

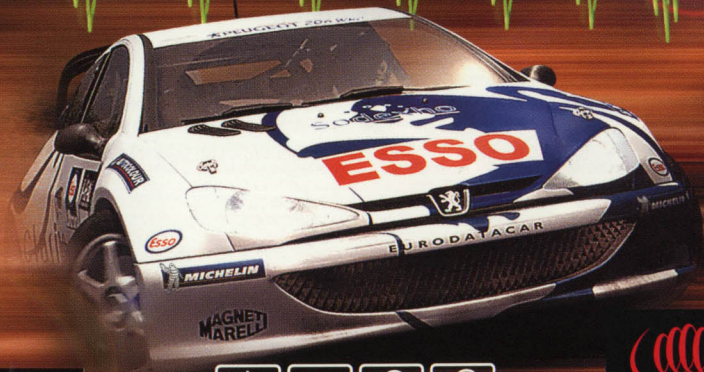


PlayStation

PAL

# V-RALLY 2

CHAMPIONSHIP EDITION



INFOGRAMES

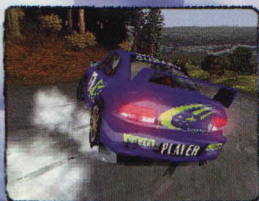
# PlayStation®

# V-RALLY 2

CHAMPIONSHIP EDITION



Get behind the wheel of 16 World Rally Championship cars and have your driving skills well and truly tested over 70 special stages set in 12 different countries under various gruelling conditions. V-Rally 2 provides unprecedented realism: progressive build up



of dirt and car damage, animated pilot and co-pilot, in-race animations on the roadsides...

*So, if you reckon you're up to the challenge, go for it and try and lift the Championship title.*



- Exclusive track editor/generator
- 4 player simultaneous play on one PlayStation® (using a Multi Tap®)
- 4 game modes available
- "If you're not careful, this could rule your life"  
PLAYSTATION PLUS



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Developed by EDEN STUDIOS.  
Published by INFOGRAMES.

COMPACT  
disc



For Ages - Pour Ages - Para Años - Für Jahre - Per Anni

3-10 ✓

11-14 ✓

15-17 ✓

18+ ✓



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Chez certaines personnes,  
l'utilisation de ce jeu nécessite  
des précautions d'emploi  
particulières qui sont détaillées  
dans la notice jointe

Vibration Function  
Compatible

 Suomenkielinen  
käyttöohje mukana

1 to 2  
Players

Memory Card  
3-15 blocks

Multi Tap Compatible  
1-4 Players

Analog Control  
Compatible



INFOGRAMES

This software is only compatible with hardware displaying "PS" and

PAL





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# V-RALLY

## CHAMPIONSHIP EDITION 2

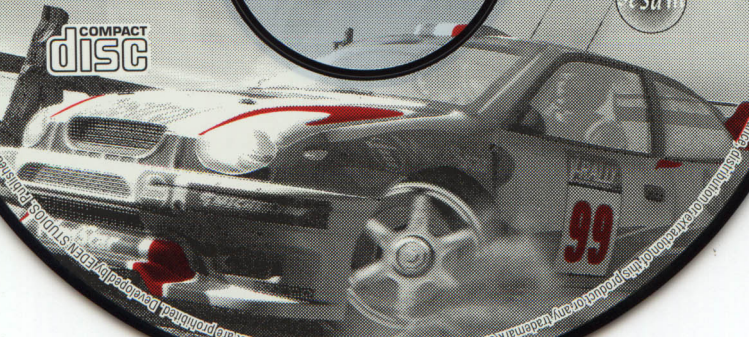
SLES-01907 #



PAL



COMPACT  
disc





English 5  
Suomi 18

Welcome to

# V-RALLY 2

CHAMPIONSHIP EDITION



*This new version of what has become the benchmark in car rallying games, offers you the opportunity to sit behind the wheel of 17 of the official cars of the 1999 World Rally Championship and to travel through the amazing landscape of 12 countries. This game comes to you with a host of options and we would ask you to read through this manual carefully. However, if you feel like getting started with the race right away, each menu function*

*is described at the bottom of the screen. In general, navigation in the menus is carried out as described at the bottom right-hand of the screen. Cars and stages to which you won't have access to at the start (this depends on your progress in the game) are displayed in grey. Some specials offer shortcuts - it's up to you to find them! What's more, don't forget that there are plenty more surprises in store for you throughout the game!*

## **CONTENTS**

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<b>GAME START</b> .....	<b>6</b>	<b>CARS &amp; DRIVERS</b> .....	<b>13</b>
<b>GAME MODES</b> .....	<b>7</b>	<b>DURING THE RACE</b> .....	<b>15</b>
<b>GAME OPTIONS</b> .....	<b>11</b>	<b>ANY PROBLEMS?</b> .....	<b>15</b>
<b>TRACK EDITOR</b> .....	<b>11</b>	<b>CREDITS</b> .....	<b>33</b>



## **GAME START**

Once you have inserted the game disc in your console and switched on, you are ready to take up any challenge.

V-Rally CHAMPIONSHIP EDITION 2 is compatible with the following peripherals:

Analog Controller (DUAL SHOCK™),  
Multi Tap™.

Please refer to the user manual of these peripherals for installation and operation instructions.

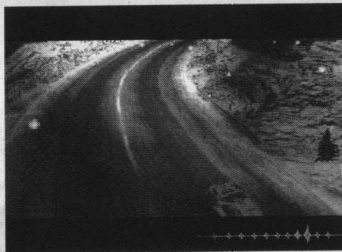
To save your games, use MEMORY CARDS. Check if you have enough free memory blocks on your MEMORY CARD before getting started on the race.

When using the Multi Tap™, please do not forget to insert the MEMORY CARDS in MEMORY CARD slot 1-A.

Please insert the Multi Tap™ in Controller port 1 of the Console. When using the Multi Tap™ at least one controller must be connected to the controller port 1-A.

## **Navigation:**

Use the Directional button to move about in the menus.



## **Main menu:**

Select the number of players. You only need to connect the additional controllers to see the number of players selected automatically displayed on your screen. The game options enable you to set the different parameters like display, language, music etc. Please refer to the "Game Options" paragraph for more information.



## Control configuration:

You can change the default configuration of your peripherals from the "GAME OPTIONS" menu.

Please refer to the "Game Options" paragraph for more information.

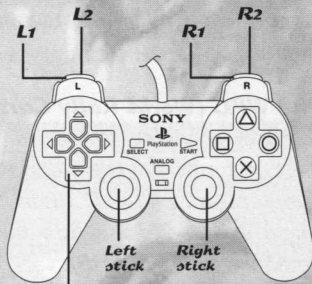
**Note :** The Vibration function of the Analog Controller (DUAL SHOCK™) will only operate when the Analog Controller (DUAL SHOCK™) is in LED Red Mode.

## GAME MODES

For each game mode, you will have to choose your racing car from the different car categories that are exact replicas of the groups present in the World Championship. All these game modes can be multiplayer.

### Important:

Some cars are not available right away. You will have to progress in the game and gain enough experience to drive them.



Directional button

<b>Start</b>	Pause game
◀	Left
▶	Right
<b>L1</b>	Rear view mirror
<b>L2</b>	Gear down
<b>R2</b>	Gear up
△	Change camera view
○	Handbrake
⊗	Accelerate
◻	Brake (hold to switch to reverse gear)





Rally cars are divided into two main categories:

### ● **The WRC (World Rally Cars):**

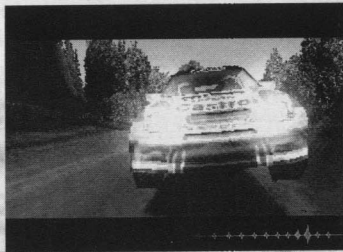
Technically speaking, these are the highest performers of the World Rally Championship. All of them are 4-wheel drive with a 2-litre turbo-charged engine (300 BHP).

### ● **Kit Cars:**

Based on standard car models, they are equipped and modified for the rally. With different engine classes (2 litre, 1.6 litre and 1.3 litre), these cars are often more spectacular than the WRC. They are easier to handle because they are less powerful and lighter (880 kg).

You'll also have the pleasure of discovering a range of hidden cars which will be accessible at certain points during the game.

**Important:** To gain access to the grey stages, you will have to make progress in the 1-player game mode. Only then will you be able to use these stages in multiplayer mode.



### ● **Arcade**

Arcade mode is a mode where the stages are discovered gradually. You will have to achieve a predetermined time in order to have access to the next special.



*This mode is divided into three groups of special stages, with increasing difficulty levels, and 4 cars are in the race together at the same time.*

*If you finish first, you will be given an extra credit.*

### **V-RALLY trophy**

*This mode is made up of 3 different track groups (euro Trophy, world Trophy, expert Trophy) in which 4 competitors are in the race for each trophy.*

*The routes are made up of open and closed stages.*

*Adding up the time taken for all the races gives you the overall rankings. You will have to finish first in each group to be able to go on to the next group.*

*There is no checkpoint as in Arcade mode. Regardless of your finishing position, you are selected for the next stage. Any damage sustained by your*

*car will be only visual and will not affect its performance.*



### **Championship**

*In this mode, you will face 8 competitors to win the title of European Champion, World Champion or Expert. In multiplayer mode, competitors start the race one after the other on each track, as in a real-life rally.*

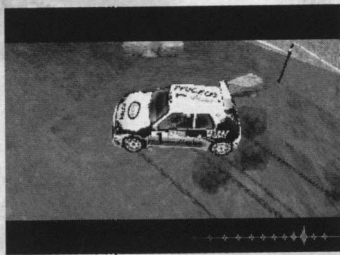
*Each rally includes 2 or 3 open stages. You have to race over all the stages in order to complete the rally.*

At the end of each rally, points are awarded to each player depending on their positions:

- 4 points for the 1st ,
- 2 for the 2nd , and
- 1 for the 3rd .

Access to different countries during the Championship is sequential.

The special feature of Championship mode is that the physical damage sustained by your car is displayed in real time, as a result, you will be asked to carry out repairs on your car in the repair areas in order to complete the rally with a working car.



The engine, gearbox, brakes, steering, and suspension may need repairing.

They are represented in percentages. You are allowed 30 minutes to repair your car. So, if your car is badly damaged, you will have to choose the types of repairs that you feel are absolutely necessary, since you cannot carry out all repairs needed.

The parts that are not repaired will give you trouble in the following stages.

## Time trial

This mode is made up of all the stages available in other game modes and you should try and achieve the best possible time.

You can complete as many rounds as you wish.

There is only one car in the race.

The "GHOST" mode will enable you to see the car that has achieved the best time.



In the beginning, you have access only to the stages of Arcade level 1 mode, European Championship mode and Euro Trophy mode. The other stages will be available in time trial mode, depending on your progress in the other game modes.

## GAME OPTIONS

Accessible from the main menu, these options let you set the game parameters according to choice.

The following options are available:

### DISPLAY:

Choose language for the on-screen text, set the speedometer to mph / km/h, centre picture to suit TV screen, set image format (4/3, 16/9) on your TV screen.

### AUDIO:

Select language for voices, set volume levels for the different elements of the game, choose music to accompany game, set audio modes (mono, stereo).

### MEMORY CARDS:

This gives you access to your saves.

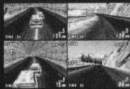
### SCORES:

This lets you see all your scores.

## TRACK EDITOR

Create your own tracks!!!

The editor enables you to quickly generate and save new routes by defining a few important parameters such as country, weather, difficulty level...





The track will be generated automatically.

The editor helps you to create your track by drawing it. Using the icons that appear on the screen to help you, draw your route with all the bends you wish to include, then adjust heights, and then finally decide the country you wish it to appear in. You can also choose the weather conditions or the time of day when your race will take place...

The editor also contains automatic functions, which will help you to loop



your tracks or create bumps to make your cars jump.

After testing your track with the car of your choice, you can come back to the editor to improve your route.

Follow the on-screen instructions carefully and you'll soon get used to using the editor.

Each function is accompanied by an explanatory note.

You can also save the tracks you've drawn on a MEMORY CARD.



## **CARS & DRIVERS**

The car selection screen will enable you to try out the car in real time before getting started on the race. To come back to the selection screen at any time during your trials, press the **START** button. Depending on the type of track surface (earth, tarmac, gravel, wet roads...), you can adjust the engine or suspension and, what's more, choose the type of tyres that you're using.



### **Gearbox ratio:**

Here you can choose your preferred type of gearbox, either automatic or manual.

Then you can decide on the gear ratios you wish to use (short for maximum acceleration, average, or long for maximum speed).

### **Suspensions:**

If you are driving on tarmac, it is better to use hard suspensions. On rough terrain, soft suspensions will give the car more stability.



## **Sensitivity:**

*This is where you can adjust the sensitivity of the controller:*

- weak,
- average or
- strong,

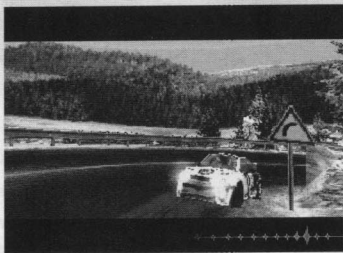
*depending on your driving style.*


## **Tyres:**

*It is very important to fit your car with correct tyres, according to the track surface.*

## **Brake balance:**

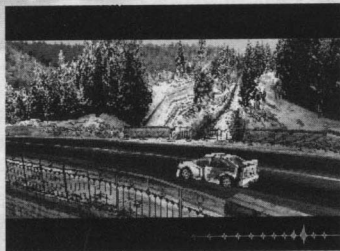
*You can distribute the braking force evenly or set for more force to either the front or rear brakes.*



 *The drivers selection screen allows you to either choose a name from a list saved earlier, or to sign up a new driver. You are given just 5 letters for each name.*

*These will appear on the rear licence plates of the cars, thus enabling you to quickly identify your competitors.*

*The statistics will be made available to each player (total mileage, total play time, and performance index).*



**// DURING THE RACE // ANY PROBLEM ?**

You can press the **START** button of your controller at any point of time during the race.

This gives you access to a certain number of options, depending on the game mode you are playing in.

Depending on the situation, you can change your car, adjust the sound levels, configure the dashboard display and change the settings of your car (please refer to the "Cars & Drivers" paragraph).

You can view your car from different angles (internal

Please don't hesitate to contact your retailer or our customer service:

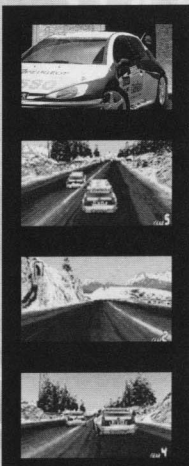
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