colin mcrae rally 2005™

ENGLISH

Codemasters®

GENIUS AT PLAY™

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CONTENTS

02 Installation
02 Menu Navigation
03 Game Controls
04 On Screen
05 Main Menu
05 Name & Nationality Selection
06 Car Select
07 Challenges
09 Events
12 Damage
12 Driving Views
13 Internet
15 Co-driver Calls & Pace Notes
16 Saving & Loading
16 Options
17 Thanks To
17 Special Thanks
20 Software License Agreement
21 Technical Support

INSTALLATION

Place the Colin McRae Rally 2005™ disc in your drive and close the disc tray. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, Colin McRae Rally 2005™ will automatically begin to install. If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace 'D' with the letter of your drive) and hit ENTER.

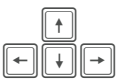
The installation program will initialise; follow the on-screen instructions to progress through the Installation. Colin McRae Rally 2005™ requires the presence of DirectX 9.0c on your system. You will be given an option to set up DirectX 9.0c during installation.

During installation, you will also be given the opportunity to register your game online. This is not a requirement – you can register your game at any time following installation at **www.codemasters.co.uk/register**. If you are using a dialup connection to access the Internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.

It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.

MENU NAVIGATION

Navigate menus:



Change option:

Select menu item:

Cancel/exit menu:

Pause rally and open Pause Menu:

In sub-menus, such as car setup, move between sub-menu options with ↑ or ↓. To change sub-menu option settings, press ← or →.

GAME CONTROLS

Controls A (Player 1)

Steer left: ..... ←
Steer right: ..... →
Accelerate: ..... ↑
Brake / reverse when stationary: ..... ↓
Hard steer: ..... N
Handbrake: ..... Space Bar
Gear up: V
Gear down: ..... B
Change camera: 1

Controls B (Player 2)

Steer left: ..... (number pad) 4
Steer right: ..... (number pad) 6
Accelerate: ..... (number pad) 8
Brake / reverse when stationary: ..... (number pad) 2
Hard steer: ..... (number pad) 1
Handbrake: ..... (number pad) 0 Ins
Gear up: ..... (number pad) 7
Gear down: ..... (number pad) 9
Change camera: ..... (number pad) . Del

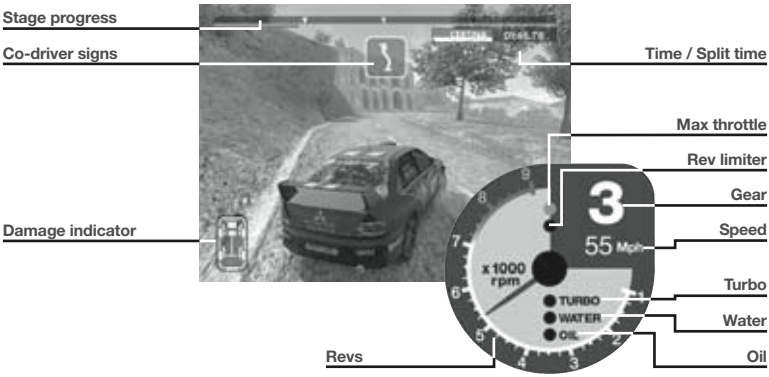
Controls C (Player 3)

Steer left: ..... A
Steer right: ..... D
Accelerate: ..... W
Brake / reverse when stationary: ..... S
Hard steer: ..... Z
Handbrake: X
Gear up: ..... Q
Gear down: ..... E
Change camera: ..... Z

Controls D (Player 4)

Steer left: ..... J
Steer right: L
Accelerate: I
Brake / reverse when stationary: ..... K
Hard steer: ..... H
Handbrake: ..... < ,
Gear up: ..... U
Gear down: ..... O
Change camera: ..... M

ON SCREEN



Stage progress: the indicator on the progress bar represents your car. As you pass each stage marker, the progress bar turns red (behind the record) or green (ahead of record) depending on how you're driving.

Co-driver signs: see Co-driver calls & Pace Notes

Damage indicator: shows which parts of your car are taking damage and the amount of damage that is being inflicted. As a part becomes damaged, the indicator colours that part from white (perfect condition) to red (severely damaged or non-functional). See Damage for more details.

Time: the total time taken on the stage so far.

Split time: as you approach a stage marker, the split time countdown shows how your performance measures against the fastest recorded time (or default time on first play) for the stage. Negative values indicate that you're faster than the record, while positive values show that you are slower.

Max throttle: illuminates to show maximum throttle has been reached.

Rev limiter: lights to show a gear change is needed.

Gear: your current gear.

Speed: your current speed.

Turbo: indicates damage to the turbo.

Water/oil: indicates damage to the cooling systems (water) which can result in overheating, and damage to the engine itself (oil).

Revs: your current RPM.

MAIN MENU

Career:	start your own rally career and work your way up to the top of the world podium.
Championship:	drive as Colin McRae in a one-off championship (1 or 2 players).
Challenges:	play single-player stages or rally mode. Alternatively, take on other players in multiplay.
Online:	go online and compete in rallies with other drivers from around the world.
High Scores:	check out the highest scores you have achieved in Championship and Stages modes.
Options:	change and define your game settings.

NAME & NATIONALITY SELECTION

Many game modes in Colin McRae Rally 2005™ require you to enter your player name and nationality...

Name Entry
On Name Entry screens, enter your name on your keyboard and when you have finished, press ENTER.

Nationality Selection
On Nationality screens, use the cursor keys to highlight the flag of the country you want to represent and press ENTER. This selection does not affect the in-game language or text (specify this through the Options Menu).

Note: set the language that your co-driver uses through Main Menu > Options > Game Settings.

CAR SELECT

Most game modes allow drivers to select their car for the coming stage, rally or championship. The set of cars available may depend on the competition that is being entered. For example, some events may be restricted to 4WD cars, whereas any car can be driven in others.

Choose "Car Select" from the game mode menu to go to the Car Class screen. Press ← or → then press ENTER to choose your car class. On this screen you can also see which cars you have unlocked through Career Mode (any locked cars are shown in grey).

Next, on the Car Select screen, press ← or → to cycle through the available cars. You can view the cars in more detail by pressing 8 or 2 on the number pad to zoom in and out or 4 and 6 to rotate the car. Press 0 to open and close the car doors.

When you are happy with your choice, press ENTER to proceed.

Gearbox

When you have chosen your car, select the gearbox you want to drive with:

Manual: manual transmission means that you will need to shift gears manually as you drive with V and B.

Semi-automatic: a semi-automatic gearbox will change gears as required, but you can make manual shifts using V and B.

Automatic: fully automatic gearboxes will change gears as needed and are an ideal option for novices. Advanced drivers may obtain better performance using manual or semi-automatic gears.

CHALLENGES

Time Trial

Time Trial is all about records. It's up to you to set the fastest time and establish your place in rally history through awesome single-player action.

Stages

Drive any of the available cars on any of the tracks you have unlocked through your rally career.

Enter your name and nationality, then choose the car and stage you want to drive before heading out onto the track to claim the stage record.

Rally

Following the directions on-screen, set up your player name, nationality and car, then choose "Stage Select" to pick one of the special rallies on the Track Select screen, or choose a custom slot and create your own rally event from the stages you've completed in Career Mode.

Custom Rallies

First select a custom slot on the Rally Mode screen, then use the Country and Stage options to select the individual stages of your custom rally. When you're satisfied, simply exit the screen and the rally will be saved to the chosen custom slot.

To drive the rally you just created, select it from the Rally Mode screen.

Stages & Rally Options

Service Area: turn service areas on or off. Turned on, service areas will appear at strategic points between stages allowing you to reconfigure your car (see The Service Area in the Events section of this manual).

Damage: choose from Normal or Heavy damage.

The Ghost Run

At any time during your rally, press Esc to pause the game and access the Pause Menu. From here you can activate the Ghost Run, a pacemaking car on track with you that represents the fastest time for the stage. Simply beat the Ghost Run to set a new record; your record replaces the original Ghost Run so you'll have to beat it again if you want to keep improving your skill.

Multiplay

Get into the nitty-gritty of hardcore rallying with 2–4 players in Multiplay mode. As the game begins, each player takes their turn to set up their name, nationality and car. All modes and options are the same as for Time Trial, but with the addition of the selection of the number of players, Multiplayer Mode and the following:

Catch Up: trailing players receive a boost and extra grip to catch up.

Handicap: leading players incur a time penalty on the next stage.

Multiplayer Mode

Split Screen: all players rally at the same time on a halved (2 players) or quartered (3-4 players) screen using the control sets detailed in "Game Controls". Opposing players are shown in each player's segment by coloured ghost cars.

Alternate: in Alternate Mode, each player takes it in turn to drive each rally course using Controls A (see "Game Controls") by default.

LAN

Select "LAN" to start or join a game across Local Area Network.

Create Session

Use the options shown on screen to set up a game for others to join, then press ENTER to go to the game's lobby screen.

Select your car, then choose "Ready". When all joining players have also selected "Ready", select "Race" to begin.

Quick Search

Select "Quick Search" to look for games running on your Local Area Network. Select a game to enter the game lobby.

Select your car, then choose "Ready". When all other players and the host have also selected "Ready", the host can start the race.

EVENTS

Championship

It's time to take the driving seat as world-class rally driver, Colin McRae.

He's undoubtedly the most popular and exciting driver in the history of rally, and he's got a style that all fans love to see.

In 1995, the 35 year-old Scot became the youngest ever World Champion and he's well known for his all-out attacking style. Throughout his driving life, it's brought him an incredible 20 World Rally Championship wins.

When the "Flying Scotsman" dominates the global stage, people watch and rivals watch out!

Check out www.colinmcrae.com for more details on the world rally superstar.

The first time you enter Championship mode, select a save slot to keep your championship progress in and press ENTER. Next, select the number of players (1–2) and the difficulty level, then give the save slot a name and press ENTER to move on.

On subsequent plays, simply select the save file slot to pick up the championship from the beginning of the next rally or the last service area that you reached.

Finally, select the 4WD car you want to start the championship with (see Car Select) and press ENTER, then the gearbox it should be fitted with and press ENTER again to start the championship.

Career

Drive as a world rally contender in your own right. Starting at the bottom of the driver ratings, you've got to prove your skill on the stage and work your way up through events and series to become the best the sport has ever seen.

From the Main Menu, select "Career" then choose "Start". Next, pick a save file slot to keep your career progress in. (On subsequent plays you'll load your game from this slot to pick up from the beginning of the next rally/series or the last service are you reached.) Finally, choose the difficulty level for your career and enter your driver name (save file name) and nationality to head into the Career screen.

Series

Choose the rally series you want to compete in. When you're just starting out, most of the events won't be open to you, but as you progress and earn driver points by gaining a podium finish, more events will open up. You'll also unlock parts testing to earn upgrades for your car.

Each series card shows the series name, car class involved and the number of driver points available.

Trophy Room

Come to the Trophy Room to check on your progress.

Highlight "Overview" for a rundown of your wins and trophies, or "Statistics" to view your driver stats including career points earned and unlocks awarded.

Garage

Let yourself into the garage to see a summary of the cars and upgrades you've unlocked. To take a look at an individual car, select the vehicle's class, then the vehicle itself (see also Car Select). On the vehicle's screen, press [↓] to switch between car specs and upgrades you've earned.

The Service Area

At the beginning of each rally and intermittently between stages, you'll visit the service area so you can make tweaks and repair your car. Select "Race" to head out onto the stage, or choose one of the following options:

Car Repair

(Not at first service area of a rally.) Your repair team has limited time in which to restore your vehicle to rally condition. If there is too much damage for the crew to fix within the allotted time, you may have to head into the next stage with some of it unrepaired. You need to prioritise the most vital repairs in order to get back onto the stage with your car in the best state possible.

For example, your car may have sustained damage to both its bodywork and suspension. Although the bodywork protects all other parts, fixing the suspension may be more critical to getting through the next stage.

If you feel some repairs are vital and there is not sufficient time for them to be completed, you can still have limited repairs carried out but at the cost of a time penalty (max 5 mins) which will be deducted from your overall rally/stage time unless you can make it up with some truly 'A' class driving.

Highlight each of the damaged components in the repair list and assign levels of repair to each. The time needed to complete each repair is shown on screen, as is the total amount of time available for repairs.

Car Setup

Tyres: Select the best type of tyre for the coming stages. Make sure you've checked out the weather conditions and terrain you're about to face. If you don't make an educated decision about the tyres you're running on, you could lose more than just time before you get back to the Service Area.

Ride height: A low ride height (distance of chassis from the road) gives your car increased stability on smooth surfaces, but the range of your suspension is reduced. You will be less able to cope with roughness in the terrain and the risk of grounding is increased.

Springs: Softer springs give greater traction on rough and uneven surfaces, but body roll increases. Set your springs harder to enhance stability on smooth surfaces and reduce body roll.

Anti-roll: Anti-roll works with your suspension to help overall stability over uneven surfaces and to counteract body roll when cornering.

Brakes: Balance the power of your brakes between the front and rear discs. This affects the way your car handles in cornering. More power to the rear brakes can result in them locking on corners and swinging the back of the car outside of the optimum line (oversteer). Shifting power to the front brakes may likewise cause them to lock and create understeer.

Steering: A lighter steering speed allows you to reach full lock and turn your car more quickly. Your vehicle handling will become more sensitive and require greater control. Setting a low steering speed may result in your car becoming less responsive with a slower speed needed to take those hairpins.

Gearbox: A high gear ratio provides an increased range through the gears and a higher top speed, but at a hit to your acceleration. Low gear ratios get you off the mark more efficiently, but your maximum speed will not be so fast.

Info
Get the lowdown on the coming stage and driving conditions.

Leaderboard
The leaderboard shows your standings within the current series.

Upgrades
Check out the upgrades you have earned for your current car.

DAMAGE

Damage to your vehicle is a natural hazard of rallying. If your car gets too beaten up, you may no longer be able to drive competitively.

There are two levels of damage selectable in all game modes:

Normal: Your car is subject to an average level of damage and will take a fair bit of punishment.

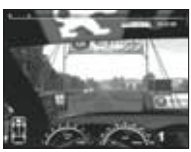
Heavy: Collisions, grounding, bad driving, etc. will have a dramatic affect on the handling of your car. Take care, as poor performance may force you out of the rally earlier than you expect.

DRIVING VIEWS

At any time during your rally, press [1] on the main keyboard (Controls A) to change camera. Available views are:

Follow Cam – near

Follow Cam – far


Cockpit Cam

Bonnet Cam

Bumper Cam

INTERNET

Select "Online" to connect to the world wide web and race with other rally enthusiasts across the world. If you are using a dial-up connection and it is not configured to connect to the Net on demand, you may need to quit Colin McRae Rally 2005™ and connect to the Internet manually before restarting the game. Other high-speed internet connections such as broadband, are active all the time and connection will commence automatically. For the best rally experience with Colin McRae Rally 2005™, use a high-speed connection.

Select one of the following options to get into a game.

Quick Search

Quick Search is the quickest and easiest way to get into a game; it selects the first game running that you are able to join. Either select "Join" to enter the Lobby for the game displayed, or "Refresh" to bring up the next choice.

Search

Specify exactly what sort of game you're looking for. Follow the options on screen to define the criteria for your game search, then select "Search" to display a list of games running that match your preferences. Choose a game then select "Join" to go to the Lobby for that game.

Create Session

Select "Create Session" then follow the options on screen to open the Lobby for your own game for others to join.

Note: an on-screen notification will be displayed if the speed of your connection could adversely affect gameplay.

The Lobby

In the Lobby, the following options are available:

Ready/Not Ready:	press ENTER to toggle your status to "Ready" when you have completed all your choices for the coming rally – the game host can't start the competition until everyone is ready.
Race (host only):	when everyone is ready, select "Race" to begin.
Select car:	choose a car and its gearbox to take onto the stage.
Session options (host only):	set up your rally (see Stages and Rally for more information).
Kick player (host only):	remove a player from your game.

How to Play in GameSpy Arcade

You can play Colin McRae Rally 2005™ online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your Colin McRae Rally 2005™ disc and install Arcade now. Then, to play Colin McRae Rally 2005™ online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the Colin McRae Rally 2005™ Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the Colin McRae Rally 2005™ button on the left to enter the Colin McRae Rally 2005™ room.

Find and Join a Colin McRae Rally 2005™ Server: Once you're in the Colin McRae Rally 2005™ room you can meet or greet other players and find servers. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.) Double-click on a server of your choice to join. Colin McRae Rally 2005™ will launch and automatically connect you to the server you selected. Let the rally begin!

Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with Colin McRae Rally 2005™, consult our help pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml.

CO-DRIVER CALLS & PACE NOTES

Whenever you're on the track, you must remember that you are not just a world-beating driver alone, but part of a team. The other half of your team is your co-driver and he's just as important to your accomplishment as your own skill. Listen to him.

Throughout each stage, your co-driver will feed you information about the oncoming terrain in the form of pace notes. These are unique to each stage and are crucial to your success, especially where visibility is limited.

The pace notes take the form of a call from your co-driver, which details distance; a difficulty number which represents the hazard of the oncoming bend; terrain features in the order they occur and sometimes a warning. The distance to the approaching obstacle is given in metres. The lower the difficulty number, the slower your speed will need to be to get through the oncoming hazard.

When your co-driver calls a "6", the way ahead is clear and you can floor it until he tells you otherwise.

Oncoming bends and corners are also shown on screen, for example:

Hairpin Turn.....Shallow Bend

Call Definitions

Care: hazardous.

Caution: very hazardous.

Crest: a rise in terrain hides the track beyond.

Jump: a rise in terrain that, if taken at speed, will jump the car into the air. Remember, once your tyres leave the ground you have zero control over your car.

Long: a long corner.

Very long: an extended long corner.

Turn: a corner at a road junction.

Opens: corner widens on exit.

Tightens: corner becomes tighter on exit.

Narrows: road narrows.

Don't cut: do not drive across the apex of the corner.

Cut: the way is clear to drive across the apex of the corner.

Straight: hold a straight line through the coming bends.

Bumps: undulations in the terrain which could unsettle your car.

SAVING & LOADING

This game uses an Auto-Save feature that automatically saves your progress and unlocked features at key points throughout the game (on creation of a save file, on reaching a service area during a rally and on completion of a rally). Auto-Save can be deactivated through the Options Menu, though no game progress will be saved.

Game data is Auto-Loaded from the selected save file on entering the relevant game mode.

OPTIONS

Select "Options" from the Main Menu to reconfigure your game.

Controller

Select or set up control configurations and/or connected controllers for each player. First select the player, then their input device (controller) and the control configuration they are going to use (details shown on screen).

Keyboard controls can be customised. To change key assignments, highlight a game function then press the key you want to assign that function to. Only one function can be assigned to each key, so any conflicts are shown in red. When you are happy with your custom keyboard configuration, press ENTER.

Graphics
Activate or deactivate on-screen display elements, set graphics quality and calibrate your screen. Select "Advanced Options" to select your graphics adapter, set your screen resolution and turn graphics adapter functions on or off. If you are not experiencing optimum gameplay, reducing screen resolution or deactivating graphics adapter functions may improve performance.

Sound
Adjust the volume levels of your co-driver's speech, the music and the special effects.

Game Settings
Select the language for co-driver speech. Also turn Auto-Save on or off (on by default).

Secrets
Unlock game features prior to completion of the required stage or game element using the Codemasters hintline or online service. Write down the Secret Access Code shown on this screen, then follow the process on the back cover of this manual to obtain the Bonus Code(s). Enter the Bonus Code(s) on this screen to unlock the special feature.

Credits
Check out the team that brought you Colin McRae Rally 2005™.

THANKS TO

Fiat Auto S.p.A (Alfa Romeo), Audi AG, Automobiles Peugeot, BMW, Beanstalk Inc, Bridgestone Corporation, Automobiles Citroen, Ford Motor Company, Ford Rallye Sport, Fuji Heavy Industries Limited, GM-Fiat Italia s.r.l, Land Rover, MG Sport and Racing, Mitsubishi Motors Corporation, Mitsubishi Ralliart Europe, Nissan Motor Co. Ltd., Renault Merchandising and Renault s.a.s, Toyota Motor Corporation, Volkswagen AG, Autocar Electrical Equipment Co. Ltd, Brembo S.p.A, Castrol Limited, Compomotive Automotive 73 Ltd, Collins Performance Engineering, Federal Mogul, Hella, Koni BV, Michelin, NGK Spark Plugs (UK) Ltd, OMP Racing, Oz S.p.a., Pace Products (Anglia) Ltd, Pipercross Ltd, EPTG Ltd. / Power Engineering (Powerflex), RT Quaife Engineering Ltd, Sparco s.r.l, Superchips Inc, Telefonica Movistar, TNT, Waypoint Design.

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NOTES

NOTES

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TECHNICAL SUPPORT

Codemasters Website
www.codemasters.co.uk

Codemasters' website contains game upgrades, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

Email
custservice@codemasters.com

Please include your Dxdiag.txt file with a description of your problem. To obtain this, click the START button on your Windows Taskbar, then click RUN. Type 'Dxdiag' in the dialog box that opens and click OK. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

Telephone / Fax
Before calling, ensure that you have checked our website for a possible solution and have read the Colin McRae Rally 2005™ help file which can be found on the Colin McRae Rally 2005™ disc.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.

2. Right-click on your CD/DVD drive.

3. Left-click on "EXPLORE".

4. Double-click on "README".

Tel: 01926 816044 Fax: 01926 817595

Lines are open between
Monday–Thursday 0900-2000, Friday 0900-1730, Saturday 1000-1600

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (ie. not having just crashed).

Codemasters Postal Address
Codemasters, Technical Support / Customer Services,
PO Box 6, Leamington Spa, Warwickshire, CV47 2ZT, UK.

CAN'T WAIT TO FINISH THE GAME?

Call now and get instant access to:

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- **Super 2WD class**
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...or just play the game to the end!

09065 558898*

ROI call: 1570 92 30 50

or log onto:

www.codemasters.co.uk/bonuscodes

Before you start, read through these step-by-step directions...

1. In your game, go to Options > Secrets and write down the Secret Access Code. You need this to get the Bonus Code.
2. Call the Hintline or log on and follow the directions to the Colin McRae Rally 2005™ area.**
3. When requested, enter the Secret Access Code you obtained from the game and your details.
4. Either write down the codes you're given or check out the Bonus Code email you've been sent. You can get as many or as few Bonus Codes in one Hintline session as you like; the email will contain them all.
5. To unlock the new features, go to Options > Secrets > Code Entry in the game and enter the Bonus Codes in the space/s on screen.

*Calls cost £1 per minute inc. VAT. ROI: Calls cost 1.27 euros per minute inc. VAT. Calls from mobiles vary. Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press.

**Please note, Hintline Bonus Codes are paid for through the cost of call and require a touch tone telephone. Obtaining Bonus Codes online requires a small fee paid by credit card. All game features unlocked with Bonus Codes are also available through playing the game.

IMPORTANT: Bonus Codes supplied are unique to your game installation and/or save files.