



NTSC U/C

PlayStation®

**NEW**  
*Arcade  
Mode*



colin|mccrae|rally|2.0™



Codemasters® 

GENIUS AT PLAY™

## WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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.

## HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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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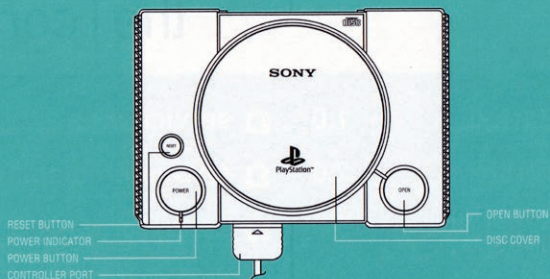
## the | contents

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# getting | started

1.0



Set up your PlayStation game console according to its instruction manual. With the power OFF, open the disc cover and insert the Colin McRae Rally 2.0™ disc.

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

If you wish to load or save information during play, insert a MEMORY CARD, with at least 1 free block, in MEMORY CARD slot 1 or 2.

See the Load/Save Data section later in this manual for more details. Close the disc cover before turning the power on.

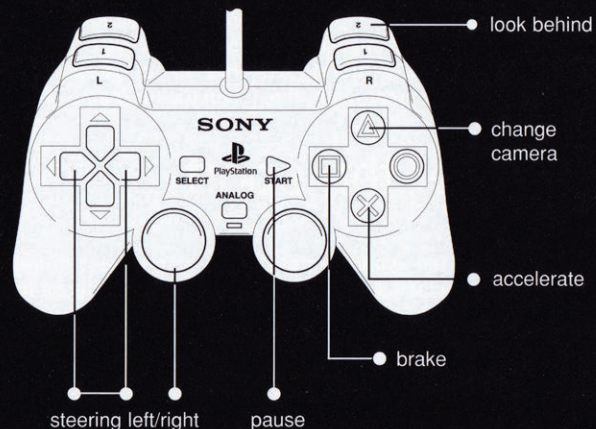
After the introduction sequence has finished, the title screen is displayed. The introduction sequence can be skipped by pressing the START button or the X button.

The Language Select screen then allows you to choose from English, French, German, Italian and Spanish.

# basic | controls

2.0

## DUALSHOCK™ analog controller



**Note:** To use the left stick, the DUALSHOCK™ analog controller should be switched to Analog mode (LED:Red) using the Analog mode switch.

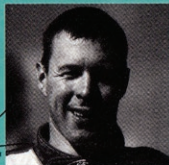
See the 'Controlling the Game' section later in this manual for details on using other types of controllers with the game.

## the game | the men



Colin McRae is perhaps the most popular and exciting driver on the world rallying stage today. The 31-year-old Scot became the sport's youngest ever world champion in 1995 during a successful eight-year career with the

Subaru Prodrive team. To date, he has 19 World Rally Championship wins under his belt, including three in his current car, the \$500,000 Ford Focus WRC. His all-out attacking style has earned him the nickname The Flying Scotsman.



3.0

## the game | the sport

Rallying is one of the world's most exciting sporting spectacles – no other motor sport offers its fans such a close-up view of their heroes at work. And unlike most other motor sport events, cars race against the clock rather than directly against each other, going off at one minute intervals along individual tracks, known as stages. But these are no ordinary tracks. Although some stages are run on asphalt, world championship racers

can also expect to encounter an array of different surfaces from ice and snow through to sand, mud and gravel.

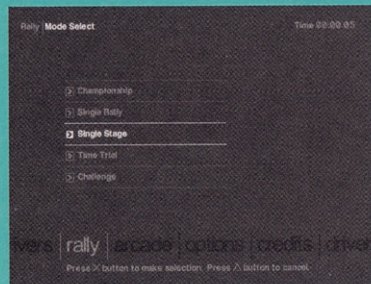
Rally drivers race at all times of the day and in all weathers. They are backed up by co-drivers: highly specialized navigators who call corners, distances and hazards, and allow the driver to concentrate on getting the maximum performance from his or her car.

## the game | the machinery

3.0

### technical specification FORD FOCUS WORLD RALLY CAR

<b>engine</b>	Ford 2.0 L Zetec E engine. 4-cylinder, 16 valve, 2-liter. Electronic Ford engine management system. Garrett turbo-charger (with FIA required 34 mm restrictor). Catalytic converter.	<b>transmission</b>	M-Sport / XTrac 240 6-speed sequential gearbox.
<b>electronics</b>	Full chassis and engine data acquisition for on-event diagnostics and performance development.	<b>suspension</b>	Front: MacPherson struts with adjustable dampers. Fully adjustable links. Rear: MacPherson struts with adjustable dampers and links.
<b>intercooler</b>	Air intercooler with external water spray.	<b>steering</b>	Power-assisted high-ratio (12:1) rack and pinion. 2.0 turns lock to lock.
<b>power torque</b>	300 bhp at 6,500 rpm. 550 Nm at 4,000 rpm.	<b>brakes</b>	Asbestos – 14.96" (front) / 12.40" (rear) ventilated discs with 8-pot calipers (front) / 4-pot calipers (rear).
<b>fuel tank</b>	100 liter capacity / located centrally.	<b>wheels</b>	Asphalt - 18" diameter x 8" wide
<b>drive system</b>	Permanent 4-wheel drive with M-Sport designed and manufactured active front, center and rear differentials. Electronic differential control units.	<b>overall length</b>	163.46"
		<b>overall width</b>	69.69"
		<b>overall height</b>	55.91"
		<b>wheelbase</b>	102.95"
		<b>weight</b>	2711.64 lb



When navigating menus, pressing the X button selects the highlighted option. Pressing directional buttons changes the highlighted option. Pressing the Δ button moves you back to the previous menu, cancelling any changes you made.

From the Main Menu you can choose the type of game mode you want to play.

Rally involves racing on timed, point-to-point stages.

Arcade is circuit racing in direct competition with other drivers

The Main Menu also allows you to access the game Options and Drivers, where you can create your own driver profile.

### championship

The ultimate rally experience - compete in a full season of rallies in eight different countries. In a field of 16 drivers, you must finish in the top six of a rally to progress to the next one.

The last day of every second rally is a Super Special Stage day. A Super Special Stage is a head-to-head race on a specially constructed dual-circuit track.

Championship points are awarded at the end of each rally as follows:

<b>1st place</b>	–	<b>12 points</b>
<b>2nd place</b>	–	<b>8 points</b>
<b>3rd place</b>	–	<b>6 points</b>
<b>4th place</b>	–	<b>4 points</b>
<b>5th place</b>	–	<b>2 points</b>
<b>6th place</b>	–	<b>1 point</b>

This mode can be played by a single player, 2 players in split screen or 2-4 players taking turns to race stages (Alternate Play).

### single rally

Compete in a Rally at any one of eight available countries. Only Finland is unlocked initially. To access the other countries you must reach them in Championship mode.

This mode may be played as 1 Player, 2 Player split screen or 2-4 Player Alternate Play.

### single stage

Race individual stages of your choice in 1 Player, 2 Player split screen or 2-4 Player Alternate Play modes. In this mode you may select your preferred weather from the weather types available at the chosen stage.

### time trial

Strive for the fastest times on any individual stage. This mode always uses the best weather conditions to promote the fastest times.

This mode may be played as 1 Player or 2-4 Player Alternate Play.

## challenge

Challenge is a knockout tournament that takes place on a Super Special Stage initially in Japan, a country not featured in the Championship. When other Super Special Stages are unlocked in the Championship, they may be used in this mode. Each round of the tournament consists of head-to-head races between two drivers.

In this mode you can either exclude computer drivers from the tournament or set their level of difficulty. Note that when computer drivers are excluded, some players may get a free ride into the next round of the tournament.

The car that you drive is chosen randomly in each round of the tournament.

Challenge can be played by up to eight people (in rounds), with split-screen used when two players need to race against each other.



## arcade | modes

6.0

### championship

Race against five other drivers at three different circuits over three laps. Your aim is to get as many points as possible over the three races. Points per race are awarded as follows:

1st place	–	6 points
2nd place	–	4 points
3rd place	–	3 points
4th place	–	2 points
5th place	–	1 point
6th place	–	0 points

There are two championship classes, A and B, each containing a different set of circuits. Class A is not initially available. You must come 1st in Class B to open Class A. This mode may be played as 1 Player.

### single race

**1-player:** Race an individual circuit. You can choose any number of laps, between one and ten, and also choose the number of opponents in the race, up to a maximum of five.

**2-player:** This is played in split-screen with no computer-controlled opponents. A Catchup option may be switched on. This gives a boost to the player who is currently in second place. You may choose to race normally or select Lap Points mode or Time Lag mode.

**lap points mode:** The driver who is ahead at the start/finish line gets a point. A player must reach the target number of points to win the game.

**time lag mode:** The driver who is behind must cross the start/finish line within a set number of seconds compared to the first placed driver or lose the game.

### time trial

Practice laps of any available circuit against the clock.

This mode may be played as 1 Player.

## difficulty | settings

7.0

There are three difficulty levels: Novice, Intermediate and Expert.

In Rally mode the difficulty restricts the stages that are available and, in turn, the number of days in each rally.

### novice

Day 1 (four stages) with Day 2 (Super Special Stage) at four of the countries.

### intermediate

Day 1 (four stages), Day 2 (four stages) and Day 3 (Super Special Stage) at four of the countries.

### expert

Day 1 (four stages), Day 2 (four stages), Day 3 (two stages) and Day 4 (Super Special Stage) at four of the countries.

In Arcade mode the only restriction is that Novice level only contains the Class B championship and circuits.

Novice and Intermediate are available when the game is first played. Expert difficulty is unlocked in Rally mode by coming 1st in the Championship at Intermediate level.

Expert difficulty for Arcade modes is unlocked by coming 1st in the Class A and Class B Championships at Intermediate level.

## player | selection

8.0

**When beginning a game you can select your Driver Profile from those stored on a MEMORY CARD. If you do not have a profile, you can create a new one. See the Driver Profiles section for more details.**

**If you do not have a MEMORY CARD, or do not wish to create a profile, then you can play the game as a GUEST. A guest cannot unlock bonus cars.**

**Note that Driver Profiles are not used in Challenge mode since it can support up to eight players.**

# car | selection

Six cars are available initially. Other cars become available by progressing in the Rally and Arcade Championships at both Intermediate and Expert levels.

When selecting a car you may choose between Manual (MT) and Automatic (AT) transmission. It is advisable to start with AT until you have become used to the feel of the cars and the driving challenges the game has in store for you.

## ford focus

BHP	300
weight (lbs)	2711.64 lb
turbo	Y
drive	4WD



## subaru impreza

BHP	300
weight (lbs)	2711.64 lb
turbo	Y
drive	4WD



## toyota corolla

BHP	300
weight (lbs)	2711.64 lb
turbo	Y
drive	4WD

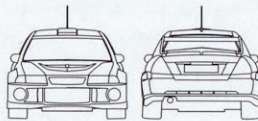


9.0

0.01

## mitsubishi lancer

BHP	300
weight (lbs)	2777.78 lbs
turbo	Y
drive	4WD



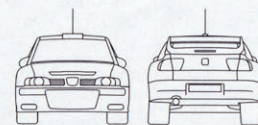
## peugeot 206

BHP	300
weight (lbs)	2711.64 lbs
turbo	Y
drive	4WD



## seat cordoba

BHP	300
weight (lbs)	2711.64 lbs
turbo	Y
drive	4WD



9.1 9.0 9.1



At the start of, and halfway through, each rally day you can visit a Service Area to adjust the car set-up and replace damaged parts. You can also view information on the coming stages and the weather forecast for the day.

Each Service Area has an allotted time in which set-up adjustments and repairs can be made. The Service Area at the start of the day lasts 60 minutes, as does the Service Area halfway through the day.

## set-up

At the first Service Area of a rally - before the start of the first stage - the car has a set-up that is adequate for that country's stages. But it is no more than adequate. You should study the stage information at each Service Area and change the set-up where appropriate to get the most effective performance from your car.

Each alteration to the set-up takes up some of the time allotted at the Service Area. You can set up the following parts of the car:

### gears

Changing the gear ratios means a trade-off between acceleration and maximum speed.

### suspension

Choose from a range of suspension settings between soft and hard.

### tires

Tires may be replaced with alternative types. The following types of tire can be used: Dry Asphalt, Wet Asphalt, Dry Gravel, Wet Gravel, Dry Mud, Wet Mud and Snow.

### power ratio

Moves the power ratio between the front and rear wheels. This adjustment is limited to a maximum of 60% at front or rear.

### brake bias

Moves the brake balance between the front and rear of the car.

### brake power

Adjusts the strength of the brakes.

### steering

Adjusts the steering sensitivity.

## repair

Sustaining damage comes with the territory in rallying. Repairing a damaged part means completely replacing it. These replacements are done at the Service Area. Each part replacement takes up some of the time allotted at the Service Area.

The amount of damage a part has sustained is shown on the damage bar for the part. A summary of the damage is shown on the list of parts by colored hazard symbols: yellow means a small amount of damage, orange means a significant amount and red means a critical amount.

The following parts of the car may be replaced: gear box, turbo, suspension, differential, brakes, body, steering, electrics, exhaust, drive shaft and axles.

## information

Here you are given information on the current rally. An overall description of the conditions in the country is provided, along with individual stage maps and weather forecasts. This will help you to maximize the set-up of your car.

Note that the weather is unpredictable and may change. This will affect your tire choice, particularly on asphalt stages.

## saving the game

When in Rally Championship mode, you can save your game in the Service Area screen. Note that this does not save high scores, cheats and bonus cars. To save these you must return to the main menu.

## arcade mode

There is no Service Area in Arcade mode. Your car will be given a suitable set-up for the current track.

# on screen | display

11.0

race order



progress and time

co-driver arrows

split time

dashboard

## rally mode

### co-driver arrows

The co-driver symbols for corners and hazards.

### progress and time

Total time on the stage is shown along with progress through the split markers. The blocks between the split markers are colored green or red as you race indicating whether you are better or worse than the highest placed opponent driver over each split.

### dashboard

This shows the car's speed, gear and revs.

### split time

This is your time difference compared against the highest placed opponent driver on the stage. This is updated at every split marker on the stage.

### race order

This shows your current position on the stage along with the two nearest opponent drivers. This is updated at every split marker on the stage.

lap times



laps, time and position

split time

dashboard

## arcade mode

### laps, time and position

Current number of laps raced, total time and position in the race.

### dashboard

This shows the car's speed, gear and revs.

### split time

This shows your split time difference compared to the highest placed opponent driver.

### lap times

There are four times here:

1. the overall record lap time for the stage by any player along with that player's tag

2. the current player's personal best (if they are playing with a driver profile)

3. the fastest lap of the current session along with the tag of the player who set it (this is reset when returning to the main menu)

4. the last lap time

## customising the display

The player may customize their on-screen-display by turning the various components on or off and selecting the preferred position for the co-driver arrows. This is done from within the pause menu.



A rally driver relies on his co-driver to give information on the coming sections of the stage. To be able to maximize performance for the fastest possible time, the driver must listen carefully to the co-driver calls - especially on night stages, where the driver can't see so far ahead.

The co-driver arrows are displayed at the top of the screen, indicating the severity of the coming corners. You will also see warning symbols indicating "Care" or "Caution".



## co-driver symbols

### corners

6, 5, 4, 3, 2, Open Hairpin, Hairpin

The higher the number you hear, the faster the corner.

The number is the suggested gear a corner can be taken in. This is a similar system to the one used by Colin McRae.

## hazards



**care** – Be careful.



**caution** – Be extremely careful. It's easy to damage the car here.

## co-driver calls

In addition to the symbols appearing on screen, you will hear the co-driver calls. He will call the severity of the corner and then the distance to it. If a corner comes very soon after the current one, you will hear "and" or "into" rather than a distance.

The co-driver will also give you more detailed information where necessary:

**care** this section is hazardous

**caution** this section is very hazardous

**crest** a rise in the road that obscures the route beyond

**jump** a rise in the road that will propel the car into the air if driven over at speed

**long** this is a long, progressive corner

**very long** this is an extended, long corner

**turn** this denotes a corner at a road junction

**opens** the corner becomes shallower as you drive through it

**tightens** the corner becomes tighter as you drive through it

**narrows** the road becomes narrower

**don't cut** do not cut across the apex of the corner

**straight** take a straight line through the coming bends

Various types of hazard will also be indicated, along with upcoming surface changes.

## examples

"100, 4 Right" – a fairly tight turn 100 meters away.

"70, 2 Left And 6 Right" – a very tight left hand bend 70 meters away, followed by a flat out right hand bend.

"30, Turn 3 Left, Care Rocks Outside" – a tight left hand corner at a junction with some dangerous rocks on the outside of the bend.

"6 Crest" – it's safe to go flat out over this crest. There is no corner directly after it.

# camera | views

13.0

**behind car** (far)

**behind car** (near)

**hood**

**in-car view**

(not available in Arcade, Split-Screen or Time Trial with ghost car modes)

**bumper**

The Behind Car (Far) camera may be set up according to a player's preferences. The height above the car, distance behind car and tilt direction may be altered along with a spring parameter that affects how much the camera swings left or right when the car is turning.

Players can create a custom driver profile on a MEMORY CARD. This contains their identity and a record of their best performances, trophies, configuration preferences and bonus cars won.

Upon selecting Drivers from the main menu, you can choose to create a new profile, load any profiles on currently inserted MEMORY CARDS or view any profiles that have already been loaded.

### creating a new driver profile

If you choose to create a new driver profile you must enter a three-letter 'tag'. This is used as your personal identifier throughout the game (e.g. on high score tables). You then enter your full name and date of birth.

### viewing profiles

You can look at all the information in the driver profile, including personal best scores and times for Championships, Rallies and individual stages and laps.

You can view all the trophies you've accumulated during the course of the game. Trophies are awarded on all difficulty levels by coming 1st (gold), 2nd (silver) or 3rd (bronze) in Rally and Arcade Championships and in Single Rallies.

### updating profiles

Whenever you leave the game and return to the main menu you will be asked if you wish to update your Driver Profile if it has changed. If you decide not to do this then you may update it later on by selecting Update Driver Profile from within the View Driver Profile menu.

### graphics

**position screen:** alter the position of the game window on the TV screen.

**split-screen:** switch between vertical and horizontal split-screen.

**ghost car:** turn the ghost car on or off.

**units:** display speeds in MPH or KMH.

**speedo:** set default, digital or analog speedo.

### sound

Adjust the music, sound effects and co-driver volumes and switch between stereo or mono output.

### high scores

View the current high scores and best times. Note that these are overall high scores by any player. A player's personal high scores are stored in their Driver Profile.

### load/save data

You may use a MEMORY CARD to load and save game data - options, high scores and any features that have been unlocked. Any saved data will be automatically loaded from a MEMORY CARD in MEMORY CARD slot 1 when you boot the game up. Note that this is separate from the Driver Profiles that are also stored on a MEMORY CARD.

### controllers

Change the configuration of Controller 1 and Controller 2 and toggle vibration on or off.

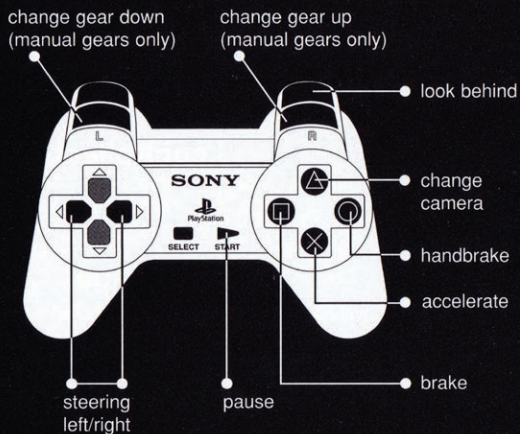
### language

Change the preferred language.

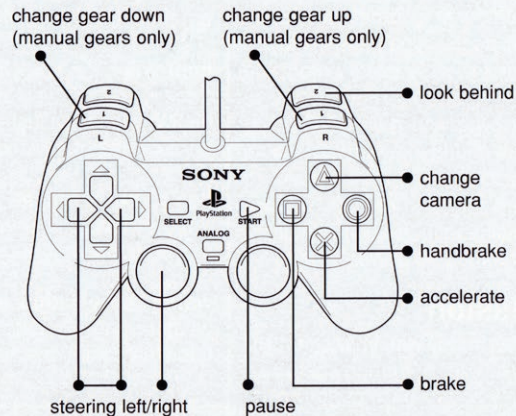
The following Controllers are supported within the game: Digital Controller, DUALSHOCK™ analog controller.

The configuration of this Controller can be changed in the Options menu.

## Digital Controller



## DUALSHOCK™ analog controller



**Note:** To use the left stick, the DUALSHOCK™ analog controller should be switched to Analog mode (LED:Red) using the Analog mode switch.

Here are a few tips to help you on your high-speed way:

### cornering

Asphalt aside, you can forget the racing line - rally cars tend to slide round corners. As a result, it is important to have speed coming out of a corner rather than coming in. To do this, you need to set the car up – brake to slow down before the corner, not in it, and use the throttle to control your slide and gain grip. If you need to scrub speed in a hurry, or swing into a sharp turn, use the handbrake. If you skid, turn into it to correct it. Once your car is pointing in the right direction, get on the throttle and power away.

### transmission

When you feel happy with your control of the car, switch to a manual gearbox. This will help you maximize performance and can help slow the car down at key moments.

### general tips

Always pay attention to your co-driver.

Don't be afraid to go off the straight and narrow in an attempt to shave seconds off your time. But be careful – straying from the track can prove costly if a dirty great obstacle is waiting for you.

**improvise** - a quick trip off the beaten track can slow you down in an emergency, even if it's just a couple of wheels for a couple of milliseconds.

**know your surface** – driving on asphalt requires techniques vastly different from those used in snow or mud.

**watch the weather** – a change in the weather can dramatically alter both the handling conditions and visibility.

If you have access to the Internet and you have a particular Stage, Rally or Championship time you are proud of, then visit the North American Codemasters website at...

[www.codemasters.com](http://www.codemasters.com)

There you will find the Colin McRae Rally 2.0™ Hall of Fame where you will be able to register your best times. To do this, you will need the time code shown under Lap Times in the Driver Profile section.

If your time is good enough it will be displayed with other top times for the whole world to see – your version of rallying immortality!

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