

Patch 1.2 Install guide

This is a guide to install the patch 1.2, no more not less, so **READ CAREFULLY EVERYTHING ON THIS DOCUMENT.**

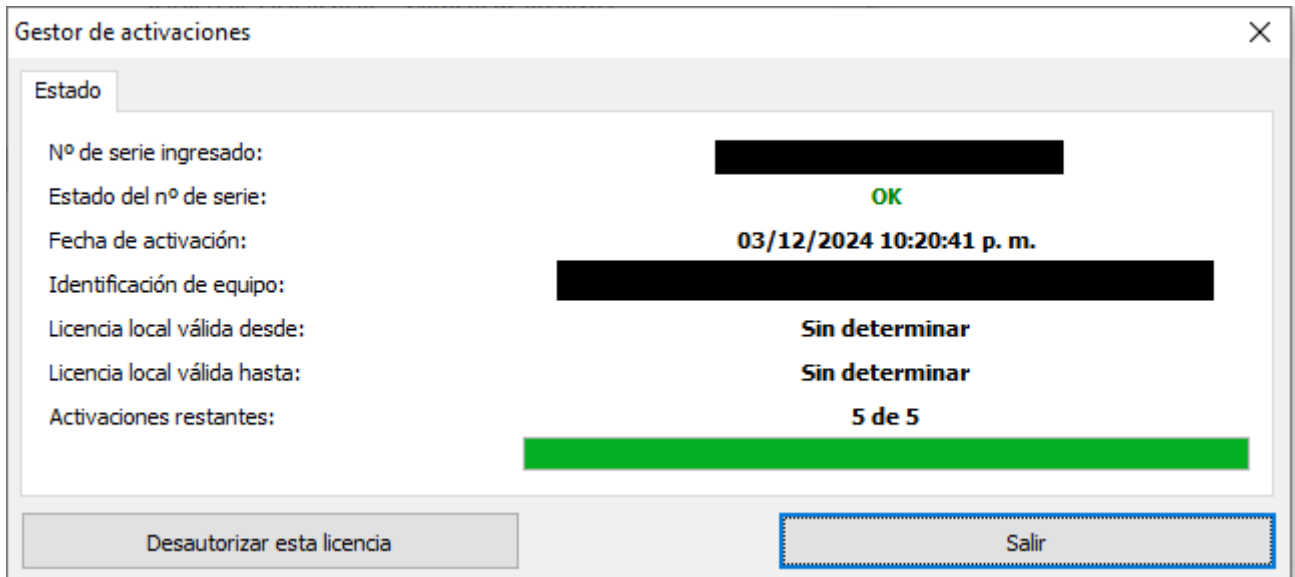
To begin with, you will start with the installation, and I'm going to take as granted that you know how GME works, this means you have the game unpacked and you installed a couple of mods, if you don't nothing about that check the shift 2 modding text.

So first you need to know your game version, there are 3: *origin, steam or retail (physical)*, since the ver 1.02 upgrades the retail to origin (i think) were going to count 2. And because some issues with the update program i don't recommend to use a physical version. Which is distinguished by the lack of the 2 dlc folders in the root folder, as well as the origin legit copy with the current ea app (as of 2025).

- The best version is the steam version, and in the discord server I run (links in the mod page) I have a legit copy of an steam version, and Chems Abandonware Game Emporium has a cracked steam version.

- I still recommend the Steam legit copy, and if you have a legit origin copy you could try to use the activation.exe of the steam copy to activate your game using your key (not tested).

The steam version file called activation.exe should look like this:

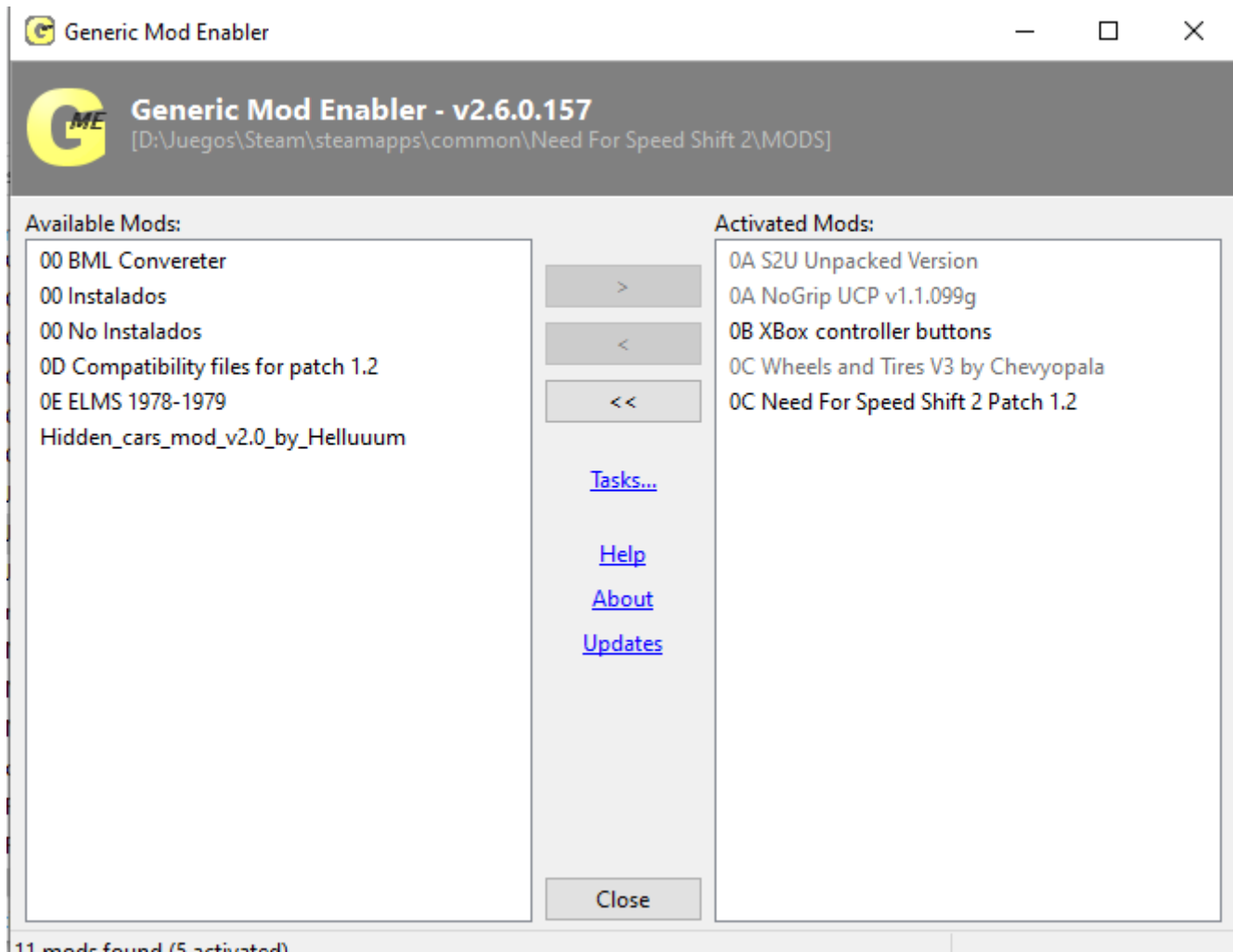


Now if you have an origin (legit or not), or steam version (same principle), you can start to install the patch.

Before you install the patch you need to know, this is a MAJOR PHYSICS OVERHAUL, so immediately after you activate it every other physics mod (G-Tyres and PTMu) and any mod without any alphabetical classification (0D to 0G) **ARE GOING TO BE INCOMPATIBLE AND UNSTABLE WITH THE MOD INSTALLED.**

The only thing that doesn't have Issues are shaders, liveries and other extra add-ons like wheels, tires, and minor animation updates.

Now the mod is basically plug and play, so you only need to drop the folder as is on the MODS folder and activate it. As a suggestion you should install the Wheels and tires V3 before the patch, and one of the controller settings (mostly for aesthetic order), so finally the GME will look like this



With this now you can play the game in its “vanilla” state, if you want any modded cars, first you need to activate the “0D Compatibility Files for Patch 1.2”, and I have a mega folder with all the *patched* cars that I currently I made, this is only physics wise, it don't made the graphics or modeling of the mods.

Here's that link

<https://mega.nz/folder/iMxQnA5Y#IMWygKj0FWD0nXpdtYKNdA>

In this point you could try 2 things, start the game form zero, or continue to use your savegame, you just will need to sell and buy your cars again, I suggest you should start over.

Finally, before start playing the game you need to set your control settings. You need to go to the controls and go to advanced settings

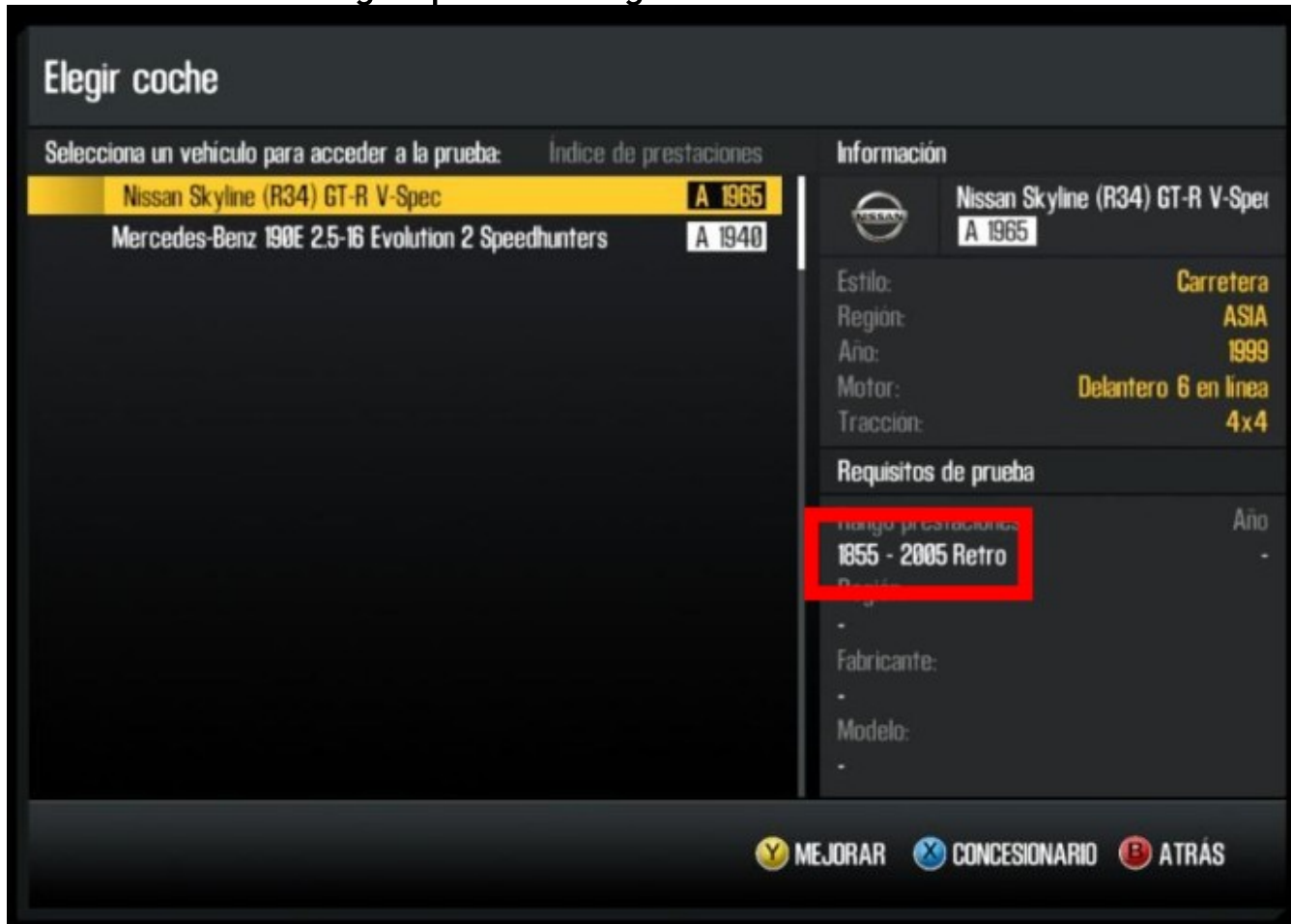
For controller players this is the configuration I use



And this one is for keyboard



Finally for all the base bosses (except works and time attack) your range of cars will be limited on the Performance Index, this is to have a better racing experience against bosses



For Time Attack basically you can use any car, but the recommendation is to use any of the SH Time attack cars (Evo or Huayra).

As for the works the PI is 2320 wich is pretty mid on works, the fairest is use the Radical, but anything up until 2370 is fair game, and most FWD cars falls under this range.

So this is it, with this you have the game installed, just have fun and make any suggestions or (reasonable) improvements in the discord server.