



RACE TO THE RALLY



ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



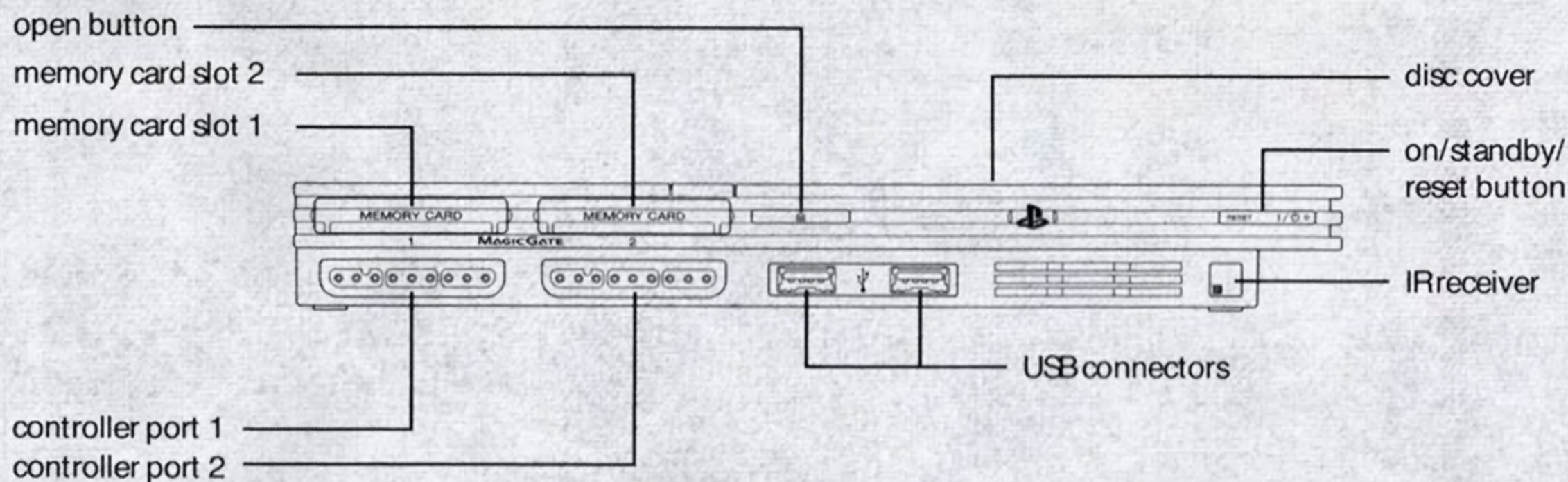
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RACE TO THE RALLY

GETTING STARTED★



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Harley-Davidson® disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

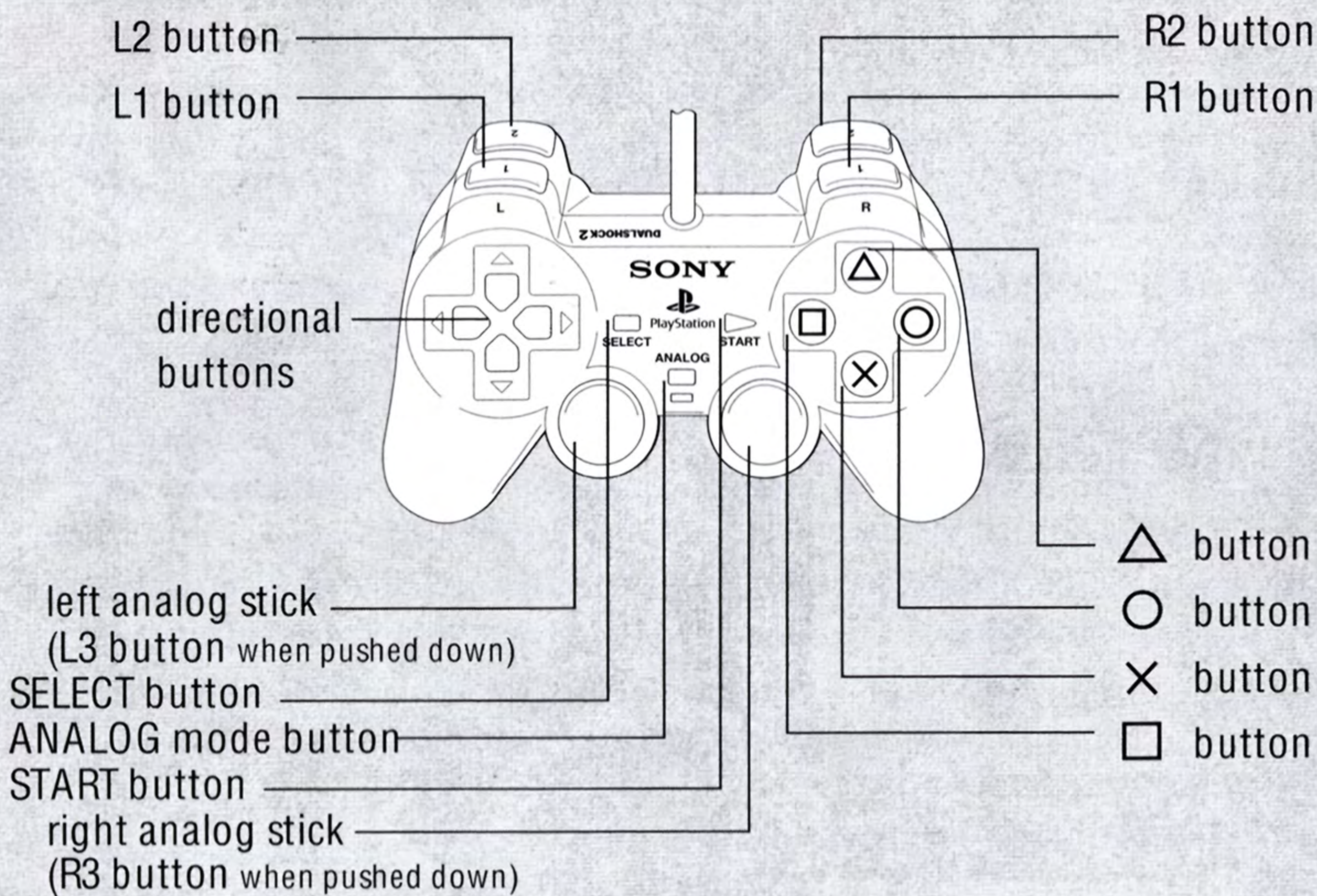
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



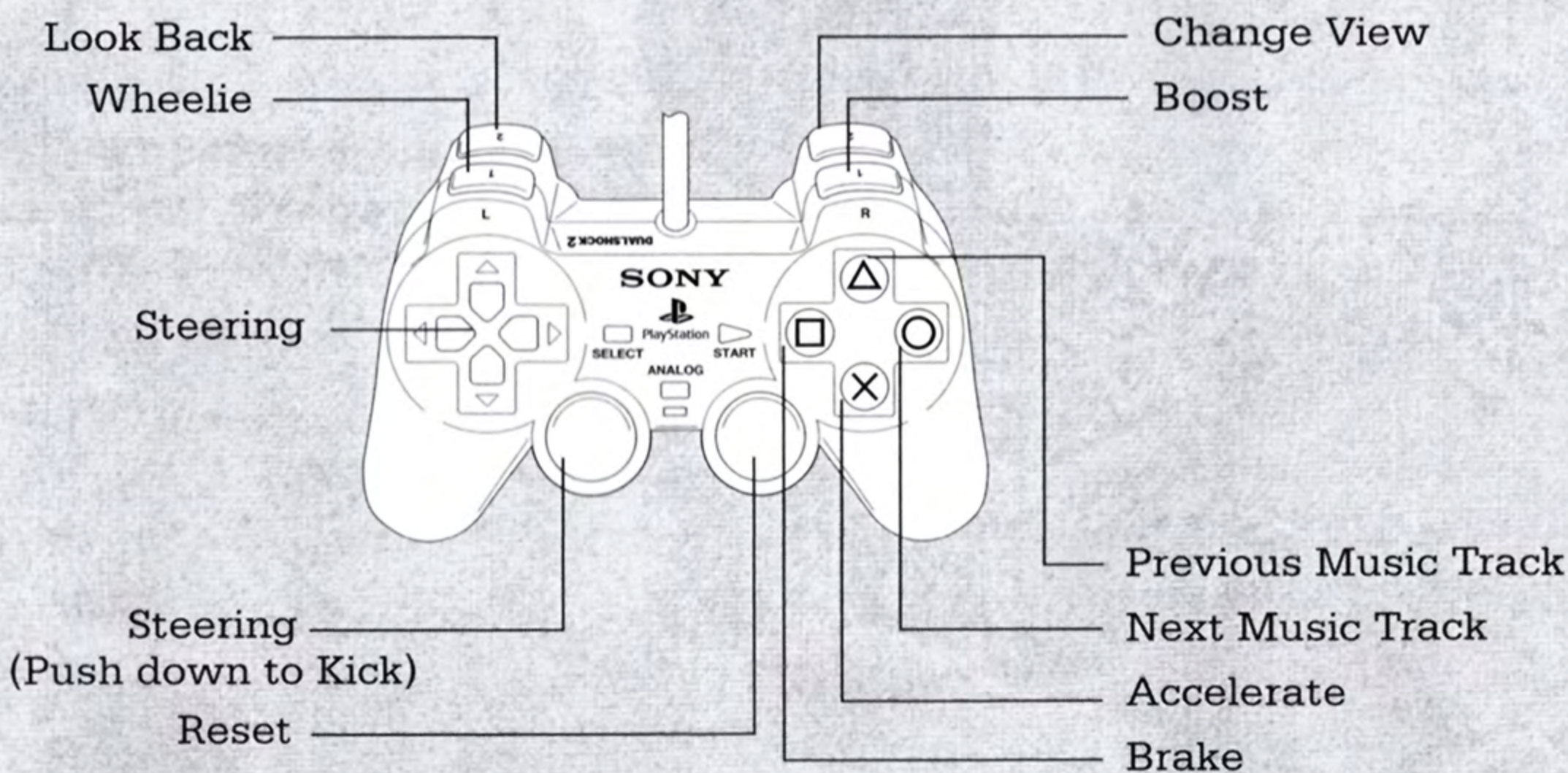
RACE TO THE RALLY

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Default Controls





RACE TO THE RALLY

HARLEY-DAVIDSON®: ROAD TO THE RALLY

The deep, thunderous rumble of a Harley engine fills your ears even before you hit the gas. You find yourself on the California highway, your bike revving beneath you as it roars to high speeds and you fight to hold your position against the other riders.

Your opponents fly by as you fall behind the pack. Struggling to keep up, you suddenly swerve into the oncoming sea of traffic bearing down on you. Swerving in and out of cars whizzing past you at high speeds, your boost meter begins to fill. You squeeze between two cars, rocketing past a bus... just up ahead a semi-truck appears barreling down upon you. You look down at your boost meter, almost ready. You swerve back across the yellow line, narrowly avoiding the truck as you engage your boost.

Your bike leaps forward with a thunderous roar as the boost rockets you down the long stretch of highway. You dart and dodge in and out of slower traffic, flying past your opponents that were once miles ahead as you cross the Bixby Bridge. Your bike shudders as the boost depletes and you find yourself racing past traffic at a calm and collected 140 mph.

You look back to see a biker with a sudden burst of speed steadily approaching. You swerve to block his path, cutting him off and sending him flying into the guardrail. You take the next shortcut and find the Pacific Ocean to the right, a forest of towering redwoods a blur on your left. You hit a jump, launching your bike into the air. Time seems to almost stand still as you soar off the ground, the road beneath you just a memory. Your bike hits the road and squeals as you rev the engine, gunning your bike around the bend and back onto the main road just in time to see the finish line in sight with one rider between you and the open road. You bide your time, drafting behind a truck as you near your final opponent. Your boost meter begins to swell, as you wait for your window of opportunity. Then you see it, your opening... you tap the boost and race from behind the truck past your opponent and across the finish line. You are the first to finish the Big Sur run.



RACE TO THE RALLY

GAME MODES



Tour: Main mode of gameplay. Select your character and bike and race a series of cross-country tracks against rival bikers for the best time and position.

Quick Race: Players select a rider and bike, and race a single race. In this mode, players can

jump into their favorite track for fun or practice without much menu navigation. Tracks become available in Quick Race after the player has unlocked it in Tour Mode. In quick race you race against your opponents, but you can't unlock new content. This is just for practice.

Time Trial: Players pick a rider and bike, and race a single race. In this mode, players race against the clock for the quickest time and, unlike Quick Race, there are no opponents. Tracks become available in Time Trial after the player has ranked in the top 3 position in Tour Mode. The game will save the top 10 fastest times on the track. Again, you will not be able to win, or unlock any new content.

Reverse Track: There will be a mirror version of all tracks. The mirror version will be identical to the original version, except the player will race starting from the back of the course to the front.



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LOCATIONS

This game has two different types of locations:

10 Unique Point to Point Races

Riders will race from one end of the US to the other via well known scenic Harley rides. Each race is several miles long, and because there are no laps, each leg of the race is entirely unique. These levels focus on unique level segments and speed.

Big Sur: Costal mountainous area along the Pacific Ocean in California.

Laughlin: Nevada desert with hills as well as a drive by of the Laughlin skyline and city.

Utah State Highway 12: Beautiful rock formations with sparse greenery and steep grades.

Gold Belt Tour: Foothills of Rocky Mountains in Colorado with rural roadways, green vegetation and a view of the Royal Gorge Bridge.

Route 66: Lightly forested area of Missouri section of famous highway complete with many roadside landmarks.

Black Mountain Road: Heavily forested highway of Kentucky with many switchbacks and mountain roads.

Blue Ridge Parkway: Appalachian Mountains with sweeping views and bridges.

Daytona Beach: Atlantic coast city environment passing through the beach itself and running along the boardwalk.

Florida State Highway 1: A series of bridges that cross open ocean between tropical Florida islands.

Sturgis: The capstone of Harley and the game racing through the Black Hills and rural areas of the Midwest to South Dakota.



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5 Lap Based Races

Players will be challenged by AI bikers to race head to head in lap based races. These races will be more dramatic, focusing on jumps and navigating the environment.

Drainage Canal: cement drainage structures, barrels and crates to dodge, tunnels, several jumps.

Desert Town: resembles old train yard, ghost town, abandoned trains and tracks.

Loading Dock: shipyard, freight cars, loading and unloading ships.

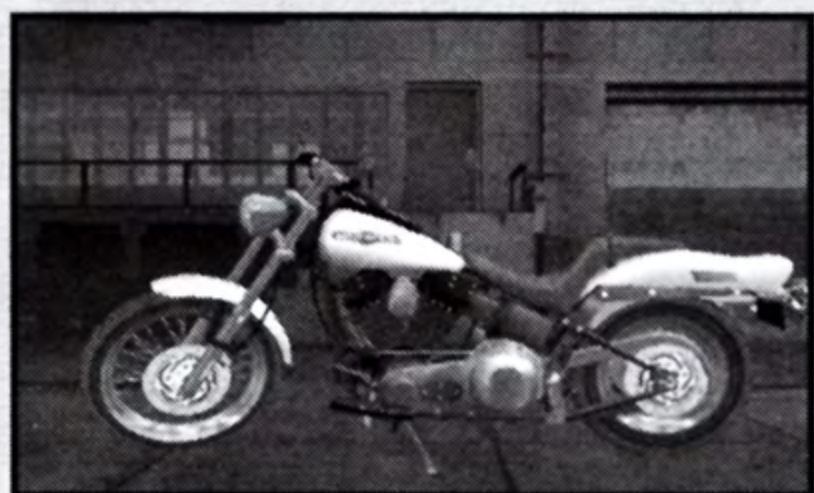
Old Factory: abandoned building, empty boxes and crates, junkyard on the back half of track.

Daytona Beach: beachside, palm trees, city streets with storefronts.



RACE TO THE RALLY

MOTORCYCLES



1936 EL Knucklehead™



1966 FL



1971 Super Glide



1972 XR750 Racer



1984 FXST Softail



1986 Heritage Softail



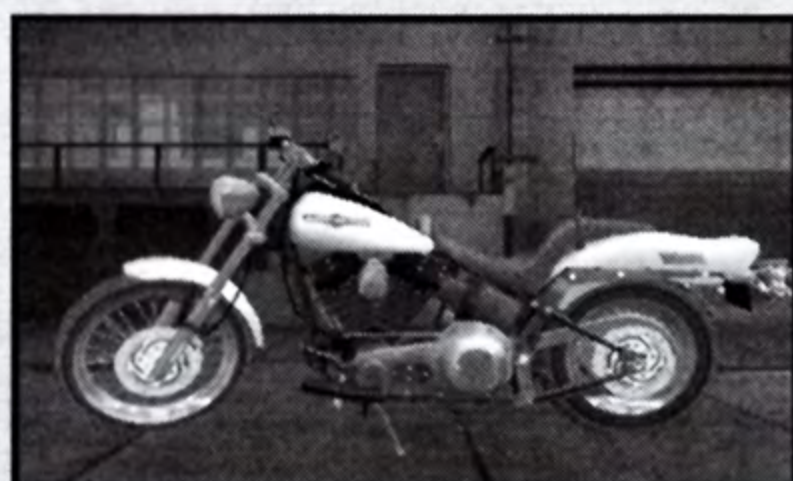
1990 FLSTF Fatboy



1991 FXDB Sturgis



2000 FXSTD Deuce



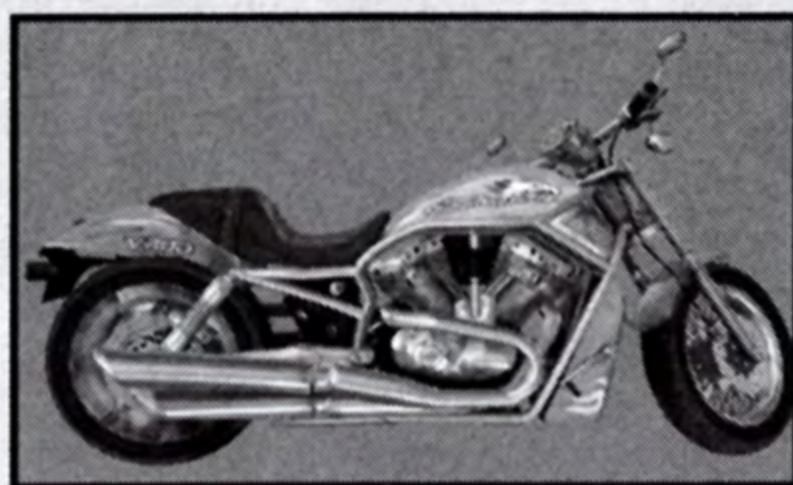
2006 Softail: Night Train
FXSTB/FXSTBI



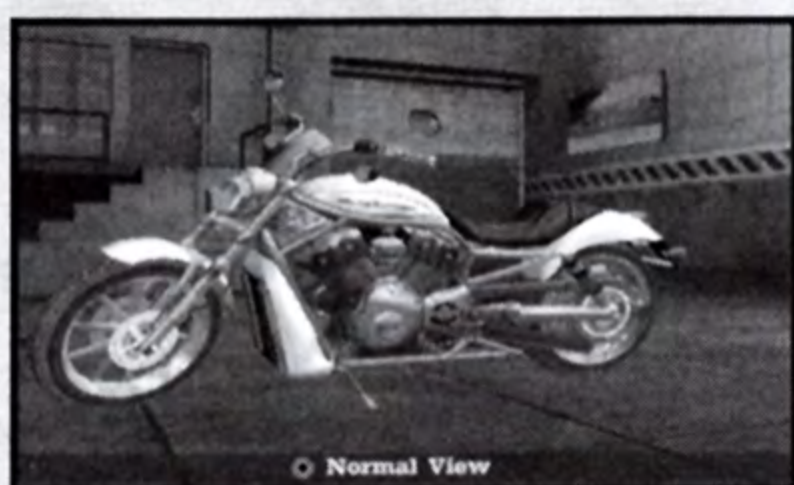
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2006 Sportster: XL 1200C



2007 VRSCX



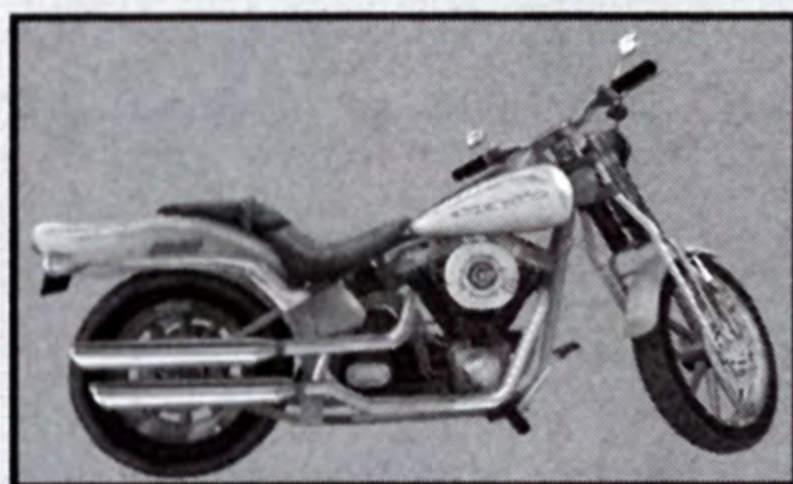
2006 VRSCR Street Rod



2007 FXDB Dyna Street Bob



2006 Dyna: FXDBI Street Bob



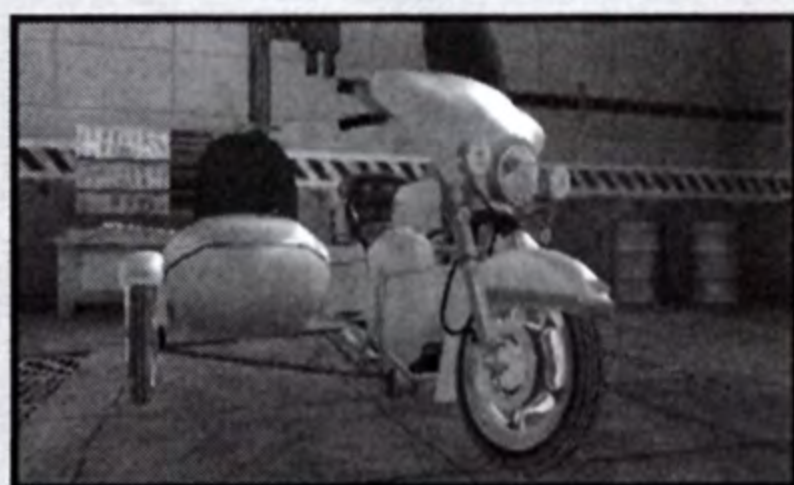
2007 FXSTSSE Screamin' Eagle
Softail Springer



2006 Touring: FLHX/FLHXI
Street Glide



2007 FXSTC Softail Custom



2006 Ultra Classic Electra Glide



2007 50th Anniversary
Sportster



RACE TO THE RALLY

UPGRADES

You can customize your Harley bikes with 100's of combinations of authentic Harley upgrade parts. These upgrades increase the performance of the bikes in-game and affect weight, handling, and acceleration.

Upgradeable parts include Sport, Custom, and Racing versions of:

Wheels (alloy, racing alloy, and racing carbine fiber)

Exhaust (performance, custom, and racing)

Tires (wide, extra wide, and racing)

Seat (thin, solid, and racing)

Carburetor (fuel injected, port fuel injection, and racing)

Camshaft (1/2 cam, racing cam, full cam)

Suspension (touring, heavy duty, and racing)

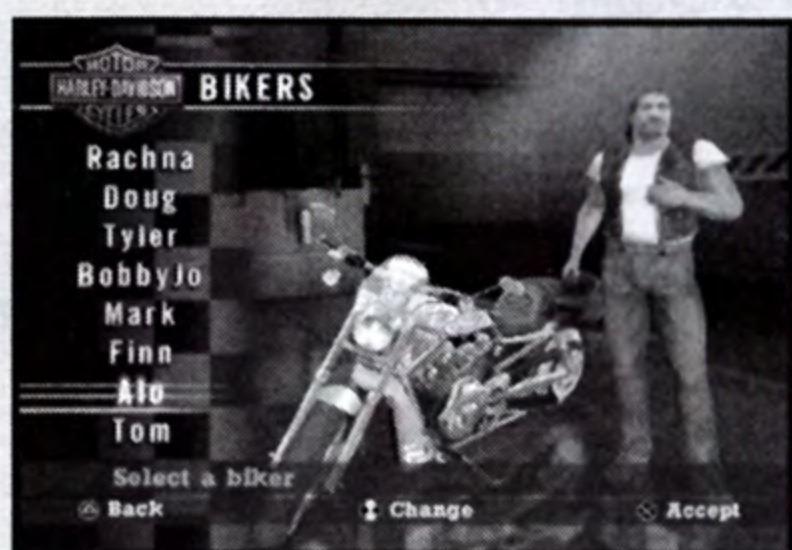
You can also choose the color of the bike!



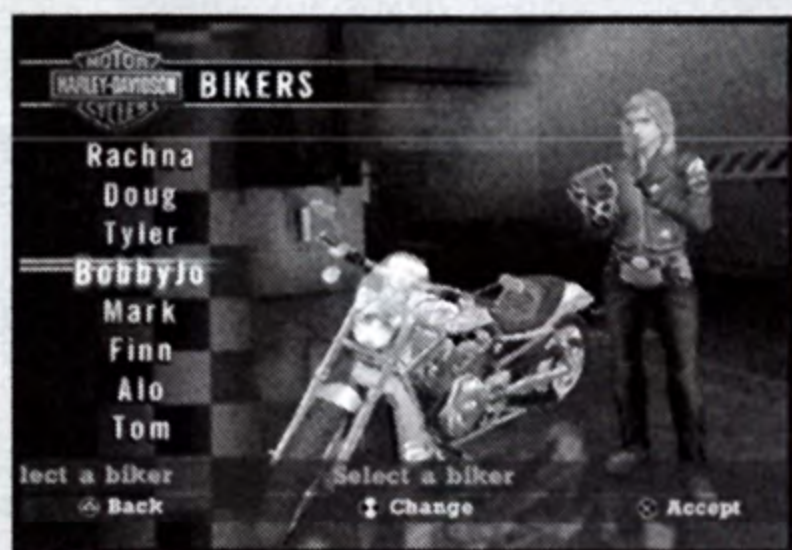
RACE TO THE RALLY

CHARACTERS

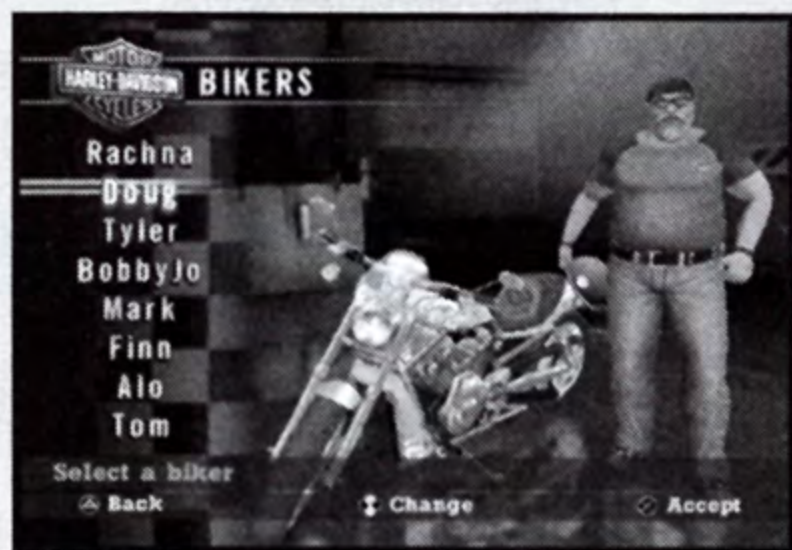
You have 8 different characters to choose from. All characters have unique handling and physics, affecting the handling of each of the bikes.



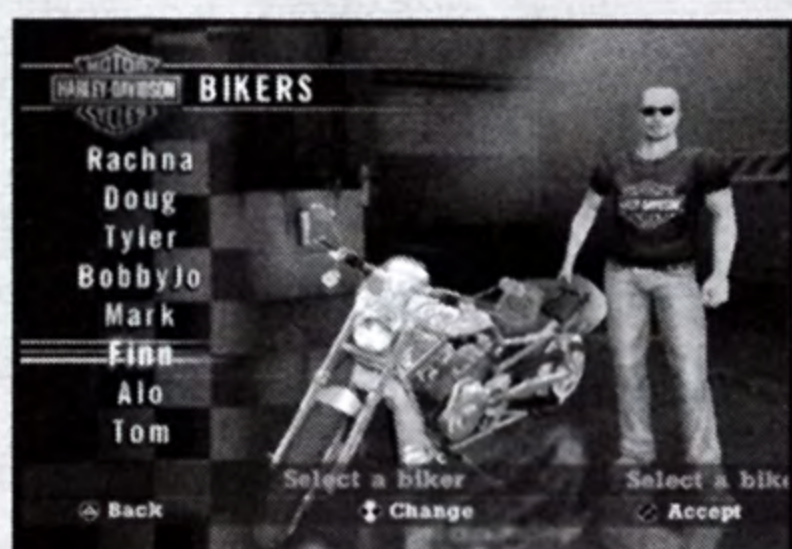
Alo



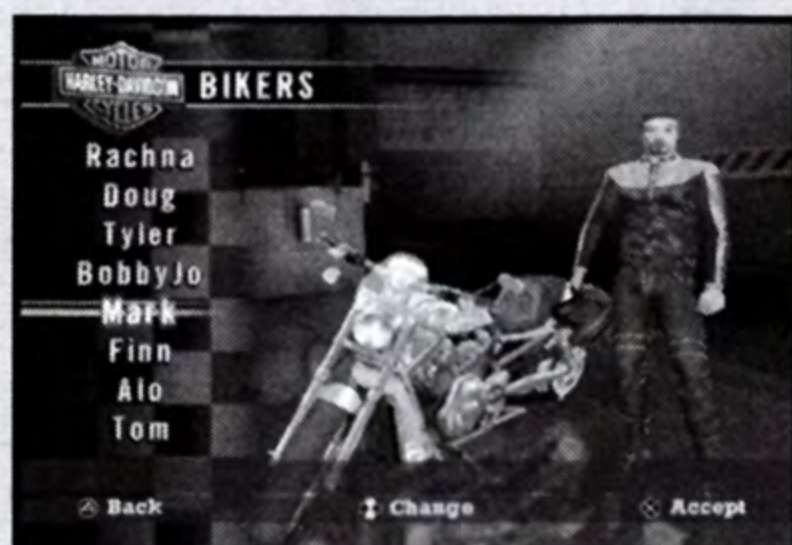
BobbyJo



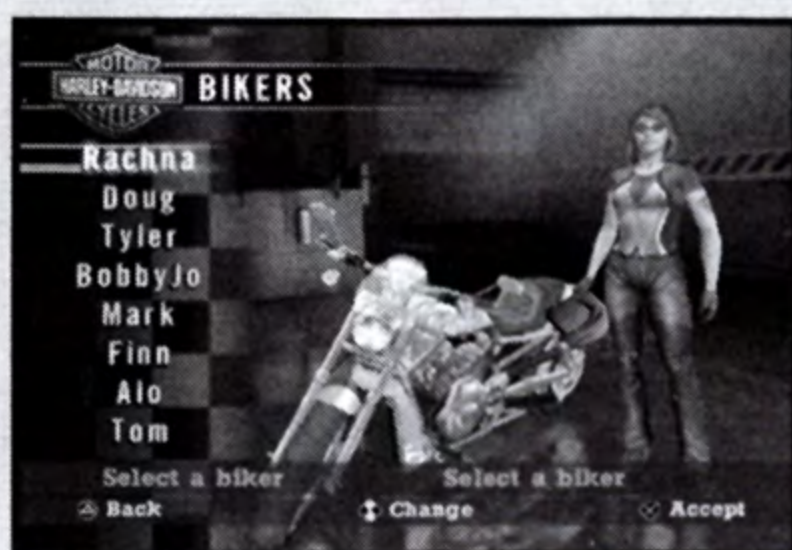
Doug



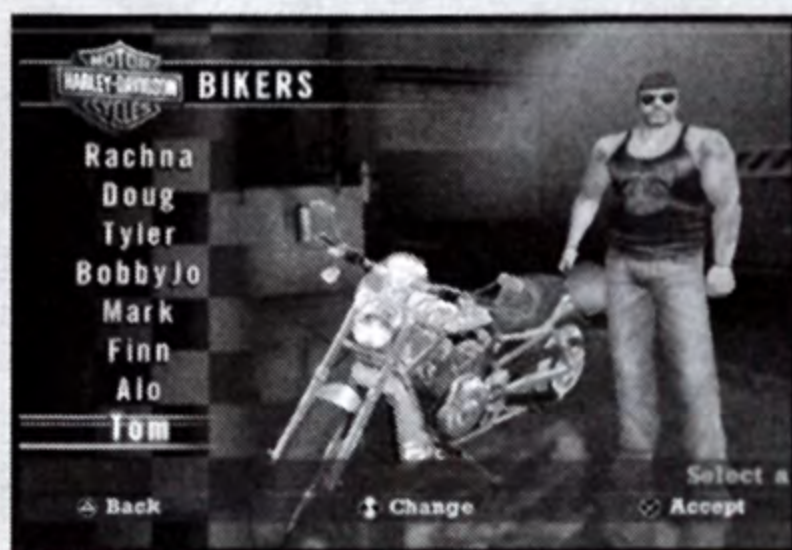
Finn



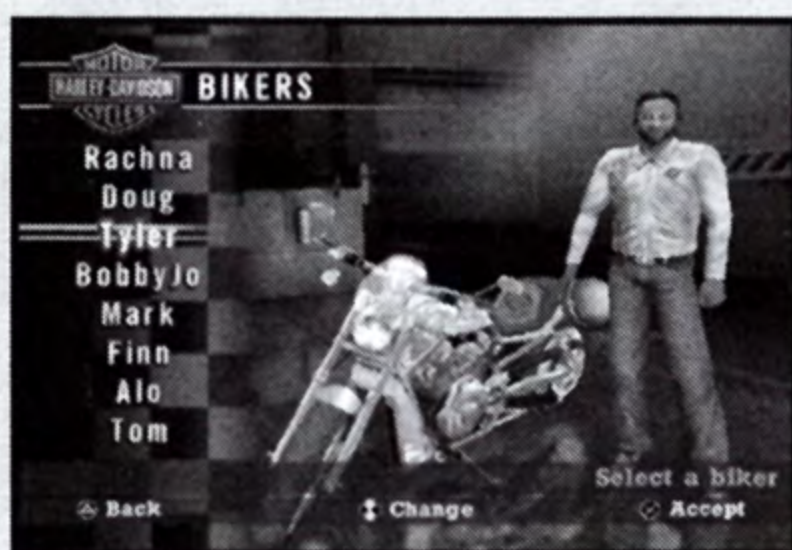
Mark



Rachna



Tom



Tyler



RACE TO THE RALLY

GAMEPLAY

HUD

Mini-map

Speedometer



Position/
Time/Lap

Mini-map

In the upper left side of the screen you will see a mini-map representing the track and where you and your opponents are on the track. Your bike and biker are represented by the red triangle and your opponents are represented as a yellow dot.

Speedometer

In the bottom left corner you will see your speedometer. This will tell you the speed you are going as well as what gear your bike is in on the bottom of the speedometer. Wrapping around the bottom of the speedometer you will see a tailpipe indicating how much boost you have. It will start at yellow and increase all the way up to red with flames when full and the flames will increase and glow blue when you are in boost mode.

Position/Time/Lap

In the upper right corner you will see three things. One, your position in the game out of seven bikers. Example: 4/7 means you are in 4th place out of 7 total bikers. Two, you will see a timer telling you how long you have been racing. Finally, you will see the amount of time that you have left on your timer to reach the next checkpoint. After reaching the checkpoint you will gain more time on your clock. If you do not reach the checkpoint in the given amount of time, you will have to restart the track.



RACE TO THE RALLY

Objectives

In each race your primary objective is to win the race. You will have to reach checkpoints before time runs out to continue. There will be secondary objectives given to you in each race to earn you additional reputation points and boost.

Reputation Points

Reputation points are what will allow you to buy new Harley-Davidson bikes and upgrade those new bikes with custom parts.

- There are 20 different Harley bikes within this game.
- There are 31 different upgrade parts for each bike.

How to Get Boost & Reputation Points

In this game, you gain boost and reputation points by driving dangerously. Performing certain events will gain you boost that will allow you to drive even faster and reputation points to buy and customize your bikes. Here's how:

Near miss: Drive extremely close by swerving in front of traffic and other bikers without crashing and watch your boost meter fill and your reputation points accumulate.

Drifting: Slide your back end around a corner for maximum speed by tapping the break while accelerating around a corner.

Wheelie: Press the L1 button to get your bike up on one wheel. See how long you can keep that wheelie going!

Jump: If you can hit and land a jump you will gain boost as well as reputation points.

Oncoming: Drive head on into oncoming traffic for a rush that will give you what you are looking for.

Take down: You can actually cause other bikers to crash by bumping and ramming them.

Kick: If you find yourself too close to another rider you can take them down by kicking them.



RACE TO THE RALLY

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along this project.



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