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COLIN McRAE RALLY



Codemasters®

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COLIN McRAE

At 30, Scottish born Colin McRae, is one of the world's most exciting rally driving talents. Ten years in motor sport, the youngest driver ever to win the World Rally Championship title, and currently the UK's Network Q RAC Rally champion - a title he holds for the third time. Since 1992, Colin has been driving the Subaru Impreza for Prodrive. He has proven he can drive faster than anybody, which has earned him the nickname: The Flying Scotsman.

1998 WINS

Rally of Portugal
Tour de Corse
Acropolis Rally Greece

Rally of China

1997 WINS

Network Q / RAC Rally
Tour de Corse
555 Safari Rally
Sanremo Rally
API Rally Australia

1995 WORLD RALLY CHAMPION

INTRODUCTION

Rallying is one of the most popular forms of motor sport today. It differs from other motor sport events in that the cars normally run at one minute intervals, competing against the clock rather than directly against each other. And rather than driving on nice smooth tarmac, rally cars can go anywhere, and each surface - mud, ice, snow, and gravel - demands its own technique. Gravel for example, requires knowing how to slide the car precisely, and tarmac requires tidy lines.

The final rallying speciality is the co-driver, or navigator, who is relied upon implicitly to navigate around the stages, at a speed which without him/her would be otherwise impossible, by calling corners, distances and hazards. Nicky Grist (featured in the English language option in-game) is Colin McRae's real-life co-driver, and is a crucial member of the team.

Very specialised cars are required for top-level special stage rallying. McRae's specialised Subaru Impreza WRC, developed by Prodrive, is worth £250,000, it has a 300-horsepower engine, its transmission is a 6-speed semi-automatic and it has four-wheel drive and electro-hydraulically controlled differentials. The effect is an immense acceleration - 0-60 in a little over 3 seconds.

Now its your chance to enjoy the experience of rallying....

INSTALLING COLIN McRAE RALLY

Place the disc into your CD drive and close the door. Wait a few seconds for the drive to initialise. If auto-run is enabled on your PC the disc will run automatically, otherwise:

Select 'Run' from the Start box menu then type the drive letter for your CD drive followed by '*setup*'. For example, if your drive letter is D, type: **D:\setup** (Enter)

SELECTING THE TYPE OF INSTALLATION

Colin McRae Rally offers you a number of ways to install the game: Minimum, Medium or Full will each allow you to play the full game.

FULL	All files (380Mb)
MEDIUM	All files excluding FMV and music files. (160Mb)
MINIMUM (RECOMMENDED)	Essential files only. (20Mb) Loading times will be slightly slower than medium or full.
NETWORK	Installs a 'network only' version for joining a network game, without the need for the Colin McRae Rally CD to be in your CD drive. (185Mb)
UNINSTALL	To remove Colin McRae Rally from your hard disk, run the uninstall program provided. This can be found in the Start Menu in Programs\Codemasters\Colin McRae Rally.* Alternatively, you can run 'Setup' and then select 'Uninstall'.

* or where you have specified the items to be placed in your Start Menu. After Uninstall, your saved games will be placed in Install path: \Save\Saveslot_**YOUR**

CHOOSE YOUR 3D ACCELERATED GRAPHICS CARD

Colin McRae Rally supports a wide range of PC graphics cards. You have the option of either: selecting a 3D card from a list provided, selecting a default card option, or specifying that you have no 3D card installed. Check the list and select the card you have installed. If you have any problems, see the troubleshooting guide at the back of this manual.

GETTING STARTED

Place the Colin McRae Rally disc into your CD drive. If auto-run is enabled you will be given the option to run the game, uninstall or quit. Select 'Run Game'. If not, you can run Colin McRae Rally from your Windows Start menu.

GETTING AROUND THE MENU SYSTEM

Use the left and right arrows to cycle through the main menu with the Return key for selecting. On the outer menus use up and down arrows and Enter/Return. When indicated with left and right arrows, the item is active and the left and right arrow keys will allow you to select different settings. Use the Esc key to return to the previous menu.



SELECTING A CONTROLLER

The default controller set-up is the keyboard, with the following default keys of both players:

PLAYER 1		PLAYER 2
←	TURN WHEELS LEFT	A
→	TURN WHEELS RIGHT	S
INS	GEAR DOWN	Q
DEL	GEAR UP	TAB
↑	ACCELERATE	R
↓	BRAKE	D
0	HANDBRAKE	T
PAGE UP	CHANGE VIEW	F1

If you wish you can reconfigure the above keyboard controls. Alternatively, you can set-up a joystick, joypad or steering wheel. Please see the Game Options section of this manual, page 20.

MAIN MENU

Championship Rally ^N Time Trial ^N

- Compete in the full season of Rally's in up to 8 Countries - if you are good enough.
- Race a single country Rally, 6-7 Stages (2 player mode available)
- Practise getting the fastest times on individual stages. (2 player mode available)

Rally School Options

- Expert rally driving tuition from Colin McRae himself.
- Set your difficulty level and game settings.

Load

- Load a previously saved Championship position.

Quit

- Quits the game.

^N = Network game available.

DIFFICULTY SETTINGS.

The difficulty settings can be found in the Options screen on the main menu. There are 3 difficulty settings: 'Novice', 'Intermediate' & 'Expert'. The default setting is 'Intermediate'.

Each difficulty level affects certain game settings in 'Championship' and 'Rally' play modes. The game starts with only 'Novice' and 'Intermediate' available. The 'Expert' setting only becomes available when you have completed the 'Championship' on the Intermediate setting and finished in 1st place.

DIFFICULTY TABLE

NOVICE

CARS : 2 WD ONLY
STAGES: FIRST 3 per country
COUNTRIES: 6
OPPONENTS: 7

INTERMEDIATE

CARS: 4 WD ONLY
STAGES: ALL
COUNTRIES: 8
OPPONENTS: 15

EXPERT

CARS: 2 WD & 4 WD
STAGES: ALL
COUNTRIES: 8
OPPONENTS: 15

RACE TYPES



CHAMPIONSHIP

A rally championship covers a whole season of rallying in 8 different countries, with varying weather conditions and times of day. All countries have 6 stages (see difficulty settings) and 4 of the countries have an extra Super-Special Stage. Your aim is to beat the best and gain the title of Rally Champion.

RALLY

Play a single country Rally on your own or against a friend. A Rally consists of 6 or 7 stages.

TIME TRIAL

Time Trial allows you to play any stage or combination of stages within a country Rally with 1 or 2 players. There are no Repair options available in Time Trial mode; your car will start each stage with no damage.

2 PLAYER

In 'Rally' and 'Time Trial' modes you have the option of playing against a friend. This can be done in a variety of ways. After selecting play mode go to the top of the menu and change the number of players.

Split Screen mode allows you to play head-to-head with your opponent represented as a ghost car.

Alternate mode allows a full screen view, where player one goes first, followed by player two.

Arcade mode is a head-to-head race where collisions between the two cars are possible.

In all these modes you must have two Controllers connected to your PC, except if you are using the keyboard.

Network This mode allows from 2 to 8 players to compete against each other. All the opponents cars appear as ghost cars.

CAR SELECTION

Choose a car to rally in. The availability of certain cars may be restricted due to your difficulty setting.

You can choose from the 4 major 4WD Rally cars:

Subaru
Impreza



Ford Escort
WRC



Mitsubishi
Lancer



Toyota
Corolla



ENTER YOUR NAME

For all game modes, each player is asked to enter their name. This name is used throughout the game and stored for any records or high scores achieved. A name can be up to 11 characters in length.



When you enter Set-Up / Repair at the start of a Rally, it is preset with a set of recommendations for that country.

These settings will not always be the best for each Stage in that country. Look out particularly for tyre choice according to the surface and weather. You will not get the chance to change these settings after every Stage, you should try to choose settings that will be the best compromise for the up-coming stages.

You can view the up-coming stages before the next Set-Up / Repair points by selecting the view option. After selecting all the options that you want to Set-up and Repair, you must select the continue option for these changes to take effect. The reset option will restore the default settings and remove any changes you have made.

SET-UP / REPAIR

Before you start a Rally and before certain stages of a Rally you have the option to set-up your car, and if necessary repair damage to parts of the car.

You are allotted a certain amount of time to perform these Set-up and Repair operations. This may mean that you do not have enough time to perform all the optimum operations, so you'll need to decide what's most important.

SETUP TABLE

ITEM	EFFECT	TIME
Tyres	Amount of surface grip	03:00
Suspension	Amount of grip when cornering	15:00
Brakes	Brake balance from front to rear	10:00
Steering	Sensitivity of steering	12:00
Gear Ratios	Amount of acceleration / Top speed	20:00

REPAIR TABLE

ITEM	EFFECT	MAX TIME
Electrics	Headlights flicker	30:00
Handling	Pulls to one side / Turns slower	45:00
Brakes	Less braking power	30:00
Engine	Slower acceleration / Top speed	60:00
Gearbox	Cannot select gear / Top speed	60:00



WEATHER

When rallying a stage you can encounter any of the following weather types:

Clear
 Cloudy
 Rain
 Snow
 Stormy
 Fog

These weather types affect the surfaces on which you drive, for example when mud is wet it will be much more slippery than when it is dry.



TIME OF DAY

As you progress through a Rally the time of day for each stage will be different.

You can rally stages at any of the following times during the day:

Early Morning
 Morning
 Late Morning
 Midday
 Afternoon
 Early Evening
 Evening
 Night

THE 1 PLAYER IN-GAME DISPLAY SHOWS YOU THE FOLLOWING INFORMATION:



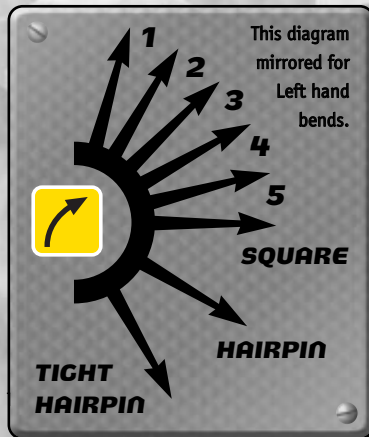
THE 2 PLAYER SPLIT SCREEN DISPLAY SHOWS YOU THE FOLLOWING INFORMATION:



CO-DRIVER

In rallying the co-driver is as important as the driver. Only by listening and acting upon the information given by the co-driver can a Rally driver drive at the extreme speeds without crashing the car. It is especially important during the night stages.

The co-driver gives information about the corners ahead as described in the following diagram:



obstacles ahead. This is what the following co-driver messages mean:

- CARE:** Be careful.
- CAUTION:** Be very careful.
This corner is difficult.
- LONG:** This denotes a long corner.
- DON'T CUT:** Do not cut close on this corner. There is an obstacle.
- TIGHTENS:** This corner becomes tighter as it turns.
- OPENS:** This corner becomes wider as it turns.
- OBSTACLES:** A whole range of obstacles will be described. Watch for them.

EXAMPLES

- 2 LEFT**
= A fairly easy left turn.
- LONG 3 LEFT, TIGHTENS**
= A long medium left turn which gets tighter.
- CAUTION, 5 RIGHT, DON'T CUT, LOGS**
= Be very careful. A tight right turn. Do not cut close to the corner as there is a pile of logs.

VIEWS

Colin McRae Rally contains 5 different camera views

- BEHIND CAR (CLOSE)**
BEHIND CAR (FAR)
BUMPER
BONNET
HEADCAM

The HeadCam view allows you to rally from the perspective of a real rally driver. The forces that operate on a real driver are simulated as you rally around the stage. HeadCam may not be available depending on which setting you have selected for Car resolution in the Graphics Options.



Behind Car (Far)



Bonnet view



HeadCam view

SUPER-SPECIAL STAGES

What is a Super-Special Stage?

Some of the countries contain Super-Special Stages. A Super-Special Stage is a special event in which 2 rally cars compete on the same track against each other.

The track has an inner and outer loop which cross over. One car starts on the inner and the other on the outer side of the track. Each car races both the inner and outer loop so they cover the same distance as they race to the finish line.

Which countries?

The following countries have Super-Special Stages:

Greece

Australia

Corsica

UK

Note: Each Super-Special Stage is part of a Rally and so your performance contributes to your final Rally position.

RESULTS

SPLIT TIMES STAGE TIMES RALLY TIME

During a Rally each stage in which you compete is timed. During the stage you will encounter a number of split times. These will give you an indication of how well you are performing compared with the fastest driver for that stage.

After completing a stage, your time for that stage is added to your overall time for the Rally. After completing all the stages in a Rally, you will have an overall Rally time. This dictates your overall position and points.

If you are playing in the Championship mode, the points you have at the end of the Rally will be add to your Championship points. The person with the most Championship points after competing in all 8 countries is the new Rally Champion.

POINTS

Points are awarded at the end of each Rally based on the position that you achieve.

1ST - 10PTS

2ND - 6PTS

3RD - 4PTS

4TH - 3PTS

5TH - 2PTS

6TH - 1PTS

You must get at least one point i.e. 6th place or better, to progress to the next round. The next country is then unlocked for you to compete in.

SAVING THE GAME

When playing in Championship mode, you have the option to save the game before each of the Set-up / Repair points and at the end of each Rally.



COUNTRY AND STAGE INFORMATION

NEW ZEALAND



Stage	Time	Surface	Length
1	Early Morning	Gravel	4.9km
2	Morning	Gravel	5.7km
3	Midday	Wet Mud/Gravel	5.8km
4	Afternoon	Gravel	5.1km
5	Early Evening	Wet Mud/Gravel	5.1km
6	Evening	Mud/Gravel	5.2km

GREECE



Stage	Time	Surface	Length
1	Early Morning	Dusty Gravel	5.2km
2	Morning	Dusty Gravel	5.3km
3	Afternoon	Dusty Gravel	4.6km
4	Afternoon	Dusty Gravel	5.2km
5	Early Evening	Dusty Gravel/Tarmac	4.7km
6	Evening	Dusty Gravel	4.7km
SS	Midday	Dusty Gravel	1.7km

SWEDEN



Stage	Time	Surface	Length
1	Morning	Snow & Ice	5.2km
2	Midday	Snow	5.2km
3	Evening	Snow	5.4km
4	Night	Snow	5.1km
5	Morning	Snow	6.1km
6	Afternoon	Snow	5.2km

CORSICA



Stage	Time	Surface	Length
1	Morning	Tarmac	4.0km
2	Midday	Tarmac	4.2km
3	Evening	Tarmac	4.7km
4	Night	Tarmac	4.4km
5	Morning	Tarmac	4.2km
6	Midday	Tarmac	4.7km
SS	Midday	Tarmac	2.6km

RALLY OF AUSTRIA



Stage	Time	Surface	Length
1	Morning	Snow	5.5km
2	Morning	Deep/Light Snow	4.9km
3	Afternoon	Snow/Wet Tarmac	5.2km
4	Night	Tarmac	5.9km
5	Morning	Tarmac	5.6km
6	Afternoon	Snow	5.5km

AUSTRALIA



Stage	Time	Surface	Length
1	Morning	Gravel	5.5km
2	Midday	Gravel/Tarmac	5.3km
3	Afternoon	Gravel	4.8km
4	Night	Gravel	5.4km
5	Morning	Gravel	5.8km
6	Midday	Gravel	5.6km
SS	Evening	Gravel	1.2km

INDONESIA



Stage	Time	Surface	Length
1	Morning	Dusty Tarmac/Sand	5.4km
2	Midday	Dusty Tarmac/Dry Mud	4.4km
3	Evening	Wet Mud	5.8km
4	Night	Wet Mud	5.4km
5	Morning	Dusty Tarmac/Dry Mud	4.5km
6	Midday	Dusty Tarmac/Sand	4.1km

UNITED KINGDOM



Stage	Time	Surface	Length
1	Morning	Snow/Wet Mud	5.6km
2	Late Morning	Snow/Wet Mud	6.4km
3	Midday	Tarmac/Mud	4.4km
4	Early Evening	Tarmac/Gravel/Mud	7.1km
5	Evening	Mud	5.8km
6	Night	Wet Mud	5.3km
SS	Midday	Wet Mud	2.5km

WORLD RALLY CARS

The following world rally cars are available:

4WD

SUBARU
Impreza



Bhp - 300,
Wheelbase - 2520mm

FORD
Escort WRC



Bhp - 290,
Wheelbase - 2550mm

MITSUBISHI
Lancer



Bhp - 300,
Wheelbase - 2500mm

TOYOTA
Corolla



Bhp - 290,
Wheelbase - 2465mm

2WD

VW
Golf GTI



Bhp - 250,
Wheelbase - 2431mm

RENAULT
Maxi Megane



Bhp - 250,
Wheelbase - 2468mm

SEAT
Ibiza



Bhp - 230,
Wheelbase - 2440mm

SKODA
Felicia



Bhp - 240,
Wheelbase - 2450mm

RALLY SCHOOL



The Colin McRae Rally School is intended as an aid to teach you how to drive a rally car, how to understand co-driver messages and how to set-up your car correctly.

The School is divided into 3 difficulty levels:

NOVICE
INTERMEDIATE
EXPERT

Each difficulty level has the following tasks:

NOVICE

The Novice section teaches you the basics of controlling a rally car. How to accelerate and brake correctly as well as controlling the car in a turn.

The tasks include:

Moving the car, Basic Loop, Simple Stage

INTERMEDIATE

The Intermediate section teaches you how to control the car while skidding to improve performance during a stage in a variety of different surface conditions. You will also be expected to understand basic co-driver instructions.

The tasks include:

Loop, Figure of 8, Stage, Wet Stage

EXPERT

The final Expert section teaches you how to control a rally car in real rally conditions. You are no longer given advice and you will learn how to set-up your car.

The tasks include:

Loop, Figure of 8, Stage, Wet Stage, Night Stage

GAME OPTIONS

The following options are available from the Options menu:

SETTINGS HI-SCORES DIFFICULTY

SETTINGS

This menu item handles the following in-game options:

GRAPHICS

ARROWS

This option allows you to switch the co-driver arrows On or Off.

GAME DISPLAYS

This option allows you to toggle the game displays between Full, Minimal and Off.

SCREEN SPLIT

This option is to determine which way the screen is separated in 2-player mode. Switch between Horizontal or Vertical modes.

DETAIL

This will allow you to set various in-game parameters to help you get the optimum frame rate from your machine. Generally, if you are

experiencing frame rate loss then you should try different combinations of the settings below.

Object level of detail - High, Low

Allows you to set the number of objects being displayed.

*Object Draw distance**

Determines how far into the background the objects will be drawn.

*Track Draw distance**

Determines how far into the background the track will be drawn.

* One light is the minimum draw distance.

Four lights is the maximum draw distance.

Car Resolution - Low, Medium, High

Allows you to set the quality of the car throughout the game. The HeadCam view is available in Medium (except in 2-player or Super-Special Stages) and High modes.

Weather Effects - ON/OFF

Allows you to toggle Weather Effects On or Off.

Car Effects - ON/OFF

Allows you to toggle Car Effects On or Off.

ADVANCED

Display Device

Allows you to choose between different graphics cards installed in your system. eg: 3Dfx Voodoo Graphics would be device 1.

Chipset

Select the Chipset for the 3D graphics card you are using with the game.

Resolution

Allows you to select between the following screen resolutions: 320x240, 512x384, 640x480, 800x600 if supported by your graphics card.

Texture Quality

Allows you to select between Low and High texture quality. Selecting Low texture quality may allow you to use a higher screen resolution on some graphics cards.

Motion Smoothness

If your machine can maintain a high frame rate, this setting should be set to ON.

SOUND

The Volume of the Sound Effects, Co-driver messages and Music can all be adjusted or turned off completely.

CONTROLLER 1

Allows you to set up controls for player 1. See setting up a controller.

CONTROLLER 2

Allows you to set up controls for player 2. See setting up a controller.

SETTING UP A CONTROLLER

Setting up a joystick/joypad or a steering wheel.

Colin McRae Rally will only detect controllers already configured to your PC using Windows 'game controllers' menu. It is recommended that you

setup your controllers in Windows before launching the game. If you have a controller connected but Colin McRae Rally is not showing this, then 'run joystick panel' in options > settings > controller1 (or 2). This will run Windows 'game controllers' set up screen. Go to the 'general' menu. Click on 'Add'. Select your controller type from the list. It should be added to your 'game controllers' list.

Calibrating your joystick or steering wheel.

All controller devices need to be calibrated in Windows 'game controllers' screen. 'Run joystick panel' from the game (options > settings > controller 1 (or 2)). Highlight the controller you wish to calibrate (see above). Click on the 'properties' button, then click on the 'calibrate' button. Follow the windows calibration instructions.

'Single click' on the Colin McRae Rally button in your task bar to restore the minimised Colin McRae Rally.

If you have any problems setting up your controller or calibrating see the troubleshooting guide page 27.

ANALOGUE SETUP

Colin McRae Rally allows you to customise your steering, acceleration and braking actions. You can select each action to be either analogue or digital.

RECOMMENDED SETUPS

Analogue steering wheel with pedals:

Steering - Analogue

Acceleration - Analogue

Braking - Analogue

Analogue joystick or steering wheel with no pedals:

Steering - Analogue

Acceleration - Digital

Braking - Digital

BUTTON SETUP MENU

Here you can set up your digital joystick and/or keyboard controls.

Highlight the action you wish to configure and press enter. The menu will ask you to push a button. This can be either a keyboard key or a button on your controller, including up and down.

Player 1 and 2 can share the keyboard, but no other controller type.

NOTE: If you select a controller not connected to your machine, Colin McRae Rally will revert back to keyboard.

HIGH SCORES

A record is kept of the best stage time, the best Rally times and the best Championship scores.

The following High Score information is stored:

Championship Hi-Scores

The best 5 Championship scores for each difficulty level.

Rally Times

The top 5 fastest Rally times for each Country.

Stage Time

The fastest time for each stage within each Rally.

DIFFICULTY SETTINGS

Set the difficulty level of the game. See page 5.

SAVING/LOADING CHAMPIONSHIP GAME

When rallying in a Championship you have the option to save the game before each Set-up/Repair point and at the end of a Rally. By saving you will be able to continue your game at a later date. You may save up to 12 different Championship positions. To continue a Championship game, simply choose Load from the Main Menu and select the game you wish to restore.

NETWORK GAME

Colin McRae Rally allows you to play with up to 8 players in a network game (IPX, TCP/IP), and 2 players over modem or direct connection (Serial).

Please note that the quality of the multi-player game may be limited by the following factors:

Heavy network traffic, poor cabling, line noise, latency, other environmental effects, and CPU speed.

CREATING A SESSION

To begin a multi-player game of Colin McRae Rally, someone must 'host' a session. First choose 'NETWORK (HOST)' from the player game mode selection either in the Time Trial or Rally menus. Select your car and choose continue to progress to the name entry screen. The name you enter will then be used as the session name for the multi-player game. On completing the name entry screen you will be presented with the Network Selection screen. This shows a list of possible network connection devices, (IPX, INTERNET (TCP/IP), MODEM, SERIAL). Also at the bottom of the screen there is a DATA RATE option, this allows you to alter the volume and frequency of data sent to the other players. If the cars in the game are jerky then you need to lower this setting, the default is 10. Once you have chosen the appropriate connection you will proceed to the Waiting Room.

JOINING A SESSION

Select 'NETWORK (JOIN)' from the player game mode selection either in the Time Trial or Rally menus. Select your car and choose Continue to progress to the name entry screen. After entering your name you will be presented with the Network Selection screen, which shows a list of network connection devices. Once you have chosen the appropriate connection you will proceed to the Session Selection screen.

The following sessions are displayed here:

- Rally & Time Trial games waiting to start
- Time Trial games already underway
- Last stage in a country of Rally games already underway (i.e. as soon as the last stage in a country starts this game then becomes visible in the waiting area, ready for people to join for the next Rally)

The listed games will have the race type in brackets after the name of the session. You can press the 'TAB' key to refresh the session list or by pressing the 'RETURN' or 'ESC' key you will go back to the Network Selection screen. If there is a session that you wish to join then highlight it and press the 'RETURN' key, this will then take you to the Waiting Room.

IPX Network game

Supports: 2-8 players

Requires: 1 game CD minimum, and 2 or more computers connected to an active IPX compatible network.

INTERNET (TCP/IP) Network game

Supports: 2-8 players

Requires: 1 game CD minimum, 2 or more computers connected to an active TCP/IP compatible network or a 32 bit TCP/IP connection to the Internet. This can be either a dial up connection or a direct connection.

MODEM Network game

Supports: 2 players

Requires: 1 game CD minimum, and 2 computers each using 28800kbps or faster modem.

SERIAL Network game

Supports: 2 players

Requires: 1 game CD minimum, and 2 computers connected via their serial ports with a null modem cable.

THE WAITING ROOM

The Waiting Room displays the currently joined players, the car they have chosen and the race type. The host can select a country at this point and also the stage within a country if in Time Trial. This waiting area also appears after each stage within a Rally or Time Trial game, but it is overlaid on the replay of the track you have just completed. Unless you have finished the last stage of a country the option of changing a country within Rally mode is not available. The Waiting Room also has a Chat Area which is activated by pressing the 'TAB' key.

CHAT AREA

This screen replaces the active players within a session and displays the previous 20 lines of chat. Type in your message at the bottom of the screen and press the 'RETURN' key to send the message to the other players. The last line of chat will appear at then bottom of the screen so you can still read it whilst in the Waiting Room. A Chat Area is also available after each stage, the Chat screen overlays the replays of the race.

START (HOST ONLY)

To begin the race, highlight BEGIN GAME and then press the 'RETURN' key. There must be at least one other player joined to the session before you can begin a game.

START GAME

The game will start when all players have loaded and are waiting on the start line. Other players are represented as ghost cars during the race and are gradually faded in over the start of the course so as to avoid confusion at the first corner.

IN GAME DISPLAY

The in game display in a multi-player game is slightly different to that found in the normal game. The position indicator shows all of the players currently active in the game and updates dynamically in real time, not just at checkpoints.

RESULTS

At the end of a stage you will be presented with a list of stage times achieved by you and the other players. If you are participating in a Rally then you will also be shown the accumulated times for all drivers in the Rally. After the results, the Chat Area is displayed over the top of the replay. To activate the chat area press the 'TAB' key. You can make the chat disappear by pressing the 'ESCAPE' key. By pressing the 'F10' key you can switch the replay between the other player's cars in the race.

The host at this point has the option to select a new stage and country in Time Trial mode or a new country in Rally mode if the current Rally has finished. The host also has the option of exiting at this point, which will terminate the session for all players.

For further information on the network game please read the help file on the Colin McRae Rally CD.

DRIVER GUIDE

Here are a few key rules to follow which can considerably improve your stage times:

CORNERING

Unlike many motor sports, rallying does not require you to take the 'racing line'. This is normally impossible as the car will be sliding while cornering. It is essential to 'set the car up' before a corner. Use the brakes to slow the car down. Once you begin to corner it is too late. It is more important to have speed coming out of the corner than when entering. The handbrake can be used to scrub speed off and swing the car into a sharp turn. Use the throttle during the corner to control your skid and gain grip. Turn into a skid if you wish to correct it. When the car is pointing in the right direction hit the throttle to power-out of the corner.

POSITION

Use as much of the track as possible. Stay aware of the many surfaces that you are driving on. A change in surface can be used to slow the car or change its direction at critical moments. Just one or two wheels can achieve the effect you are after. Always pay attention to your co-driver. Use his advice to avoid any obstacles and prepare for what is ahead.

Look for the route along a stage that is as fast as possible. On many occasions an unconventional line can shave valuable seconds off a stage time, but be careful – it can also cost you dearly.

GEAR

When you feel confident in controlling the car, switch to a manual gearbox so you can control the gear changes and optimise performance.

HALL OF FAME

If you have access to the Internet and you have a Stage or Rally time that you want the whole world to see, then visit the Codemasters Web Site at:

<http://www.codemasters.com>

There you will find the Colin McRae Rally Hall of Fame where you will be able to register your best times. In order to do this you will need the Timecode that is shown underneath your time in the High Score screens.

If your time is good enough it will then be displayed with the other best times for all the world to see – the ultimate Rally achievement!



TECHNICAL SUPPORT & CUSTOMER SERVICES

Tel: 01926 816044

Fax: 01926 817595

Lines are open between
0900-1730 Monday, 0800-2000 Tuesday to Friday, 1000-1600 Saturday

Before you call the Customer Support line, please check that you have read the Colin McRae Rally™ help file, which can be found on the Colin McRae Rally™ CD Rom.

To access the help file

1. Double-click on my computer on the Windows 95/98 desktop.
2. Right-click on your CD Rom drive.
3. Left-click on Explore
4. Double-click on Help.txt

If your answer is not here, please make sure you have the following details before you call the Technical Support line.

- A detailed description of the problem
- If it is repeatable, under what conditions?
- Your brand of PC (Dell, Gateway, Compaq, IBM etc.)
- Your processor brand & type (Intel Pentium 266, Cyrix 200 etc.)
- The make and model of any video / 3D graphics cards in your computer, (Righteous 3DFX, Matrox Mystique etc.) and the version number of the driver for this.
- The make and model of your CD-ROM Drive (Panasonic 562 Double-Speed etc...)
- BIOS version and date. This is displayed soon after the power-on. (AMIBIOS, 1992 etc...)
- The make and model of your sound card (SoundBlaster 32 etc..)
- Your DirectX version (e.g. 5 or 6)
- Your operating system (e.g. Win95, Win98, Windows NT)

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CODEMASTERS WEBSITE

www.codemasters.com

Codemasters' website includes technical support, and the Hall of Fame, as well as news about other Codemasters games.

CREDITS

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