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for the ultimate rally experience...

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www.codemasters.com/bonuscodes

Before you start, read through these step-by-step directions...

1. In your game, go to Options > Secrets and write down the Secret Access Code. You need this to get the Bonus Code.
2. Call the Hintline or log on and follow the directions to the Colin McRae Rally 2005™ area.**
3. When requested, enter the Secret Access Code you obtained from the game and your details.
4. Either write down the codes you're given or check out the Bonus Code email you've been sent. You can get as many or as few Bonus Codes in one Hintline session as you like; the email will contain them all.
5. To unlock the new features, go to Options > Secrets > Code Entry in the game and enter the Bonus Codes in the space/s on screen.

**Please note, Hintline Bonus Codes are paid for through the cost of call and require a touch tone telephone. Obtaining Bonus Codes online requires a small fee paid by credit card. All game features unlocked with Bonus Codes are also available through playing the game.

IMPORTANT: Bonus Codes supplied are unique to your save files and/or console.



<http://www.replacementdocs.com>

XBOX

LIVE ONLINE ENABLED



colin mcrae rally 2005™

Codemasters

GENIUS AT PLAY™

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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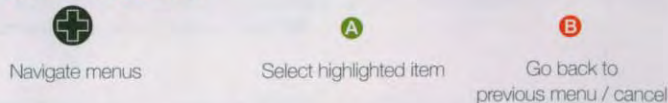
CONTROLS



Game Controls



Menu Navigation



Throughout this manual, the term "select" refers to highlighting a menu item or option and pressing **A**.

In sub-menus, such as car setup, move between sub-menu options by pressing the directional pad **↓** or **↑**. To change sub-menu option settings press the directional pad **←** or **→**.

ON SCREEN



Stage progress: the indicator on the progress bar represents your car. As you pass each stage marker, the progress bar turns red (behind the record) or green (ahead of record) depending on how you're driving.

Co-driver signs: see Co-driver calls & Pace Notes

Damage indicator: shows which parts of your car are taking damage and the amount of damage that is being inflicted. As a part becomes damaged, the indicator colors that part from white (perfect condition) to red (severely damaged or non-functional). See Damage for more details.

Time: the total time taken on the stage so far.

Split time: as you approach a stage marker, the split time countdown shows how your performance measures against the fastest recorded time (or default time on first play) for the stage. Negative values indicate that you're faster than the record, while positive values show that you are slower.

Max throttle: illuminates to show maximum throttle has been reached.

Rev limiter: lights to show a gear change is needed.

Gear: your current gear.

Speed: your current speed.

Turbo: indicates damage to the turbo.

Water/oil: indicates damage to the cooling systems (water) which can result in overheating, and damage to the engine itself (oil).

Revs: your current RPM.

MAIN MENU

- Career:** start your own rally career and work your way up to the top of the world podium.
- Championship:** drive as Colin McRae in a one-off championship (1 or 2 players).
- Challenges:** play single-player stages or rally mode. Alternatively, take on other players in multiplayer.
- Xbox Live:** go online with Xbox Live and compete in rallies and stages with other drivers from around the world.
- Xbox Live Options:** manage your Xbox Live account and Friends list.
- High Scores:** check out the highest scores you have achieved in Stages modes.
- Options:** change and define your game settings.

NAME & NATIONALITY SELECTION

Many game modes in Colin McRae Rally 2005™ require you to enter your player name and nationality...



Name Entry

On Name Entry screens, enter your name by selecting each letter in turn. To enter a space between words, select space. To delete a character, select the backspace symbol.

When you have entered your name, select OK or press **▶**.

Nationality Selection

On Nationality screens, select the flag of the country you want to represent and press **A** or **▶**. This selection does not affect the in-game language or text (specify this through the Xbox Dashboard prior to loading the game for the first time).

Note: set the language that your co-driver uses through Main Menu > Options > Game Settings.



CAR SELECT

Most game modes allow drivers to select their car for the coming stage, rally or championship. The set of cars available may depend on the competition that is being entered. For example, some events may be restricted to 4WD cars, whereas any car can be driven in others.

Choose "Car Select" from the game mode menu to go to the Car Class screen. Press the directional pad **◀** or **▶** then press **A** to choose your car class. On this screen you can also see which cars you have unlocked through Career Mode (any locked cars are shown in grey).



Next, on the Car Select screen, press the directional pad **◀** or **▶** to cycle through the available cars. You can view the cars in more detail by pressing the left thumbstick **↑** or **↓** to zoom in and out or the right thumbstick **◀** or **▶** to rotate the car. Click the right thumbstick to manipulate the car doors.

When you are happy with your choice, press **A** to proceed.

Gearbox

When you have chosen your car, select the gearbox you want to drive with:

Manual: manual transmission means that you will need to shift gears manually as you drive by pressing **●** and **○**.

Semi-automatic: a semi-automatic gearbox will change gears as required, but you can make manual shifts using **●** and **○**.

Automatic: fully automatic gearboxes will change gears as needed and are an ideal option for novices. Advanced drivers may obtain better performance using manual or semi-automatic gears.



CHALLENGES

Time Trial

Time Trial is all about records. It's up to you to set the fastest time and establish your place in rally history through awesome single-player action.



Stages

Drive any of the available cars on any of the tracks you have unlocked through your rally career.

Enter your name and nationality, then choose the car and stage you want to drive before heading out onto the track to claim the stage record.

After choosing a stage, you can select "Ghost Race" to connect to Xbox Live and download the ghost car of one of the top 100 times to pit your skills against.

Rally

Following the directions on-screen, set up your player name, nationality and car, then choose "Stage Select" to pick one of the special rallies on the Track Select screen, or choose a custom slot and create your own rally event from the stages you've completed in Career Mode.

Custom Rallies

First select a custom slot on the Rally Mode screen, then use the Country and Stage options to select the individual stages of your custom rally. When you're satisfied, simply exit the screen and the rally will be saved to the chosen custom slot.

To drive the rally you just created, select it from the Rally Mode screen.

Stages & Rally Options

Service Area: turn service areas on or off. Turned on, service areas will appear at strategic points between stages allowing you to reconfigure your car (see The Service Area in the Events section of this manual).

Damage: choose from Normal or Heavy damage.



The Ghost Run

At any time during your rally, press **ESC** to pause the game and access the Pause Menu. From here you can activate the Ghost Run, a pacemaking car on track with you that represents the fastest time for the stage. Simply beat the Ghost Run to set a new record; your record replaces the original Ghost Run so you'll have to beat it again if you want to keep improving your skill.

Multiplay

Get into the nitty-gritty of hardcore rallying with 2-4 players in Multiplay mode. As the game begins, each player takes their turn to set up their name, nationality and car. All modes and options are the same as for Time Trial, but with the addition of the selection of the number of players, Multiplayer Mode and the following:

Catch Up: trailing players receive a boost and extra grip to catch up.

Handicap: leading players incur a time penalty on the next stage.

Multiplayer Mode

Split Screen: all players rally at the same time on a halved (2 players) or quartered (3-4 players) screen. Opposing players are shown in each player's segment by colored ghost cars.

Alternate: in Alternate Mode, each player takes it in turn to drive each stage.



System Link

Select "System Link" to start or join a 1-8 player multiplayer game using linked Xbox systems.

Create Session

Use the options shown on screen to set up a game for others to join, then press **A** to go to the game's lobby screen.

Select your car, then choose "Ready." When all joining players have also selected "Ready," select "Race" to begin.

Quick Search

Select "Quick Search" to look for games running on your System Link network. Select a game to enter the game lobby.

Select your car, then choose "Ready." When all other players and the host have also selected "Ready," the host can start the race.

Championship

It's time to take the driving seat as world-class rally driver, Colin McRae.

He's undoubtedly the most popular and exciting driver in the history of rally, and he's got a style that all fans love to see.

In 1995, the 35 year-old Scot became the youngest ever World Champion and he's well known for his all-out attacking style. Throughout his driving life, it's brought him an incredible 20 World Rally Championship wins.

When the "Flying Scotsman" dominates the global stage, people watch and rivals watch out!

The first time you enter Championship mode, select a save slot to keep your championship progress in and press **A**. Next, select the number of players (1-2) and the difficulty level, then give the save slot a name and press **A** to move on.

On subsequent plays, simply select the save file slot to pick up the championship from the beginning of the next rally or the last service area that you reached.

Select the 4WD car you want to start the championship with (see Car Select) and press **A**, then the gearbox it should be fitted with and press **A** again to start the championship.



Career

Drive as a world rally contender in your own right. Starting at the bottom of the driver ratings, you've got to prove your skill on the stage and work your way up through events and series to become the best the sport has ever seen.

From the Main Menu, select "Career" then choose "Start." Next, pick a save file slot to keep your career progress in. (On subsequent plays you'll load your game from this slot to pick up from the beginning of the next rally/series or the last service area you reached.) Finally, choose the difficulty level for your career and enter your driver name (save file name) and nationality to head into the Career screen.

Series

Choose the rally series you want to compete in. When you're just starting out, most of the events won't be open to you, but as you progress and earn driver points by gaining a podium finish, more events will open up. You'll also unlock parts testing to earn upgrades for your car.

Each series card shows the series name, car class involved and the number of driver points available.



Trophy Room

Come to the Trophy Room to check on your progress.

Highlight "Overview" for a rundown of your wins and trophies, or "Statistics" to view your driver stats including career points earned and unlocks awarded.



Garage

Let yourself into the garage to see a summary of the cars and upgrades you've unlocked. To take a look at an individual car, select the vehicle's class, then the vehicle itself (see also Car Select). On the vehicle's screen, press **X** to switch between car specs and upgrades you've earned.



The Service Area

At the beginning of each rally and intermittently between stages, you'll visit the service area so you can make tweaks and repair your car. Select "Race" to head out onto the stage, or choose one of the following options:



Car Repair

(Not at first service area of a rally.) Your repair team has limited time in which to restore your vehicle to rally condition. If there is too much damage for the crew to fix within the allotted time, you may have to head into the next stage with some of it unrepaired. You need to prioritize the most vital repairs in order to get back onto the stage with your car in the best state possible.

For example, your car may have sustained damage to both its bodywork and suspension. Although the bodywork protects all other parts, fixing the suspension may be more critical to getting through the next stage.

If you feel some repairs are vital and there is not sufficient time for them to be completed, you can still have limited repairs carried out but at the cost of a time penalty (max 5 mins) which will be deducted from your overall rally/stage time unless you can make it up with some truly 'A' class driving.

Highlight each of the damaged components in the repair list and assign levels of repair to each. The time needed to complete each repair is shown on screen, as is the total amount of time available for repairs.

Car Setup

Tires: Select the best type of tire for the coming stages. Make sure you've checked out the weather conditions and terrain you're about to face. If you don't make an educated decision about the tires you're running on, you could lose more than just time before you get back to the Service Area.



Ride height: A low ride height (distance of chassis from the road) gives your car increased stability on smooth surfaces, but the range of your suspension is reduced. You will be less able to cope with roughness in the terrain and the risk of grounding is increased.

Springs: Softer springs give greater traction on rough and uneven surfaces, but body roll increases. Set your springs harder to enhance stability on smooth surfaces and reduce body roll.

Anti-roll: Anti-roll works with your suspension to help overall stability over uneven surfaces and to counteract body roll when cornering.

Brakes: Balance the power of your brakes between the front and rear discs. This affects the way your car handles in cornering. More power to the rear brakes can result in them locking on corners and swinging the back of the car outside of the optimum line (oversteer). Shifting power to the front brakes may likewise cause them to lock and create understeer.

Steering: A lighter steering speed allows you to reach full lock and turn your car more quickly. Your vehicle handling will become more sensitive and require greater control. Setting a low steering speed may result in your car becoming less responsive with a slower speed needed to take those hairpins.

Gearbox: A high gear ratio provides an increased range through the gears and a higher top speed, but at a hit to your acceleration. Low gear ratios get you off the mark more efficiently, but your maximum speed will not be so fast.

Info

Get the lowdown on the coming stage and driving conditions.

Leaderboard

The leaderboard shows your standings within the current series.

Upgrades

Check out the upgrades you have earned for your current car.

DAMAGE


Damage to your vehicle is a natural hazard of rallying. If your car gets too beaten up, you may no longer be able to drive competitively.

There are two levels of damage selectable in all game modes:

Normal: Your car is subject to an average level of damage and will take a fair bit of punishment.

Heavy: Collisions, grounding, bad driving, etc. will have a dramatic affect on the handling of your car. Take care, as poor performance may force you out of the rally earlier than you expect.

DRIVING VIEWS

At any time during your rally, press  to change camera. Available views are:



Follow Cam - near

Follow Cam - far

Cockpit Cam



Bonnet Cam

Bumper Cam

Take Colin McRae Rally 2005™ Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

World Rank

Every player on Xbox Live is ranked according to their rating points. Winning against other players can increase your rating points and improve your World Ranking position.

Note: exiting a world ranked game while racing is regarded as retirement and rating points will be deducted.

Downloadable Colin McRae Rally 2005™ Content

If you are an Xbox Live subscriber, you can download new ghost car records posted by other players to your Xbox console.

Getting Online with Colin McRae Rally 2005™

To get into a multiplayer rally on Xbox Live, select "Xbox Live" from the Main Menu. Next, choose the account you want to sign on with. You must previously have set this up following the directions supplied with Xbox Live. Finally, follow the directions shown on screen to either host your own rally competition, or join one run by another player.

Quick Match

Quick Match is the quickest and easiest way to get into a game; it selects the first game running that you are able to join. Either select "Join" to enter the game displayed, or "Refresh" to bring up the next choice.

OptiMatch

OptiMatch allows you to specify exactly what sort of game you're looking for. Follow the options on screen to define the criteria for your game search, then select "Search" to display a list of games running that match your preferences. Choose a game then select "Join" to go to the Lobby for that game.

Create Session

Select "Create Session" then follow the options on screen to set up your own game for others to join. Follow the options on screen to include up to 8 players and/or allocate slots to your Friends.

CO-DRIVER CALLS & PACE NOTES

Whenever you're on the track, you must remember that you are not just a world-beating driver alone, but part of a team. The other half of your team is your co-driver and he's just as important to your accomplishment as your own skill. Listen to him.

Throughout each stage, your co-driver will feed you information about the oncoming terrain in the form of pace notes. These are unique to each stage and are crucial to your success, especially where visibility is limited.

The pace notes take the form of a call from your co-driver, which details distance; a difficulty number which represents the hazard of the oncoming bend; terrain features in the order they occur and sometimes a warning. The distance to the approaching obstacle is given in meters. The lower the difficulty number, the slower your speed will need to be to get through the oncoming hazard.

When your co-driver calls a "6," the way ahead is clear and you can floor it until he tells you otherwise.

Oncoming bends and corners are also shown on screen, for example:



Hairpin Turn.....Shallow Bend

Call Definitions

Care:	hazardous.	Opens:	corner widens on exit.
Caution:	very hazardous.	Tightens:	corner becomes tighter on exit.
Crest:	a rise in terrain hides the track beyond.	Narrows:	road narrows.
Jump:	a rise in terrain that, if taken at speed, will jump the car into the air. Remember, once your tires leave the ground you have zero control over your car.	Don't cut:	do not drive across the apex of the corner.
Long:	a long corner.	Straight:	hold a straight line through the coming bends.
Very long:	an extended long corner.	Bumps:	undulations in the terrain which could unsettle your car.
Turn:	a corner at a road junction.		

SAVING & LOADING

This game uses an Auto-Save feature that automatically saves your progress and unlocked features at key points throughout the game (on creation of a save file, on reaching a service area during a rally and on completion of a rally). Auto-Save can be deactivated through the Options Menu, though no game progress will be saved.

Game data is Auto-Loaded from the selected save file on entering the relevant game mode.

OPTIONS

Select "Options" from the Main Menu to reconfigure your game.

Controller

Select or set up configurations for each connected controller. First select the controller to be configured, then choose the configuration to use (details shown on screen).

Custom Configuration

To customize controllers, select "Custom" from the configurations available, then use the directional pad to highlight a game function below. Next, press the directional pad ◀ or ▶ to cycle through the controller buttons available. Only one function can be assigned to each control, so any conflicts are shown in red. When you are happy with your custom controller configuration, press **A**.

Graphics

Activate or deactivate Ghost Car (see Ghost Car) and on-screen display elements. Also adjust screen calibration to find the optimum levels of brightness and contrast for the game.

Sound

Adjust the volume levels of your co-driver's speech, the music and the special effects.

Game Settings

Select the language for co-driver speech. Also turn Auto-Save on or off (on by default).

Secrets

Unlock game features prior to completion of the required stage or game element using the Codemasters hintline or online service. Write down the Secret Access Code shown on this screen, then follow the process on the back cover of this manual to obtain the Secret Code(s).

Enter the Secret Code(s) on this screen to unlock the special feature.

Credits

Check out the team that brought you Colin McRae Rally 2005™.

THANKS TO

Fiat Auto S.p.A (Alfa Romeo), AUDI AG, Automobiles Peugeot, BMW, Beanstalk Inc, Bridgestone Corporation, Automobiles Citroen, Ford Motor Company, Ford Rallye Sport, Fuji Heavy Industries Limited, GM-Fiat Italia s.r.l, Land Rover, MG Sport and Racing, Mitsubishi Motors Corporation, Mitsubishi Ralliart Europe, Nissan Motor Co. Ltd., Renault Merchandising and Renault s.a.s, Toyota Motor Corporation, Volkswagen AG, Autocar Electrical Equipment Co. Ltd, Brembo S.p.A, Castrol Limited, Compomotive Automotive 73 Ltd, Collins Performance Engineering, Federal Mogul, Hella, Koni BV, Michelin, NGK Spark Plugs (UK) Ltd, OMP Racing, Oz S.p.a., Pace Products (Anglia) Ltd, Pipercross Ltd, EPTG Ltd / Power Engineering (Powerflex), RT Quaipe Engineering Ltd, Sparco s.r.l, Superchips Inc, Telefonica Movistar, TNT, Waypoint Design.

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