

The background of the image is a dark, atmospheric scene of a dirt road winding through a forest of tall evergreen trees. The lighting is low, with a slight glow from the right side, possibly from a vehicle's headlights or a light source off-camera. The overall mood is gritty and adventurous.

# DIRT RALLY™

DRIVER GUIDE

# HEALTH PRECAUTIONS

## IMPORTANT HEALTH WARNING: PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms — children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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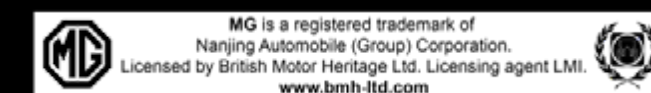
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




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# STARTING OUT

## AUTOSAVE

DiRT Rally will automatically save your game at specific points.

## MENU NAVIGATION

Use the Directional keys  /  to navigate the menus. Press  to confirm/select or  to cancel/back up. On some menu screens there are additional options available – look for prompts to use , ,  and  buttons.

## DRIVING ASSISTS

You can change your Driving Assists in the 'Game Preferences' section of the Profile screen before entering a game mode. Alternatively, Driving Assists can be modified from the in-race Pause menu.

## AUDIO OPTIONS

### SYSTEM EQ

The system EQ option gives you the ability to equalize the audio output to your listening environment. FLAT is for high-quality, full range speaker systems, TV is optimised for small PC desktop or TV speakers, and HEADPHONES gives the best listening experience on headphones.

### DYNAMIC RANGE

DiRT Rally is mixed with a wide dynamic range to maximise audio fidelity. The default setting is HIGH. If you are listening quietly, or on small speakers, try setting this to LOW to avoid missing quieter sounds.

# THE ON-TRACK GAME SCREEN

While racing, some information is presented on-screen.

**Note:** what's shown differs slightly depending on game mode.



## MAIN SCREEN

- 1** Stage Progress Bar
- 2** Co-Driver Icons
- 3** Sector Split Times

- 4** Stage Timer
- 5** Instrument Cluster

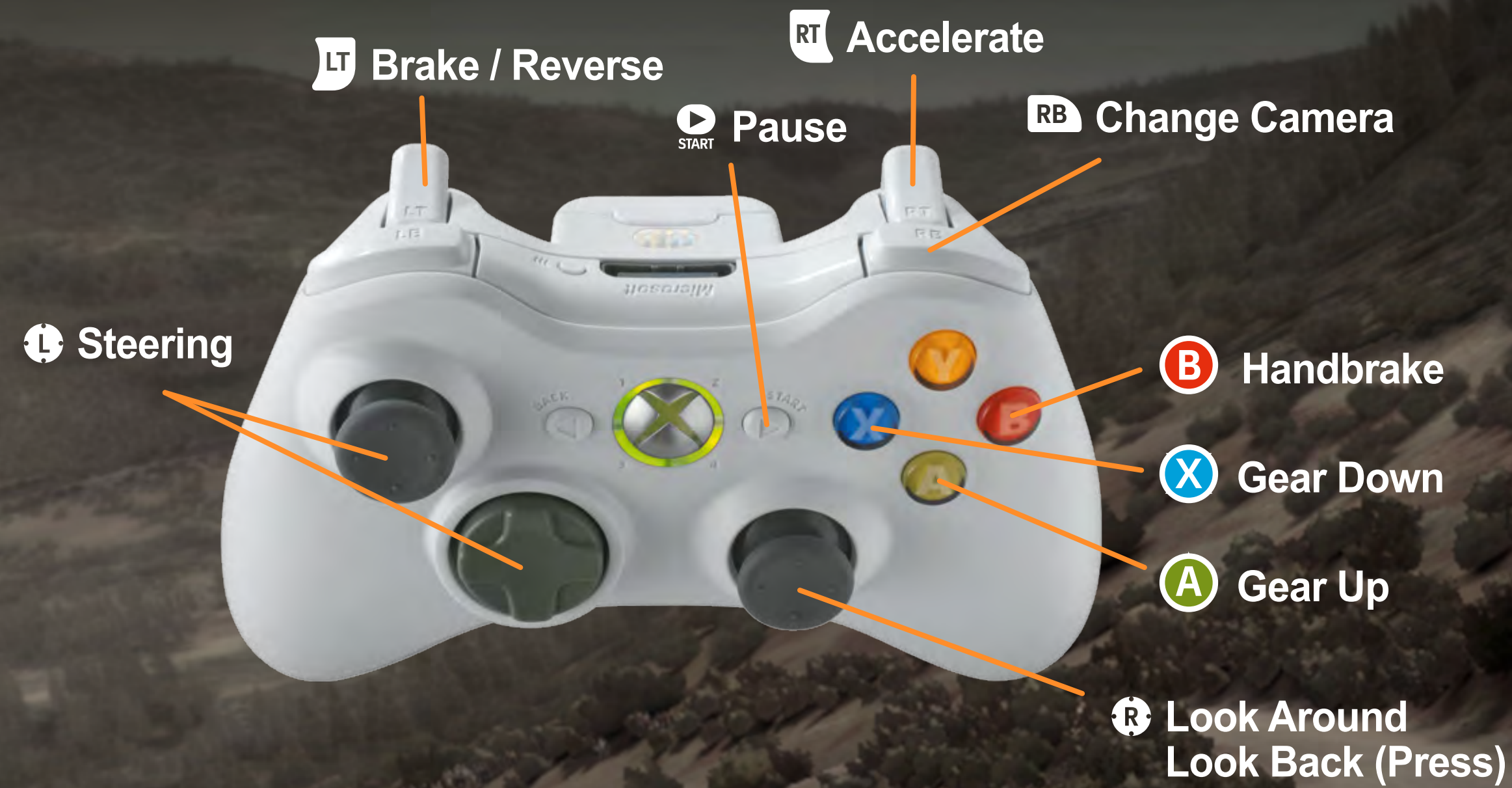


## INSTRUMENT CLUSTER

- 6** Rev Counter
- 7** Gear Indicator
- 8** Engine & Temperature Warnings
- 9** Speedometer

# CONTROLS

## XBOX 360 CONTROLLER



## KEYBOARD

- ← Steer Left
- Steer Right
- A Accelerate
- Z Brake / Reverse

- Space Bar Handbrake
- Esc Pause / Quit
- S Gear Up
- X Gear Down

- C Change Camera
- M Look Behind
- Page Up, Del, End, Page Down Look Around

# RECOVERY & REPLAYS

## RECOVER VEHICLE

If you make a mistake on track there's no need to restart your race - you can use the 'Recover Vehicle' ability. Press **F2** when prompted, or press **Esc** and then select 'Recover Vehicle' from the menu.

This returns your car to the centre of the track, but comes at the cost of a time penalty.

## REPLAYS

You can view a cinematic replay of your race once it has ended. Use the on-screen button prompts to rewind the replay or play it back in slow motion from a variety of different camera angles.

# GAME MODES

## CAREER

Compete in single player Championships and Online Event global leaderboards to earn cash. Spend it on levelling up your team and buying better cars for your garage. Then race in them to unlock upgrades and advanced features.

## LEAGUES

Leagues provide a suite of tools to organise your own competitions, or to participate in someone else's. Sign up at [accounts.codemasters.com](https://accounts.codemasters.com) and then access the suite at [www.DIRTgame.com](https://www.DIRTgame.com) Once you're part of a League, current events will appear in your game.

## CUSTOM EVENT

Here you can set up a single event or mini-championship to your own specification. Choose from any of the game modes, tracks and vehicles in the game.

# CO-DRIVER NOTES

During Rally events your Co-driver calls out a description of the corners and hazards ahead. Icons appear on screen to support these calls. Typical notes include...

- **Corner Description:** for example 'Left Six'. The number indicates the severity of the corner, from 6 (least) to 1 (most). 'Hairpins' are also called, and considered more acute than a '1'. Where corners are close to each other the notes are strung together using the term 'into' or 'and'.
- **Distances:** for example 'Eighty'. The distance in meters to the next corner or hazard.
- **Hazard:** for example 'Over Crest' or 'Narrows'. 'Don't Cut' means a potentially hidden danger lies on the inside of the corner.

# CREDITS

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