

TDU2

TEST DRIVE UNLIMITED

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IMPORTANT

This is your CD key for **Test Drive Unlimited 2**.

Don't lose it — you need this key to install the game.

Getting Started

SYSTEM REQUIREMENTS

Operating System:	Windows XP SP3, Vista SP2, 7
Processor:	Intel Core 2 Duo 2.2GHz or AMD Athlon X2 4400+ / Intel Core 2 Duo 3.0GHz or AMD Phenom II X2 555 (3GHz) recommended
RAM:	2GB
Video:	NVIDIA GeForce 8800 GTX/ ATI Radeon HD 3870 or faster*, minimum 512 Mo / NVIDIA GeForce GTX 280 / ATI Radeon HD 4870, or faster recommended
Sound:	DirectX 9.0c-compatible
Hard Disk:	18GB free
Peripherals:	Keyboard, Mouse
Optional Peripherals:	Microsoft Xbox 360 Controller for Windows
Multiplayer:	Internet Broadband Connection
Other:	Internet Connection required for online activation

* Integrated video cards, such as the ATI Radeon HD 3200 or Intel HD Graphics, are not supported

ROUTER / FIREWALL PORTS

If your firewall or proxy support UpnP, please make sure that this functionality is set to ON. If this option is not available on your firewall/ router, you will need to open the following port to play Test Drive Unlimited 2 : UDP 8889

PROFILE

TDU2 uses a profile to track stats, and progress through the game. Your profile name is the name other players will see in multiplayer mode. To create a profile, type in a name and confirm.

If you want to play online, you need to create beforehand an Atari account. Visit www.atari.com to create your account. If you already have an Atari account, use the same email and password.

TUTORIAL

Once you have created a profile, you will be transported to the beautiful island of Ibiza. You start your TDU2 life as a lowly parking attendant with a serious love of driving. Lucky for you, you've got a chance to make something of yourself. The famed Solar Crown racing series is starting soon, and you have a chance to bring home the trophy and prize money.

Follow the instructions given to you by the first characters you meet and you'll soon be on your way.

Controls

Note: The default controls use the keyboard. You can switch to a game controller or a steering wheel configuration in the Options menu.

MENU CONTROLS	KEYBOARD	GAME CONTROLLER
Highlight option	↑ / ↓ / ← / →	D-pad / left stick
Next menu tab	left click	right bumper
Previous menu tab	left click	left bumper
Select	←Enter	A button
Cancel / Back to previous menu	Backspace	B button

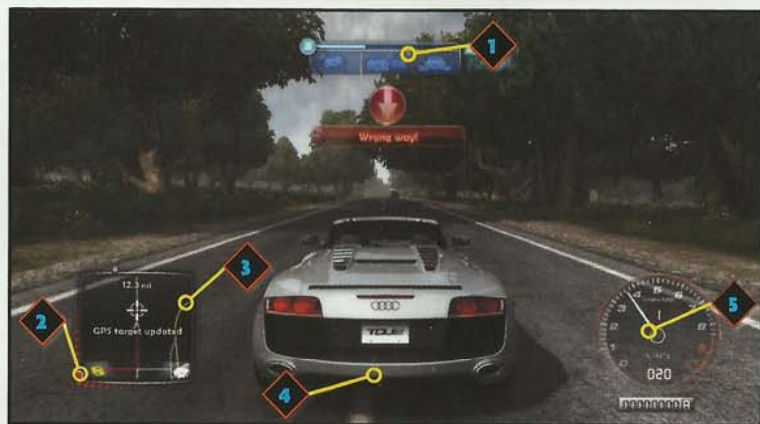
DRIVING CONTROLS	KEYBOARD	GAME CONTROLLER
Steer	← / →	left stick
Accelerate	↑	right trigger
Brake / Reverse	↓	left trigger
Clutch	[N]	
Shift UP / DOWN	[Spacebar] / [Alt]	
Handbrake	[Shift]	X button
Look around	left click (hold) and move mouse	right stick
Horn	[H]	R3 button
Change View	[C]	right bumper
Rear View	[V]	left bumper
Radio	[R]	D-pad
Volume UP / DOWN	[+] / [-]	D-pad
Change radio station	Numpad [7]	D-pad
Flash high beams / Enter location	←Enter	A button
Return car to road	[B] (hold)	B button (hold)
Map	[M]	BACK button
Pause Menu	[Esc]	START button

WALKING CONTROLS	KEYBOARD	GAME CONTROLLER
Move	↑ / ↓ / ← / →	left stick
Look around	Move mouse	right stick
Open emote select	[Insert]	right bumper (hold)
Select emote	↑ / ↓ / ← / →	left stick
Perform emote	←Enter	A button
Confirm (exit, etc.)	←Enter	A button

Free Ride

There are more than 2,000 miles of roads to drive on the islands of Ibiza and Hawaii, each leading to new surprises and discoveries. The more you explore, the more you will uncover; shops and treasures, earn money, find challenges, and gain experience. The tutorial will take you step-by-step through the basics, but here's a quick guide to help you get around:

HUD



1. **F.R.I.M. Meter** – Your cars are all equipped with a high-tech device called the F.R.I.M., which measures your ability to jump, drift and dodge other cars. Each time you perform one of these stunts, you'll get a boost to your F.R.I.M. meter. If you string enough stunts together without crashing, you'll earn cash, which is shown on the right side of the F.R.I.M. meter. You can press **[Enter]** to bank this cash, or keep going to earn even more. Your cash level will increase each time you fill the meter; but beware, one crash and your meter will empty and you'll lose all the cash you've accumulated in the current F.R.I.M. session.
2. **Current Objective** – This is your currently selected objective, which your GPS will lead you to if possible. You can change your objective by selecting the Progress & Objectives tab in the Pause Menu, then selecting a Skill tab, selecting a skill area, and choosing an objective from the list.
3. **GPS** – Your GPS leads you to your next objective, displays a mini-map, and alerts you when you're next to a building or event that you can enter. The route on your GPS shows up as a thick dark red-orange line,

and your destination as a red circle. Explored roads show up as light grey-blue lines and unexplored roads show up as dark grey lines. The symbol in the lower left of the GPS indicates your online status. Yellow indicates that you are online and red indicates that you are offline. The car symbol in the lower left of the GPS with a number next to it indicates the number of players around you. Police cars show up as flashing red and blue dots on your GPS. If a police car is close enough to you, it will see any traffic violations you commit. This is represented by the Traffic Violations gauge.

4. **Your Car** – To toggle your car view, press **[C]**.
5. **Instrument Panel** – Depending on the view, your speedometer, tachometer and current gear are displayed on screen. The default setting is automatic transmission. If you prefer to shift manually, you can change this setting in the Controls Game Interface section of the Options menu.



Traffic Violations – If you are near a police car when you commit a traffic violation, such as speeding, driving recklessly, or getting into an accident, then your Traffic Violations gauge will fill. When you are within sight of a police car, an eye icon will appear, indicating that any further violations you commit will fill the meter. When the meter is full, the chase is on – police from across the island will do their best to stop you.



Metal Detector – At a certain level you'll receive a metal detector. There are wrecks hidden around the islands. When you drive close to a wreck, your metal detector will appear on screen and pulse. The faster it pulses, the closer you are to the wreck. Find all wrecks in an area to unlock a surprise.

Location Icon – Locations on the islands that you can enter, such as challenges, car dealerships, real estate agencies, houses for sale, and hairdressers, are indicated by icons. When you reach a location, a check mark will appear on your GPS. Press **[Enter]** to enter the location.

ADVANCEMENT



As you race, explore the island, purchase houses and cars, and even make friends, your character will gain levels. There are four skills – Competition, Discovery, Collection and Social – in which you can gain up to 15 levels each. These levels add up to an overall Global level, which has a maximum of 60 levels

Gaining levels is important because it unlocks features and locations in the game. For example, in order to fly to the island of Hawaii, you need a Global level of 10. You can achieve this by gaining levels in any of the four skills.

You can check your character's advancement at any time in the Pause Menu. Click on Details in the Pause Menu to see a snapshot view of your current Global level and your four skill levels. Select the Progress and Objectives tab to get more details on your global level and each of the skills.

In the Progress and Objectives tab, click on a tab to see details about your Global level and the four skills. Each skill has different categories of advancement. Click on a goal to set it as your current objective.

Competition

Racing School – There are eight licenses to obtain, which give you access to championships.

Championships – A championship is composed of several challenges, and is the key to winning big cash prizes and gaining prestige among local racers in the Solar Crown.

Cups – You'll need to complete all the championship events on an island before you can enter a cup event.

Duels – Sometimes after you win a championship, a rival driver will challenge you to a duel. Accept the challenge and beat them to gain points and win your rival's car.

Multiplayer Challenges – Win multiplayer challenges to rack up lots of experience points and cash.

Instant Challenges – When you are in Free Ride mode, you can invite other players to Instant Challenges by flashing your headlights. A track is randomly selected for each challenge. You can set a wager amount in the Options menu. Whoever wins the

race wins the cash. Results of Instant Challenges are broadcast worldwide.

Collection

Vehicles – The more vehicles you collect, the more experience points you earn. Remember, you need garage space to store all those cars, so you'll have to keep purchasing houses as well.

Houses & Furniture – Another great (though somewhat expensive) way to earn experience points is to buy houses and decorate them.

Clothes – The more outfits you buy, the better you'll look, and the more experience points you'll gain in your Collection skill.

Haircuts – Tired of your look? Treat yourself to a salon session.

Cosmetic Clinic – Whether you give yourself a complete face lift or just a nip or tuck here and there, you'll earn experience points for it.

Stickers Shop – Take your cars to the Stickers Shops around the islands to add your own custom flair. The more times you do it, the more experience points you'll earn.

Discovery

Roads – The more roads you explore, the more shops and events you'll uncover, and the more experience points you'll earn in your Discovery skill.

Events – These random challenges appear for a brief time on the map. Win an event to earn quick cash and Discovery experience.

Treasure Hunt – Keep your eyes open and you might find wrecks scattered about the off-road portions of the islands. Collect these wrecks to unlock a bonus.

Photographer – There is a photographer on each island who you can visit to take on a scenic challenge. Snap the shots he's looking for to earn cash and experience points.

Social

Friends – Expand your social circle in TDU2 by making friends. Not only will this help ensure you've always got partners for races and social events, but you'll earn Social experience as well.

Club – Joining a club is a great way to make friends and always have racing and socializing partners. You can also earn Social experience by participating in club events and improving your club.

Community Racing Center – Visit the Community Racing Center to upload your own challenges and try out other player's racing challenges. Earn Social experience by uploading and competing.

Chase – When you are near another online player who has caused too many infractions, you have the option of taking on the role of the cops and pursuing them. Earn points with successes.

Co-op Challenges – Earn Social experience by playing co-op multiplayer challenges Follow the Leader and Keep Your Distance.

Map



Press [M] to display a map that shows you all of the roads and discovered locations on the island. Locations are indicated by icons.

NAVIGATING THE MAP

Move the mouse to highlight a section of road or a location icon. Right click and hold to scroll the map. Use the mouse wheel to zoom in/out.

Left click on a location to bring up the target window. Click on menu option:

Go There – If you have discovered this location already, select this option to instantly transport yourself there. If you have not discovered the location yet, this option will be unavailable, as indicated by a lock icon.

GPS Target / Remove Target – Select this option to place a GPS target on this location. When you close the map and return to your car, your GPS will direct you to this spot.

Bookmark It – Select this option to add this location to your bookmarks. To see your bookmarks, choose the My Spots tab.

MAP ICONS

Map icons are sorted by category, indicated by a row of icons in the upper-left corner of the map. To change the category of map icons displayed, click on an icon.

To apply filters to the icons being displayed, press [X]. This will drop down a menu that displays individual icons. Click an icon type to toggle it on or off on the map. Icon categories include:



Single Player Challenges – Here you will see icons for Driving Schools, Events, Championships, and Cups. When you select a Championship or Cup, it will display all of the races associated with that event. Choose a race to get started.



Multiplayer Challenges – These icons display all of the competitive and cooperative multiplayer challenges. See "Multiplayer Challenges" on page 16 for more information.



Spots for Avatar – These icons indicate spots that help you customize your avatar, including Houses, Realtors, Hairdressers, Cosmetic Clinics, Clubs, and more. See "MyTDULife" on page 24 for more information.



Spots for Car – These icons display locations related to cars, including Car Dealers, Car Washes, Sticker Shops and Tune-Up Shops. For more information see "My Car" on page 25.



Players – The icons display where other players are on the map in multiplayer mode.



My Spots – When you select a spot and use the Bookmark It option, it will appear under the My Spots tab.

Pause Menu

Press **[Esc]** to open the Pause Menu. Click on a tab:

RESUME

Close the Pause Menu and continue your game.

PROGRESS AND OBJECTIVES



View your game progress and redefine your current objective. The Completion tab shows a summary of your current global level and associated skill levels. Select a skill category to display objectives. Click on a goal to make it your current objective.



Completion – This tab shows your progress in all areas of advancement. There are 60 levels in four skills: Competition, Discovery, Collection and Social. Your global level is a sum of all four skills.



Competition – This skill encompasses all racing achievements, including Racing School licenses, Championships, Club events, Duels, Multiplayer Challenges, and Instant Challenges.



Collection – This skill shows your ability to collect items in the game, including vehicles, houses, furnishings, clothes, haircuts, cosmetic surgeries, and buying new designs at the Sticker Shop.



Discovery – Raise this skill by exploring. You gain skill points by finding roads, completing events, participating in the Treasure Hunt, and completing Photographer assignments.



Social – Gain Social skill points by doing any of the following. Making Friends, joining a Club, posting and taking challenges in the Community Racing Center. Social skill points can also be gained by doing Chase races, and racing with other players in Cooperative Challenges.

PLAYERS



You can view the status of players in this menu. Click on the arrows to scroll through the various categories. In the list, select "Sort" to sort the list by column. Select "Invert" to invert the list of players' names.

See All My Friends – Lists the people you have friended.

Club Members – Shows members of your club.

Session Players – Displays all online players in your area.

TDU2 Recent Players – Lists players who were recently in your area.

Click on any of the Players windows to display the player's details. Choose from the following options:

Join – Join an online player.

Invite – Invite another online player to join you.

Add to Friends – Add this player to your friends list.

Report an Abuse – Report this player for inappropriate behavior.

TAKE A PHOTO

Select this option to take a photo at your current location. Photos are stored with your character, so that you can use them to decorate your house and share with friends.

Press and hold the right mouse button and move the mouse to pan the camera. Use the left mouse button to spin the camera. Use the middle button to tilt. Use the mouse wheel to zoom in/out.

Press **[Enter]** to take a photo.

Photo Options

Press **[X]** while taking a photo to display options that let you fine-tune your photo before you shoot it. Use the sliders to adjust photo effects, including Bloom Intensity, Depth of Field – Intensity, Depth of Field – Distance, Contrast, Red/Green/Blue Intensity, and turning your character on or off for the shot.

CHALLENGE EDITOR

Create challenges that you can post at the Community Racing Center. See "Challenge Editor" on page 17 for more information.

OPTIONS

Language – Choose English, French, Spanish, German or Italian

Controls – Customize controls for driving, avatar, steering wheel, menus and controller. Change categories by clicking on a tab. Click on a control and press **[Enter]** and then press the key you want to map to that control.

Game Settings – Change the following settings: Gearbox (auto or manual), Driving aid (Full Assistance, Sport, Hardcore), Allow Online Interactions (on/off), Allow Chase mode (on/off), Allow Instant Challenge Requests (on/off), Stake (set your stake for challenge races)

Interface – Change the way screen elements are displayed: Display Names (on/off), Unit System (imperial or metric), Speedometer (on/off), GPS (on/off), GPS Status (turning or fixed), F.R.I.M. (yes/off)

Audio – Adjust volume for all sounds, music, vehicles, voices, special effects, and player voices

Video – Change screen resolution and refresh rate, turn anti-aliasing on/off, adjust brightness and toggle level of detail (low, medium, high)

Image Settings – Adjust the gamma level.

Profiles – Change profiles, create a new profile and start a new game.

Driving Aid Options

Select Game Settings in the Options menu to set the level of driving aid the game provides you:

Full Assistance uses various driver aids to give an easier driving experience.

Hardcore uses no driving aids. This gives a more realistic and more difficult driving experience.

Sport provides a balance between Full Assistance and Hardcore.

QUIT GAME

Exit **Test Drive Unlimited 2**.

Activities

There are many types of driving activities in the game, which you can usually find on the map. You will have to explore to find them all. Completing challenges earns you experience and cash.

SINGLE-PLAYER CHALLENGES

Duel

You can tell when you meet another player on the road because his or her name appears above their car. To challenge this player to a duel, simply flash your headlights by pressing **[Enter]**. If that driver accepts the challenge, you'll be transported to the starting line. Once the race starts, the route will appear on your GPS.

Duels are a way to win quick cash if you set a wager and win. To set a wager, select Options > Game Settings from the Pause Menu and adjust the Stake amount.

Racing Schools



There are three driving schools in the game (A – Asphalt, B – Off-Road, and C – Classic). Visit these to obtain the licenses you need to enter Challenge events. To qualify for a license, you'll need to pass a series of driving tests for a particular class of car. Talk to the driving instructor at a driving school to take the tests.

Championships



The most prestigious and lucrative races on the islands are the Championship events. Winning these challenges is your key to cash, experience, and making a name for yourself in the driving circuit. You must win all of the Championship

events on an island to qualify for the Cup event.

Championships are shown on the map by a diamond icon with a letter and number (i.e. C4, A7, A6), which indicates the type of car required to race in the event. If you do not own the right type of car, you can't race in a Championship.

Championship events are comprised of a series of races. Your placing in each race earns you points. The driver with the most points after all

of the races wins the Championship. After completing a Championship, a "High" version of that championship (i.e. C4 High, A7 High, A6 High) will appear on the map. Win this for more fame and fortune.

Race types in Championship events include:



Race – This is a straight up race against all of the competitors in the Championship. Drive through a series of checkpoints on your way to the finish line. The first to cross the finish line wins.



Speed – You have a limited time to reach and maintain the highest speed possible. Going off the road deducts points from your overall score. The highest score in the event wins.



Eliminator – In this multi-lap race, the slowest driver after each lap is eliminated. Be the last remaining driver to win.



Time Attack – This solo race takes you through a series of checkpoints toward the finish line. Clock the fastest time to win.



Speed Trap – The open-ended course contains a number of radar speed detectors. Your challenge is to clock the fastest time driving past each one. You choose the route that works best for you.

Cups

Cups are the culmination of a series of Championship races, and include races in several categories. In order to unlock a Cup event, you must complete all of the Challenge events on an island.

Events



Events are short missions that appear on the map as bomb icons. They usually involve helping out a person in need of a favor, a ride or a thrill. Event icons also have a counter on them, which indicates how long that event will last before it expires. Click on an event icon to see more information about it, including the type and reward. Event types include:



Jolt – This person is looking for a mellow ride. Avoid running off the road or into other cars. A meter on your screen shows the passenger's current jolt level. Don't let it get too high or you'll fail the mission.



Adrenaline – This person craves excitement. You'll have to drive quickly, and throw in some turns, jumps and close calls to satisfy their need for a thrill.



Convoy – This person needs you to transport their car to another location. Be careful how you drive. Any damage you do to the car is deducted from your reward.



Drive – This person just needs a ride from one spot to another, but they're kind of picky about driving skills. A meter shows your driving score, which starts at 100 and counts down for each accident or off-road driving. If the driving score falls to 0, you fail the mission.



Time Attack – This person wants to get somewhere fast. Drive them there in time without too many accidents to collect the reward.

Tail – Your passenger wants someone followed. Stay within distance of a specified car without being noticed.

Speed Limit – Stay above a certain speed limit until time elapses.

Treasure Hunt



When you reach a certain level, you will receive a metal detector. This works automatically to help you find wrecked cars that are hidden on the islands. When you get close to a wreck, the metal detector will start to beep and flash. The faster it beeps, the closer you are to the wreck. Follow the signal, drive up to a wreck and you will automatically gather parts from it. If you find enough wrecks, you unlock a bonus.

Photo Studio



When you discover the Photo Studio on the map, enter it to receive an assignment from the photographer inside. He'll show you a photo album with information about shots he needs. Each shot features special elements, including location, time of day and even type of car needed in the shot.

When you come across a photo shoot location while in Free Ride, you will see a prompt icon on the mini-map in your GPS. Click on the green icon to set up your camera shot, where you adjust the positioning and the amount of zoom. Once both go from red to green and all requirements are met, you can take the photo. Take the shot and head back to the Photo Studio to collect your reward.

MULTIPLAYER CHALLENGES

There are a variety of multiplayer challenges on the islands. To find them, open your map and select the Multiplayer Challenges tab. Multiplayer events are similar to the ones you'll find in single-player Championship events. Some require you to cooperate with other players to win.

Competitive



Speed – You have a limited time to reach and maintain the highest speed possible. Going off the road deducts points from your overall score. The highest score wins.



Speed Trap – The open-ended course contains a number of radar speed detectors. Clock the fastest time driving past each one. You choose the route that works best for you.



Race – This is a standard race through checkpoints toward the finish line. First over the line wins.

Cooperative



Follow the Leader – All drivers must follow the leader. The next checkpoint is only visible to the leader. A new leader is designated after the pack passes a checkpoint.



Keep Your Distance – All players have to respect the minimum distance requirement between their car and the driver ahead. When there is a minimum distance required, drivers cannot overtake each other.

To enter a multiplayer event, drive to its location and press **[Enter]**. This will open the multiplayer setup screen. The rules for the race are on the right side of your screen, below the description of the car you're driving. Click to select from the following options:

Quick Ranked Match – Join a ranked game.

Custom Unranked Match – Join an unranked game with your favorite settings.

Create Custom Match – Create an unranked public match.

Create Private Match – Create an unranked match for your friends only.

Leaderboards – Check your rank among worldwide players.

Race Overview – Take a look at the track before you race.

Test Run – Practice on the track before you enter the race.

CHALLENGE EDITOR

Select Challenge Editor from the Pause Menu to create your own racing challenges, which you can post to the Community Racing Center to earn respect (and cash!).

The Challenges Editor opens with a view of the map. Select "Create a Challenge" to create a new challenge, or "My Challenge" to work on a challenge you've already started. First, choose a challenge theme: Time Attack, Speed Solo, or Speedtrap Solo.

This opens a window with all the options you need to create a cool challenge. Select Editor to place your starting position, radars, and finish line (depending on the type of challenge you are creating). Use the mouse to move the cursor, and press and hold the right mouse button to pan the map.

To place a starting line, click a section of road. Click the placed icon to display a list of options.

Once you have placed the starting line, if you are creating a Speedtrap you can then place up to eight radars by clicking on a section of road. Click a radar and press to move it or to delete it.

For a Time Attack race, place checkpoints and a finish line after you have placed the starting position. Do this the same way you place radars. To create a looped course, place the cursor over the starting line and press the middle mouse button. Press **[Backspace]** when you are done laying out your course.

Select Settings to change the the following options:

Name – Give your challenge a name.

Description – Give your challenge a description

Laps – This is the number of laps in a Time Attack challenge.

Countdown – For Speedtrap and Speed challenges, this is the amount of time a driver has to go fast or go past radars before time runs out.

Minimum Speed – In a Speed challenge, this is the minimum speed a driver must maintain in order to qualify for the challenge. In a Speedtrap challenge, this is the minimum speed needed to activate a radar detector.

Traffic – Turn traffic off or on, and adjust the density (one star is least dense, three stars is most dense)

Penalty – Turn driving penalties on or off, and increase the amount of penalty imposed from one to three stars. When penalties are on, driving off of the road or getting into an accident will deduct from your time.

Waymarked Path – In a Time Attack Challenge, this turns on warnings and places barriers on sharp corners.

Restriction – Restrict eligible car types by vehicle make and model or category.

When you are finished adjusting settings, click on the blue button to return to the main Challenges Editor screen.

To test drive your challenge, click on the Test Drive icon. This will set you down on the road in your current car. If you want to change the car you are driving, click on the blue button on the Challenges Editor screen before you test drive. You must test drive your challenge in order to create a reference time that other players must try to beat.

When you are finished creating your challenge, click on the Save icon to save the challenge so you can edit it later or transfer it online.

When you have tested and refined your challenge and you're ready to share it with other racers, select Transfer. This will open a window with several options:

Fee – The entry fee that players must pay to try your challenge.

Reward – The reward a player will receive for beating your time. (These funds are removed from your money immediately.) You must test drive your challenge in order to set a reference time for others to try and beat.

Challenge Validity – The number of days (1 to 5) that your challenge will remain online at the Community Racing Center.

Accessibility – Who can try your challenge (everybody, friends, club, friends & club)

COMMUNITY RACING CENTER



The Community Racing Center is the place to check out other players' challenges and check in on your own challenges. Enter the Community Racing Center via the map (Single Player Challenges) or on the road.

Races Bar

Approach the bartender at the Races Bar to see and enter public challenges, view the challenges you have posted, and view the hall of fame.

Private Challenges

Private challenges are challenges available only to your friends and club members. The rules are the same as the public challenges.



My Avatar

Your avatar is your personalized personal representative in the world of Test Drive Unlimited 2. There are many ways to customize his or her look, including clothing, haircuts, and cosmetic surgery. Explore the map and save your cash so you can get the look you want.

For a list of locations your avatar can visit, select the Spots for Avatar tab on the map.



Real Estate Agent



Visit a Real Estate Agent to buy, sell and exchange houses. Each has its own listings. Select a listing to see information about the house, including number of rooms, price, number of furnishings available, and more.

Cosmetic Clinic



At the Cosmetic Clinic, you can modify all aspects of your avatar's face, including shape and size of eyes, ears, nose and mouth, color of skin, shape of head and facial bone structure, and more. Target the doctor and press **Enter** to start.

Click on a category to see a list of choices. For example, select Head and then

Cheekbones to open a window with two sliders: Cheekbones size and Cheekbones Height. Click on the arrows or drag the sliders to make modifications.

Click on the Random icon to give yourself a random look.

Each modification costs money. Your total is displayed on the right, below your total cash reserves.

When you are satisfied with your new look, click on Confirm and Pay. The funds will be deducted from your total cash.



Hairdresser



Tired of your current do? Check out the Hairdresser for a new cut, tint, eyebrow pluck and shape, and more.

Use the arrow keys to select a category, such as hair, to see your styling options. Use the arrow keys to select an icon, such as short hair, and then try out a new haircut and color.

Select Validate and Pay when you are ready. The funds will be deducted from your total cash. Cancel if you'd rather wait for another time.



Clothes Shop



Every clothing shop carries its own line of clothes. You won't know until you go shopping exactly what you'll find at a particular store.

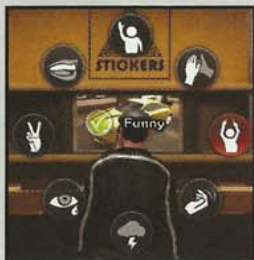
Clothes and accessories are sorted by category. Click on a category, such as Hats, Sunglasses, Upper Garments or Shoes, to see the selection.

Items of clothing and their cost appear in a small window. Use the arrow keys to browse through the shop's selection. Clothing options will appear on your avatar as you browse.

Press **Enter** to buy the current item. You will be prompted with a confirmation. When you are finished buying clothes, you can exit through the front door.



EMOTES



When you are out and about, visiting other players' houses, waiting for a multiplayer race and such, you can express yourself with emotes. Press **[Insert]** to bring up the animations menu. Use the mouse to point at one an animation icon and click to select it. Your avatar will perform the animation.

VOICE CHAT

Voice chat allows you to use a microphone headset to talk to other players in the game. This option is turned off by default.

My TDU House



Your house in TDU2 is your personal sanctuary, your spot to relax and catch up on current events, and your place to show off to friends. You get your first house – which isn't much – early in the game, but you'll want to buy a new one, or more, soon. There are four major areas in each house.

GARAGE

Every house contains a garage where you can park your car collection. The number of cars you can own is limited by your garage space, so save your cash and get yourself a new house as soon as you can. More expensive houses have larger garages.

When you are in your house, click on the inside garage door to enter your garage. You'll see the cars stored in this house, along with the one you drove in. Click on a car to see information about it, similar to what you see at an auto dealer. Press **[←Enter]** to get in a car and take it for a spin. You can also leave your house in the car you drove in by leaving through the front door.

DRESSING ROOM

Houses include a dressing room that contains your entire clothing collection. Enter the dressing room to change your look before hitting the road.

The dressing room interface is similar to the one found in a Clothing Store. Click on a clothing or accessory category and browse your wearable items. Press **[←Enter]** to wear the current item. When you are done dressing, click on the red button to exit the dressing room.



TEST DRIVE MEDIA

Your house's media center is your link to current events and online shopping in TDU2. Click on the television to browse the following:

Weather Channel

The Weather Channel shows the current conditions and weather forecast. This will help you plan for upcoming races. If you've got an important challenge coming up, for example, and it looks like rain is on the way, you might want to wait until it clears up.



News Channel

Check the News Channel for updates about the following:

Game Progress – You will find information about recent in-game announcements, such as newly available championship races, here.

Club – Check here for news about your club.

DLC – News about DLC content offerings are listed here.

Community – Check here to see game-wide announcements about multiplayer events, and more.

Click on a news item and click on the blue button to delete it.

COMPUTER (INFO)

Click on the laptop in your house to customize your avatar settings (MyTDULife), redecorate your house (MyTDUHouse), view your photos, and access certain leaderboards.

MyTDULife

Select MyTDULife to see details about your progression and edit your public persona. Click on the yellow button to take a photo of your avatar for your profile image. Click on the blue button to edit MyTDULife. This allows you to change the following:



Mood – Change the smiley icon that people see when they target your avatar, as well as change the description.

Public Icons – There are seven slots, but you can choose from 18 categories of icons, including Competition, Discovery, Collection, Social, Gamer Profile, Driver Profile, Photo, Test Drive Addict, Overall Progression, Vehicles, Club, Free Ride, Casino, and more. You can choose to display the Photo icon in more than one slot.

MyTDUHouse



Select MyTDUHouse to modify furnishings. This switches you to MyTDUHouse mode, where you can walk around your house and change objects. Check marks indicate furniture you can modify. Press **[Enter]** to display a list of replacement furniture.

Use the arrow keys to browse new furnishings. Click on a color swatch to change the color. Press **[Enter]** or click on Yes to confirm that you want to add this furniture. If you already own the furniture, it won't cost you to add it or recolor it. New furniture costs money.

You can change art on the walls using your photos. Click on the artwork to bring up your photo collection. Select a photo to place it in that spot. When you are finished redecorating, press **[Backspace]** to exit.

My Photos

See all of the photos you've taken (See "Take a Photo" on page 11).

Leaderboards

Access leaderboards for Instant and Multiplayer challenges

My Car



1. Type / Model
2. **Racing class:** A car's class determines its eligibility in restricted events
3. How quickly the vehicle accelerates to top speed
4. Its top speed
5. How well it handles braking situations
6. How well the car handles overall
7. Top speed
8. How quickly it accelerates 0 to 60 mph
9. The car's horsepower
10. **Mileage:** This will read 0 for new cars and vary for used cars
11. You can tune it at the Tuner Shop
12. You can put stickers on it in the Sticker Shop
13. You can repaint it in the Sticker Shop
14. Press **[Enter]** to display menu
15. **Car controls:** Use the arrow keys to roll down windows, open doors, raise/lower convertible top, depending on car

CAR DEALERS

Car dealers specialize in particular makes or types of car. You must unlock a car dealer by driving near it before finding it on the map.

Target a car to see details about it. Press **[Enter]** while targeting a car to bring up the following menu:

Buy – Add options and purchase the vehicle. Select rims, a paint color and an interior color and press **[Enter]** to bring up a confirmation window. If you are satisfied with your choices, press **[Enter]** to buy the car.

Get into car – Check out the interior of the car. While inside you can open the doors, honk the horn, start the engine, and lower the top (on convertibles). Press **[Backspace]** to exit.

Data – Displays detailed information about the car.

Compare – Select this option to compare the car with others in the dealership. While in compare mode, simply target other cars to see how they compare with this one. Comparison data appears in red

for the targeted car and blue for the car you are comparing with. Click on another car and select Reset Compare to stop comparing.

Test Drive – Take the car for a spin before you spend your hard-earned cash on it. Test drives last for 2 minutes (you will see a countdown timer). You can also open the Pause Menu (**Esc**) and select Stop the Test to stop test driving.

Used Car Dealer

The Used Car Dealer carries a changing assortment of vehicles. His store works like a regular car dealer, only you can't add options to the car. The Used Car Dealer is also where you can pick up new cars that you have assembled by finding wrecks. See "Treasure Hunt" on page 15 for more information.

TUNER SHOP



There are a number of Tuner Shops in the game that let you upgrade the acceleration, braking, and speed of your car, as well as buy new rims. You will need to be driving the correct model of car to enter a Tuner Shop. To find out what types of cars a Tuner

Shop can modify, click on its icon on the map. The brands it services are displayed in the lower right.

In the shop, click on your vehicle to examine upgrade options. Select an option, such as Speed, to see the levels up upgrades you can buy. You must unlock upgrades in order to purchase them. You won't have access to all upgrade levels until you increase your Discovery level in the area where the Tuner Shop is located.

Highlight an upgrade to see how it will affect your vehicle. New stats are displayed in highlighted letters and numbers next to your current car stats. Press **Enter** to purchase the highlighted upgrade. When you are finished upgrading, press **Backspace** to exit the shop.

STICKER SHOP

Sticker Shops let you customize your car with new paint colors and artwork. There are two ways to customize your car in a sticker shop. Each modification costs money.



Paint

Change the overall paint job of your car. Choose between color types, including Metallic, Carbon, Matte, Glossy. Move the eyedropper over the color palette and click to select a new color.

Click on the yellow button to apply a two-color paint job to your vehicle. Click on the blue button to apply saved colors.

Sticker

Select Sticker to apply preset designs to your car. First, choose from a palette of designs. Click on the arrows to page through the designs. Click on a design to select it. You can modify a sticker before you place it:



Move Camera – Point the cursor where you want to position the sticker where you want it. Press and hold the right mouse button and move the mouse to rotate your car. Use the mouse wheel to zoom out and in.

Rotate – Once you have your sticker in the right spot, select Rotate and hold the right mouse button to spin it before applying it.

Scale – Press and hold the right mouse button and move the mouse to increase and decrease the size of the sticker before you apply it.

Transparency – Press and hold the right mouse button and move the mouse to increase or decrease the opacity of the sticker.

Color Picker – Move the eyedropper over the color palette and select a color for the sticker.

Click on the yellow button to use symmetry when applying stickers. This allows you to put the same sticker in the same spot on both doors, for example.

When you are satisfied with the placement, size, transparency and color the current sticker, press **[Enter]** to apply it to your car. Press **[Backspace]** to go back to the sticker collection and choose a new sticker to apply. Press **[Backspace]** again to go back to the main shop, where you can clear your most recent modifications, exit the shop without making any modifications, or confirm your modifications and pay.

CAR WASH

Is your luxury vehicle looking a little worse for the wear? Take it to the car wash to put a new shine on it.

Clubs

Clubs provide a great way to meet and hang out with friends, and earn experience and money. You can create your own club and invite others, or join an existing club.

CREATE A CLUB

To create your own club, go to a Club location on the map and enter the club. Pay the registration fee and fill out the following info:

Name – This is the name of your club. You won't be able to change it once you register, so choose carefully. There are some naming restrictions, including objectionable words.

Nationality – Choose the flag that represents the nationality of your club. You can also choose All.

Logo – Select a logo that best represents your club.

Description – Enter a short description about your club. You can change the description at any time after you create your club.

Favorite Brand – If you want your club to be most loyal to one brand, for example Audi, choose it here.

Language – Select a language spoken by the club.

Entry Level – Set the minimum level required for club members (it can't be higher than your own).

When you have set all the options, click on the blue button to confirm and create your club. Remember, you can't change the name after you have created the club.



CLUB BENEFITS

Once you have created your club, you can invite other members to join. You can do this in person by sending them an invite, or use the players list in the Pause Menu.

Once your club has at least two members, you can challenge other clubs to competitions, which is a great way to earn respect and even money.

The more you face other clubs, the more experience your club will gain. Each time your club levels up, it grows in size and allows you to invite more members.

Club members also have access to exclusive cars once you have leveled up to the 1st upgrade. As your club levels, its garage size also increases. Members can donate in-game money to help your club progress.



CLUB ADMINISTRATION

If you start your own club, you are the president and administrator. This gives you the power to invite new members, promote members, and more.

Members List – View details about your club members and promote them to higher levels. There are four membership levels (Raw Recruit, Member, Executive, President), and each offers more benefits.

Upgrade Club – If your club has enough money and experience, you can use this option to upgrade your club to a new level.

Make a Donation – Use some of your personal funds to enrich the club.

Leave Club – Quit the club.

Club's Identity Card – Edit the club identity card. You can change any parameter except the name of the club.

Recruiting – If you want to be displayed in the "Recruiting Clubs" list, you must turn Open Recruiting on here. That way other players are free to join your club as Raw Recruits.



BILLBOARD

Take a look at the Billboard on your club wall to check up on the following:

Club's Statistics – See a description of your club and its achievements.

Club's Ranking – See how your club ranks compared to others.

History – View recent news items about your club.

BAR

Select Create Game to create an Inner Challenge or a Club vs. Club challenge. To create an Inner Challenge, select a multiplayer challenge from the map and press **[Enter]** to start. This will post the challenge so that members can select it and join. When everyone is ready, click on the yellow button to start the race.

To create a club vs. club challenge, you'll need to adjust several parameters:

Challenge Type – All, Speed, Speedtrap, Race

Island Choice – All, Ibiza, Hawaii

Opposing Clubs' Level – All, Equal, Higher, Lower

Category – Choose a vehicle category or All.

Select Join Game to join a public game posted by another club.

Downloadable Content (DLC)

You can purchase and download additional content in the game that is designed to enhance and personalize your experience. You can purchase DLC directly from within menus and at locations. There's a variety of cool stuff to collect, and new items are released regularly.

- **Clothing** – available at Clothes Shop
- **Sticker Sets** – available at Sticker Shops
- **Cars** – available at Car dealers
- **Hairstyles** – available at Hair Dressers
- **Furniture** – available in your house in the My TDUHouse menu

DLC items are shown as locked when you see them in one of the above locations, along with the associated cost in Atari Tokens for unlocking them. When you select a locked DLC item, you will be prompted to confirm that you want to buy it.

To validate the transaction, you must enter the password linked to your account. You can buy Atari Tokens on Atari.com.

Atari Web Sites

To get the most out of your new game, visit us at:

www.atari.com

www.testdriveunlimited2.com

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

Technical Support (U.S. and Canada)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the FAQ.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Product Return Procedures in the United States & Canada

Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

Warranty Policy (U.S. & Canada)

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.