

WRC

WORLD RALLY

CHAMPIONSHIP



WARNING MOTORSPORT CAN BE
DANGEROUS



WARNING
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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.

WRC

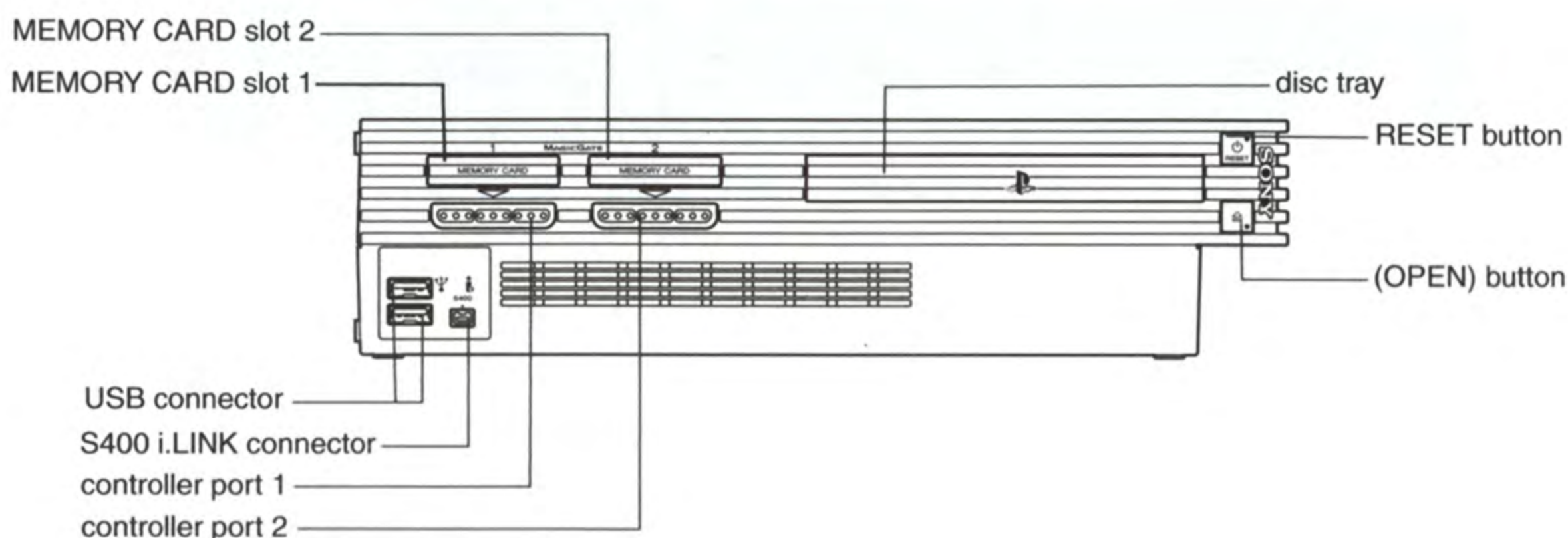
WORLD RALLY

CHAMPIONSHIP

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SETTING UP



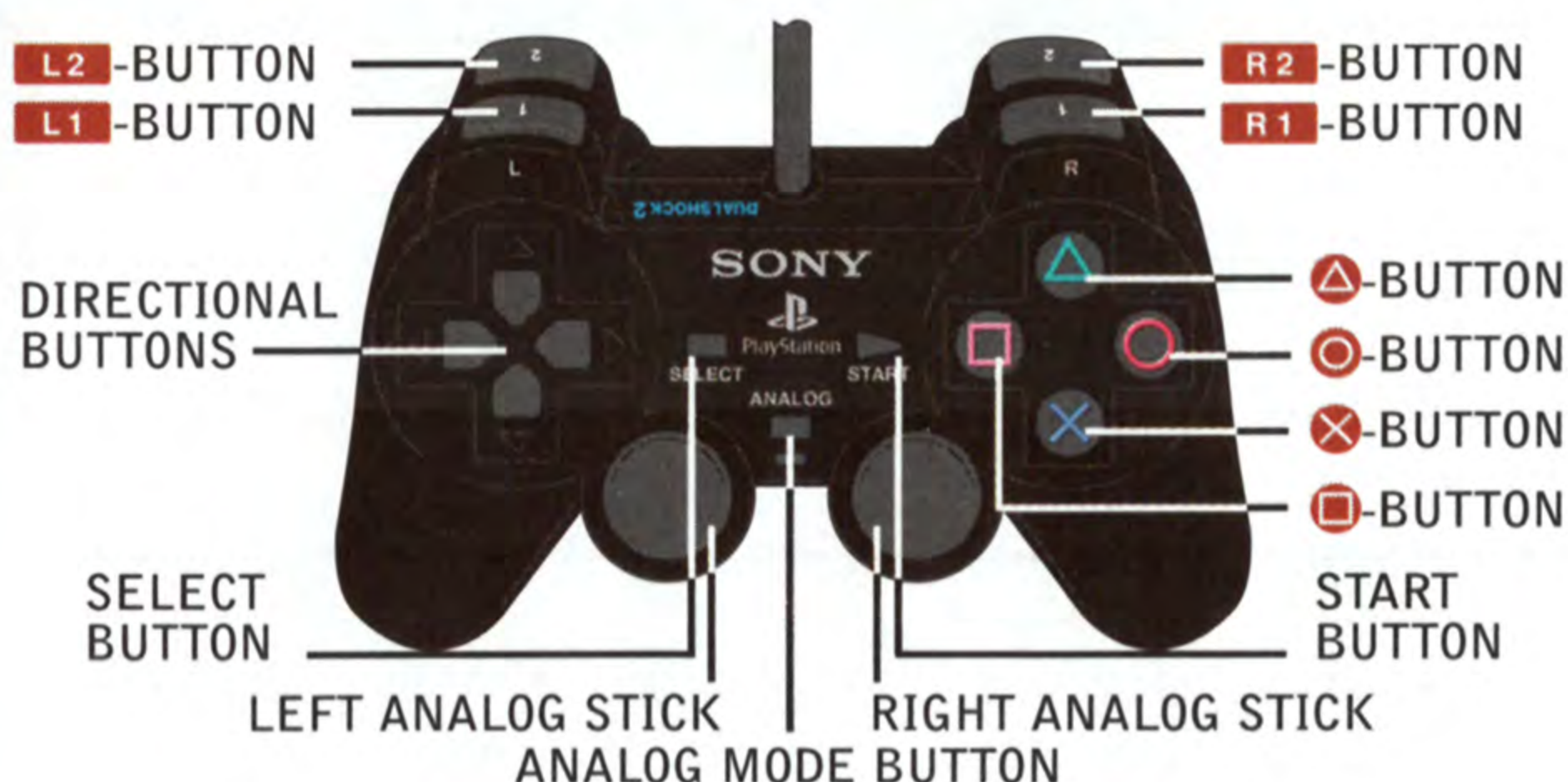
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the WORLD RALLY CHAMPIONSHIP™ 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.



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CONTROLS

DUALSHOCK®2 analog controller configuration



Steer	Directional buttons / Left analog stick
Accelerate	× button
Brake	□ button
Reverse	Press and hold □ button
Handbrake	○ button
Change view	△ button
Gear down	L1 button
Gear up	R1 button
Pause	START button

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left and right analog sticks. In order to use the left and right analog sticks, the DUALSHOCK®2 analog controller should be in analog mode (mode indicator: Red).

USING MENU SCREENS

Press ↑, ↓, ← or → to highlight an option, and then press the × button to confirm. To return to the previous screen, press the △ button (or, on some screens, you can select CANCEL).

NOTE: You can also use the right analog stick if you select **CONTROLLER SET UP 3 – LEFT HANDED** or **CONTROLLER SET UP 3 – RIGHT HANDED** in the **CONTROLLER** Menu (explained later in this manual). If you select **CONTROLLER SET UP 3 – LEFT HANDED**, you can use the right analog stick to steer. If you select **CONTROLLER SET UP 3 – RIGHT HANDED**, you can press the right analog stick  to accelerate or  to brake.

GT FORCE™ STEERING WHEEL CONTROLLER

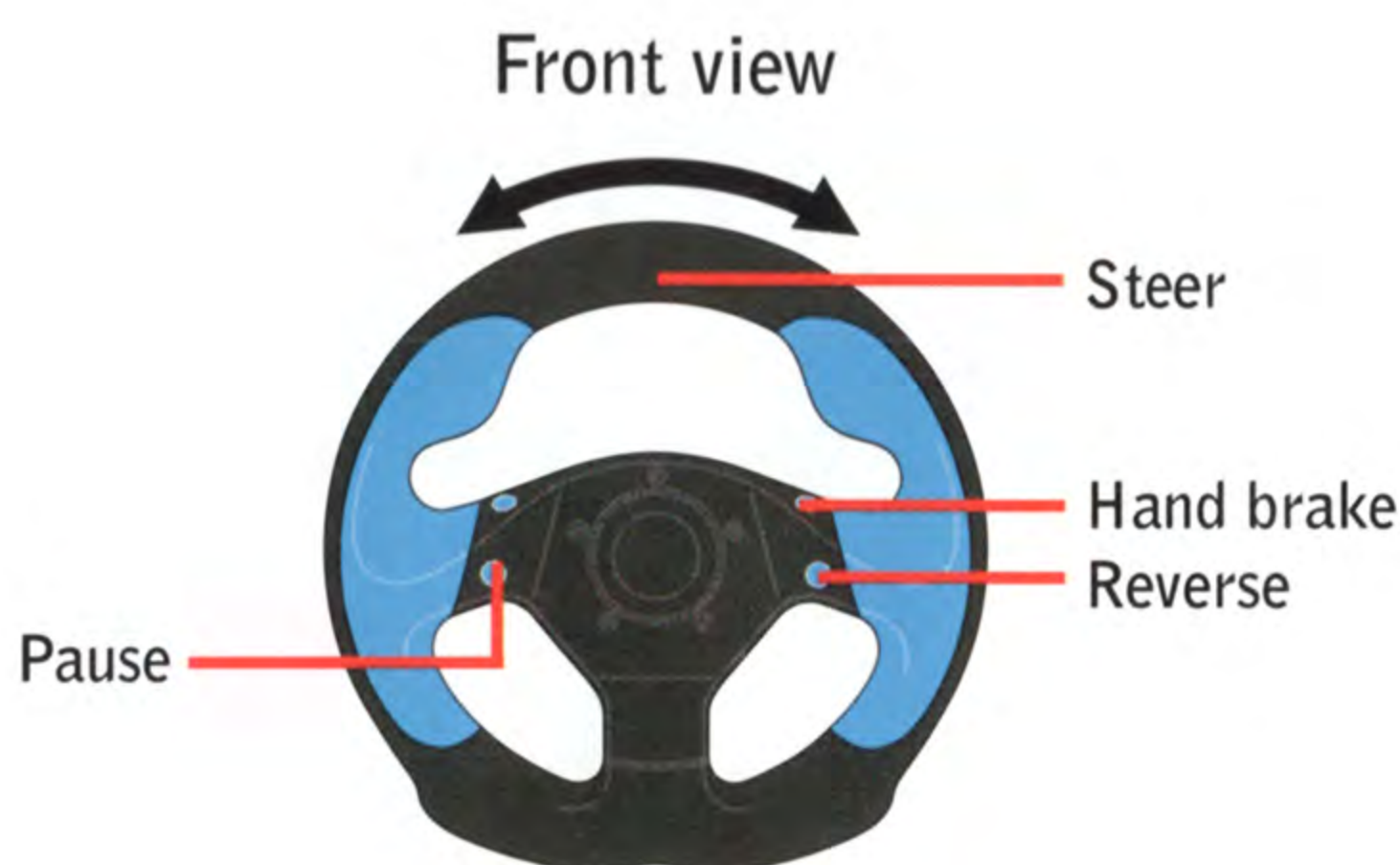
NOTE: Before using the GT FORCE™, read the product's accompanying instruction manual. Before switching **ON** the power to your console, insert the GT FORCE™ directly to the console's upper USB connector, and do not disconnect it while the console is booting up. A USB hub cannot be used.

Use the GT FORCE™ Steering Wheel Controller to drive your car just like a real car, and feel the feedback exerted on the steering wheel corresponding to the status of the car.

If you boot up your console with the GT FORCE™ Steering Wheel Controller already inserted, it will automatically move as the console checks the connection.

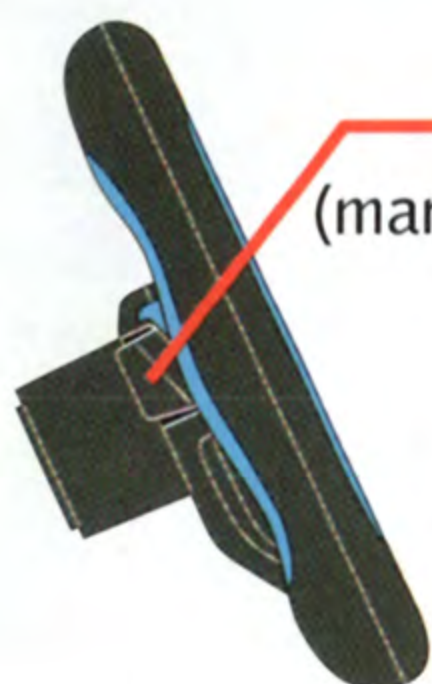
When using one GT FORCE™ only, please ensure it is inserted into the upper USB connector.

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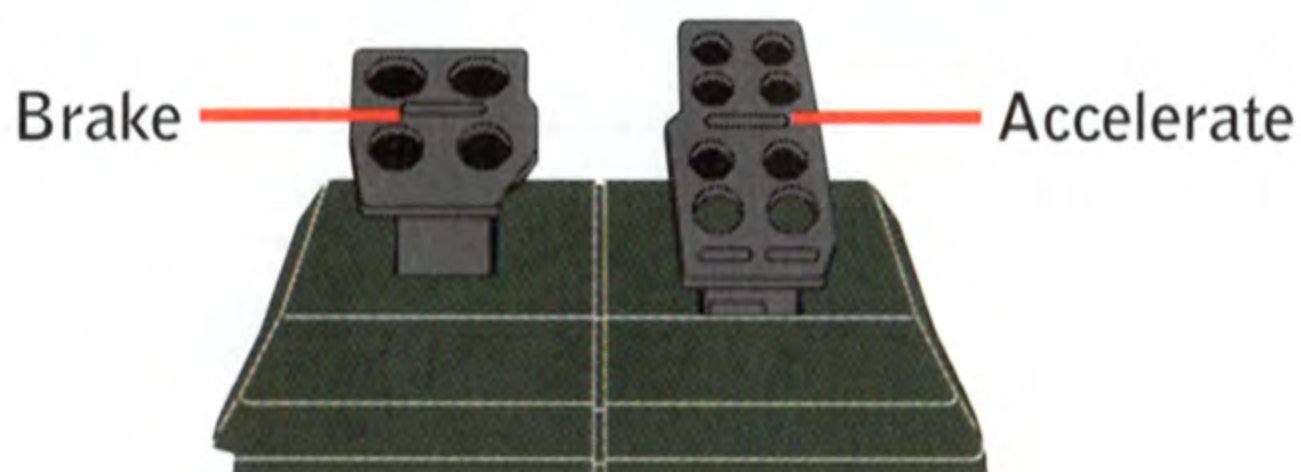
Left view

Downshift
(manual transmission)

Right view

Upshift
(manual transmission)

Foot pedals



Brake

Accelerate

Steering-wheel:

Button X:

Button Y:

Button B:

Button A:

L button/R button:

Brake pedal:

Accelerator pedal:

Steer

N/A

Hand brake

Reverse

Pause

(Manual Transmission) shift

Brake/cancel menu

Accelerate/accept menu

NOTE: If you are using a GT FORCE™, you can insert an DUALSHOCK®2 analog controller into controller port 1 and use it to navigate menus. In a two Player game, Player 2 can do the same with a DUALSHOCK®2 analog controller inserted into controller port 2.

MEMORY CARDS

PLEASE NOTE: Throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2). Memory Cards designed for use with PS one® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved WORLD RALLY CHAMPIONSHIP™ data. Make sure there is enough free space on your Memory Card before commencing play.

USING THE USB CONNECTOR

PLEASE NOTE: Throughout this manual, the term "upper USB connector" is used to describe the uppermost USB connector found on the front of the console if the console is in its horizontal position. The upper USB connector is used for Player 1's controller. The "lower USB connector" is found directly below, and is used for Player 2's controller.

2 PLAYER GAMES

Two controllers are required to play the 2 Player modes in WORLD RALLY CHAMPIONSHIP™. If you are using two DUALSHOCK®2 analog controllers, connect the controller for Player 1 into controller port 1 and the controller for Player 2 into controller port 2.

If you are using two GT FORCE™ Steering Wheel Controllers, connect one into the upper USB connector for Player 1, and one into the lower USB connector for Player 2. If Player 1 is using a GT FORCE™ and Player 2 is using an DUALSHOCK®2 analog controller, Player 2's controller should be inserted into controller port 2.



FOREWORD



The FIA World Rally Championship (WRC) is one of the world's greatest sporting events. Rallying is about raw speed, pure adventure, and an adrenaline rush for spectators and participants alike. I am delighted that ISC's partnership with PlayStation®2 has created this unique gaming experience, which truly reflects the drama, diversity and excitement of the Championship.

Rallying is a truly global motorsport, bringing the world's greatest pilots together to battle it out against a series of stunning backdrops. In fourteen countries across four continents, seven of the world's leading car manufacturers – Citroen, Ford, Hyundai, Peugeot, Mitsubishi, Skoda and Subaru – race against the clock to deliver a high energy assault on the senses. Audiences all over the world watch spellbound as the WRC pits man and machine against the forces of nature.

This non-stop, high intensity action already has millions of fans totally hooked. And now, thanks to spectacular in-car innovations and revolutionary advances in TV technology, more and more spectators are set to become immersed in the sport.

At ISC, we feel it is time to broaden the appeal of rallying, and bring the excitement of the WRC to more people than ever before. With PlayStation®2 we can deliver all the action and adrenaline of the sport into the home for gamers to experience for themselves.

Enjoy the game – I truly believe it is an accurate representation of all the thrilling elements of the WRC. I'm sure you will be completely hooked. Who knows, we may even see you out and about at a live event soon!

A handwritten signature in dark ink that reads "David Richards". The signature is stylized with a large, sweeping "D" and "R".

David Richards

International Sportsworld Communications (ISC) Chairman

THE FIA WORLD RALLY CHAMPIONSHIP

The World Rally Championship season runs from January to November, during which time 14 rallies take place in 14 different countries. Pilots are assisted by co-pilots, highly skilled navigators who aid the pilot in completing the course with maximum efficiency. The track and weather conditions can vary greatly. Teams must be prepared for driving on different types of landscape, often at night, through rain or snow. Surfaces vary from tarmac to ice, gravel, sand and mud. Each rally offers a different set of challenges and demands a different set of skills, making rallying one of the most exciting motorsports to watch – and to participate in.

THE 2001 CALENDAR

1	Rallye Automobile Monte Carlo	18-21 January
2	The International Swedish Rally	8-11 February
3	TAP Rallye de Portugal	8-11 March
4	Rallye Catalunya Costa Brava – Rallye de Espana	22-25 March
5	Rally Argentina	3-6 May
6	Cyprus Rally	31 May-3 June
7	Acropolis Rally	14-17 June
8	Safari Rally Kenya	12-15 July
9	Neste Rally Finland	23-25 August
10	Propecia Rally New Zealand	20-23 September
11	Rallye Sanremo – Rallye d'Italia	4-7 October
12	PlayStation®2 Rallye de France – Tour de Corse	18-21 October
13	Telstra Rally Australia	1-4 November
14	The Network Q Rally of Great Britain	22-25 November



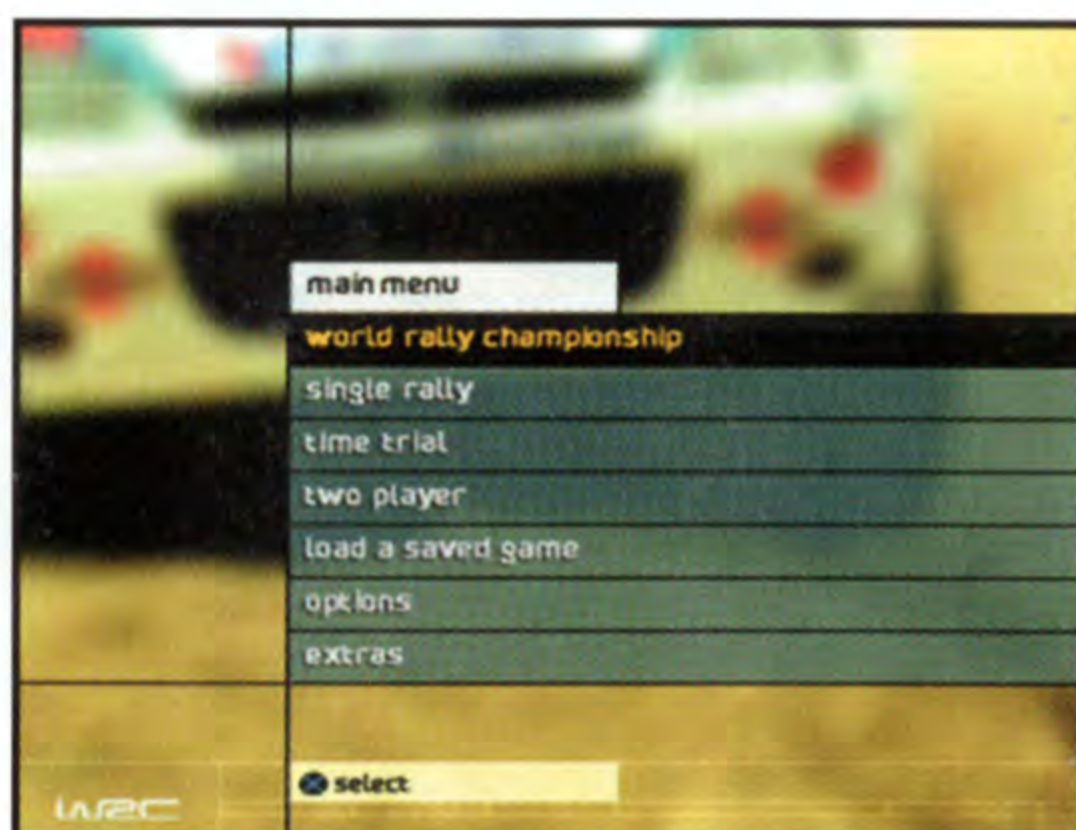
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CREATING A SAVE FILE

Insert a Memory Card into MEMORY CARD slot 1 of your console before you switch it on. If there is no WORLD RALLY CHAMPIONSHIP™ data already saved on the Memory Card, you will be given the option to **CREATE SAVE FILE**. Alternatively, you can select **RETRY** to search for previously saved data again, or **CANCEL** to continue without saving.

NOTE: You need at least 1440KB of free space on your Memory Card to create a save file. If there is not enough space, use your console's internal browser to delete old game data (see your console manual for details on how to do this).

MAIN MENU



There are seven options to choose from on the Main Menu.

WORLD RALLY CHAMPIONSHIP – take on the challenge of all 70 stages in 14 countries across the world.

SINGLE RALLY – race in an individual event.

TIME TRIAL – go for the fastest possible time in the stage of your choice.

TWO PLAYER – compete against an opponent to be the first across the finishing line.

MEMORY CARD (PS2) – load a game you have previously saved to a Memory Card.

OPTIONS – adjust the game settings.

EXTRAS – view replays, high scores and the game credits. You can also access unlocked bonus stages here.

WORLD RALLY CHAMPIONSHIP

Select this option to take on the best pilots in the world over seventy stages. There are fourteen rallies in a season - one per country - and each rally is made up of five stages.

DIFFICULTY

Initially, you can choose from NOVICE or NORMAL difficulty levels. To unlock the PROFESSIONAL setting, you must win the WRC with the difficulty level set on NORMAL.

NOTE: If you select NOVICE, you will be given the option to restart a stage on the Pause Menu (explained later in this manual). This option is disabled for NORMAL and PROFESSIONAL settings.

TEAM SELECT



Select the team you want to drive for by pressing  or . Then, to choose the pilot and co-pilot, toggle between the available choices by pressing  or . Press the  button when you have finished to confirm your selection.

STAGE INFO



This screen displays information for the stage you are about to race. Press the  button when you have finished viewing it to continue.

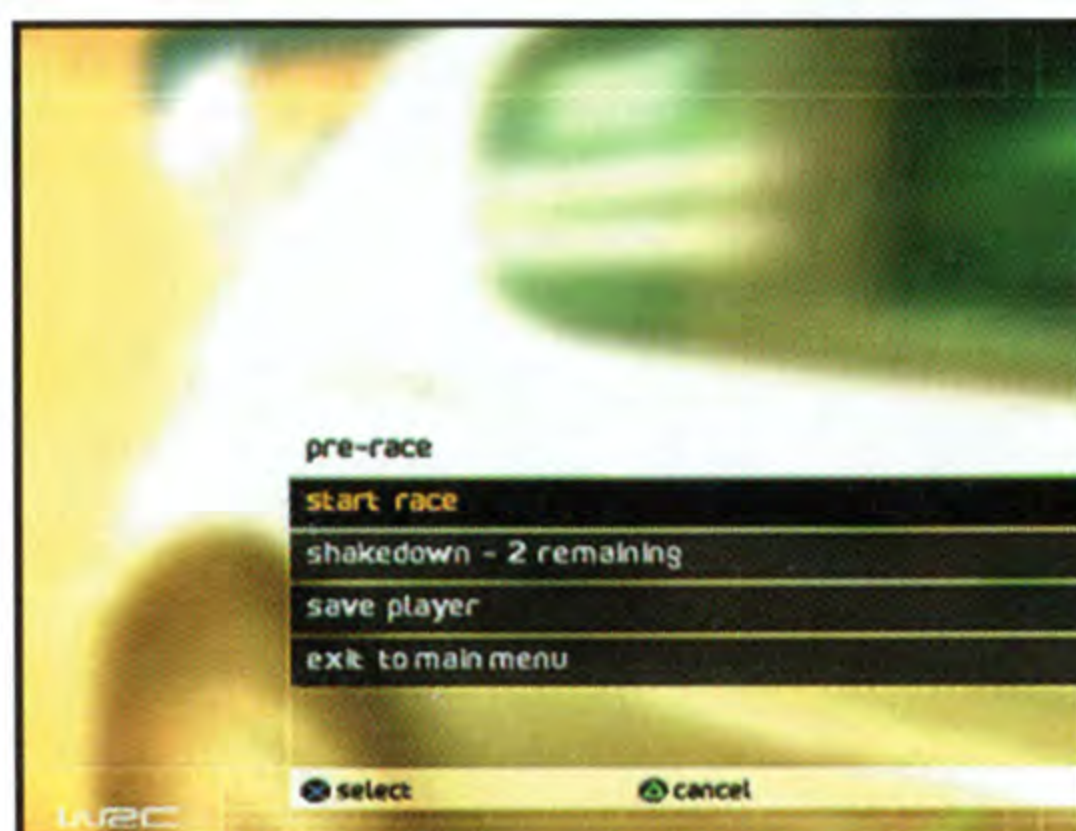
CAR SET UP



This screen allows you to make adjustments to your car before the race. Press  or  to choose the setting you want to change and then press  or  to toggle between the available options. Current selections are shown in dark grey boxes. Press the  button when you are happy with your selections and ready to continue.

NOTE: Changing your car set up can greatly improve your performance. See the SERVICE AREA section of this manual for more details.

PRE-RACE MENU



Choose from the following options:

START RACE

Begin the race.

SHAKEDOWN

Shakedowns take place before a rally starts. They give pilots a chance to get a feel for the conditions, the track surface and, if necessary, to adjust the car set up and re-test.

After the shakedown, the Car Set Up screen will be displayed. Make any adjustments you think are necessary and press the  button. The Pre-Race Menu will then be displayed again. You may want to test your set up in another shakedown, or go straight to START RACE.

NOTE: You can take part in a maximum of two shakedowns before the start of a race. You don't have to race any, but if you have never driven on the track before a shakedown will definitely be to your advantage.

OPTIONS

Select this to change any in-game options (Graphics, Sound, Control, and Position Screen).

EXIT TO MAIN MENU

Select this option to return to the Main Menu. A warning will be displayed, informing you that any unsaved data will be lost. To proceed to the Main Menu anyway, select OK.



FINISHING A STAGE

When you finish each stage, a Stage Results screen will be displayed. Your overall time will be shown, as well as your time for each split. The right hand column compares your time to the current record. Press the  button when you are ready to continue.

VIEWING THE REPLAY

A replay of your performance will now be shown. The camera angle will change automatically throughout the replay. Or, you can press the  button to change the view or the  button to hold the current view. Press the  button again to return to random selection.

To access the Replay Options Menu, press the  button. You will then have the option to CONTINUE REPLAY, RESTART REPLAY, change the SOUND, RESTART RACE (in some game modes), or CONTINUE CHAMPIONSHIP.

The replay will play on a loop until you press the  button or select CONTINUE CHAMPIONSHIP from the Replay Options Menu.

NOTE: If you are playing in Time Trial, Two Player or Single Rally Mode, or on NOVICE level in World Rally Championship Mode, you will also be given the option to RESTART RACE. This option is disabled in the other modes.

RECORD TIMES

If you complete a stage in record time, a Name Input screen will be displayed. Register your record by highlighting and selecting each letter and then select OK. If you have already created a save file, the data will be automatically saved.

INTER-STAGE OPTIONS MENU

CONTINUE

Select this option to view the Stage Results and Current Rally Results screens.

STAGE RESULTS

This screen displays the results of the stage you have just raced. Press  or  to scroll through the results, and then press the  button to continue.

CURRENT RALLY RESULTS

This screen displays the overall results of the current rally. Again, press  or  to scroll and the  button to continue.

The Stage Info, Car Set Up and Pre-Race screens will then be displayed before you begin the next stage.

SAVE GAME

This option allows you to save your progress.

SAVE REPLAY

To save the replay of the stage you have just raced, select this option. You can then store it to a Memory Card by selecting a save file just as you would if using the SAVE GAME option.

EXIT TO MAIN MENU

Select this option to return to the Main Menu. Select OK to confirm as any unsaved data will be lost.

SINGLE RALLY

In this mode you can race an individual rally of your choice. Initially, you can only choose from Rallye Automobile Monte Carlo, The International Swedish Rally, TAP Rallye de Portugal and Rallye Catalunya Costa Brava – Rallye de Espana. Unlock new courses by winning rallies in World Rally Championship Mode on the NORMAL difficulty setting.

Select the rally you want to race in, then choose your car and pilot. The Stage Info and Car Set Up screens will then be displayed, followed by the Pre-Race Menu (explained earlier in this manual). As in World Rally Championship Mode, you can practice in up to two shakedown or start the race straight away.

After the race, a replay will be shown (the various control options for viewing replays are explained earlier in this manual). You will then have the option to CONTINUE REPLAY, RESTART REPLAY, change the SOUND, RESTART RACE or CONTINUE RALLY. Select CONTINUE RALLY, then CONTINUE to view the Stage Results and Current Rally Results screens and race the next stage of the rally.



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TIME TRIAL

Select this option to race against the clock in the rally of your choice. Initially, you can race all five stages in Rallye Automobile Monte Carlo, The International Swedish Rally, TAP Rallye de Portugal and Rallye Catalunya Costa Brava – Rallye de Espana. You can only race the first stage of the other participating countries. To unlock the other stages of a country, you must first finish in the top three of its rally in World Rally Championship Mode, with the difficulty level set on NORMAL or PROFESSIONAL.

First select your rally, and then the stage you want to race. The Stage Info and Team Select screens, which are explained earlier in this manual, will then be displayed. Once you have selected your car and team, the Car Set Up screen will be displayed, and then the race will begin.

In the top right hand corner of the screen, a record time will be displayed underneath your own current time. Initially, the record time will be set at 10 minutes – 2 minutes per split. If you beat the current record time, your new time will be set as the record time so you can try to do even better. You can view the record times by going to HIGH SCORES in the Extras Menu (explained later in this manual).

After the race, a replay will be shown. You will then have the option to CONTINUE REPLAY, RESTART REPLAY, change the SOUND, RESTART RACE or EXIT STAGE.

Select EXIT STAGE and you will then have the option to SAVE REPLAY, RETRY STAGE or RETURN TO MAIN MENU.

TWO PLAYER

You can choose from two types of race in Two Player Mode: Stage or Super Special. In each type, your opponent will be shown as a ghost car which you cannot collide with. You can choose from horizontal or vertical split-screen in the GRAPHICS section of the Options Menu (explained later in this manual). However, you can only choose from two camera views – Bumper Cam or Hood Cam. Replays will focus only on the winner of the stage, and will be shown in full screen.

STAGE

In Stage Mode, you and your opponent race a point-to-point Special Stage. Choose your race location from Monte Carlo, Argentina, Safari, France or Italy. Player 1 will be given the option to choose their car and team, then Player 2 must choose. Both players can drive the same type car if they wish.

When the race is over, you will have the option to CONTINUE REPLAY, RESTART REPLAY, change the SOUND, RESTART RACE or EXIT STAGE.

Select EXIT STAGE and you will then have the option to SAVE REPLAY, RETRY STAGE or RETURN TO MAIN MENU.

SUPER SPECIAL

Super Special Stages are head-to-head races on specially constructed dual-circuit tracks. The bends are laid out carefully to ensure that each track is the same length. Choose from the following Super Special Stages:

Australia	–	Langley Park
Sweden	–	Lugnet
New Zealand	–	Manukan
Portugal	–	Baltar
UK	–	Cardiff

The race will start once both players have chosen their cars and teams.

When it is over, you will have the option to CONTINUE REPLAY, RESTART REPLAY, change the SOUND, RESTART RACE or EXIT STAGE.

Select EXIT STAGE and you will then have the option to SAVE REPLAY, RETRY STAGE or RETURN TO MAIN MENU.



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LOAD A SAVED GAME

Select this option to continue a game you have previously saved to a Memory Card. Choose the game you want to load by pressing  or  and then the  button to confirm. The Current Rally Results screen will then be displayed, followed by the Current Pilot Standings and Current Manufacturers Standings, and the Stage Info screen of the stage you are due to race next.

OPTIONS

GRAPHICS

Use this menu to turn the map, dials, splits, arrows and widescreen option on or off by pressing  or . You can also choose between horizontal or vertical split-screen for Two Player Mode, and whether the speedometer uses miles or kilometers per hour. Press the  button when you have finished making your selections to confirm and return to the Options Menu, or press the  button to cancel them.

SOUND

You can alter the volume of the in-game music, sound effects and co-driver's comments. To do this, highlight the setting you want to change and press  to decrease the volume or  to increase it. To turn a sound option off completely, highlight it and press  until the yellow bars disappear.

CONTROL

Use this option to alter the in-game controls. Select the setting you want to adjust by pressing  or , and then toggle between the available options by pressing  or . When you have finished, press the  button to confirm your changes or the  button to cancel. The Options Menu will then be displayed.

CONTROLLER

Choose whether to adjust the controls for Player 1 or Player 2.

SET UP

Select the controller configuration for your DUALSHOCK®2 analog controller or GT Force™ Steering Wheel Controller.

BUTTONS

Choose from digital or analog button configurations. Select analog buttons to take advantage of the DUALSHOCK®2 analog controller button sensitivity. This will give you greater control when steering, braking and accelerating.

GEARS

Select either Manual Gear Change, Semi-Automatic Gear Change (you change gears up, but changing down is done automatically) or Automatic Gear Change.

VIBRATION

Use this option to switch the vibration function of your DUALSHOCK®2 analog controller on or off.

POSITION SCREEN

Press , ,  or  to adjust the screen position. When you have finished, press the  button to confirm or the  button to cancel. The Options Menu will then be displayed.

EXTRAS

VIEW REPLAY

To watch a replay you have previously saved to a Memory Card, select this option and then highlight the replay you want to watch by pressing  or . Press the  button and the replay will begin. See Viewing The Replay earlier in this manual for details of replay controls.

HIGH SCORES

Select this option to view high scores previously saved to a Memory Card. Press  or  to choose the rally scores you want to view and press the  button. You can then toggle between the scores for each stage by pressing  or . Press the  button when you have finished to return to the previous screen.

MOVIES

Select this option to view the opening movies for each rally. More movies can be unlocked as you progress through the game.



SECRETS

Winning rallies in World Rally Championship Mode with the difficulty level set to PROFESSIONAL will earn you access to these secrets. You will be given special codes to make a note of. Input these codes here to gain access to secret bonus features. You can activate more than one secret at once. To turn off a secret, input its code again, or reset your console.

NOTE: You can only access secrets in Time Trial.

BONUS STAGES

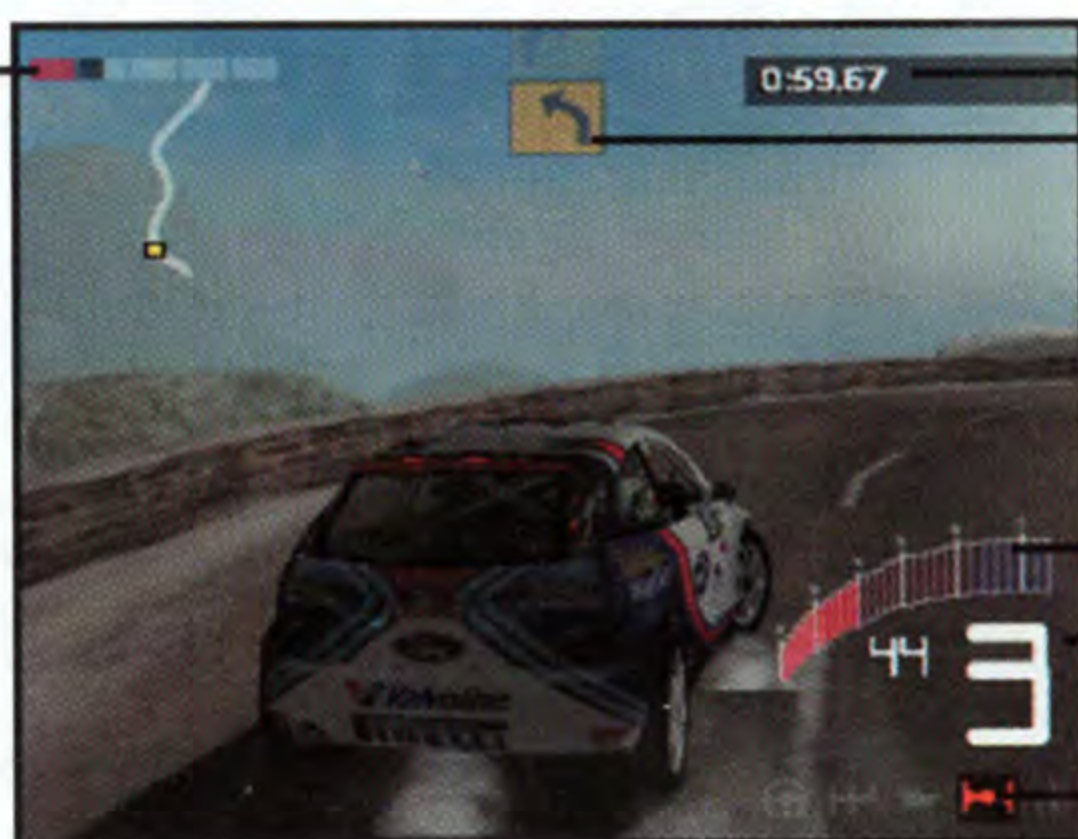
Select this option to access any bonus stages you have previously unlocked.

CREDITS

Select this option to view the game credits.

THE ON-SCREEN DISPLAY

PROGRESS
INDICATOR



TIME
CO-PILOT SIGNAL

SPEEDOMETER

GEAR

DAMAGE
INDICATORS

PROGRESS INDICATOR

The five bars represent the five splits in the stage. The black bar denotes your current position. When you pass a split time marker, your split time will be displayed and the bar will turn green or red. Green indicates that you are up on the record time, and red means that you are down. The best pilots always aim for five green splits.

TIME

Your current stage time.

CO-PILOT SIGNAL

See the Co-Pilot Calls And Signals section of this manual for more details.

SPEEDOMETER

Displays your current speed per hour (you can choose whether your speed is shown in miles or kilometers per hour in the GRAPHICS section of the Options Menu - see earlier in this manual for details).

GEAR

The gear your car is currently in.

DAMAGE INDICATORS

From left to right, these indicate Steering Damage, Gearbox Damage, Oil, Drive Shaft and Temperature. If an indicator turns red, it means that part of the vehicle has been damaged. See the Pilot Guide later in this manual for information about the effects of damage on your car.

PAUSE MENU



To access this menu, press the  button during a race.

CONTINUE RACE

Select this option to return to the race.

GRAPHICS, SOUND, CONTROL

See the Options Menu section of this manual.

RESTART RACE

Select this option to quit and start the race again.

NOTE: This option is only available in some modes and on some difficulty settings.

EXIT TO MAIN MENU

Select this option to quit the race. The message "Are you sure?" will be displayed. Select YES to exit or NO to return to the race.



SCORING POINTS

Points are allocated according to your position in the ranking table and overall time at the end of a rally, as follows:

RANK	POINTS
1ST	10
2ND	6
3RD	4
4TH	3
5TH	2
6TH	1

NOTE: The scoring system is the same for the Manufacturers' Championship as it is for the Pilots' Championship. However, each team can only nominate two pilots as point scorers for the Manufacturers' Championship. The following pilots are the nominated pilots in the game:

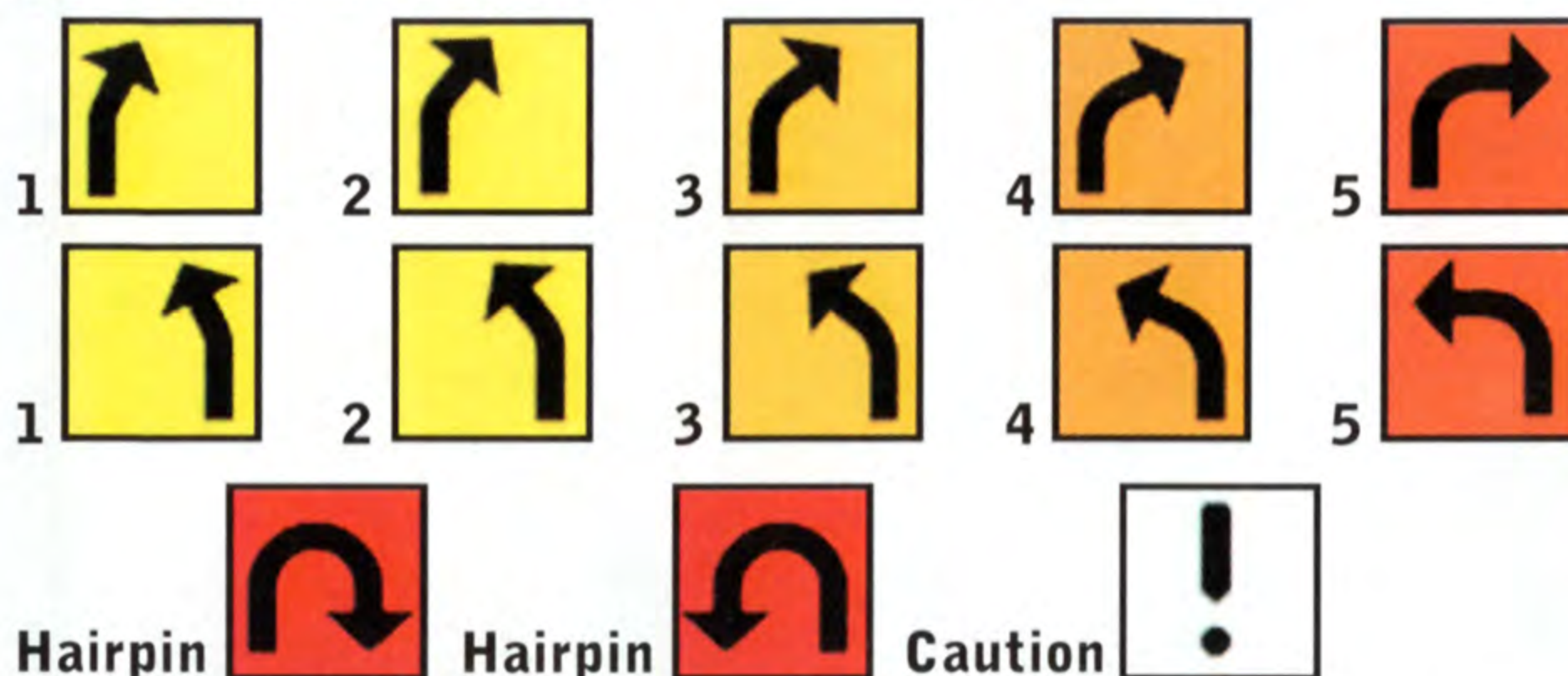
PEUGEOT	Marcus Gronholm	Gilles Panizzi
FORD	Carlos Sainz	François Delecour
SUBARU	Richard Burns	Petter Solberg
MITSUBISHI	Tommi Makinen	Freddy Loix
HYUNDAI	Kenneth Eriksson	Alister McRae
SKODA	Armin Schwarz	Bruno Thiry
CITROEN	Philippe Bugalski	Jesus Puras

You will become the point scorer for your chosen team, and replace the second nominated pilot. For example, if you choose to drive for Peugeot, you will replace Gilles Panizzi.

CO-PILOT CALLS AND SIGNALS

Your co-pilot will navigate the stage as you progress through it, enabling you to anticipate and account for forthcoming hazards, sharp bends and so on.

CO-PILOT SIGNALS



Corner ratings range from 1 – the least severe – to 5 – a 90° turn.

CO-PILOT AUDIO CALLS

Audio calls give you the information you need to decide how to brake. The first part of a call will usually be the distance to the next corner. This is followed by the direction and severity of the corner. For example, "50, right 2" means an easy right hand bend 50 meters away.

If you hear "and" or "into" instead of a number, it means the next corner immediately follows the current one. So, "100, right 4 and left 3" means a tight right hand turn 100 meters away, followed by a fairly tight left hand corner.

You will also be given more detailed information when necessary:

CARE – Approaching hazardous section

CAUTION – Approaching extremely hazardous section

NARROWS – The road is about to become narrower

JUMP – A rise in the road that will, if driven over at speed, cause your car to be propelled into the air

CREST – A rise in the road that will obscure your view of what lies beyond it

STRAIGHT – Go straight through the approaching bends



TURN – A corner at a road junction

TIGHTENS – A corner that becomes tighter as you drive through it

OPENS – A corner that becomes shallower as you drive through it

LONG – A long and progressive corner

VERY LONG – An extended long corner

DON'T CUT – Do not cut across the apex of the corner

SERVICE AREA

Before you begin a race, you'll be given the option to change your car set up. It's important to consider the weather conditions you'll be racing in, the surface you'll be driving on, the layout of the track and so on. Minor adjustments can have major effects on the way a car handles and, consequently, on your performance.

GEAR RATIO

LONG – maximum top speed, poor acceleration. Best for driving on flat tarmac.

MEDIUM – a balance of good acceleration and speed. Best for gravel surfaces.

SHORT – excellent acceleration but a low top speed. Best for driving on snow, hilly tracks and courses with a lot of sharp turns.

BRAKE STRENGTH

PROGRESSIVE – the best setting for loose surfaces.

NORMAL – the default setting.

STRONG – the best setting for driving on tarmac.

STEERING

SLOW – the least responsive steering setting.

MEDIUM – default steering sensitivity.

FAST – select this option for highly responsive steering.

TIRES

DRY – for the best grip on dry surfaces.

WET – for the best grip when driving in rain.

SPIKES – essential for maintaining your grip when driving on snow and ice.

SUSPENSION

SOFT – best for rocky or bumpy tracks.

MEDIUM – best for gravel or snow.

HARD – best for flat tarmac.

PILOT GUIDE

Below are some tips on perfecting your driving skills. Take advantage of these, ensure your car set up is ideal and get to know the tracks to optimize your performance.

SELECTING TIRES

Ensure that you pick the right kind of tires for the surface you're going to be driving on and the current weather conditions. Choosing the wrong kind will result in a loss of grip and traction.

SELECTING SUSPENSION

Suspension determines how well your car handles bumps in the track surface. For optimum engine efficiency, the less time the wheels spend out of contact with the ground the better. Picking the wrong setting could severely slow you down.

CHANGING THE GEAR SETTING

Once you are confident in the handling of your car, you may wish to select Manual Gear Change. This will give you more control.

CORNERING

Always pay close attention to the co-pilot call. To avoid sliding when cornering, it is better to have speed when you come out of a corner than when you go into one. This means braking before you reach the corner and using your accelerator to control your slide. Use your handbrake for sharp turns.

HAZARDS

Again, pay attention to the call, which will tell you the distance to and direction of the next hazard, and the type – jump, crest or dip. Brake if you are going into a jump or dip and ease off if you are going over a crest.

GOING OFF-ROAD

Look out for areas where leaving the track briefly could save you time. But remember that this can make you more susceptible to damage. If you go too far off-road or if your car flips, you will be returned to the track after a 3 second delay.



TAKING DAMAGE

The damage indicators are displayed in the bottom right hand corner of the screen. If a part of your car is damaged, the relevant indicator will turn red.

STEERING DAMAGE – this will cause your car to pull to one side.

GEARBOX DAMAGE – the gearbox will stick and it will become difficult to change gear.

OIL – if your radiator becomes damaged, the car will overheat and steam will billow out of the hood. The engine may then catch fire, causing smoke to appear. This will cause a major loss in power.

DRIVE SHAFT – you will lose power to one or more wheels, resulting in lower acceleration and / or lower top speed.

TEMPERATURE – minor power loss will occur if the engine overheats without catching fire.

CAR DESCRIPTIONS



SUBARU IMPREZA WRC

The Impreza has a 4 cylinder boxer engine of aluminium construction, which is mounted longitudinally at the front of the chassis.

Boxer engines have the advantage of lowering the center of gravity of the entire car structure.

The turbocharger is mounted on the right side of the engine, and the intercooler is located in the front bumper. The car weighs 1230kg, the WRC regulation minimum.



PEUGEOT 206 WRC

The 206 is the smallest car that complies with WRC rules, making it a challenge to design but advantageous to drive. The torsionally stiff body shell enhances road grip and ensures excellent protection against damage. McPherson-type strut suspension is used at the front and back. The electronic control unit monitors chassis and engine performance and serves as a data acquisition device. The engine is a 2.0 litre, 16-valve XU9J4 block with turbocharger.



FORD FOCUS WRC

The Focus is a very compact car. The bodyshell is of unitary construction, and has unique pressed steel side panels. The engine is the 4 cylinder, 16-valve Cosworth Duratec R. The car has a transversal engine layout, and the engine is reclined at 25° to the rear to improve weight distribution and air intake conditions. The M-Sport / Xtrac 240 six-speed sequential gearbox has an electro-hydraulically controlled shift option.



MITSUBISHI LANCER EVO 6

Mitsubishi Lancer Evolutions have long been renowned for their powerful and reliable engines, and the Evo 6 is no exception. The 4G 63 - DOHC has a max power of 300 bhp at 5500 rpm. It is carefully positioned to decrease pitching, optimize weight distribution and minimize front tire wear. The car also features Mitsubishi's highly developed four-wheel-drive transmission, which optimizes traction under both braking and acceleration.

WARNING MOTORSPORT CAN BE
DANGEROUS



HYUNDAI ACCENT WRC

The Hyundai Accent WRC features a light chassis with increased suspension travel to optimize handling. It has been aerodynamically designed for minimum drag and good stability. The engine is a DOHC 4 cylinder 2.0 liter with boost control and a multi-point EFI Garrett turbocharger. The gearbox is a sequential shift Xtrac with active front and rear differentials.



SKODA OCTAVIA WRC

The Octavia is a strong and reliable car, famed for its durability. It has a max power of 300 bhp at 5500 rpm and a max torque of 600 Nm at 3500 rpm. The 1999 cc engine has four cylinders with 5 valves per cylinder and is front transversally mounted.



CITROEN XSARA T4

The Xsara is a relatively new car to feature in the WRC. Its XU7JP4 engine has a transverse installation at a 30° angle, and puts out 300 bhp through all four wheels. It runs on MacPherson type suspension and uses 3 electronic differentials along with a 6-speed sequential gearbox. The car has rack and pinion power assisted steering, and the brakes have 6-piston calipers at the front and 4-piston at the rear.

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MUSIC**1. WRC Title Track - "Speed"**

Written by Sister Bliss/Rollo

Published by Warner Chappell Music Publishing/BMG Music Publishing

Keyboards by Sister Bliss

Engineered by Grippa.

p&c Sister Bliss/Rollo 2001

2. Cavallo Morte - "Not Alone (the Jamie White track)"

Written by Jamie White & John Duggan

Published by Polygram Music Publishing & Copyright Control

p&c Popstars 2001

3. Soul Wax - "Much Against Everyones Advice"

Written by David Dewaele and Stephen Dewaele

Published by Strictly Confidential and "We'll Sue You!"

p&c [PIAS] Recordings 2000

4. New Order - "Close Range"

Produced by Steve Osborne for 140db

Engineers Bruno Ellingham and Andrew Robinson

Mixed by Mark "Spike" Stent

Protools-mix pre-production Jan "stan" Kybert assisted by Matt Fields and David Treahearn

Mix engineer Paul "P-dub" Walton

Backing vocals by Dawn Zee

Studio assistants - Marco Migliari at Real World and Tom Hannen at Sarm Hook end

Written by New Order. Published by Warner Chappell.

p&c London Records 2001

5. Feeder - "Hole In My Head"

Performed by Feeder

Written by Grant Nicholas, Arranged by Feeder

Produced by Grant Nicholas and Feeder

Published by Polygram Island Music Publishing

(P) 1999 The Echo Label Limited

6. Way Out West - "Sharkhunt"

Written and produced by Nick Warren and Jody Wisternoff

Published by Universal Music Publishing Ltd

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