



PAL

V-RALLY

97 CHAMPIONSHIP EDITION



INFOGRAMES



PlayStation™

N-RALLY

97 CHAMPIONSHIP EDITION

USK

Geeignet ab
12 Jahren



Game   
Manual     



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COMPACT
disc



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

3-10 ✓

11-14 ✓

15-17 ✓

18+ ✓



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ATTENTION

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



1 or 2
Players



Memory Card
2 blocks



Optional Controller
SLEH-0003



DOLBY SURROUND



3 546430 001981

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

V-RALLY

1997 CHAMPIONSHIP EDITION

SLX 4000



PAL

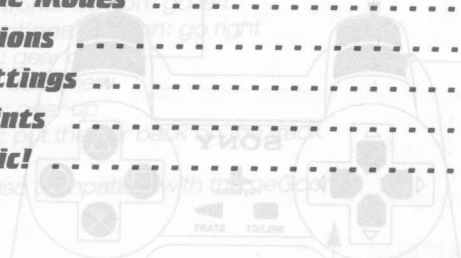


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CONTROLLER DIAGRAM

GB

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Careful!

When storing and handling a CD-ROM disc you should apply the same care as for audio CDs. You will need to clean your CD. If you always hold it by the edges and put it back in its case directly after use.

To save your settings, you must use Memory cards. Make sure there are enough free blocks on your Memory card.

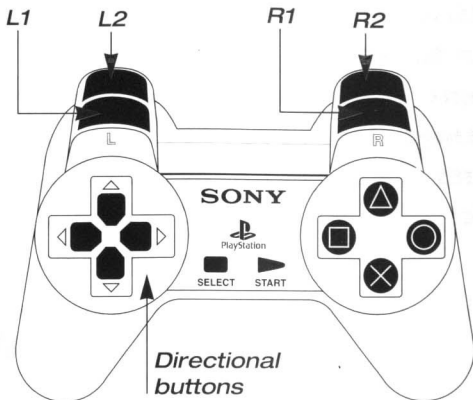
X button: Confirm an option

Directional buttons: Select an option



CONTROLLER DIAGRAM

Here are the default settings which can be changed in the **PLAYER SETTINGS** menu.



In the menus :

Directional buttons: Select an option

X button: Confirm an option

In the game :

X button: accelerate

□ button: brake. Automatic gear box: brake and change to reverse gear.

△ button: change view

○ button: use the hand brake

Left Directional button: go left

Right Directional button: go right

L2 button: gear down

L1 button: back view

R2 button: gear up

R1 button: put the car back on the track

V-Rally is also compatible with the neGcon™.

Careful!

While storing and handling a CD-ROM disc you should apply the same care as for audio CDs. You will not need to clean your CD-ROM if you always hold it by the edges and put it back in its case directly after use.

To save your settings, you must use Memory cards. Make sure there are enough free blocks on your Memory card before commencing play.



STARTING THE GAME

● **If your Console is switched off:**

Press the OPEN button, insert the "V-RALLY" disc and press the POWER button.

● **If your Console is already switched on:**

Press the OPEN button, insert the "V-RALLY" disc and press the RESET button.

After the title screens, the Language Selection menu is displayed. Use the Directional buttons to select your language, then confirm it by pressing the START button or the **X** button.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

THE MAIN MENU

The main menu offers you three different game modes in addition to the various game menus.

Move through the menus by using the Directional buttons and confirm your choice by pressing the **X** button.

If you want to exit a menu, press the Δ button or select the EXIT option with the Directional buttons and confirm with the **X** button.



For all game modes, the following information is displayed on the screen: speed, laps completed, gear engaged, time elapsed, position, countdown to the checkpoint, and the GAP. When the GAP is in red, it's the time you need to reach the car preceding your own car. When the GAP is in green, it means that you are in the first position and it's the time separating your car from the following car.



Before entering any Option or Game mode, you need to select the number of players by selecting NUMBER OF PLAYERS with the Directional buttons.



ARCADE

Press the START button to enter the ARCADE mode and discover all the stages.

Select GO and confirm with the X button to start. By default, you start at the ARCADE EASY level, and your car is selected automatically. You can use the Directional buttons to adjust the number of laps (from 2 to 6 per Stage), to select or change your car. The Slower Car Boost option is available if you want to give a bit more of a chance to your opponent.

Once you have selected GO and confirmed with the X button, select CAR SETTINGS to adapt your car to the stage specifications displayed on the screen:



- **Suspension:** soft, medium or hard
- **Gear Ratio:** short, normal or long
- Whether you want your car to **oversteer** or **understeer** (see our driving hints).

After confirming your settings, quit the menu by selecting the EXIT option and confirming with the **X** button. Select GO then confirm, and you're off!

Once you have completed the ARCADE EASY mode, you can then go to the ARCADE MEDIUM stages and then to the ARCADE EXPERT stages :

- **ARCADE EASY:** 4 stages
- **ARCADE MEDIUM:** 6 stages
- **ARCADE EXPERT:** 8 stages

When you start the ARCADE mode, you have three credits, each of them gives you a second chance.

When you win a stage, you are granted with an extra credit.

At the end of each stage, the Replay Mode will start. You can here change the angle of view by pressing the **Δ** button. Your best time, average speed and time per lap will be displayed on the screen. Press the **X** button once to remove this information from the screen. Press the **X** button again or the START button to exit.

The Replay is also available after each stage in CHAMPIONSHIP Mode.





CHAMPIONSHIP

Once you have selected CHAMPIONSHIP in the Main Menu, you can choose between starting a new CHAMPIONSHIP or loading a saved game from a Memory card. You can here select the laps per stages (from 2 to 6). Don't forget to select or change your car. You can then select your rally:

- V-RALLY Indonesia ● V-RALLY England ● V-RALLY Spain
- V-RALLY Safari ● V-RALLY Corsica ● V-RALLY New Zealand
- V-RALLY French Alps ● V-RALLY Sweeden

Each rally consists of 3 stages, each one packed with surprises, daytime or night-time, on roads or tracks, under a scorching sun or in pouring rain!

The Rally screen appears introducing the first stage and its specifications (road, weather, racing time) so that you can adjust your car with selecting Car Settings :

- **Suspension:** soft, medium or hard
- **Gear Ratio:** short, normal or long
- Whether you want your car to **oversteer** or **understeer** (see our driving hints).

Once you have completed all three stages of a Rally your time for each stage, cumulative time and Championship points will



be displayed on the screen. Your position is calculated depending on your cumulative time over the three stages of the Rally with first place being awarded 5 points, second 3 points, third 1 point and 0 for last. Your current Championship Classification is then displayed.

Select the ABORT CHAMPIONSHIP option to quit the CHAMPIONSHIP. You will then be able to save your game on a Memory card. You can save one championship per Memory card.



TIME TRIAL

Before starting any other game mode, you can test your skills with the ARCADE EASY four stages and the CHAMPIONSHIP 8 rallies. Three race modes are available:

- **GHOST:** If you are playing alone, your first lap is saved automatically, and you can assess your efforts in real time, since the car used in your first lap appears as a ghost image during your second lap, alongside the new car! The GAP indicates the difference between the time you are spending for the current lap and the time you've spent at the previous lap. If you are two players, there is no risk of collision between both cars!

- **SINGLE:** You can here practice alone and without the ghost image.

- **DUEL** (only in two player mode): you can here record the fastest time versus a friend.



Should you wish to exit the TIME TRIAL race, press the START button to enter the PAUSE mode, then use the Directional buttons to highlight the QUIT option and press the **X** button to confirm.

OPTIONS

You can use two menus to adjust the settings for each competitor (PLAYER SETTINGS menu) and the general options (GAME OPTIONS menu): In these two menus, go to the Option of your choice using the Directional buttons, then press the **X** button to confirm your choices.

GAME OPTIONS

- **GAME DIFFICULTY:** ROOKIE, PRO or ACE.
- **SCREEN SETUP:** You can adjust the picture aspect from a full screen to one of 16/9 for a wide screen display by turning the screen mode ON or OFF. You can set the position on your screen of the game window by using the horizontal and vertical cursors. **SPLIT SCREEN:** If there are two players, select the HORIZONTAL or VERTICAL division of the screen.
- **SOUND OPTIONS:** You can adjust the sound quality, depending on your sound system: MONO, STEREO or even DOLBY SURROUND. Then you can set the various volumes at the levels you want: the COPILOT VOLUME, the MUSIC VOLUME and the AMBIENT VOLUME. You can also choose the background music.
- **LOAD GAME DATA / SAVE GAME DATA:** You can save your options and settings (options and hi-scores) on Memory



cards which you have to insert into Memory card slot 1 of your Console. (**Attention:** if you have saved your current settings on different Memory cards, insert the right one before activating this option.) To retrieve a save, use the Directional buttons to highlight the LOAD GAME DATA option. Press the **X** button to confirm.

You can only save one set of game data on a Memory card. If you wish to save another one replace the previous Memory card backup or insert a new Memory card into Memory card slot 1 of the Console.

If you already saved your game settings, next time you'll start V-RALLY, the program will automatically check if a Memory card is inserted into Memory card slot 1 and your settings will then automatically be loaded.

● **MERGE HI-SCORES:** If you want to include your friends' hi-scores in yours, insert their Memory card containing the scores into Memory card slot 1 of the Console, select this option with the Directional buttons and press the **X** button to confirm. Your friends' hi-scores will automatically be selected and displayed on the screen with yours.

When these options have been selected, each player can customise his/her race in the PLAYER SETTINGS menu.



PLAYER SETTINGS

- **NEW PLAYER:** you can create a three-letter code to be able to save your settings on a Memory card.
- **SELECT EXISTING PLAYER:** to load the settings from an existing code name saved on a Memory card. In this menu, you can also see the total distance covered by each existing player.
- **ERASE PLAYER:** You can store up to 10 code names. Use this option to remove existing code names before creating new ones. (Highlight player to be Erased and press the **X** button, to abort highlight EXIT or press the **Δ** button.)
- **CAR SELECTION:** this is the screen where you select your car from some of the most famous names in the world championship:



97 Citroën Saxo kit-car

Front wheel drive car

Engine : 1.6 litre Atmospheric

Max. Power @revs.: 195 BHP at 8700 rpm

Max. Torque @revs.: 17.8 kg/m at 6200 rpm

Weight: 880 kg

97 Ford Escort WCR

4 wheel drive car

Engine : 2.0 litre Turbo charger

Max. Power @revs.: 300 BHP at 6250 rpm

Max. Torque @revs.: 41 kg/m at 5000 rpm

Weight: 1230 kg



97 Mitsubishi Lancer Ev.IV

4 wheel drive car

Engine: 2.0 litre Turbo charger

Max. Power @revs.: 300 BHP at 6000 rpm

Max. Torque @revs.: 45 kg/m at 4000 rpm

Weight: 1280 kg



Nissan Almera kit-car

Front wheel drive car

Engine: 2.0 litre Atmospheric

Max. Power @revs.: 265 BHP at 8000 rpm

Max. Torque @revs.: 26 kg/m at 6000 rpm

Weight: 960 kg



97 Peugeot 106 Maxi

Front wheel drive car

Engine: 1.6 litre Atmospheric

Max. Power @revs.: 200 BHP at 9000 rpm

Max. Torque @revs.: 18 kg/m at 6500 rpm

Weight: 880 kg





97 Peugeot 306 maxi

Front wheel drive car

Engine : 2.0 litre Atmospheric

Max. Power @revs.: 275 BHP at 8800 rpm

Max. Torque @revs.: 26 kg/m at 6500 rpm

Weight: 960 kg



97 Renault Maxi Mégane

Front wheel drive car

Engine : 2.0 litre Atmospheric

Max. Power @revs.: 270 BHP at 8400 rpm

Max. Torque @revs.: 26 kg/m at 6200 rpm

Weight: 960 kg



97 Seat Ibiza kit-car

Front wheel drive car

Engine : 2.0 litre Atmospheric

Max. Power @revs.: 265 BHP at 8000 rpm

Max. Torque @revs.: 26 kg/m

at 6000 rpm

Weight: 960 kg





97 Skoda Felicia kit-car

Front wheel drive car

Engine : 1.6 litre Atmospheric

Max. Power @revs.: 200 BHP at 7000 rpm

Max. Torque @revs.: 18 kg/m at 5500 rpm

Weight: 880 kg

97 Subaru Impreza 555

4 wheel drive car

Engine : 2.0 litre Turbo charger

Max. Power @revs.: 300 BHP at 5500 rpm

Max. Torque @revs.: 45 kg/m at 4000 rpm

Weight: 1300 kg



● **GEARBOX:** Manual or automatic.

● **CONTROLLER:** The controllers plugged into the Controller ports of your Console are detected automatically; if you don't want the default configuration, you can change it here.

● **SPEED DISPLAY:** Do you want the speed displayed in kilometres per hour (KM/H) or miles per hour (MPH)?

Your cars are ready to go! You can now select the EXIT option and press the **X** button to go back to the main menu and select the game mode.



PAUSE...

An emergency? No problem: you can press the START button at any time to "freeze" the current game. To resume the game where you left off, press the START button again.

The Pause mode offers some more options depending on the Game mode (car settings, sound options...).



DRIVING HINTS

Good cornering

For all corners on all surfaces:

- Brake in a straight line, steer towards the apex, straighten up and accelerate. Look way ahead.
- The shortest distance between two points is a straight line.
- Brake progressively, without pumping.
- Do not lock the wheels.
- Accelerate progressively, without pumping the accelerator.
- Hand-brake turns

On all surfaces, for very tight hairpins or to avoid frontal impacts, brake normally, turn the wheel slightly, release the brake pedal, apply the hand-brake briefly but hard: the rear wheels lose all grip and the car slides; when past the apex, accelerate or take a deep breath.



More specifically, on dirt and snow:

● **For long curves, tight corners:** in a controlled slide the car is made to slide gently. While accelerating, turn the steering wheel very early, as if you were going to cut the corner, then release the accelerator suddenly: the car slides; control the slide with the accelerator. When through the corner, accelerate, keeping the wheels straight (no opposite lock).

● **For wide tight corners, not on a long curve:** in an opposite-lock slide, put the car into a "controlled slide", but steering in the opposite direction to the corner. When the car slides a few metres before the apex of the corner, steer slightly in the right direction, controlling the slide with the accelerator. Above all,

don't "play" with the steering wheel, full lock, straighten, opposite lock.

BUMPS

If you want a high jump, accelerate on the bump, and take the power off when you're in the air. To dampen a bump and avoid jumping high, brake sharply but briefly at the start of the bump to lower the front of the car, then re-accelerate.

UNDERSTEER

This is loss of front wheel grip in a corner. Take your foot off the accelerator in all cases.

OVERSTEER

This is loss of rear wheel grip in a corner. In a front-wheel-drive or four-wheel-drive car, accelerate to transfer weight to the rear wheels.

DON'T PANIC!

● IF THE GAME DOES NOT RUN CORRECTLY...

Have you installed the V-RALLY CD-ROM in the Console?

Have you switched the Console on?



If you have a problem, stay cool and contact your retailer or our hotline on:

0161.288.7102

or contact the Infogrames site at:

<http://www.infogrames.com>

or by writing to this address:

Ocean, Infogrames Group - Customer Service Department
2, Castle Street - Castlefield Manchester M3 4LZ - England

