

SHIFT 2

UNLEASHED



EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- 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

INSTALLING THE GAME	2
STARTING THE GAME	2
COMPLETE CONTROLS (DEFAULT CONFIGURATION)	3
SETTING UP THE GAME	4
FROM THE DRIVER'S SEAT	4
DRIVER PROFILE	6
GARAGE & CAR LOT	6
NEED FOR SPEED VIP	7
AUTOLOG	7
QUICK EVENT	8
CAREER	8
THE CARS	9
EVENTS	11
MULTIPLAYER	12
PERFORMANCE TIPS	14
CUSTOMER SUPPORT	15
WARRANTY	17

INSTALLING THE GAME

NOTE: For system requirements, see electronicarts.co.uk.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

If the Autorun menu does not automatically appear, launch the installer manually in Windows® 7, Windows Vista® or Windows® XP by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

To install (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

Launch the game (once it is installed) directly from the EA Download Manager.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:

Games on Windows Vista or Windows 7 are located in the **Start > Games** menu and on earlier versions of Windows in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

COMPLETE CONTROLS (DEFAULT CONFIGURATION)

Insert	Gear up
Up Arrow	Throttle
Delete	Gear down
Down Arrow	Brake/Reverse
Left Arrow	Steer Left
Right Arrow	Steer Right
Return	Reset car
Esc	Pause menu
B	Rear View
Space	Nitrous
F	Change view
Right Shift	Handbrake
Z	Online Opponent Names ON/OFF (online only)
C	HUD Modes and Telemetry ON/OFF

WWW.NEEDFORSPEED.COM

SETTING UP THE GAME

SAVING AND LOADING A PROFILE

Create a Driver Profile to save your progress through the game. Progress is automatically saved after every completed event.

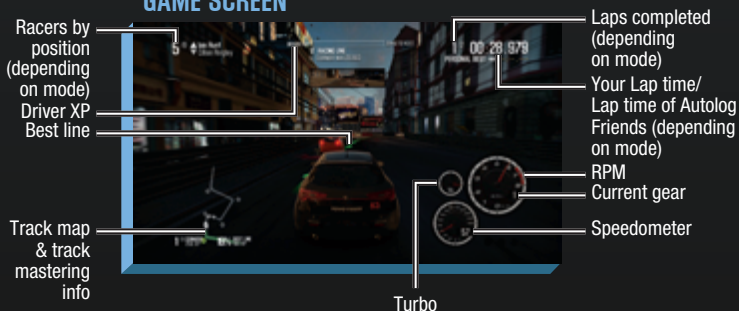
Your Driver Profile automatically resumes at its last save point when you launch the game.

OPTIONS

- Gameplay** Change your controller preferences and opponent difficulty, and customize your handling/driver aids.
- Audio/Video** Customize in-game music and sounds or calibrate your display.
- Online** Sign in and out of Autolog and view Terms & Conditions.

FROM THE DRIVER'S SEAT

GAME SCREEN



NEW HELMET CAM

Now you can see through the driver's eyes with the all-new Helmet Cam. As you approach each corner, the driver's head will turn, lean, and focus on it. Helmet Cam is an immersive new experience and a great learning tool for new drivers.

NEW NIGHT DRIVING

For the first time, you can experience night racing like real drivers experience it! Get ready to descend into the pitch-black darkness with only your headlights to guide you.

THE BEST LINE

Every road has a recommended line for maximum speed. Yours is visible as a green line on the track. Stick hard to the line to dominate races. The line changes color to reflect your situation: gold if you need to ease off the throttle and red when you need to brake.

You can turn the Best Line OFF from the Gameplay menu under Options.

NEW ELITE HANDLING MODEL

With the all-new Elite Handling Model, you can drive with increased precision and depth for the ultimate way to experience the game—manual gears recommended!

NEW TUNING

Car tuning has been greatly expanded, and now you can save Tuning Setups for either individual locations or Location Groups. Want to test your tuning on the fly? Use the new Live Tuning mode to make adjustments while zipping around on the track and tease the maximum performance out of your vehicle.

DRIVER PROFILE

Your Driver Profile shapes the challenges you face and the opportunities you're given. Every new driver starts off with a qualifier, after which Vaughn Gittin, Jr. recommends default game settings based on your performance. From there, you can evolve your Driver Profile any way you want.

View an opponent's Driver Profile when you go online for some multiplayer action, so you'll know just how good the competition is.

DRIVER LEVEL AND XP

While you're building up your style, you're also earning rewards and upping your Driver Level. Every single thing you do right also wins you XP. Rack up the points and your driver levels up, unlocking new parts, better challenges, bigger cash rewards, and epic cars. The more you play, the more XP you earn, and the more events you have access to.

XP METER

You earn XP for battling the track, your opponents, and your friends. It drives the rewards you get and the opportunities that are opened up. You earn them from your on-track actions (such as following the racing line or drafting) and how you dominate the race (finishing position, track mastery, Event Objectives). You also earn XP by beating friends' records via Autolog both in solo and online modes.

GARAGE & CAR LOT

You can't race without cars, and you can't dominate without parts. Visit the Car Lot to purchase new cars and then upgrade them to your heart's content, assuming your budget allows it. Build a collection of vehicles or pick specific rides to focus on customizing. The choice is yours.

CASH

You have to earn some cash to buy the cars and parts you're after. Finish the race and you'll make some money, but finish in the top three to get more money so that you can acquire the best upgrades faster.

NEED FOR SPEED VIP

Dedicated *Need for Speed*™ fans that have played *Need for Speed*™ *Shift*, *Need for Speed*™ *Undercover*, *Need for Speed*™ *World*, or *Need for Speed*™ *Hot Pursuit* on their system will get a surprise upon starting *Shift 2 Unleashed*™ for the first time. The game scans for that data and, if found, rewards you with special bonuses. You can also manually check for previous titles by selecting NEED FOR SPEED VIP from the Extras menu.

AUTOLOG

Autolog is an all-new feature that puts all of the information you need right at your fingertips. Autolog recommends events and locations for you to play, in addition to being an accolade wall, friend tracker, and news service.

Autolog	Autolog uses your most used manufacturer, car model, event type, and other aspects of your profile to recommend events for you to try.
Recommend	Additionally, you and your friends can recommend events to each other.
Wall	Check out your friends' progress, shared photos, and any achievements they've earned!
Records	Compare your records to those of your friends, other players in your region, and racers worldwide.
Friends	View your friend list, search their gallery, compare profiles, and see where you stand in your Friends League.
Profile	Check out your current Driver Level, view your Badges, or look at your stats and upcoming rewards.
Gallery	Share and view photos and replays you have taken.
News	Stay connected to the <i>Need for Speed</i> community with game news from needforspeed.com, car culture news from speedhunters.com, and weekly challenges from the NFS Community team.
Settings	Choose which notifications and news subscriptions Autolog displays.

QUICK EVENT

Choose your event, car, and location, and tear it up. Advancing through Career mode unlocks more cars to use in Quick Events. Any cash or XP earned in a Quick Event is available in Career mode.

LEARN FAST: Nudges won't mess up your ride, but a real collision can put you to the rear of the pack.

CAREER

Earn a reputation on the toughest courses in the world, building and upgrading your car collection as you go. Carve your name into racing history.

CAREER MAP

Choose which races to run from your Career map. Enter a competition to see what events are available. Select an event and start rolling.

You unlock new events, challenges, and invitations as you progress through your career. As you beat your Rivals, you earn cars, money, and Badges.

BADGES

Badges are earned for mastering tracks, beating Rivals, and other in-game actions. Check how many Badges you've earned from your Autolog Profile page or compare how many your friends have earned via the Friends League.

RIVALS

Rivals are the best of the best in their individual disciplines. Impress them enough with podium position finishes to get a chance to take them on and win their vehicles and a load of cash.

SPECIAL EVENTS

When you reach certain Driver Levels, new opportunities will come your way in the shape of Hot Lap Gauntlets, Eliminators, and Invitational events where you'll get a chance to try out and win new cars.

FIA GT1 WORLD CHAMPIONSHIP

This is what it's all about: a series with no mercy that spans the globe and a final race to take the championship. If you make it to the finale, you're a champion who's up against champions. The margin for error is slim. If you win, you've reached the pinnacle of your sport and may earn a brand new ride. But that's a *big* "if." Battle your way to the top and prove your superiority.

THE CARS

YOUR GARAGE

It's where your cars live when they're not tearing up the asphalt. Choose GARAGE from the main menu to visit and work on all your cars.

Buying Cars

If you've got the cash, you can buy any unlocked car you want. Select CAR LOT from the main menu.

Selling Cars

Selling a car that doesn't cut it any more puts money in your pocket. Go to MY CARS from your Garage, pick the wheels you want to ditch, open the menu, and select SELL.

NOTE: You cannot sell reward cars. You must own more than one purchased car in order to be able to sell a car.

VISUALS

Head to the Visuals menu to re-spray your car, add vinyls, and swap your wheels for a range of alloys.

UPGRADES

There are a lot of things you can replace and improve on a car to make it perform exactly the way you want—if you've got the money.

Parts

Beef up performance with performance engine, drivetrain, and turbo/supercharger parts, and improve handling by adding better tires, brakes, and suspension.

Nitrous

Buy a nitrous tank from the Upgrades menu and give yourself a boost by pressing and holding **Space** for as long as you need it...or until your tank is drained.

Works Conversion

Works packages cost a serious bundle and go into microscopic detail to squeeze out every last inch of performance out of your ride. As you upgrade your car, each part adds a certain percentage to your Works bar. Once this bar hits 75%, you can purchase a Works Conversion and turn your car into the best racer it can possibly be.

ADVANCED TUNING

Adjust everything from tire pressure to shocks and gear ratios until your car purrs on the track. You can unlock additional tuning options via purchasing specific upgrades, and this can make a world of difference. You can even save tuning slots for specific tracks for easy access on the fly.

Quick Tuning

Are you in a hurry? Quick tune your ride by adjusting Steering, Gearing, Balance, and Downforce.

EVENTS

There are variations on every event, from starting position and number of opponents to time of day. Some might even limit your choice of cars, but that shouldn't matter to a truly gifted driver, right?

Drift

Polish your technique on a marked course that's scored by how fast and controlled your drifts are. The driver with the most points wins.

Driver Duel

Chase down or out-pace a top-ranked driver in a best-of-three battle.

Eliminator

Stay ahead or say goodbye. A multi-lap race where the last place driver on every lap gets dropped. There's also a time-based variant that drops the last place driver every 30 seconds.

Endurance

Hang tough through hour-long races built to test your driving skill and stamina.

Invitational

Take a loaner car on the track and see if you have what it takes to hang with the best. Success here will see you gain a big cash prize and even win the loaner car!

Hot Lap

You've got three target times to beat and only a few laps to make it happen.

Race

A straight circuit race, you against a handful of racers who don't plan to lose.

Series

Take part in a series of races across multiple tracks. The winner is the one with the most series points at the end.

Time Attack

Try to set a new lap record and turn the previous record-holder into a loser.

MULTIPLAYER

INTERNET CONNECTION, ONLINE AUTHENTICATION AND ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. ACCESS TO ONLINE SERVICES AND OR FEATURES REQUIRES AN EA ACCOUNT AND GAME REGISTRATION WITH THE ENCLOSED ONE-TIME USE SERIAL CODE. REGISTRATION IS LIMITED TO ONE EA ACCOUNT PER SERIAL CODE AND IS NON-TRANSFERABLE. EA ONLINE PRIVACY POLICY AND TERMS OF SERVICE CAN BE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER FOR AN EA ACCOUNT. GAME USES SOLIDSHIELD CONTENT PROTECTION TECHNOLOGY. (WWW.SOLIDSHIELD.COM). GAME CAN BE PLAYED ON UP TO FIVE COMPUTERS AT THE SAME TIME; USERS CAN MANAGE WHICH COMPUTERS ARE AUTHORIZED OR DE-AUTHORIZED TO PLAY GAME. VISIT <http://activate.ea.com/deauthorize/> FOR MORE INFORMATION ON DE-AUTHORIZATION. INCLUDES SOFTWARE THAT COLLECTS DATA ONLINE TO PROVIDE INGAME ADVERTISING. EA MAY RETIRE ONLINE SERVICES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM/2/SERVICE-UPDATES.

Prove you've got the skills to beat drivers from around the world in Race or Time Attack battles. Up to 12 players compete to earn XP and cash for use in Career mode. Or pair off for an intense one-on-one Winner Stays On battle in the Driver Duel Championship.

Learn Fast: Be sure to check out the competition's Driver Profile, Badges earned, and stats while you're in the Lobby.

- Ranked** Race like you mean it. The results go on your permanent record.
- Unranked** Play without reporting your finishing stats.
- Quick Match** Find and join any available Ranked multiplayer match.
- Create** Make your own Ranked or Unranked match and keep it private or open it to the public.
- Search** Search for the specific match you want to race.
- Browse** See a list of all available matches and jump into one.

DRIVER DUEL CHAMPIONSHIP

Face off in a series of ranked one-on-one Driver Duels for XP, cash, and Crowns.

Each Round contains a best-of-three competition where players alternate between lead and chase positions. Lead car players must complete the lap in front or pull far ahead of the chase car. To beat the lead, a chase car must take up the top spot and put five seconds between them and their opponent, or be the first across the line. If necessary, a sudden death tiebreaker determines the winner.

If you win each Round you progress to the next. Win the Final Round to earn a Crown.

Each time you win the Final Round you'll earn more Crowns but each time you lose, you drop back to the bottom Qualifying Round.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit www.nvidia.com to locate and download them.
For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

TCP Ports: 80, 443, 42127, 17502, 17200-17999, 16000-16100, 8050, 9988

UDP Ports: 17200-17999, 16000-16100

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

CUSTOMER SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista and Windows 7 users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (If the My Computer icon is not visible on your desktop, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > European Help Files > Electronic Arts Technical Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA Customer Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at:
<http://www.support.electronicarts.co.uk/>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

Support Centre Contact Info

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday):

Telephone: 0870 243 2435

NOTE: No hints or codes are available from Support Centre.

Fax: 0870 2413231

Calls charged at national call rates; please consult your telecoms provider for details.

To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:

Click **Start > Run...** and type dxdiag. Click OK, then once the report is complete, Click **SAVE ALL INFORMATION...** and save the report to your Windows Desktop.

WARRANTY

NOTE: The following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.

© 2011 Electronic Arts Inc. EA, the EA logo, Need for Speed, the Need for Speed logo, the stylized 'N' icon, Shift 2 Unleashed and the Shift 2 Unleashed logo are trademarks of Electronic Arts Inc. Aston Martin Racing, DBR9, DBRS9 and the Aston Martin Racing logo are trademarks owned and licensed by Aston Martin Lagonda © 2011 Aston Martin Lagonda. "Aston Martin" and the Aston Martin Wings logo device (as well as individual model names, including "V8", "DB9", "DBS", "Volante", "Coupe", "Vantage" and "N400") are trademarks owned and used by Aston Martin Lagonda Limited. This product is produced under licence and incorporates such trade marks and other materials, such as copyright and designs, owned by Aston Martin. Such materials may not be reproduced, deleted, amended or otherwise used in any way except with the prior written permission of Aston Martin Lagonda Limited.

Trademarks, design patents and copyrights are used with the approval of the owner AUDI AG.

The Names "Bentley" the "B" in wings device and Bentley Continental Supersports 2010 model year are used with the approval of Bentley Motors Limited copyright 2011.

The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license.

The ALPINA logo, the ALPINA wordmark and the ALPINA model designations are trademarks of ALPINA Burkard Bovensiepen GmbH + Co. KG and are used under license of ALPINA Burkard Bovensiepen GmbH + Co. KG.

Trademarks, design patents and copyrights are used with the approval of the owner and/or exclusive licensee Bugatti International S.A.

Used under license from Caterham Cars Ltd, United Kingdom.

Dodge and HEMI are trademarks of Chrysler Group LLC. Dodge Challenger, Dodge Charger, Dodge Viper and their trade dress are used under license by Electronic Arts. © Chrysler Group LLC 2011.

Alfa Romeo is a registered trademark licensed by Fiat Group Automobiles S.p.A.

Lancia is a registered trademark licensed by Fiat Group Automobiles S.p.A.

Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company.

Matech Concept SA Trademarks used under license to Electronic Arts.

Cosworth is a registered trademark of Cosworth Limited. All rights reserved.

SHELBY®, 427®, SHELBY COBRA "DAYTONA" COUPE®, GT-500, THE SHAPE AND DESIGN (TRADE DRESS) OF THE SHELBY COBRA 427 VEHICLE, THE SHAPE AND DESIGN (TRADE DRESS) OF THE SHELBY COBRA "DAYTONA" COUPE VEHICLE, AND THE SHAPE AND DESIGN (TRADE DRESS) OF THE 1960S SHELBY GT-500 VEHICLE™ are registered trademarks and/or the traddress of Carroll Shelby and Carroll Shelby Licensing, Inc. (Shelby). COBRA and the COBRA SNAKE Designs are trademarks of Ford Motor Company used under license. The Terlingua Racing Team logo© is used by Shelby under exclusive License from Bill Neale, 2011.

General Motors Trademarks used under license to Electronic Arts.

GUMPERT is a registered trademark of GUMPERT Sportwagenmanufaktur GmbH (Germany).

Honda Official Licensed Product. Trademarks of Honda Motor Co., Ltd. used under license from American Honda Motor Co., Inc.

Acura Official Licensed Product. Trademarks of Honda Motor Co., Ltd. used under license from American Honda Motor Co., Inc.

Jaguar, XKR, E-TYPE and the Leaper Device are trademarks owned and licensed by Jaguar Cars Limited © 2011 Jaguar Cars Limited.

Koenigsegg names, models, emblems & body designs are trademark and/or intellectual property rights of Koenigsegg Automotive AB and used under license to Electronic Arts Inc. The trademarks copyrights and design rights in and associated with Lamborghini, Lamborghini with Bull and Shield Device, are used under license from Lamborghini ArtiMarca S.p.A., Italy.

Produced under licence from Group Lotus plc. LOTUS, the Lotus Roundel, car names and all associated logos and distinctive designs are trade marks of Group Lotus plc.

Maserati is a registered trademark. Under license from Maserati S.p.A.

Mazda and all other associated marks, names, emblems and designs are used under approval of Mazda Motor Corporation.

The McLaren name and logo are trademarks of the McLaren group of companies.

The Mercedes-Benz name and three pointed star device are registered trademarks of Daimler AG.

Austin is a registered trademark of Nanjing Automobile (Group) Corporation. Mini is a registered trademark of BMW AG. Licensed by British Motor Heritage Ltd. Licensing agent LMI.

Mitsubishi and Lancer Evolution names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION and used under license to Electronic Arts Inc.

'Nissan' and the names, logos, marks and designs of the NISSAN products are trademarks and/or intellectual property rights of NISSAN MOTOR CO., LTD. and used under license to Electronic Arts Inc.

Pagani, C9, Zonda Cinque Roadster, Zonda F, Zonda R and designs are trademarks and/or other intellectual property of Horacio Pagani SpA and are used under license to Electronic Arts.

Porsche, the Porsche crest, 911 and Carrera are registered trademarks of Dr. Ing. h.c. F. Porsche AG. Licensed under certain patents.

Trademarks, design patents and copyrights are used with the approval of the owner Radical Sportscars Ltd.

RENAULT Official License Products are vehicle models and trademarks protected by intellectual property laws. Used with permission from RENAULT. All rights reserved.

Trademarks, design patents and copyrights are used with the permission of the owner SEAT S.A. SUBARU trademarks and body designs are properties of FUJI HEAVY INDUSTRIES, LTD. and used under license to Electronic Arts Inc.

Toyota, Corolla, Supra, Lexus, LFA, IS F, Scion, tC and all other associated marks, emblems and designs are intellectual property rights of Toyota Motor Corporation and used with permission.

Trademarks, design patents and copyrights are used with the permission of the owner VOLKSWAGEN AG.

The names, designs, and logos of all products are the property of their respective owners and used by permission.



Uses Bink Video Technology. Copyright © 1997-2007 by RAD Game Tools, Inc. MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and THOMSON multimedia. All other trademarks are the property of their respective owners.