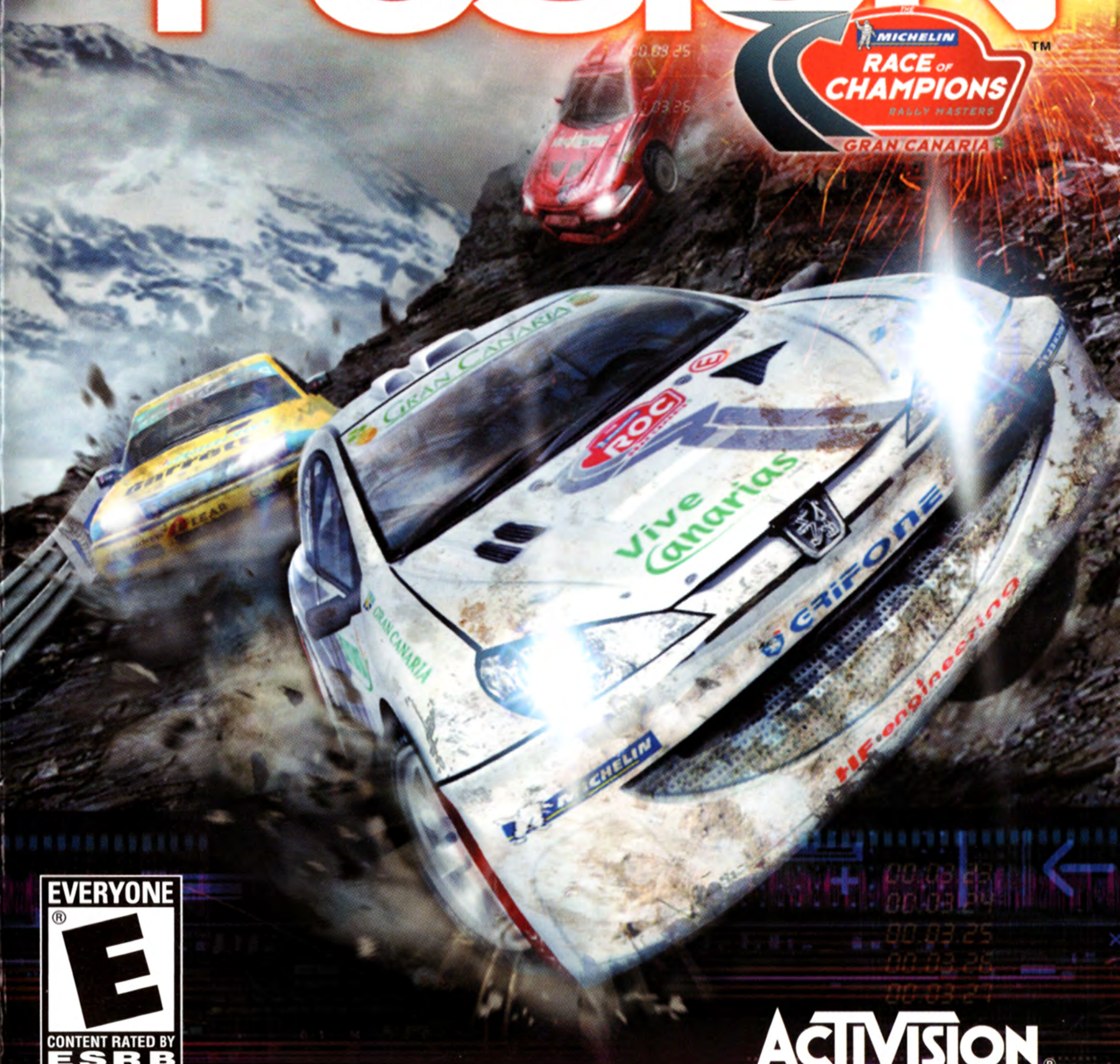


RALLY FUSION



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:

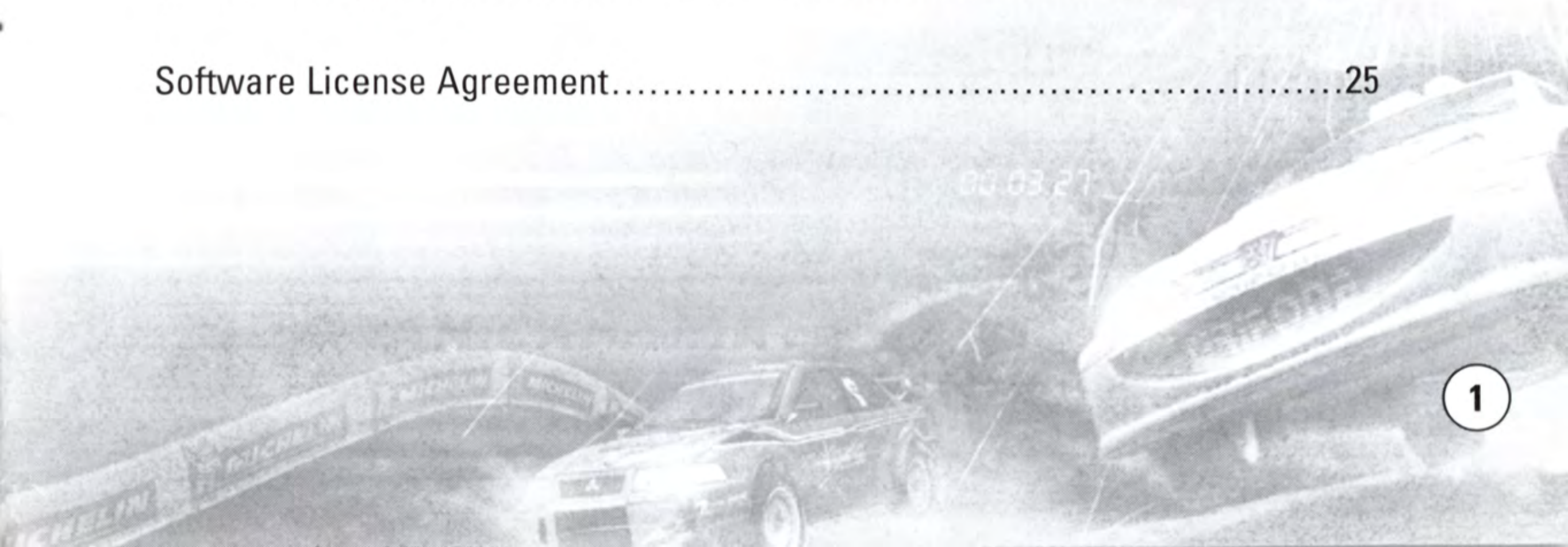
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

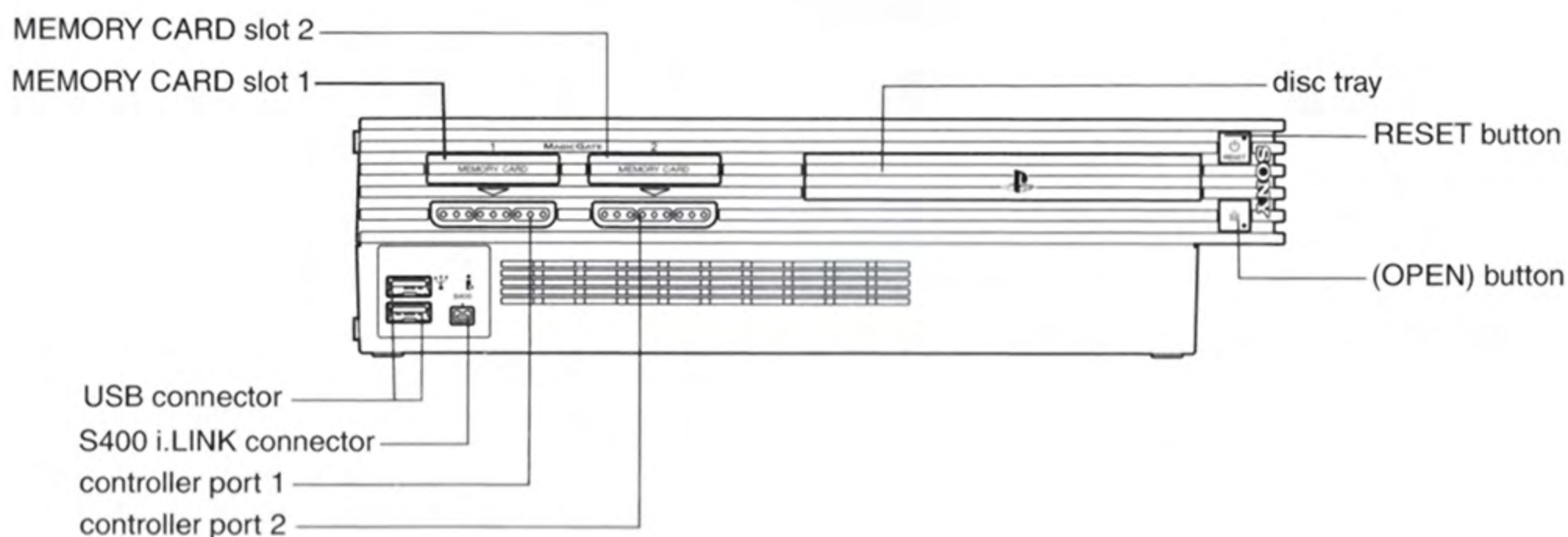
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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Getting Started



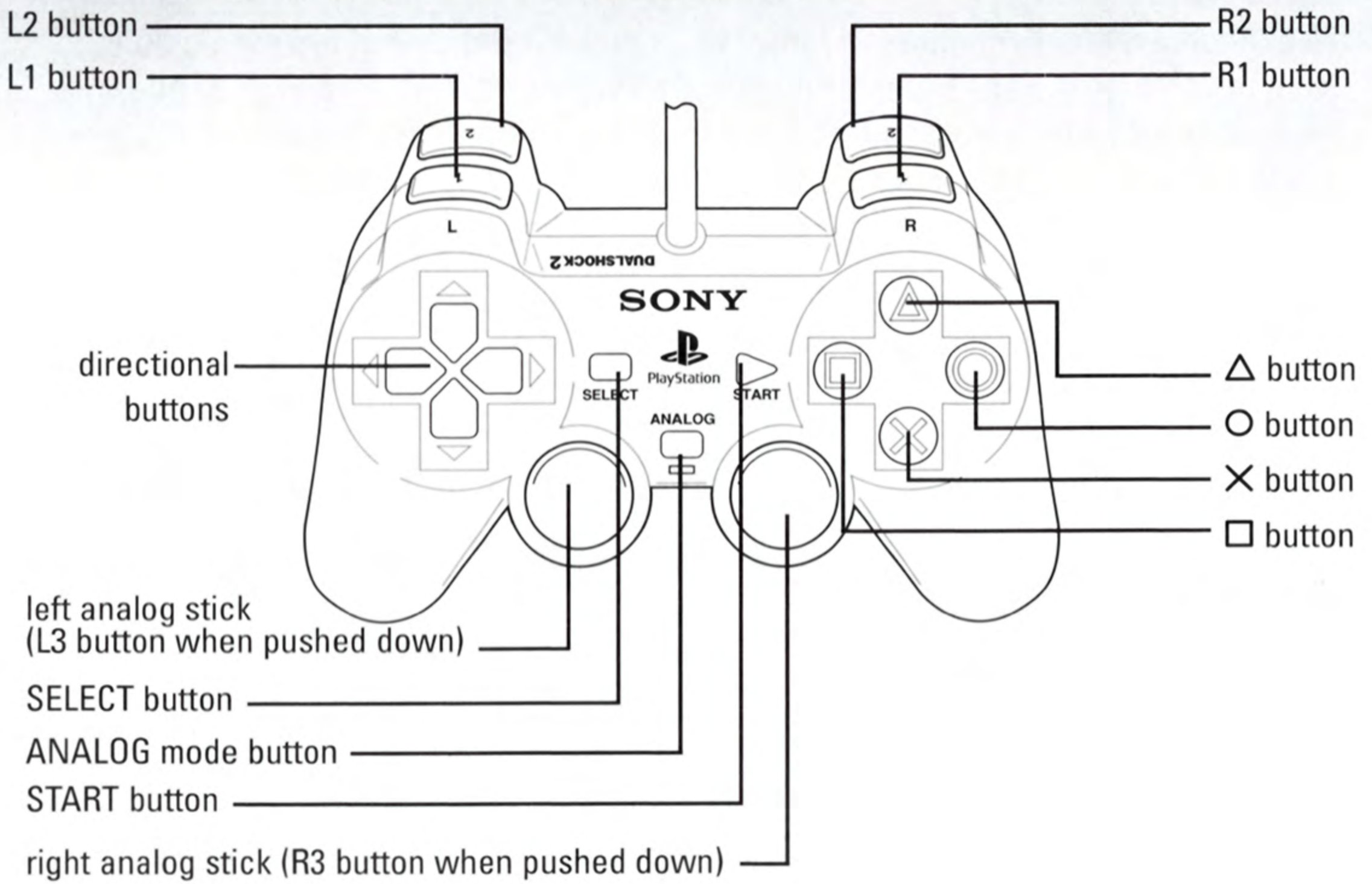
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the Open button and the disc tray will open. Place the Rally Fusion™ disc on the disc tray with the label side facing up. Press the Open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

Rally Fusion™ requires a Memory Card to save your games. A saved game's data takes up 98 KB. You can obtain a Memory Card through the retailer where you purchased your PlayStation®2 game console or this game.

Starting Up

DUALSHOCK®2 analog controller Configurations



The explanations in this manual are based on the default settings.

The vibration function can be adjusted by selecting Vibration in Options from the Main Menu (see page 13).

Forward

WHO IS THE FASTEST AND BRAVEST OF THEM ALL?

The innumerable disciplines of motorsport make it difficult, if not impossible, for even the most passionate and savvy fan to determine. What if they all raced head-to-head, on one track and with the same equipment? There could be no dispute or excuses.

A BATTLE BETWEEN RIDERS, DRIVERS AND NATIONS.

Created by IMP (International Media Productions) partners Michèle Mouton and Fredrik Johnson in 1988, The Race of Champions™ was originally grounded in rally racing. The ROC Rally Masters competition was an immediate success, as it provided rally drivers the chance to duel side-by-side on the first ever parallel track in fast and fierce elimination rounds and in front of thousands of cheering fans.

While the Rally Masters remains the format for the ROC Championship final, the ROC weekend now includes the "Nations Cup" an entirely new concept in racing. Quickly becoming the pinnacle of motorsport, The Nations Cup allows countries to send their best motorcycle, off-road and circuit drivers to compete head-to-head in some of the most sophisticated off-road cars ever made.

Overall points decide the Nations Cup, and the fastest drivers from this contest will go on to compete for the individual ROC Championship.

THE ONLY EVENT TO PUT THE WORLD'S BEST AUTO AND MOTORCYCLE RACERS INTO IDENTICAL CARS ON AN IDENTICAL CIRCUIT.

Not surprisingly, The Race of Champions is considered, by competitors and fans alike, to be a true "Masters of Motorsport" event. It provides the sole opportunity for racing's elite to put their raw talents on the line for their countries and for themselves.

Fredrik Johnson

President

International Media Productions

Controls

Menu Navigation

- Select Menu Option Directional buttons
- Accept Menu Selection X button
- Cancel Menu Selection Δ button

In-Game Controls

This is the default controller configuration. You can change the controller configurations in the OPTIONS menu.

- Steer left analog stick or directional buttons
- Accelerate X button
- Shift Down L1 button
- Handbrake O button
- Rear View L2 button
- Respot SELECT button
- Shift Up R1 button
- Brake □ button
- Change Camera View R2 button
- Reverse Δ button
- Pause START button

Rally Fusion™: Race of Champions™ uses an auto-load and auto-save feature.

Warning:

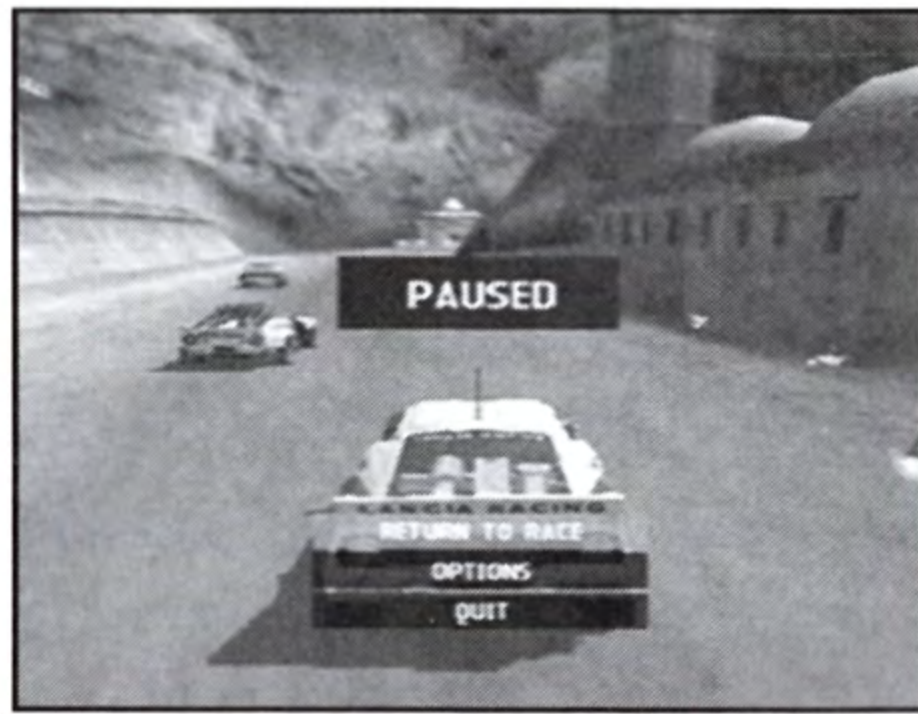
- Make sure there is enough free space on your Memory Card (8 MB) (for PlayStation®2) before commencing play.
- It is advised that you do not insert or remove accessories once the power is turned on.



Game Screen



Pause Menu



- Return To Race
- Options
- Quit

Takes you back into the current game.

Here you can turn the Name Icons On/Off, adjust the volume of the Co-Driver Speech and Sound FX, change the Controller Configuration and turn Vibration On/Off

Quit the current race and return to the MAIN Menu.



Game Modes



Race of Champions Mode

Race of Champions mode allows players to enter the annual Race of Champions event held in Gran Canaria. Within this mode, players can work alone or join forces in a team to try to win one of two competitions:

- Race of Champions
- Nations Cup

The Race of Champions is a single player event, whilst the Nations Cup allows a team of up to three human players to join forces.

Race of Champions

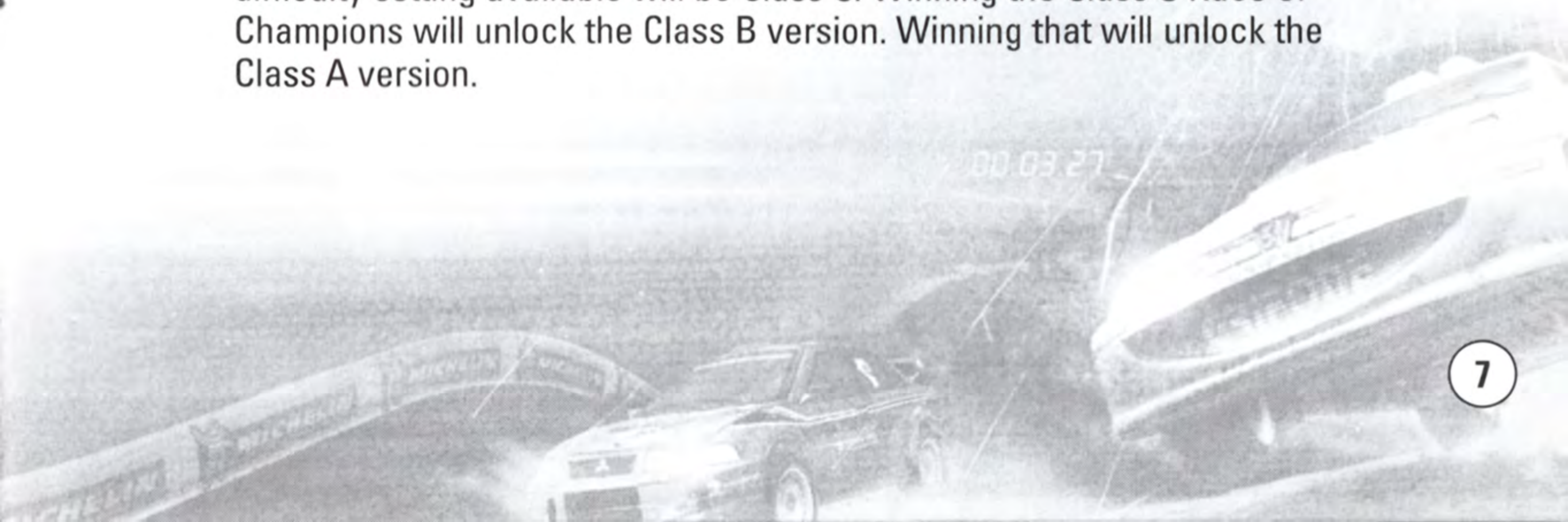
If the player chooses to enter the Race of Champions, they will have the opportunity to race it at three levels of difficulty:

- Class C
- Class B
- Class A

Each level of difficulty features its own variation on the Gran Canaria circuit, its own selection of AI drivers and its own selection of eligible cars.

Progression in Race of Champions

When the player first begins playing the Race of Champions event, the only difficulty setting available will be Class C. Winning the Class C Race of Champions will unlock the Class B version. Winning that will unlock the Class A version.



Nations Cup

The Nations Cup is a competition that can be entered by a team of between 2-3 players. In this mode, eight teams participate in a knockout competition, with drivers from each team taking turns between heats.

If the players choose to enter the Nations Cup, they will have the opportunity to race it at three levels of difficulty:

- Class C
- Class B
- Class A

Each level of difficulty features its own variation on the Gran Canaria circuit as well as its own selection of eligible cars. However the same teams of drivers are competing across the three difficulty levels.

Progression in Nations Cup

At first, only the Class C version of the Nations Cup will be available. Winning that will unlock the Class B version and winning that will unlock the Class A version.

ROC Challenge Mode

In this mode of play, the player begins with a small selection of vehicles at an entry level of competition. Through repeated races, the player will win trophies, earn better vehicles and reach higher levels of competition.

Upon selecting ROC CHALLENGE players will be prompted to either start a new game or continue an existing one. ROC Challenge can only be played provided the player creates a player profile that is saved onto the Memory Card. The player profile records the player's progress throughout ROC Challenge, as well as recording a range of data across all the tracks and event types.

Note: See also the section on Player Profile on page 19.



The world map screen is the hub for the entire ROC Challenge. From this single screen the player can carry out a number of tasks. They include:

Enter a challenge

Configure your options

See the Records

See your Trophies

Exit to Main Menu

Challenge Types

ROC Challenge features a range of challenges that are unlocked over time in accordance with the player's success. The following list details all of the different types of challenges that players will participate in:

Duel Challenge

A Head to Head challenge is a race between two drivers in identical cars around the Gran Canaria course.

Rally Challenge

Rally Challenge features a single car driving through a rally course in an attempt to record the fastest time.

Circuit Challenge

Circuit Challenge features four drivers racing around a circuit for a number of laps, each trying to finish first and beat their opponents.

Rally Cross Challenge

Rally Cross Challenge features three drivers racing through a rally course in an attempt to finish first and beat their opponents.

Driving Challenge

The Driving Challenge pits drivers against the clock in an attempt to record the best time around an automotive obstacle course filled with challenges.

***Note:** See also the section of Driving Tips in Driving Challenge on page 20 of this manual.*

Hill Climb Challenge

Hill Climb Challenge features a single car traversing a dangerous mountain road in an attempt to record the fastest time - without falling from the mountain.

Elimination Challenge

A four-driver knockout challenge that takes place on circuit stages. At each lap around the course the last placed driver is eliminated, continuing until it's a two-car sprint to the finish line and to victory.

Follow the Leader Challenge

In this mode, each participating driver has a "health bar" that depletes whenever that driver is not in the lead. When this bar is exhausted the driver is eliminated from the race. It's a constant fight for first place and survival with this mode.



Race of Champions

The annual knockout tournament held in Gran Canaria. Racing in identical cars, this championship is a true test of driver skill, as each competitor must beat their opponents over three heats of head to head racing in order to win the title.

Progression in ROC Challenge Mode

ROC Challenge consists of three levels of difficulty: Class C, Class B and Class A. In order to progress to the next level of difficulty, players must win a range of events as well as participate in the final Race of Champions Championship. Hone your skills through these challenges in your quest to become the Race of Champions champion.

Trophy List

During the course of ROC Challenge, the player will win a large and varied number of trophies. These trophies are mostly awarded on winning a challenge, but a few are awarded under special circumstances only.

Special Trophies

In addition to trophies you get when winning a challenge, there are six more trophies that players can win. These trophies are only awarded under special circumstances:

Wrecker Trophy

This trophy is awarded only once and is given when the player completely wrecks a car for the very first time, through the vigorous challenges of Rally Fusion:™ Race of Champions.™

Veteran Trophy

This trophy is awarded only once and is given when the player has driven over a certain mileage during ROC Challenge.

King Of The Hill Trophy

This trophy is awarded only once and is given when the player has won all of the hill climb challenges in ROC Challenge.

Technical Excellence Trophy

This trophy is awarded only once and is given when the player has won all of the driving challenges in ROC Challenge.

Champion of Champions Trophy

This trophy is awarded only once and is given when the player has won all of the Race of Champions Championships in ROC Challenge.

No Claims Bonus Trophy

This trophy is awarded only once and is given when the player reaches a certain mileage with any of their cars. Bear in mind that the mileage on a car is reset to zero when that car is wrecked. Don't forget that while it's fun to watch your car fall apart, you will only succeed in Rally Fusion: Race of Champions by not wrecking your car.

Quick Race



Depending on the number of players selected plus your progression in ROC Challenge Mode, the following Quick Race Modes will be available in varying form.

Note: *As well as in ROC Challenge Mode, the players have the option to define their own profiles upon entering Quick Race. See also the section on Player Profiles on page 19.*

Race of Champions

The annual knockout tournament held in Gran Canaria. Racing in identical cars, this championship is a true test of driver skill, as each competitor must beat their opponents over three heats of head to head racing in order to win the title.

Rally

Rally Challenge features a single car driving through a rally course in an attempt to record the fastest time.

Rally Cross

Rally Cross Challenge features three drivers racing through a rally course in an attempt to finish first and beat their opponents.

Circuit

Circuit Challenge features four drivers racing on a circuit track in an attempt to finish first and beat their opponents.

Time Trial

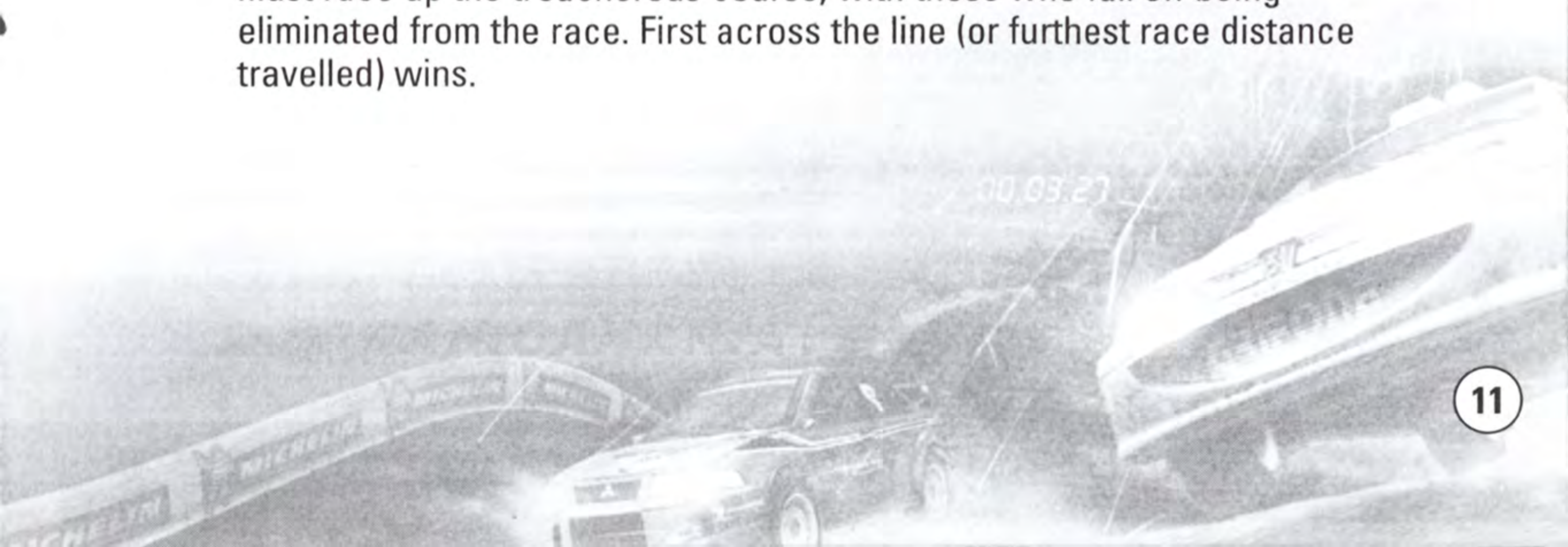
Time Trial features a single car driving on any of the circuit or rally tracks. The aim is to set the fastest time.

Hill Climb

Hill Climb features a single car traversing a dangerous mountain road in an attempt to record the fastest time - without falling from the mountain.

Extreme Hill Climb Mode

This event is the combination of a Hill Climb track combined with the bumper to bumper race format of Rally Cross. Now a full field of cars must race up the treacherous course, with those who fall off being eliminated from the race. First across the line (or furthest race distance travelled) wins.



Checkpoint Mode

In Checkpoint Mode, a timer is introduced at each of the course's checkpoints. It's old fashioned arcade style gameplay as the player races across the course, trying to beat the clock.

Elimination Mode

A four-driver knockout challenge that takes place on circuit stages. At each lap around the course the last placed driver is eliminated, continuing until it's a two-car sprint to the finish line and to victory.

Follow The Leader Mode

In this mode, each participating driver has a "health bar" that depletes whenever that driver is not in the lead. When this bar is exhausted the driver is eliminated from the race. It's a constant fight for first place and survival with this mode.

Driving Challenge

The Driving Challenge pits drivers against the clock in an attempt to record the best time around an automotive obstacle course filled with challenges.

Relay Mode

A one on one race in which the drivers use different cars for each lap of the race. Both drivers pick a car each, the two chosen being given to each player. For the first lap each driver uses their chosen car. On crossing the finish line, each driver must stop as quickly as possible before control is transferred to the car chosen by their opponent.

World Tour Mode

World Tour Mode is a long distance endurance challenge in which players have to beat the clock across six different track locations, whilst also ensuring that their car makes it to the finish line.

The idea behind this mode is that a continuous clock is kept through all six courses. Car damage now plays a crucial role because inflicting too much damage early on will mean that the car will not be quick enough in the latter stages.

World Tour Extreme Mode

World Tour Extreme Mode is the same as World Tour Mode but with one significant difference. This time, the player is racing against other cars. In this variation, the game rules are changed somewhat. This mode gives the drivers points based on how they place in each race. The winner is the one who finishes with the highest point total. Car damage still accumulates over the courses, meaning the player has to be very careful with their car, especially in the earlier stages.

Custom Championship

This gives players the ability to setup their own championships for use in single or multiplayer. Three different championship types are available

- **Rally**
- **Rally Cross**
- **Circuit**

Players can select the number of races in the championship, as well as the tracks themselves and the cars used.

Cars



Class C:

This level of difficulty consists of a range of smaller cars, including both classic rally cars and more up to date kit cars, as seen in the Race of Champions event.

- Ford Escort Mk 1
- Opel Kadett
- Toyota Rav 4
- Formule France
- RoC Buggy



Class B:

This level of difficulty consists primarily of cars as seen in the Race of Champions event that have featured throughout the history of rally championship racing.

- Ford Escort RS Cosworth
- Peugeot 206
- Toyota Celica GT4
- Lancia Delta Integrale
- Peugeot 306
- Toyota Corolla
- Mitsubishi Lancer Evo
- Seat Cordoba





Class A:

This level of difficulty consists mostly of cars as seen in the Race of Champions event that are no longer eligible for the major rally championships. This is mostly down to the fact that these cars have so much power that most of them were banned.

- Audi Quattro S1
- Opel Manta
- Saab 93 Turbo 4x4
- Lancia 037
- Peugeot 205 T16
- Lancia Stratos

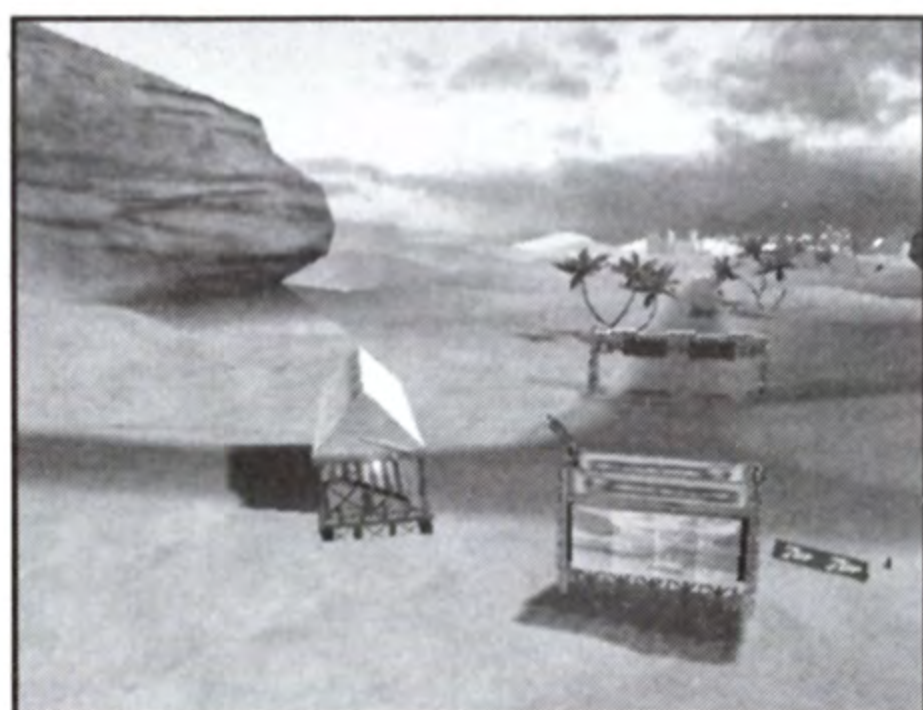
Environments

Gran Canaria



Gran Canaria is a parallel track which sets two cars against each other in a thrilling head-to-head race

Desert Heat



Desert Heat is high speed rally course that runs through the blistering heat of a dry, hot landscape.

Arctica



Arctica is a treacherous course that leads the cars through some of the most hostile environments known to man.



Inca



Inca is a wet course set in a tropical rainforest. Consisting almost entirely of muddy trails, this course is very slippery.

Oceana



Oceana is situated on a beautiful tropical island, formed from volcanic rock.

Canyon Fire



Canyon Fire is a high speed circuit that runs through a dramatic canyon environment.



Alpine Climb



One of the most dangerous courses, Alpine Climb is situated within the mountains of a popular ski resort.

Metro



Metro is set inside a huge park in the middle of a city.

Motordome



Motordome is a unique track set in a gigantic stadium with thousands of spectators cheering you on.



Drivers

Drivers in the relevant classes below have all participated in the annual Race of Champions event.

Class C:

This level of drivers consists mainly of people for whom rally driving is not their chosen form of motor racing. The people listed below consist of motorcycle riders, racing car drivers and some drivers with rally experience.

- Emanuele Pirro
- Frank Biela
- Harri Toivonen
- J. J. Lehto
- Jeremy McWilliams
- Kari Tienan
- Katja Poensgen
- Luca Cadalora
- Ralf Waldman
- Robby Gordon
- Ruben Xaus
- Tom Kristensen
- Troy Bayliss
- Yannick Dalmas

Class B:

This level of difficulty consists of skilled rally drivers who have spent several years in a rally car.

- Andrea Aghini
- Bruno Thiry
- Dario Cerrato
- Flavio Alonso
- Francois Duval
- Gabriel Pozzo
- Jesus Puras
- Kenjiro Shinozuka
- Luis Monzon
- Marc Duez
- Neal Bates
- Per Eklund
- Rhys Millen
- Rod Millen
- Rui Maderia
- Yoshio Fujimoto

Class A:

This level of difficulty consists of what are considered to be some of the finest rally drivers to have ever competed in rally sport.

- Bjorn Waldegard
- Didier Auriol
- Gilles Panizzi
- Hannu Mikkola
- Harri Rovannerpa
- Marcus Gronholm
- Michele Mouton
- Miki Biasion
- Stig Blomqvist
- Timo Salonen
- Walter Rohrl

Player Profile Screen



From the player profile screen players will be able to set up their own game play preferences. That includes selecting their co-driver, camera position and controller type. Additionally the player can set the controller vibration on/off.

The options for the Player Profile Screen are:

- Load an existing profile
- Create a new profile
- Delete an existing profile



When the player has created a Player Profile, the player can then change the following gameplay settings:

- Change co-driver
- Change the race camera
- Switch vibration on or off
- Change controller layout



Options



When the options screen is accessed the following headings will be available for selection.

The options for the Options Screen are:

- Accept current settings
- Set co-driver volume
- Set sound effects volume
- Set music volume
- Toggle Auto-Save feature
- Save options
- Adjust screen centering
- See Credits

Driving Tips in Driving Challenge

There are a number of different challenges the player faces during Driving Challenge.

Forward and Reverse Slalom. To complete this the player must drive their car forwards or backwards through each of the designated slalom gates. Players should avoid hitting the red penalty flags that are positioned on either side of each slalom gate. When completing a reverse slalom, players should use the look back button to see where they are going.

Forward and Reverse Park. To complete this the player must drive their car forwards or backwards into the designated parking area marked with red penalty flags. Once safely inside, the player must remain in the parking area for 2 seconds before the challenge is completed.

Forward and Reverse Truck Load. This is the same as the parking challenges. However, things are made slightly more difficult by the fact that the parking area is situated on the trailer of a truck.

360 and 720 Spin. To complete this the player must drive onto the designated platform and perform the required spin. This can be done by holding down the accelerator and break to rev the engine, then release the break while keeping the wheels turned and the car will start to spin on the spot.

Throughout each of the Driving Challenges the player will find red penalty flags and green bonus flags. Hitting a red flag adds a 4 second penalty to the player's total time; a green flag deducts 2 seconds from the player's total time. These time bonuses and penalties are accumulated during the player's run and are applied after they cross the finish line. The best players will be able to complete the driving challenges without hitting any red penalty flags.

Credits

Climax

Head of Studio

Tony Beckwith

Development Director

Nick Baynes

Technical Director

Greg Michael

Art Director

Craig Gabell

Associate Producer

Geoff Cullen

Post Production

Co-ordinator

Steve Keen

Lead Programmers

Chris Caulfield

Martin Slater

Programming Team

Dan Harrison

Adrian Flack

Jamie Booker

Jim Callin

Balor Knight

Stuart Findlater

Mark Sheppard

Chris Walsh

Ross Childs

Sean Smith

Matt Borstel

Art Team

Paul Ayliffe

Ned Langman

Mark Alleyne

Ben McGrath

Steve Wilding

Stuart Bugg

Marco Hallet
Calum Watt
Justin Bravery
Nick Wood
Matt Tracey
Steven Edwards
Gylan Hunter
Robin Scott
Paul Meston
Jason McFee
Jez White
Paul Trewin
Nik Faulkner
Harvey Parker
Rory Walker
Mark Hill
Peter Butler
Lawrence Elwick
Jason Green
Jez White
Barry White
Tom Heinen

Lead Designer

Serkan Hassan

Design Team

Luke Smith

Tom Geddes

Jon Millidge

Alkan Hassan

Alastair Cornish

Tool Support

Shawn Hargreaves

Damyan Pepper

Audio Sound effects by

Keith Clarke and Adam Pitt @
Third Girl Audio.

Special Thanks

Karl Jeffery

Gary Liddon

Guy Mayhew

Rupert Mills

Lynn Horton

Alys Elwick

Melissa Oldham

Casting and Voice Production by
Philip Morris at AllintheGame.

Cast:

Eric Loren

Jessica Whittaker

Graeme Vick

Alastair Cornish

Post Production by

Steve Cowell at DEvSound.

Activision Publishing, Inc.

EVP, Worldwide Studios

Larry Goldberg

Legal

Greg Deutsch

EVP, Global Brand

Management

Kathy Vrabeck

VP, Global Brand

Management

Will Kassoy

Brand Manager, NA

Rachel Silverstein

Assoc. Brand Manager, NA

Byron Beede

VP, Corp. Communications

Maryanne Lataif

Senior Publicist Corporate Communications

Michael J. Larson

VP, Creative Services

Denise Walsh

Creative Services Manager

Jill Barry

Activision European Studio

**Vice President
European Studio**
Julian Lynn-Evans

Senior Producer
Marcus Iremonger

Producer
Peter Lykke Nielsen

Production Assistant
Juan Valdes

Activision European Publishing

**Senior VP
European Publishing**
Scott Dodkins

**Head of
Publishing Services**
Nathalie Ranson

Marketing Manager UK/ROE
Carolyn London

**Director of Strategic
Marketing Europe**
Roger Walkden

**Senior Localisation Project
Manager**
Tamsin Lucas

**Localisation Project
Managers**
Simon Dawes, Mark Nutt

Creative Services Manager
Jackie Sutton

**European Services
Publishing Assistant**
Trevor Burrows

**European Operations
Manager**
Heather Clarke

Production Administrator
Victoria Fisher

Production Planner
Lynn Moss

Activision QA

Project Lead
Jason "Dark Fox" Potter

QA Console Manager
Joe Favazza

Floor Lead
Jonas Anderson

Testers
James Lara
Kim Marlis
Eddie Flores
Matt McPherson
Daniel Hamamura
Gregory Garber
Patrick Keenan
Aaron "Skevy" Shevlin
Rickey "Big Daddy" Smith
Michael Briggs
Erik "Bone Head" Beaumont
Alex "Yo Daddy" Epstein
Christopher Coddling
James Cha
Derek Faraci

QA Special Thanks
Nick Favazza, Mystee D. Yiffer,
Jim Summers, Jason Wong,
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Scataglini, Todd Komesu,
Willie Bolton, Chad Siedhoff,
Jennifer Vitiello, Michael
Caldwell, Dennis Mitchel,
Henry Villanueva, Nick Falzon,
Adam Hartsfield
Rick Firmetouchesern

Customer Support

Customer Support Manager
Bob McPherson

**Customer Support
Phone Lead**
Gary Bolduc

**Customer Support
E-Mail Lead**
Mike Hill

**Customer Support Information
and Escalation Lead**
Rob Lim

MUSIC

"Set The Record Straight"
Written by Bessant/
Greensmith/ House/ Stringer
Published by Sony/ATV Music
Publishing.

"Pretenders"
Written by Bessant/
Greensmith/ House/ Stringer
Published by Sony/ATV Music
Publishing.

"I Do Not Know What They
Will Do"
Written by Bessant/
Greensmith/ House/ Stringer
Published by Sony/ATV Music
Publishing.

Special Thanks

LMI/IMP

Fredrik Johnson

Yveline Vanoni

Simon Kay

Charlotte Menard

Thank you to all the drivers and the teams who have participated in the Race of Champions event who are in the game.

Drivers

Emanuele Pirro, Frank Biela, Harri Toivonen, J. J. Lehto, Jeremy McWilliams, Kari Tienen, Katja Poensgen, Luca Cadalora, Ralf Waldman, Robby Gordon, Ruben Xaus, Tom Kristensen, Troy Bayliss, Yannick Dalmas, Andrea Aghini, Bruno Thiry, Dario Cerrato, Flavio Alonso, Francois Duval, Gabriel Pozzo, Jesus Puras, Kenjiro Shinozuka, Luis Monzon, Marc Duez, Neal Bates, Per Eklund, Rhys Millen, Rod Millen, Rui Maderia, Yoshio Fujimoto, Bjorn Waldegard, Didier Auriol, Gilles Panizzi, Hannu Mikkola, Harri Rovanner, Marcus Gronholm, Michele Mouton, Miki Biasion, Stig Blomqvist, Timo Salonen, Walter Rohrl

Manufacturers and Teams

PEUGEOT CARS:

PEUGEOT SPORT
PEUGEOT PORTUGAL, GRIFONE

TOYOTA CARS:

TOYOTA MOTORSPORTGRIFONE
TOYOTA CANARIAS

AUDI CARS:

AUDI SPORT

FIAT-LANCIA CARS:

FIAT Spa, JOLLY CLUB

SAAB CARS:

SAAB AUTO US
PER EKLUND TEAM

ROC CARS:

FAST & SPEED

MITSUBISHI CARS:

RALLIART
SPORT COMPETICION

OPEL CARS:

OPEL MOTORSPORT

FORD CARS:

FORD MOTORSPORT
HISTORIC MOTORSPORT

FORMULE France CARS:

FFSA (Fédération Française du Sport Automobile)

SEAT CARS:

SEAT SPORT

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