboard.
 4. You will now be asked if you want to **CREATE AUTOSAVE**. Select **YES** and then **OK** to confirm.
 5. Now, create a **SAVE PROFILE**. Select **NEW PROFILE SAVE** and then **YES** to confirm.
- An introductory movie will play.
6. After a brief tour of your RV, you will be asked to enter your **DRIVER DETAILS**. Once you have completed this, select **DONE**.
 7. Select an **AUDIO NAME**. This name is how you will be known on your DiRT Tour.
 8. The next screen is the **EVENT SETUP** screen. Select event parameters, choose your vehicle and you are ready to race.
 9. Press **return** when the **RACE** screen is displayed to begin the Battle of Battersea event.

AT THE WHEEL

It's all in that connection: man and machine. It's where races are won and lost. You gotta have that electricity at your fingertips; you gotta know what she can do and how she likes it. Just don't let go 'til you're both over the line.

DiRT 2 works fine with your Mac's keyboard, however we recommend using a dual analog stick gamepad with at least 10 buttons. The diagram opposite is based on a standard controller layout; all gamepads have similar button positions but some may differ slightly from those shown. You can customize the controls in the Options menu, or use the defaults shown opposite:

GAMEPAD



RACING WHEELS

A number of racing wheels are also supported, including popular Logitech® and Thrustmaster® wheels.

KEYBOARD CONTROLS

ACCELERATE	[↑]	HORN	[X]
STEER LEFT / RIGHT	[←] [→]	LOOK LEFT	[S]
BRAKE / REVERSE	[↓]	LOOK RIGHT	[D]
GEAR UP	[A]	LOOK BACK	[shift]
GEAR DOWN	[Z]	(OFFLINE) INSTANT REPLAY	[return]
HANDBRAKE	[space]	(ONLINE) RESET TO TRACK	[return]
CAMERA	[C]	PAUSE	[esc]

YOUR RV



1: DIRT TOUR

Check out the DIRT TOUR map to view events you've been invited to, from smaller local events to global tournaments. You can also set up your own races in Free Race mode or try a Time Trial run on a particular track.

2: MY STUFF

Have a look in MY STUFF for all your personal junk. It's where you can see your stats and racing history.

3: MULTIPLAYER

For all your multiplayer needs visit the MULTIPLAYER wall. Here you can create or join an Online or Local Network race.

4: EXTRAS

Like the back of the sofa, but without the free food and money. You'll find various bits in here, including tour unlocks (please note that these unlocks cannot be undone once activated).

5

YOUR HOME AWAY FROM HOME

Your special place; it's where you go to chill out when you're not on the track. You're gonna need to know your way around...

5: START RACE / VIEW CAR

If you're on your way into a race, this is where you can kick it off. If not, you can check out your ride here from any angle. You've worked hard to earn it, so take the time to admire it!

6: MY RIDES

Here you can look through your collection of vehicles. You can view their stats, compare them with your friends and also customize them by choosing paint jobs, horns, and even dashboard toys. You can also buy new vehicles here or upgrade ones you already own to make them even more awesome.

7: NEWS

Check here to see the latest issue of EXPN magazine, which will let you know your progress in the tour, as well as vehicle and driving advice.

8: OPTIONS

Fine-tune your racing experience here. You'll find options relating to graphics, audio, controls and more. Go nuts.



6

DIRT TOUR

So your Tour begins. This is gonna be one hell of a ride - you should be pumped! With your skills and determination I see big things for you - even a ticket to the world-famous X Games. I gotta tell you though, it's not gonna be a ride in the park, so listen up and I'll take you through it. Here's how we roll on the DiRT Tour...

TRAVEL THE WORLD

The best way to start out is to get out there and get some miles under your belt. At first you'll have only a few **race events** available to you, but as you compete in events and impress other drivers, it'll be only a matter of time before you get invitations to events all over the world.

GAIN EXPERIENCE

Event invitations are all about experience, or **XP**, so go get some. XP is global, and you can build it up by taking part in and winning events - the better the result and the greater the challenge, the more XP you'll earn. Use XP to Level Up and progress on your Tour.



GET PROMOTED

You'll start your tour on a limited budget and with relatively little rep amongst other drivers. At this point you'll be limited to **Rookie Division** events. Build up a bit of experience at this level however and you'll soon move on to the **Pro Division** and eventually into the **All-Star Division** which is where you'll find the fiercest competition.



At first, vehicles are eligible for Rookie events only; to race in higher divisions you'll need to upgrade them. Don't worry though, you can always enter an upgraded vehicle in a lower division - it will be automatically downgraded temporarily.

GO GLOBAL

Once you get a decent amount of experience, you'll gain access to **World Tour Events**. There's one for each racing discipline and these are pretty prestigious gigs so you'll have to prove yourself first. Each World Tour has a number of qualifier events which you'll need to beat before you can take part in the tour. Look out for the World icon next to regular events.



GET FAMOUS

On your travels, keep a look-out for the world-famous **X Games** events. These are major events in the racing calendar and feature the most revered racers out there. By far the biggest is **X Games America**; beat this event and you can truly say you're the best of the best.



HONE YOUR SKILLS

Another way to earn XP is to beat personal **Missions**. Missions give you targets to aim for, when doing things like overtaking other racers, driving for miles and even rolling your car. Each mission has five phases to it and each phase you beat will gain you XP.

EARN CASH

You'll also earn a fair bit of **cash** for taking part in events. As with XP, you'll see bigger cash rewards for good results in difficult events. Don't get any big ideas though; if you want to make it to the top, you're gonna have to fork out regularly for new vehicles and vehicle upgrades.





Remember that relationships can be good or bad. Race well, race hard, and race like a gent to impress the stars on the track. Mess around though and you're gonna mark people, and that's good for no-one.

MINGLE WITH THE STARS

As you're out there making a name for yourself you'll also be building **relationships** with other racers, and we're talking superstars here. Impress a Star on the track, and you'll leave a mark; do this enough and you may even be in-line for some friend bonuses!

THROWDOWNS

Now and then, the Stars may challenge you to a **Throwdown**. These personal challenges are a chance for you to impress the stars further and gain an experience boost while you're at it, so don't shy away from a bit of friendly competition!



ONE-ON-ONE THROWDOWN

It's simply you versus them. You'll race together, bumper-to-bumper to see who's the boss.



SHOOTOUT THROWDOWN

It's you versus the pack. Finish the race in third place or higher and you'll beat the Throwdown.



TIMED THROWDOWN

Someone reckons they've set a pretty good time on a track. Show them who's in charge by beating their time.

TEAM UP

Another reason for keeping the Stars sweet is that they'll be more likely to race with you in a **Team Event**. Ask around the stars before entering a team event and see who's up for it. Pay attention to their particular specialities though or you might end up taking them out of their comfort zone!

RACING DISCIPLINES



RALLY racing involves fast-paced, skilful driving on varied terrains and landscapes. Stages are technically challenging, with plenty of twists and turns.



TRAILBLAZER is all about speed and takes place on long, open, point-to-point tracks. Uphill or downhill, you'll be on the very limit of control.



RAID races are exciting multi-car battles on dramatic point-to-point stages. Split routes allow you to get the edge over the pack, but watch out for potentially dangerous shortcuts!



LANDRUSH races take place on dirt circuits with plenty of insane twists, jumps and banks. You'll all start side-by-side so the first corner can be all important.



RALLYCROSS takes place on tight, level, circuit tracks which mix tarmac and dirt surfaces. It's quick; it's frantic; it's awesome fun.

Rally and Trailblazer races in DiRT 2 use rapid-fire staggered starts meaning you'll have rival racers just ahead of you and hot on your heels too.

SPECIAL MODES

GATE CRASHER

GATECRASHER

This is the ultimate test of skill and control under pressure. Race against the timer and hit scattered 'gates' to gain time bonuses, but if the timer runs out, it's game-over man!

DOMINATION

DOMINATION

This mode is all about sectors. Races consist of multiple laps of a circuit, and points are awarded at the end for your standing in each sector and for your overall finishing position. There's 1-10 points available for each sector, and another 1-10 available for the final race position so don't get left behind!

LAST MAN STANDING

LAST MAN STANDING

This is an elimination mode where the driver in last place is knocked out every time the timer runs out. Keep away from the back of the pack and you'll emerge victorious, otherwise your race could be over all too soon.

SCORING

In multi-race events you'll be awarded points for your finishing position in each round. You'll get **10, 8, 6, 5, 4, 3, 2**, or **1**, depending on how well you do.



11

TIME TRAVEL ETC.

Everybody has bad days. Everybody makes mistakes. Thankfully these days smashing sideways into a tree then rolling down a mountainside isn't the show-stopper it used to be...

FLASHBACKS

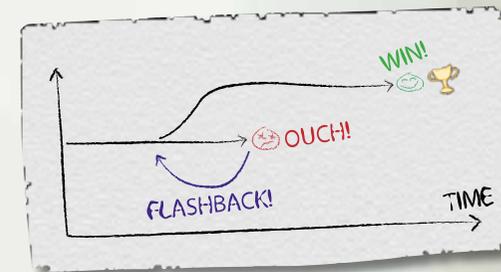
When you're racing in the DiRT Tour and things go wrong, Flashbacks can be your savior. In short, they let you rewind time and pick a point before it went bad so you can go back and fix your mistake.

To use a flashback you must first enter an **Instant Replay**. To do this, either press the Instant Replay button (return) or pause the game and select it from the menu. Once you're in the replay, use the on-screen controls to rewind time, and then press the Flashback button (return) to jump back in time!

Watch out though as you have a fixed number of flashbacks available for use each race. This number changes depending on the difficulty level you choose, so you may find you need to be sparing. You'll have no flashbacks in multiplayer races. In Time Trial you can use Flashbacks but you'll invalidate the current lap/stage.

REPLAYS

As well as the Instant Replays you Flashback from, you can also view a **full replay** of the entire race once it has ended. The same on-screen controls apply, but this time there's no Flashbacks allowed – just sit back and watch the show.



Watch out for the funky Flashback icon during races. If you take a hefty chunk out of your ride you'll see it spinning on the right side of the screen. That's a good cue to hit the Instant Replay button pronto!

12

YOUR RIDES

When it comes to cars, monogamy is not where it's at. Get out there, get your hands on as many as you can, and show every one of them your love. Here's your very own lovers' guide...

On the DiRT Tour, you can view your collection of vehicles either by entering an event or by selecting MY RIDES from outside your RV. From here, you are free to buy, upgrade, and customize your vehicles, as well as viewing and comparing stats.

Vehicles fit into seven classes, which are made available in turn as you encounter different race disciplines:



UPGRADES

Vehicles are initially eligible for Rookie division events. In order to enter them in Pro and All-Star divisions, they must first be upgraded.

CONVERSION PACKS

Vehicles in the Rally, Rallycross and Trailblazer classes are special in that they are shared across the three classes. Once you own a Rally car for example, you can purchase a conversion pack to convert it to a Rallycross or Trailblazer car. This is not a permanent conversion however, so you are free to enter that vehicle in any of the three disciplines once it has the packs applied.

CUSTOMIZATION

As you build up experience and prove yourself as a driver, you'll unlock loads of cool stuff which you can slap on your vehicle before each race...

LIVERIES

Jazz up your rides and express yourself with these paint jobs.

TOYS

Fantastic plastic for your dashboard and rear-view mirror.

HORN PACKS

Unlock new ways to annoy people online.

MULTIPLAYER

Unlike in the DiRT Tour, in multiplayer races all standard vehicles are available to race from the start. If you really want to express yourself however, you'll need to unlock the customization items in the offline DiRT Tour.



HEADS UP!

DON'T BLINK OR YOU'LL MISS ALL THE FUN

Laps and times are up here. Some modes have targets here too.

You're the green one

Your position and the positions/times of other drivers are shown up here

DOMINATION

In Domination races, the progress bar displays your position in each sector.



You're the green one

White tabs show laps or sectors.

Missions are shown here as you beat them. Also, if you level up it appears here.

The important stuff- speed, revs, gears. A yellow light means it's time to change up; a red one means you missed it.

Green is good

Engine and Wheel damage are shown here. "Major" damage means you're in trouble.

How many Flashbacks you have left.



CLOCK ROCKIN'

THIS ONE'S FOR ALL THE PERFECTIONISTS OUT THERE

Time Trial mode is a place where you can both perfect your skills and show them off. You can test yourself against the recorded runs of the best racers in the world, or just try to beat your own personal best time.

SET IT UP

To access Time Trial mode, select any location on the World Map and then choose TIME TRIAL. You can now choose a track and a vehicle class to compete in, and also check out the current leaderboard while you're at it.

GO FOR IT

Once you're in, just race. On circuit tracks, you will race continuously around the circuit until you choose to end the session. At this point, you'll see how you did against the other ghost cars and can then restart or quit. On point-to-point tracks, you're shown the results when you cross the finish line.

Your vehicle will take no (mechanical) damage in Time Trial mode, so don't worry about knocks and bumps. Flashbacks are available, but using one will invalidate the current lap/stage.



17

VEHICLE SETUP

So you're a control-junkie. You need everything set up just how you like it, right? Well she may be your pride and joy, but that's no reason not to tear her open and mix things up in there every now and again. Go on - get your hands dirty...

You can customize your vehicle's handling before any race; simply make sure the VEHICLE SETUP option is set to ON as you choose your race options in the RV. Online, the host gets to decide whether everyone or no-one gets to use Vehicle Setups before each race.

YOUR TOOLBOX

GEAR RATIO

On fast, open tracks you'll want a long gear ratio to allow for a higher top speed. On tighter, twistier tracks, a short gear ratio will help accelerate out of all those corners.

DOWNFORCE

Increasing the downforce increases a vehicle's grip which can help with cornering and increase acceleration. A lower downforce reduces drag and so allows for a higher top speed – again, useful on open, fast tracks.

SUSPENSION

On stages with rough surfaces, a softer suspension will improve grip by ensuring the tyres stay in contact with the ground. On smooth surfaces however, a stiffer suspension will improve responsiveness and grip.

RIDE HEIGHT

Lowering the ride height will improve the responsiveness of the car on smooth surfaces and will increase the grip. Raising the ride height will give more clearance on rougher surfaces and will increase the tendency of the vehicle to slide.

18

DIFFERENTIAL

In 4WD vehicles, this controls the strength of the central diff; in RWD ones it controls the strength of the rear diff. A strong setting maximizes the power being transferred to the road, but will encourage oversteer. A weak setting will promote understeer, reducing the tendency to spin out, but less power is transferred overall.

BRAKE BIAS

Shifting the brake balance to the rear will improve control whilst braking and encourage oversteer. Shifting it towards the front will encourage understeer and reduce stability.



Found your perfect vehicle setup? You can save it down and load it later using the PRESET button on the Vehicle Setup page. Sweet!

امملكة المغربية
MOROCCO

Malaysia

MULTIPLAYER

There's only so much fun you can have on your own, right? Get yourself hooked up to the net and you can test your skills against anyone, from your bestest buddy to some punkass on the other side of the globe. Just because there's a million miles between the two of you doesn't mean you can't swap paint and talk smack, right? Play nice now...

LAN GAME

HOW TO HOST A LAN GAME

1. Launch **DIRT 2** and select **MULTIPLAYER** inside your RV, then select **LOCAL NETWORK**.
2. Select **CREATE GAME** from the menu that appears.
3. You will be taken to the **SESSION SETTINGS** screen, where you can choose various parameters including **COMPETITION TYPE**, **DISCIPLINE**, **VEHICLE SET** and **TRACK SELECTION**.
4. Once you are happy with the settings, press **DONE** to start hosting your game.
5. Once all players have joined and are ready, select **START** to start the race countdown. Select your car and the race will begin.

HOW TO JOIN A LAN GAME

1. Launch **DIRT 2** and select **MULTIPLAYER** inside your RV, then select **LOCAL NETWORK**.
2. Select **QUICK MATCH** to join the first available game, or **CUSTOM MATCH** to find a game with specific settings. Once custom settings have been set, select **FIND MATCH**.
3. Select the game you wish to join and then click on **JOIN SESSION**.
4. Once you are in the **JAM SESSION** screen, select **READY UP** to let the host know that you're ready to race.
5. When the host starts the race countdown, select your car and the race will begin.

ONLINE GAME

To play DiRT 2 online, you will need to have GameRanger installed on your computer. GameRanger is a Mac utility that allows you to find other DiRT 2 games over the internet. You can download a copy free at: <http://www.gameranger.com>

IMPORTANT: If you wish to play DiRT 2 online you must ensure that you have an account with GameRanger. Once you have downloaded GameRanger this is simple to set up, and free.

When playing online we recommend that you choose the most powerful computer as host.

HOW TO HOST AN ONLINE GAME

1. Launch **DiRT 2** and select **MULTIPLAYER** inside your RV, then select **GAMERANGER**. DiRT 2 will close and GameRanger will launch automatically. Alternatively, you can simply open GameRanger on your desktop.
2. Click the **HOST** button. The Host Game window will appear.
3. You now have a number of options to complete:
 - a. Game - Select **DiRT 2** from the drop-down menu.
 - b. Max Players - Select the maximum number of players you wish to host.
 - c. Description - Write the name of the game.
 - d. Ladder - Competition Option (GameRanger Membership required).
 - e. Password - Enter a word or phrase if you want a password to protect the game you are hosting.
 - f. Allow Friends Only - Only allow players from your Friends list to join.
 - g. Allow Gold and Silver members only - Restrict players to GameRanger Premium Players only.
4. Click on **OK** and wait for people to join your game.
5. When enough people have joined click **START** to start the game.
6. The pre-game options window for DiRT 2 will appear. Click on the **Play** button.
7. After the loading screen, accept the Autosave message and you will be taken to the DiRT PARTY screen.
8. Once other players have joined, select **JAM SESSION** and then **CREATE GAME**.

9. You will be taken to the **SESSION SETTINGS** screen, where you can choose various parameters including **COMPETITION TYPE**, **DISCIPLINE**, **VEHICLE SET** and **TRACK SELECTION**.
10. Once all players are ready, select **START** to start the race countdown. Select your car and the race will begin.

HOW TO JOIN AN ONLINE GAME

1. Open Gameranger and look through the list of games for a DiRT 2 game.
2. Once you have found a game, double-click to join it.
3. You will now be taken to a DiRT 2 GameRanger Room. When the host starts the session, the pre-game options window for DiRT 2 will appear. Click on the **Play** button.
4. After the loading screen, accept the Autosave message and you will be taken to the DiRT PARTY screen.
5. Once the host has selected session settings, you will be taken to the **JAM SESSION** screen. Select **READY UP** to let the host know that you're ready to race.
6. When the host starts the race countdown, select your car and the race will begin.

PLAY FAIR

In any online race, you can be disqualified for **unfair play**. This can be for one of several reasons, including driving backwards and not driving at all.



TECHNICAL SUPPORT

Every effort has been made to make **DiRT 2** compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting Support:

1. The error message displayed when the problem occurred (if any).
2. A **DiRT 2 Report.txt** file, this contains:
 - An Apple System Profiler Report of your Mac.
 - Any Crash logs that exist.
 - List of all the files in the relevant game folder.

All the information required can be obtained by loading **DiRT 2** and clicking on the support tab in the pre-game options window. In the support tab click on the **Generate Report** button. Once the report is generated it will appear as a file on your desktop. Now click on the **Create Email** button.

Remember to attach the report called **DiRT 2 Report.txt** to your e-mail.



UTAH

CONTACT US

ONLINE SUPPORT

Visit our website at www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-MAIL SUPPORT

If you cannot find an answer to your question on the website, email to the following address: dirt2support@feralinteractive.com

The subject line of your e-mail must include the words "**DiRT 2**".

Remember to attach the report called **DiRT 2 Report.txt** to your e-mail.

PHONE SUPPORT

If you prefer to speak with a member of the support team, you may call on the following numbers:

United States Callers

Tel: **1-888-592-9925** (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

United Kingdom Callers

Tel: **020 8875 9787**

Fax: **020 8875 1846**

Available between 9.00am and 6.00pm GMT, Monday to Friday.

International Callers

Tel: **+44 20 8875 9787**

Fax: **+44 20 8875 1846**

Available between 9.00am and 6.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

LON BAJA

CREDITS

Originally developed by: **The Codemasters Software Company Limited**
Originally published by: **The Codemasters Software Company Limited**
Macintosh development by: **Feral Interactive Limited**
Macintosh publishing by: **Feral Interactive Limited**



WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with this manual by registered letter to:

Feral Returns
64 Kimber Road
London SW18 4PP
United Kingdom

Please state your full name and address (including postcode), as well as the date and location of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognizes expressly that he uses the multimedia product at his own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Feral Interactive Ltd. and its licensors reject any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product. As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.



OFFICIAL LICENSED PRODUCT

© 2009-2011 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® and the Codemasters logo are registered trademarks owned by Codemasters. "DIRT™", "DIRT 2™" and "EGO™" are trademarks of Codemasters. Colin McRae™ and the Colin McRae signature device are registered trademarks of Colin McRae. Portions of this software are copyright ©2009-2011 The Freetype Project (www.freetype.org). All rights reserved. BMCODE copyright © 2001 - 2011 andreas jansson. The BMW logo, the BMW wordmark and the BMW model designations are Trademark of BMW AG and are used under license. "BF Goodrich® Tires Trademarks are used under license from Michelin Group of Companies". "BP ULTIMATE and the ULTIMATE livery are trade marks and used with permission from BP p.l.c.". "CHAMPION, FERODO and MOOG are trademarks and are reproduced with the permission of the Federal-Mogul Corporation". "Dodge and HEMI® are trademarks of Chrysler LLC. Dodge Ram and its trade dress are used under license by Codemasters Software Company Limited. © Chrysler LLC 2009-2011". "Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company. www.ford.com". "General Motors Trademarks used under license to Codemasters Software Company Limited". "Honda Official Licensed Product. Honda®, Acura®, Ridgeline® and the distinctive design elements of Honda products are trademarks and intellectual property of Honda Motor Co., Ltd used under license from American Honda Motor Co., Ltd. All rights reserved". "MG is a registered trademark of Nanjing Automobile (Group) Corporation. Licensed by BMH Limited. Licensing Agent LMI Limited www.bmh-ltd.com". "MITSUBISHI, Eclipse GT, Lancer Evolution IX, Lancer Evolution X, Pajero Dakar 1993, Racing Lancer names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION and used under license to The Codemasters Software Company Limited". "Mopar, and Chrysler vehicles, images and logos are trademarks of Chrysler LLC used under license to The Codemasters Software Company. © Chrysler LLC 2009-2011". "Manufactured under license from NISSAN MOTOR CO., LTD". "The trademark "RECARO" is used by way of license received from RECARO GmbH & Co. KG, Kirchheim/Teck, Federal Republic of Germany". "The RED BULL trademark, the RED BULL & Device trademark and DOUBLE BULL DEVICE are trademarks of Red Bull GmbH/Austria and used under license. Red Bull GmbH/Austria reserves all rights therein and unauthorized uses are prohibited". "Trademarks and color schemes used under license from Shell. The use of Shell Trademarks in this product does not imply any sponsorship, approval or endorsement of this product nor is Shell involved in the development or other commercial activities of these companies". "Subaru trademarks, design patents and copyrights are used with the permission of the owner Fuji Heavy Industries Ltd". "Toyota, FJ Cruiser, Stadium Truck and all other associated marks, emblems and designs are intellectual property rights of Toyota Motor Corporation and used with permission". "Toyo Tires is a trademark belonging to Toyo Tire & Rubber Co., Ltd. and is registered in the United States Patent and Trademark Office and in various other countries". "The trademarks "VP Racing" and "VP Racing Fuels" are trademarks of VP Racing Fuels, Inc. and are used under license". "Trademarks, design patents and copyrights are used with the permission of the owner Volkswagen AG". 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. Unauthorized copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited.



**FOR THE LATEST GAME
RELEASES AND NEWS VISIT**

www.feralinteractive.com

PUSH IT!