

blur





TABLE OF CONTENTS

Controls	2
Installation.....	3
Heads-Up Display (HUD)	3
Power-ups	4
Single Player.....	5
Sharing the <i>Blur</i> ™ Experience	5
Multiplayer	6
Software License Agreement	8
Customer Support.....	Back Cover

Any references to CD, DVD, game discs, optical drives and related functionality, such as Autoplay or disc installation process, do not apply to software purchased via digital download.

CONTROLS

Below is the default keyboard layout. Navigate to the Options menu to adjust keyboard control configurations.

Action	PC Key
Accelerate	Q
Brake/Reverse	A
Fire Power-up	Right CTRL
Force Fire Forward	Left Shift
Force Fire Back	Right Shift
Handbrake	Down Arrow
Left Steer/Right Steer	Left Arrow/Right Arrow
Toggle Power-up	Up Arrow
Drop Power-up	Left CTRL
Pause Menu	P
Toggle Camera View	V
Mini-Map Zoom	Delete
Look Back	Tab

Menu Navigation

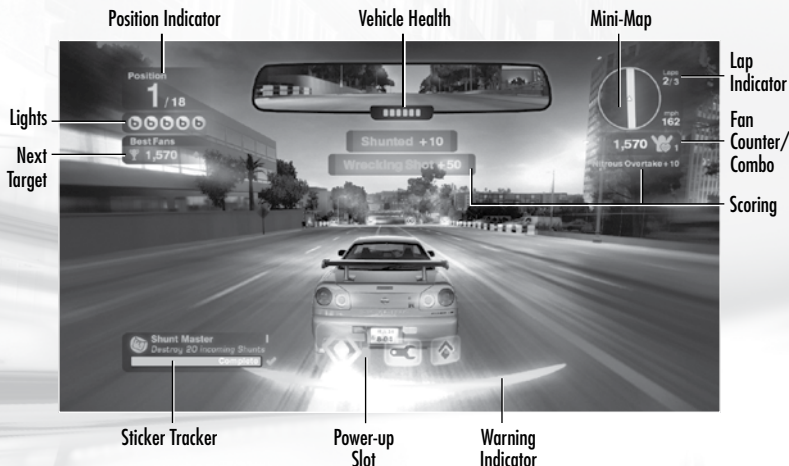
Action	PC Key
Navigate	Arrow Keys
Confirm/Next/Select/Accept	Space Bar
Share	Insert
Option 1	Right Shift
Option 2	Right CTRL
Back/Exit/Decline	Escape

INSTALLATION*

Insert the installation disc of *Blur*™ into your DVD drive. After a few seconds, the Autorun Menu will appear. Click **Install** to begin the installation process and follow the on-screen instructions. If the Autorun Menu does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Open the DVD-ROM drive where *Blur* is located. Double-click on **Setup.exe** to launch the Installer.

*Not applicable if software was purchased via digital download.

HEADS-UP DISPLAY (HUD)



Position Indicator: Displays your position in the current race.

Vehicle Health: Indicates the remaining blocks of health for your vehicle.

Mini-Map: Shows the layout of the track and your position in relation to opponents. Cars in the top three are colored to reflect their position.

Lap Indicator: Shows current lap and the total laps in the race.

Fan Counter/Combo: Displays the number of Fans earned in the current race (see **Fans**, pg. 5). Your current combo is displayed as the number to the right of the Fan icon. Combos are awarded if you perform two scoring moves or more in quick succession. Gain extra Fans for higher combos and gain the ultimate combo bonus for chaining 10 moves together.

Scoring: You get scores in *Blur* by racing and using Power-ups. Combine racing and Power-ups to score big. The bigger the score, the more Fans you earn. There are limited or unique scoring moves for each game mode. Major scoring moves will appear below the rearview mirror, and basic scoring moves will be displayed below the Fan Counter.

Warning Indicator: A temporary flashing indicator will appear here when you're being targeted by an enemy's shunt.

Power-up Slot: Shows Power-ups you've collected. The active Power-up is displayed as the larger, brighter icon.

Sticker Tracker: Shows your progress toward earning a Sticker. View awarded Stickers from the Single Player menu.

Next Target: Displays what is required of you to earn the next Light.

Lights: Displays the number of Lights earned in the current event (see **Lights**, pg. 5).

POWER-UPS

Every track includes multiple Power-ups that you can pick up by driving through them. Each Power-up has unique functionality to assist you when racing.



Shock – Fires three lightning domes to the front of the pack that will slow cars that drive through them.



Shunt – A powerful homing missile that flips cars into the air.
Alternate Fire (Right Shift) – Shoots a Shunt straight back at opponents behind you.



Barge – A close-range radial attack that blasts nearby vehicles away from you.



Mine – Drop a Mine behind you to cause pursuing enemies to spin out of control.
Alternate Fire (Left Shift) – Throw a Mine forward to create the same effect on opponents ahead of you.



Bolt – Shoot three energy rounds to nudge your opponents off course.
Alternate Fire (Right Shift) – Fire rounds behind you to slow pursuing enemies.



Nitro – An intense burst of speed.
Alternate Fire (Right Shift) – Fire backwards to use as an airbrake followed by a burst of speed for changing direction on tight turns.



Shield – Protects you from Power-up impacts and collision damage.



Repair – After all the punishment, a quick fix is always helpful.

SINGLE PLAYER

Race and fight your way to the top of 9 groups in a variety of different events spread over 14 real-world locations. Fulfill Boss Demands in each group to challenge the boss to a One-on-One battle. Beating bosses will award you with cars featuring unique liveries and a Mod that can be applied to other unlocked cars.

Note: You can change the difficulty setting in the Single Player Options menu.

LIGHTS

Lights are awarded after each event based upon race performance/final position, Fan Target and Fan Run completion (see **Fans**). In a race event, you can only earn Lights by placing 1st, 2nd or 3rd (1st = 5 Lights, 2nd = 4 Lights, 3rd = 3 Lights). There are 7 possible Lights to be earned in each event, and 8 Lights to be earned in One-on-One Events. Earn Lights to progress and unlock more groups and events.

FANS

Fans are accumulated throughout each event and will contribute to your Fan Status, unlocking more cars. They are essential to meeting the Fan Target for different events in order to gain an extra Light. Gain Fans by successfully using Power-ups, evading Power-ups, stylish driving and much more. Try to keep a chain of Power-up hits and driving techniques alive by performing them in quick succession.

Fan Demands — Look for Fan Demands scattered throughout later races. Drive through them to initiate a Fan Demand. Fan Demands will provide you with a timed mini-challenge that, if successfully completed, will earn you the number of Fans remaining in the counter.

Fan Runs — Drive through a Fan Run icon to start a mini-challenge that requires you to drive between glowing gates. Successfully navigate each set of gates in the time allotted to earn more Fans and an extra Light.

SHARING THE *BLUR*™ EXPERIENCE

Blur has several social networking Share features that give you the ability to share your experience. Sharing in *Blur* allows you to challenge friends to beat your scores and share what you've been up to in *Blur*. Some advanced Sharing features require you to register your game. Visit www.blurthegame.com for more information.

Friend Challenges

Friend Challenges are a way to challenge your friends to perform better than you in any Single Player event. After finishing an event, select a friend to challenge. Choose **Set-up Challenge** to customize the Friend Challenge and add a personal message.

Sharing

When made available, press **Insert** to share your *Blur* experience across various social networks. Choose from a variety of information or stats to share, such as cars unlocked, Lights earned and more. Add a personal message to taunt your friend(s) to take on the challenge.

MULTIPLAYER

Online

Take the battle online as you compete against other players from around the globe. Earn enough Fans and you'll rank up, unlocking more cars, Challenges, *Blur* Events and Mods.

Mods

Mods are powerful upgrades that boost your Power-ups or change your vehicle's attributes. Unlock the Mod Shop by earning Fans and ranking up—you can have three Mods equipped at once. Experiment with different combinations depending on the track, vehicle and *Blur* Event you're racing in.

Car Upgrades

Each car in multiplayer can be upgraded by completing races in that vehicle. Press **Right CTRL** when in the Multiplayer Showroom to show your progress toward these upgrades.

The available upgrades are:

Fan Boost — Earn extra Fans when racing in that car.

Health Boost — Gain an extra block of health for that car.

Performance — Unlocks a boost in speed for your vehicle.

Paint Jobs — Unlocks new paint types to make your rides even more unique.

Challenges

By ranking up you'll unlock packs of Challenges. Completing Challenges earns you bonus Fans to help you rank up faster.

Legend Mode

Once you reach rank 50, you have the option to enter Legend mode. Choosing this option resets your rank to 1, wiping away anything you've unlocked or Challenges you've completed, but unlocks a unique, fully upgraded Legend Car to play online. There are ten Legend levels and Legend cars to unlock.



SOFTWARE LICENSE AGREEMENT

IMPORTANT—READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, ANY ONLINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN OR, IF YOU ARE DOWNLOADING THIS PROGRAM FROM AN AUTHORIZED ACTIVISION ONLINE RESELLER, BY DOWNLOADING, INSTALLING AND/OR USING THIS PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. AND ITS AFFILIATES ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, Activision's licensors. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program. This Software License Agreement shall also apply to any patches or updates you may obtain for the Program.

OWNERSHIP. All title, ownership rights, and intellectual property rights in and to this Program (including but not limited to any patches and updates) and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Program) are owned by Activision, affiliates of Activision or Activision's licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions, and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center, or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Use this Program, or permit use of this Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of this Program or any part thereof, or make copies of the materials accompanying this Program.
- Copy this Program onto a hard drive or other storage device except as specifically permitted herein; you must run this Program from the included CD-ROM or DVD-ROM (although this Program itself may automatically copy a portion of this Program onto your hard drive during installation in order to run more efficiently) unless you are downloading this Program from an authorized Activision online reseller.
- Use the program, or permit use of this Program, in a network, multi-user arrangement, or remote-access arrangement, including any online use, except as otherwise explicitly provided by this Program.
- Sell, rent, lease, license, distribute, or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Sell, rent, lease, license, distribute, or otherwise transfer any CD Key associated with this Program.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable, or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute, or use any software programs, in order to gain (or allow others to gain) advantage of this Program in any online multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

PERMITTED INSTALLATION. If you are downloading this Program from an authorized Activision online reseller, you may install this Program onto your computer hard drive.

PROGRAM UTILITIES. This Program may contain certain design, programming, and processing utilities, tools, assets, and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of any Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand-alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and online electronic distribution. You agree not to solicit, initiate, or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene, or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works, or other properties of third parties.
- All New Game Materials must contain prominent identification at least in any online description and with reasonable duration on the opening screen: (a) the name and e-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."
- All New Game Materials created by you shall be exclusively owned by Activision and/or its licensors as a derivative work (as such term is described under U.S. copyright law) of the Program and Activision and its licensors may use any New Game Materials made publicly available by you for any purpose whatsoever, including but not limited to, for purpose of advertising and promoting the Program.

LIMITED SOFTWARE WARRANTY. Excepting patches, updates, and any downloaded content, and this Program if you are downloading it from an authorized Activision online reseller, Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

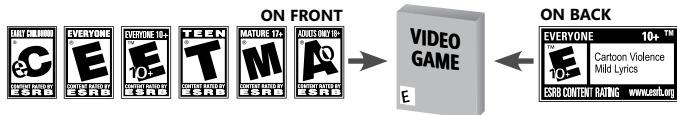
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the purchaser finds the recorded medium of the Program defective within 90 days of original purchase, Activision agrees to replace, free of charge, such recorded medium of the Program discovered to be defective within such period upon its receipt of the recorded medium of the Program, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar product of equal or greater value. This warranty is limited to the recording medium of the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. This remedy is the purchaser's sole, exclusive remedy, and is in lieu of all other express warranties. Any implied warranties on this product prescribed by statute, including but not limited to an implied warranty of merchantability or fitness for a particular purpose, are expressly limited in duration to the 90-day period described above. Activision reserves the right to modify this warranty prospectively at any time and from time to time in our sole discretion.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

Except with respect to patches, updates, downloaded content, and this Program if you download it from an authorized Activision online reseller, please refer to Warranty procedures relating to your country of residence from the lists below.

If you download this Program from an authorized Activision online reseller, please refer to your authorized Activision online reseller for warranty information and procedures.

When returning the Software for warranty replacement, the original Software disks must be sent only in protective packaging and include: (1) photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering, and the system on which you are running the Software; and (4) if you are returning the Software after the ninety (90) day warranty period, but within one (1) year after the date of purchase, please include check or money order for \$10.00 U.S. (AUD \$20 for Australia (subject to availability), or £6.00 sterling for Europe) currency per CD or floppy disk replacement or \$15.00 U.S. (AUD \$25 for Australia (subject to availability) or £9.00 sterling for Europe) per DVD replacement.

Note: Certified mail recommended.

In the United States, send to: Warranty Replacements, Activision Publishing, Inc., P.O. Box 67713, Los Angeles, CA 90067

In Europe, send to: Warranty Replacements, Activision (UK) Ltd, 3 Roundwood Avenue, Stockley Park, Uxbridge UB11 1AF, United Kingdom

In Australia and Asia Pacific territories, send to: Warranty Replacements, Activision Asia Pacific, Level 5, 51 Rawson Street, Epping, NSW 2121, Australia

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, CA 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend, and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses, and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, CA.

INFORMATION COLLECTION: This game incorporates technology of Massive Incorporated ("Massive"), a wholly-owned subsidiary of Microsoft Corporation ("Microsoft"), that enables in-game advertising, and the display of other similar in-game objects, which are downloaded temporarily to your personal computer or game console and replaced during online game play. As part of this process, Massive may collect some information about the game and the advertisements delivered to you, as well as standard information that is sent when your personal computer or game console connects to the Internet including your Internet protocol (IP) address. Massive will use this information to transmit and measure in-game advertising, as well as to improve the products and services of Massive and its affiliates. None of the information collected will be used to identify you.

For additional details regarding Massive's in-game advertising practices, please see Massive's In-Game Advertising privacy statement at <http://go.microsoft.com/fwlink?LinkId=122085&clid=0x409>. The trademarks and copyrighted material contained in all in-game advertising are the property of the respective owners. Portions of this product are © 2008 Massive Incorporated. All rights reserved.