

RALLISPORT 2 CHALLENGE

GAME CONTROLS



- * Pressure-sensitive control
- ** Hold while stopped for Reverse



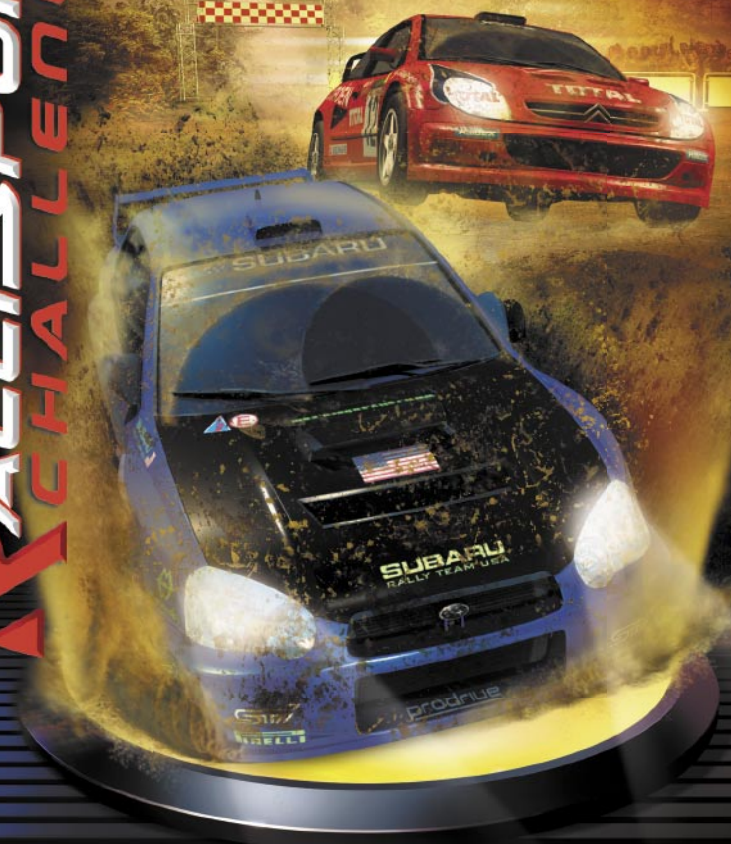
0304 Part No. X10-19329



LIVE ONLINE ENABLED



RALLISPORT 2 CHALLENGE



Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.



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Coming Summer 2004: *RalliSport Challenge 2* for your wireless phone, brought to you by JAMDAT Mobile. For more information, visit your wireless carrier or go to www.jamdat.com.

The sport of rallying is unlike any other you've encountered. It's dangerous. It's dirty. And, above all, it's violent. Not only are you strapped behind the wheel of a ton-and-a-half, turbo-charged monster, you're flinging yourself at full speed down rough, rugged, untamed back roads. Even when you're racing wheel to wheel against other drivers in Rallycross, Ice Racing, or Hill Climb challenges, Mother Nature still might be your most formidable opponent.

Right here in your hot, eager hands, you hold the sequel to the first *RalliSport Challenge*, and a myriad of wonders awaits you on that shiny silver disc...

- Go online to join the global competition with HSN Sports and Xbox Live™.
- Link up to 16 Xbox® consoles, and play locally with up to 16 players. (One player per console, please!)
- Watch how reckless driving affects your car, as glass shatters, bumpers drag, hoods pop open, and doors simply fall off.
- Experience nighttime driving, where all you've got to rely on are the words of your co-driver and the 15 feet you can see in front of you.



When you first enter the **Select Profile** screen, you are asked to create a player profile. This profile contains all the points you earn in **Career** mode, as well as your personalized settings.

After you have selected a profile, you see the **Sign In** screen. On this screen, you can sign in to Xbox Live using an existing account or go back to the **Xbox Dashboard** to create a new Xbox Live account. If you prefer to play *RalliSport Challenge 2* offline, press **X** to skip the sign-in process and go directly to the **Main** menu.

Difficulty Settings

Before beginning a new **Career**, you'll select your difficulty setting—**Amateur**, **Pro**, or **Champion**. On the **Amateur** setting, you can restart any track, while on **Pro** or **Champion** you can restart whole events only. Also, the higher the difficulty setting, the tougher the AI opponents. However, you'll be rewarded on those higher settings with the opportunity to unlock bonuses, such as extra cars and tracks.

To change profiles

1. Press **B** while on the **Sign In** screen or in the **Main** menu to return to the **Select Profile** screen.
2. Select the profile you want to use, or create a new one.

If you want to change your difficulty setting, you must go back to the **Main** menu and begin a new **Career**.

GAME CONTROLS

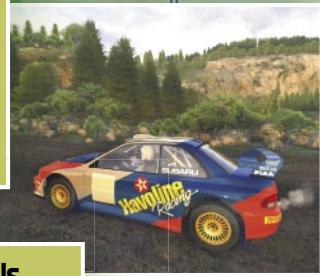
RSC2 offers a number of preset controller configurations. The default settings are shown below, but you can choose a different configuration by going to the **Main** menu and selecting **Options**.

Driving Controls

Steer	⊕ or ⊖
Accelerate*	▶
Brake*/Reverse**	◀
Emergency brake	A
Shift up	B
Shift down	X

System Controls

Look back	Y
Change camera view	●
Reset car on track	○
Pause/Resume	▶
Cancel/Return to previous menu	◀



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GAME SCREEN

Use the heads-up display (HUD) to keep track of important race information.

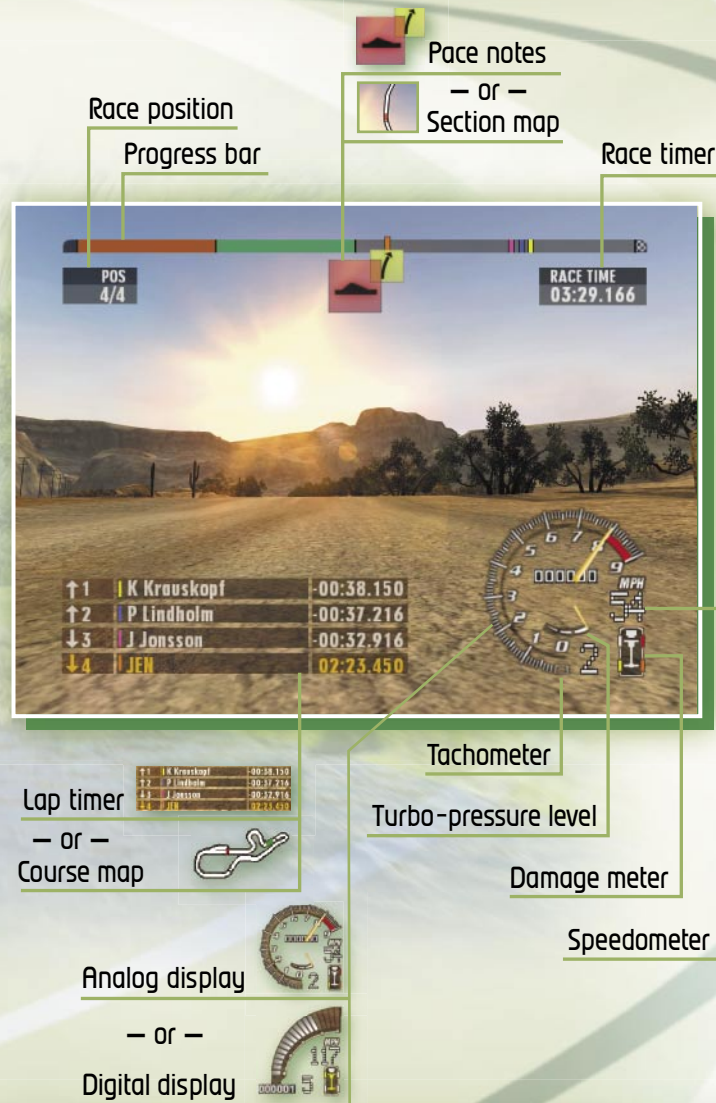
Tachometer/Speedometer The outer ring of the gauge displays your RPM, while your speed and gear are indicated as numerals. When using the analog setting, the small indicator in the center of the gauge shows your turbo-pressure level. To switch between an analog or digital gauge, select **Options** from the **Pause** menu, and then select **HUD**.

Race Timer The timer in the upper-right corner of the screen displays your current total time for this race.

Progress Bar The progress bar across the top of the screen displays your current position on the race stage.

When racing solo, if your time on a section is better than the competition, that section of the progress bar will be coloured green. If you're behind, it will be red. When racing head to head, each segment of the progress bar will be the same colour as the player who has received the best time on that stage.

Navigational Aids Depending on the race type, you are aided by either pace notes or a course map. Pace notes, available only in **Rally** mode, are visual cues that warn you of upcoming turns and road conditions (see pages 8-11). To choose a navigational type, select **Options** from the **Pause** menu, and then select **HUD**. Note that in **Multiplayer** mode, each player's HUD can be set individually.









During **Rally** races, your co-driver will provide audio and visual cues to warn you of upcoming road conditions and changes in terrain.








Basic Pace Notes

Turn Types

Straight		A section of track with no curves.
Easy		A mild turn to the right or left. Little or no braking is needed.
Medium		A more difficult turn that might require braking or skidding to negotiate.
Hard		A severe turn that requires skilled braking or skidding to negotiate.
Square		A sharp 90-degree turn, as when two roads meet at an intersection.
Hairpin		An extremely severe turn that requires expert braking or skidding to negotiate.
Tight Hairpin		The most severe turn you can encounter.
Left		A turn to the left.
Right		A turn to the right.
Long		A long curve or straight.

Obstacles

Bump(s)		A small but noticeable mound in the track. Your car might take air after a bump, so take extra care to maintain control of your vehicle.
Jump		A ramp or large bump on the track.
Over Crest		An incline in the track that impairs your view. Beware of sharp turns or obstacles on the other side.
Cliff/Exposure		A steep drop-off is near the edge of the road.
Rocks/Trees		A naturally occurring obstacle is near the edge of the road.
Through Tunnel		A tunnel is just ahead. Prepare to go through it.
Over Bridge		A bridge is just ahead. Prepare to cross it.
Over Finish		The finish line is ahead—don't stop accelerating until you cross it!

Surface Types

Ice	The road surface changes to ice.
Gravel	The road surface changes to gravel.
Mud	The road surface changes to mud.
Sand	The road surface changes to sand.
Snow	The road surface changes to snow.
Tarmac	The road surface changes to tarmac.

Warnings

Caution	A warning that will be followed by a specific obstacle that must be handled carefully.
Cut	A comment that a shortcut is permissible as you go around a steep curve.
Don't Cut	A warning not to take a shortcut through a curve—something in the terrain might impede your way.
Keep Left/Right	A warning to stay to the left or right side of the track, as indicated.



Miscellaneous Notes

Into	An indication that one turn leads directly into another turn.
Onto	An indication that a new road surface is coming up.
Inside	An indication that an obstacle is located on the inside of a curve.
Outside	An indication that an obstacle is located on the outside of a curve.
Opens	An indication that a curve becomes less severe.
Tightens	An indication that a curve becomes more severe.
Narrows	An indication that the road becomes narrower.

Advanced Pace Notes

When you're ready for an even more authentic taste of rally life, switch from basic to advanced pace notes. Instead of a simple "easy left" or "medium right," your co-driver will give more technical and more precise cues. Each curve will be preceded by a number from one to nine, with one being a very easy 10-degree curve and nine being a smooth 90-degree turn.

To select basic or advanced pace notes

1. From the in-game **Pause** menu, select **Options**.
2. From the **Options** menu, select **Co-Driver**.
3. Scroll up or down to highlight **Basic** or **Advanced**, and then press **A** to select it.
4. When you have finished, press **B** to return to the game.

GAME MODES

There are a number of ways to play *RSC2*—from challenging no one but yourself to finding opponents across the globe.

Time Attack Try to beat your best lap times, compete against a friend's ghost, or take on the #1 player on Xbox Live.

Single Race Compete against up to three computer-controlled opponents simultaneously on any unlocked track.

Career Work your way through a series of stages and events, and earn points based on how you place at the end of each event. Increase your point total to qualify for new event classes and unlock new cars.

The icons on the **Career** menu provide helpful information. A car icon means that completing the indicated event will unlock a car. Similarly, a track icon indicates that completing the event will unlock a track. And, after you have completed an event, the number of points you earned in it appears in the corner of that event's icon.

Multiplayer Choose **Split Screen** to compete with two to four players on a single Xbox console. Or, select **System Link Play** to connect up to 16 Xbox consoles (one person per console). When more than four players are using System Link, car collision will not be detected.

Xbox Live Go online with Xbox Live to take on the world. (For more information, see pages 14–21.)

Leaderboards See where you rank in various lists, and view stats on your friends and other players.

*Note that **Single Race** and **Multiplayer** races are wheel to wheel.*

RACE TYPES

RSC2 offers up traditional point-to-point races, as well as several other rally-esque options.

Rally Race solo on a point-to-point stage, with the goal of reaching the finish line in the shortest time possible.

Rallycross Go head to head against three opponents on a circular track with varying terrain. Rallycross is the most technical race type featured in *RSC2*.

Ice Racing Race wheel to wheel across a dangerously slick circular track.

Hill Climb Power your way up steep inclines and around treacherous corners to post the best time to the top (or bottom) of the mountain.

Crossover Tear up the track, and switch lanes with your opponent on every other lap.



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Take RalliSport Challenge 2 Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a **Friends** list with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can play *RalliSport Challenge 2* online, you must connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

Signing In

To sign in, you first must select or create a profile and then select an Xbox Live gamertag.

RalliSport Challenge 2 Xbox Live Menu

Quick Match Find a race immediately without specifying game criteria.

OptiMatch™ Specify the type of race or player for the game you would like to join.

Create New Game Create and host a race with specific game criteria.

Friends See the online status of players on your **Friends** list.

Players See players you recently played with, and send player feedback.

Options Adjust your voice masking status, change your **Appear Online** status, or sign out of the Xbox Live service.

Voice Capabilities

You can chat with your opponents using an Xbox Communicator while you play online. For more information, see the instructions that came with your Xbox Communicator.



Friends List

You can add up to 100 gamers to your **Friends** list. You can send and receive invitations from those friends, see if they are signed in, see which games they're playing, and more.

To send a Friend Request

1. Select **Players** from the **Hbox Live** menu.
2. Highlight the player's name, and then press **A**.
3. Highlight **Send Friend Invite**, and then press **A**.

To remove a name from your Friends list

1. Select **Friends** from the **Hbox Live** menu.
2. Highlight the player's name, and then press **A**.
3. Highlight **Remove Friend**, and then press **A**.

To send a Game Invitation

1. Select **Create Game**.
2. After setting your game criteria, press **A**.
3. In the **Lobby**, press **Y**.
4. Highlight the player's name, and then press **A**.
5. Highlight **Send Game Invite**, and then press **A**.

To ignore other players

1. Select **Hbox Live Options** from the **Hbox Live** menu.
2. Select **Options**.
3. Set your **Appear** status to **Offline**.

—or—







1. In the **Lobby**, press **Y** to bring up **Hbox Live Options**.
2. Select **Options**.
3. Set your **Appear** status to **Offline**.



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The Xbox Live Icons

The following status icons appear in the **Friends** list and the *RalliSport Challenge 2* lobby.

	Voice on
	Voice muted
	Voice through TV
	Game invitation sent
	Game invitation received
	Friend is online
	Friend Request sent
	Friend Request received
	Lobby options
	Lobby ready
	Lobby racing
	Rules logo
	Rules enabled
	Rules disabled

XSN Sports combines the power of Xbox Live with the connectivity of the Internet to bring you a whole new gaming experience. You create the seasons; you dominate the tournaments; you become the legend. We make it possible.

How to get started with XSN Sports

1. Subscribe to Xbox Live. (See page 14 for more information.)
2. From any computer, log on to the Internet, and go to **www.xsnsports.com** to sign up for competitions.
3. Take your competition name, condition code, and password back to your Xbox console, and then compete over Xbox Live.

What else can you do with XSN Sports?

- Check out race schedules.
- View race results and driver stats.
- Read and post to message boards.
- Send messages to other XSN Sports participants.
- Receive race invitations, schedule updates, and other notifications through e-mail.

*Remember, to sign up for the XSN Sports experience, you have to use a computer to log on to the Internet, and then visit **www.xsnsports.com**.*

KSN Sports Competition Types

Tournaments

When you compete in a tournament as an individual driver, you race head to head against competitors in two segments.

- **Round Robin** In the first segment, you vie for position in a race against three other drivers. You race once against each opponent in a total of three races. The winner of each round-robin segment progresses to the second part—single elimination.
- **Single Elimination** The losers go home, while the winners keep racing until only one driver remains.



Season - Individual

When you compete as an individual driver in a season, you drive the courses separately from your opponents. In other words, your car is the only one on the track. Depending on how the season is set up, you will compete in up to five rounds. There is no elimination, so you will be able to participate in every round, no matter how you finish in each one. In addition, you can race as many times as you want in each round, and only your best time will count in the end. When all the rounds are complete, your best individual round scores are added together to get an overall score.

Season - Team

When you race as a team, the performance of each individual participant in that team is scored as described above. Then, the scores of the four participants are added together to form a team score.

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You can use the **Hbox Dashboard** to rip music to your Hbox console and then listen to your own custom soundtracks in *RalliSport Challenge 2*.

To copy music to the Hbox Dashboard

1. Remove the *RalliSport Challenge 2* disc from your Hbox console.
2. Restart your Hbox console.
3. Insert an audio CD into the Hbox console.
4. From the **Hbox Dashboard**, select **Music**.
5. From the **Music** menu, select **Audio CD**.
6. From the **Audio CD** menu, select **Copy**.
7. When the list of audio tracks appears,
 - A. Scroll up or down to highlight the track you want to copy.
 - B. Scroll left or right to highlight **Select** at the bottom of the screen, and then press **A**. (To deselect the track, press **A** again.)



— or —
Scroll left or right to highlight **Select All** at the bottom of the screen, and then press **A**. (To deselect all tracks, press **A** again.)

8. When you have finished selecting the tracks, scroll left or right to highlight **Copy** at the bottom of the screen, and then press **A**.
9. On the **Choose Soundtrack** screen, scroll up or down to highlight the slot where you want to save your soundtrack.
10. Use the virtual keyboard to name your soundtrack.
11. When you are finished, highlight **Done**, and then press **A**.
12. Remove the audio CD from your Hbox console, and insert your *RalliSport Challenge 2* disc.

To listen to a music track

1. From the **Main** menu, select **Options**.
2. From the **Options** menu, select **Music**.
3. In the upper window, scroll up or down to highlight the soundtrack you want to hear, and then press **A**.
4. When the focus shifts to the lower window, scroll up or down to highlight the song you want to hear.
5. Press **A** to listen to the track.
6. When you are finished listening, press **B** to return the focus to the upper window.

CAR CLASSES

To select a soundtrack

1. From the **Main** menu, select **Options**.
2. From the **Options** menu, select **Music**.
3. In the upper window, scroll up or down to highlight the soundtrack you want to hear.
4. Press **X** to set that soundtrack as the one to play in the game.
5. When you have finished, press **B** to return to the **Options** menu.



RalliSport Challenge 2 offers up a number of car classes. If you want to keep your competitive edge, you'll need to pick the right machine for the job.

Rally These cars are the basic ones on which to build your racing career. They are best suited for Rally and Crossover tracks.

Rallycross Rallycross cars perform well on Rallycross, Ice Racing, and Crossover tracks.

Ice Racing These cars are particularly suited to the slick conditions of Ice Racing tracks.

Hill Climb Hill Climb vehicles have the extra muscle you need to power your way up a mountainside.

Group B These beasts bump up your adrenaline meter a few notches. They're best on Rally tracks.

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Before you start each race, you'll have the opportunity to set up your car just the way you want it. While you're waiting for the track to load, select **Car Tuning**, and then customize a number of options, from the type of tyres to use, to front and rear spring length.

Basic Tuning Options

Tyre Type Choose from **Tarmac**, **Rain**, **Gravel**, **Mud**, **Snow**, or **Ice** tyres. Remember, the recommended tyre for each race will be selected by default.

Gear Shift Choose either **Automatic** or **Manual** transmission.

Steering Choose a setting between **Slow** and **Fast**.

Gear Ratio Choose a setting between **Low** and **High**. A lower gear ratio gives you quicker acceleration, while a higher one allows for a higher top speed.

Advanced Tuning Options

Brake Stiffness Choose a setting between **Soft** and **Hard**.

Brake Balance Choose a setting between **Rear** and **Front**.

Power Ratio Choose a setting between **Rear** and **Front**. Note that this setting cannot be adjusted on FWD/RWD vehicles.

Toe In/Out Front Choose a setting between **In** and **Out**.

Toe In/Out Rear Choose a setting between **In** and **Out**.

Suspension Tuning Options

Presets Choose a **Custom**, **Soft**, **Medium**, or **Hard** preset suspension. A soft suspension should be used on a bumpy road, while a harder suspension is better for smooth tracks.

Spring Stiffness Front Choose a setting between **Soft** and **Hard**.

Spring Stiffness Rear Choose a setting between **Soft** and **Hard**.

Spring Length Front Choose a setting between **Min** and **Max**.

Spring Length Rear Choose a setting between **Min** and **Max**.

Damper Front Choose a setting between **Soft** and **Hard**.

Damper Rear Choose a setting between **Soft** and **Hard**.



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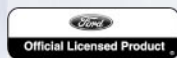
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For more information, visit us on the Web at www.xbox.com.

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