



secrets

to unlock bonus vehicles including baja buggy,
jet fighter and hovercraft plus access all stages,
countries, cars and more

call...

09065 558898*

R.O.I. Call: 1570 92 30 50

or log onto...

www.codemasters.com/bonuscodes

before you access, read through these step-by-step directions...*

- 1 In your game, go to Options > Secrets > Code Entry and write down the Secret Access Code. You need this to access the Secret.
- 2 Log on or call the Hintline and follow the directions to the colin mcrae rally 3™ area.
- 3 When requested, enter the Secret Access Code you obtained in Step 1.
- 4 If you're buying the Secret Codes online (requires credit card), the full set will be emailed to you. If you are calling the Hintline, write down the Secret Codes as they are read to you; you can access as many or as few Secret Codes in one call as you like.
- 5 To unlock the new features, go back to Secrets under Options Menu > Code Entry, and enter the Secret Code/s you've written down in the space shown on screen.

**Requires touch tone telephone.

IMPORTANT: Secret Codes supplied are unique to your computer system and/or installation

For the latest on colin mcrae rally 3™ visit
www.codemasters.com/colinmcrae3

*Calls cost £1 per minute. ROI: Calls cost 1.27 euros per minute inc. VAT. Calls from mobiles vary. Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press.



colin mcrae rally **3**™

drivers guide

Codemasters® 

GENIUS AT PLAY™

Precautions

- Do not touch the surface of the disc when handling – hold it by the edge.
- To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free.
- Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture.
- Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

Health Warning

WARNING: READ BEFORE USING YOUR COMPUTER GAME.

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a monitor while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before 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.

Piracy Notice

Copying commercial games such as this, is copyright infringement and a criminal offence.

Copying and re-supplying games can lead to a term of imprisonment.

Think of a copied game as stolen property.

This Codemasters game is protected by the FADE™ protection system. If you purchase an illegal copy of the game, you will be able to play it - but not for long. As you play, the gameplay of a pirated copy will degrade.

Make sure this doesn't happen to you.

Purchase only genuine software at legitimate stores.

If you are aware of illegal copying or illegal distribution of games and want to help stamp out piracy,
please telephone the ELSPA HOTLINE in strictest confidence on

0990 133405

or provide information anonymously at

www.elspa.com

the contents

installation	2
controls	3
mcrae & grist	4
on screen	5
beginning the game	6
main menu	6
autosaving	6
championship mode	7
championship menu	7
the rally	8
optimising your car setup	9
telemetry	11
damage & servicing	12
retiring	13
scoring points	13
running order	13
stages mode	14
co-driver pace notes	15
the cars	16
cameras & pause menu	18
options menu	19
unlocks and awards	21
technical support	22
thanks to	23

installation

Place the colin mcræe rally 3™ Install Disc in your CD drive and close the disc tray. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, colin mcræe rally 3™ will automatically begin to install. If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace "D" with the drive letter of your CD) and hit RETURN.

The installation program will initialise; follow the on-screen instructions to progress through the Installation. This game requires the presence of DirectX 9 on your system. You will be given an option to set this up during installation.

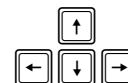
After installation, register your game online at www.codemasters.com (or click the registration option at START>Codemasters>colin mcræe rally 3™). If you are using a dialup connection to access the Internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to registration.

It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.

controls

menu controls

navigate menus:



change option:



select menu item:



cancel/exit menu:



in-game controls

steer left:



steer right:



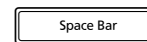
accelerate:



brake / reverse when stationary:



handbrake:



gear up:



gear down:



change camera:



pause:



colin mcrae mbe

Colin McRae is the most popular, exciting and successful driver on the world circuit today, having won more rallies than any other driver, and with style that all rally fans love to see.

The 34-year-old Scot became the youngest ever World Champion in 1995 and following a successful career with the Subaru Prodrive and the Ford Rallye Sport Teams, he now drives for Citroën Sport.

Throughout his driving life, Colin has clocked up an incredible 25 World Rally Championship wins and with his all-out attacking style, the "Flying Scotsman" is yet again dominating the world arena.

When Colin is on a rally stage, people want to watch. That says it all.

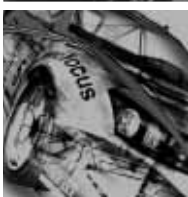
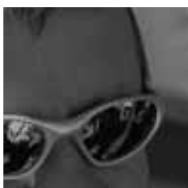
nicky grist

Colin McRae's co-driver in the Ford Rallye Sport Team, is the man behind the in-game pace notes which guide the player through every twist, turn, crest, jump and bump that the game throws at them.

Prior to teaming up with Colin in '97, the Welshman made his Championship debut at the RAC Rally in '94. Since then Nicky has partnered some of the best rally drivers and teams in the world. The second most successful co-driver of all time, Nicky Grist has 21 impressive world wins to his credit to date.

For more information on Colin McRae, Nicky Grist and the Ford Rallye Sport Team, check out:

www.fordrallyesport.com
www.colinmcrae.com www.nickygrist.com



- Co-driver Signs:** See [Co-driver Calls and Symbols]
- Split Countdown:** Split time readings are taken at various points throughout the rally stage. As you approach each Split Time point, a Countdown appears on-screen, to show how you are performing in comparison to the fastest recorded time for that section of the stage. If you cross the Split Time point while the Countdown is still in the negative, you have beaten the fastest time for that section.
 If you are first out onto the stage, you will not receive Split Countdowns, but instead will set the Split Time for following drivers to beat.
- Stage Progress:** Monitors your progression through the stage. Each split point will turn red or green depending whether you are up or down against the fastest car currently through the stage.
- Revs:** Current RPM.
- Time:** The total amount of time taken so far on the stage.
- Speed:** Current speed.
- Gear:** Current gear.
- Gear Change:** Indicates when a gear change is needed.
- Max Throttle:** Indicates when maximum throttle is being used.

beginning the game

main menu



- Championship:** play as Colin McRae through a 3-year contract with the Ford Rallye Sport Team (single player).
- Stages:** take on a single rally stage with any of the unlocked cars and tracks in 1 – 4 player modes.
- Options:** select game options and configurations.
- Exit:** quit the game.

autosaving

Throughout your career as a world-class rally driver, your progress is saved automatically to hard disk.

After the initial creation of the AutoSave file on the hard disk, only updates to your progress are saved. Saved games can be loaded as you continue your career – see [Continuing Your Career].

championship mode

championship menu

Starting Your Career

To start a new career, select one of the “EMPTY” career slots.

Next, enter a name for your career.

When you are satisfied, select “OK”.

Finally, select the difficulty level at which you want to compete (availability depends on those unlocked). This creates the career save file to which all AutoSaves for this career are made, see [AutoSaving].



Continuing Your Career

To continue your career from the last AutoSaved point – see [AutoSaving], select the career name from the Championship Menu.

On the following screen, select “LOAD”.



Deleting A Career

To delete a career, select the career name from the Championship Menu.

On the following screen, select “DELETE”.

the rally

As World Champion rally driver Colin McRae, your career with the Ford Rallye Sport Team consists of three Championships, each through six countries. In each country you are scheduled for one day of testing (Shakedown), followed by the two-day rally event:

Shakedown Day

Shakedown is the day allocated for you to ensure your Ford Focus RS WRC is set up in readiness for the coming rally. From the Service Area, configure, tweak and test your car configuration and analyse the data on its performance – see [Optimising your Car Setup] and [Telemetry].

This is also your chance to get the low-down on the rally stage/s you are about to take on. Select “STAGE INFO” for details concerning your current challenge.

When you’ve made and tested all of your vehicular adjustments, select “START RALLY” to proceed to Rally Day 1.

The Rally Event

Day One

On Rally Day 1, you will run three Special Stages back-to-back, driving for the fastest time against the rest of the field. There will be no Service Areas to reconfigure your car or repair damage, so if you are going to make it through all three stages, you will need to make sure your car stays relatively intact.

Day Two

Rally Day 2 is an altogether more intense rally experience. Your day starts at the Service Area (for configuration and repairs) followed by three Special Stages. A further visit to the Service Area takes you onto the final Super Special Stage – the climax of the country’s rally.

optimising your car setup

It is important that your car is configured properly for the stage ahead, the weather conditions and your driving style. Always make the most of your Shakedown Day – see [The Rally] – to get your car perfectly tuned for the rally.

As you progress through the Championship, more advanced car components will become available to enhance your performance. Install them through Car Setup.

In Car Configuration, select the type of component that you want to adjust, select the specific component you want installed or adjustment you want to make.

When you have finished setting up the component, select “OK”.

Brakes

Pads – Smaller brake pads are less efficient at stopping the wheels moving, but are not as liable to lock up. Larger pads will quickly stop the wheels from moving but will lock up rapidly.



Balance – This adjusts the difference in brake power applied to the front and rear brakes.

Gearbox

Ratio – Low gear ratios increase your acceleration but reduce your overall top speed; high gear ratios will allow a greater top speed but slower acceleration.



Transmission – Automatic transmission decides when gears change, whereas manual transmission requires the player to decide when to shift gear. Semi-Automatic transmission changes gear when required but allows manual gear shift as well.

championship mode

Tyres

Select the correct type of tyre for the terrain and surface conditions of the upcoming stage. If unsuitable tyres are used, your grip will not be as strong and greater tyre wear and damage will occur.



Engine

Launch Control – Use Launch Control to reduce wheel spin off the start line. To engage, the throttle must be held as the countdown ticks away, then released when it reaches zero to launch the car.
Don't release the throttle before the countdown has reached zero otherwise launch control will be disengaged.



Power Balance – This adjusts the difference in power that is sent to the front and rear wheels.

Chassis

Strong chassis are more resilient to damage but their weight will slow the acceleration of the car.
A lighter chassis will let the car accelerate more quickly but can be damaged more easily.



Suspension

Springs – Soft springs reduce the impact of bumps and uneven ground on the car by absorbing them better than hard springs. The softer the springs fitted, the greater the car's tendency to pitch when cornering.



championship mode

Dampers – Dampers reduce the vibration of the springs. The quicker the damping, the faster the vibration is slowed.

Anti-roll – Anti-roll reduces the amount of pitch the car experiences when cornering. The higher the anti-roll setting, the lower the car is pulled down when cornering.

Steering

Fast steering makes the car respond to a smaller amount of movement of the controls, slower steering requires a larger amount of movement.





telemetry

The Telemetry screen allows you to compare the data received from up to three test runs on Shakedown Day.

First set up your Car Configuration then take it through a test run. Data from the test run will be fed back to the Service Area for your later inspection.



When you have completed one or more setup tests, select "TELEMETRY" from the Service Area Menu.

Next, choose which test run's data you want to examine. The graph of the car's performance is displayed on screen. Scroll across the graph with  and .

<cont...>

Interpreting & Comparing the Data

On the graph, your car data is displayed as follows for each instance through the stage:

Red line = Speed Green line = Revs Blue line = Gear

To compare data when you have completed two or more test runs, click "MODE" to flip to Compare Mode.

In Compare Mode, you can view the selected run's data against one other selected test run (when three test runs are complete). Select the test run you want to compare your current data against under "COMPARE WITH".

You can also break down and compare the data by individual stream. Highlight "COMPARE", then choose "SPEED", "REVS" or "GEARS".

Finally, if your telemetry shows that one particular run (and therefore Car Configuration) was more successful than any other, click "USE SETUP" to install that configuration in your car for the rally.

damage & servicing

Damage to your vehicle is a natural hazard of rallying. If the damage gets too bad, you may no longer be able to complete the rally stage.

Damage can only be repaired at the Service Area, which you visit periodically on Shakedown Day and Rally Day 2 – see [The Rally]. If you wreck your car on the first stage of a day's rallying, you will have to make it through the day's remaining stages with a serious handicap before you can get it repaired.



When you reach the Service Area, the Repair Crew will fix as much damage as possible in the time allotted to them. If there is too much damage to your car for the Crew to handle, you will have to go into the next stage with some repairs incomplete.

retiring

If your car has taken too much punishment to make it through the rest of the rally, you may have to retire and hope you can score enough points in the next country. While on the stage, hit ESCAPE to pause the action, then select "RETIRE" from the Pause Menu.

The Spare Wheel

If, during the competition, you rip a wheel from your car or blow a tyre, the spare wheel will be fitted at the end of the stage. However, you only carry one spare wheel; if you lose a wheel or tyre again, you will be involuntarily retired from the rally.

scoring points

At the end of each rally you are awarded points. These are based on your cumulative time as you cross the finish lines of each stage. The winner of the Championship is the driver with the most points. Points are awarded as follows for each leaderboard position:

1st	–	20 points	6th	–	5 points
2nd	–	14 points	7th	–	4 points
3rd	–	10 points	8th	–	3 points
4th	–	8 points	9th	–	2 points
5th	–	6 points	10th	–	1 point

running order

The running order of each rally is determined by your current position in the Championship. If you are top of the Championship standings, you'll be first onto each stage of the rally. While this does mean you're in a winning position, you will not have any information on your opponents' Split Times that you have to beat.

If you are lower down the Championship standings, you have the advantage of knowing the Stage and Split Times of all those who have gone before, and will know what time you need to beat to forge through to the lead.

stages mode

Take up the challenge of rallying through any of the unlocked stages with any of the unlocked cars – see [Unlocks] – in one to four-player action. Select the number of players from the Stages Menu to proceed.

Single player

Select your car, followed by the type of gearbox you want to use, the country and the rally stage to race on.

Only the default rally stages and cars, plus those unlocked and awarded for achievements in Championship Mode will be available for selection – see [Unlocks and Awards].

Two – four players

Players take turns to complete the stage and drive for the fastest time.

First, Player 1 selects whether to play in Split-Screen or Alternate Mode. In Split-Screen Mode, up to four players can rally simultaneously on a halved or quartered screen (sufficient controllers must be connected to your PC and correctly configured for this to be playable - see the instructions supplied with your controller). In Alternate Mode, players take turns to complete the selected rally stage (see below).

Next, Player 1 selects their car and transmission type, followed by the remaining players in turn.

Finally, Player 1 selects the country and stage to be raced before heading into the action.



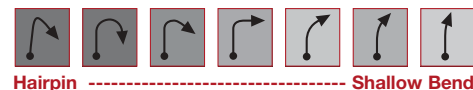
Player 1 then Player 2

co-driver pace notes

Nicky Grist, your co-driver, is as important to your success through the rally as is your skill as a driver. Listen to him. Throughout each stage, he will feed you vital information about the oncoming terrain in the form of pace notes. These pace notes, unique to each stage, are individually recorded by Nicky Grist himself and are especially crucial on night stages or when visibility is limited.

Grist's pace notes take the form of a call, detailing distance, a gear number, terrain features in the order they occur, and sometimes a warning. The distance to the approaching obstacle is given in metres with a suggestion for the gear that it should be taken in; the higher the gear, the faster your likely speed and the easier will be the obstacle to overcome. For example, "3 left into four right over crest".

Some of this information is also illustrated on screen, for example:



Note: Your co-driver may call a "6" in a situation where you are unable to reach 6th gear. In this case, the "6" means to go as fast as you can, i.e "Nail it!".

Co-driver Call Definitions

Care:	hazardous.	Opens:	corner widens on exit.
Caution:	very hazardous.	Tightens:	corner tightens on exit.
Crest:	a rise in the road obscures the track beyond.	Narrows:	road narrows.
Jump:	a rise in the road that will cause the car to jump if taken at speed.	Don't cut:	do not cut the apex of the corner.
Long:	a long progressive corner.	Straight:	take a straight line through the coming bends.
Very long:	an extended long corner.	Bumps:	undulations in the road which unsettle the suspension.
Turn:	a corner at a road junction.		



Ford Focus RS WRC

Drive: 4WD
Engine: 4 cyl/2000cc/Turbo
Power: 300bhp



Citroen Xsara Kit Car

Drive: FWD
Engine: 4 cyl/2056cc/Turbo
Power: 280-290bhp



Mitsubishi Lancer EVO VII

Drive: 4WD
Engine: 4 cyl/1997cc/Turbo
Power: 290bhp



Subaru Impreza WRX (44S)

Drive: 4WD
Engine: Boxer 4/1994cc/Turbo
Power: 288bhp

Citroen Saxo Kit Car

Drive: FWD
Engine: 4cyl/1598cc/Injection
Power: 210bhp



Fiat Punto Rally Car

Drive: FWD
Engine: 4 cyl/1579cc/Injection
Power: 215bhp



MG ZR Rally Car

Drive: FWD
Engine: 4 cyl twin/1600cc/Injection
Power: 204bhp



Ford Puma Rally Car

Drive: FWD
Engine: 4 cyl/1600cc/Injection
Power: 200bhp



cameras & pause menu

cameras

At any time during your rally, press CHANGE CAMERA to switch between the cameras mounted on and within your car to get a whole new perspective on the action:



Bonnet Cam



Chase Cam



Cockpit Cam

pause menu

- Continue:** return to the action.
- Restart:** (Stages Mode only) restart at the beginning of the stage.
- Exit:** quit race.
- Retire:** (Championship Mode only) retire from the stage and continue on to the next country – see [Retiring].

options menu

Sound

Adjust the settings for the sound elements within your game.

Graphics

Adjust the settings for the graphic detail in the game.

Graphics Quality

Graphics Quality provides you with setup options to easily configure colin mcræ rally 3™ to your system. On older or lower spec computers, you will be likely to achieve smoother gameplay by selecting “Low” or “Medium”. Select “Custom” to use the settings created under Advanced Options.

Advanced Options

Advanced users can configure each element of the graphics detail to achieve the optimum balance of gameplay and appearance.

Note: After redefining Advanced Graphics Options, you must select “Accept” at the bottom of the menu to use your new settings.

Controls



Select the input device, configuration and calibration (if applicable) for each player.




If you are using an analogue controller (steering wheel, game pad, etc) you must first configure this on your PC according to the manufacturer's instructions. Only those functions supported by the controller will appear in the Controls Menu once you have selected the input device as above.

After selecting the controller and the player, assign the game functions to the controller. Highlight the function in the menu (◀ / ▶), then operate the relevant control on the controller to assign it to that function. If your controller supports force feedback or vibration, you will configure this next.

Finally, you may need to calibrate the game to your controller. On the calibration screen, four bars represent the various axes available to your controller (operate the controller to see which bar is relevant to which control function). Use ◀ and ▶ to select the appropriate calibration bar.

options menu

Set the saturation point (the point at which maximum steering, braking, etc is achieved) for your controller by pressing  and  to move the saturation point indicators on the selected calibration bar.

Set the deadzone (the points at which steering, braking, etc begins) for your controller by pressing  +  or  to move the deadzone indicators.

Language

In-game Text

Select the language that on-screen text appears in.

Co-driver Speech

Change the language that your co-driver uses. Co-driver speech from Nicky Grist himself is only available in English.

Secrets

Use the Secrets screen to release a Secret. You must first obtain a Secret Access Code from this screen. Next follow the process described on the back of this manual, then enter the codes you receive here, to rally with the coolest features this side of the finish line.

High Scores

Come to the High Scores screen to check out your highest scores for the Championship and completed Stages.

If you've achieved a particularly good time in Stages, hold down RETURN on the High Scores > Stages screen to display your Hall of Fame codes. If your time is worthy of world attention, log onto www.codemasters.com and click the Hall of Fame button. Then, from the drop-down menu, choose the colin mcræ rally 3™ Hall of Fame. Enter the code you've been given and if your time is fast enough, it will be placed on show for everyone to see!

unlocks and awards

unlocks

As you race through Championship Mode you will progressively unlock game features for use in Stages Mode. For example, if you complete Finland Stage 2 in the Championship, it will become available for play in Stages Mode.

You can also unlock harder difficulty modes by winning a year's Championship.

awards

The sport of rally only rewards winners. For any place other than first, you get nothing. But for coming in at the head of the leaderboard you will be well rewarded. Each time you win an individual rally or championship, you will be awarded a new vehicle for use in Stages Mode.

In addition, between each country, Ford Rallye Sport will present you with some of their latest technology for your car. Make sure you test these improved performance parts during Shakedown – see [The Rally] – to understand how they change the performance of your car.



Codemasters Website

www.codemasters.com

Codemasters' website contains game upgrades, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

Email

custservice@codemasters.com

Please include your Dxdiag.txt file with a description of your problem. To obtain this, click the START button on your Windows Taskbar, then click RUN. Type 'Dxdiag' in the dialog box that opens and click OK. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

Telephone / Fax

Before calling, ensure that you have checked our website for a possible solution and have read the colin mcrae rally 3™ help file which can be found on the colin mcrae rally 3™ CD-ROM.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.
2. Right-click on your CD-ROM drive.
3. Left-click on "EXPLORE".
4. Double-click on "README".

tel: 01926 816044

fax: 01926 817595

Lines are open between 0900-1730 Mon, 0800-2000 Tues-Friday, 1000-1600 Sat.

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (ie. not having just crashed).

Codemasters Postal Address

Codemasters, Technical Support / Customer Services, PO Box 6, Leamington Spa, Warwickshire, CV47 2ZT, UK

Automobiles Citroen, Fiat Auto S.p.A, Ford Motor Company, MG Sport and Racing, Mitsubishi Motors Corporation, Fuji Heavy Industries Limited, Jim Bamber, Certina Kurth Freres S.A., Kona/Paligap, Michelin Tyre Plc, Parametric Technology, Pikes Peak International Hill Climb, Sharp Corporation of Australia Pty Limited, Sparco s.r.l., Spike Company Limited, Waypoint Design, Brembo S.p.A, Components Automotive 73 Limited, Collins Performance Engineering, Federal Mogul, Hella, Koni BV, OMP Racing, Pace Products (Anglia) Limited, EPTG Limited, Superchips Inc, Autocar Electrical Equipment Co. Ltd, SPA Design Limited.

special thanks

Colin McRae, Nicky Grist, Ford Rallye Sport, M-Sport, Jean-Eric Freudiger, Martin Whitaker, Nick Willmer, David Browne, Neill Briggs, Andy Morgan, Malcolm Wilson, Stu & Di and KHP Consulting.

The Codemasters Software Company Limited Software License Agreement

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED. ("CODEMASTERS"). BY INSTALLING OR OTHERWISE USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT AUTHORIZED TO USE THE PROGRAM AND YOU SHOULD RETURN THE PROGRAM TO THE VENDOR FROM WHICH YOU OBTAINED THE PROGRAM AND REQUEST A REFUND.

THE PROGRAM is protected by the copyright laws of England, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. **Limited Use License.** Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use on a single computer.

2. **Ownership.** All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

- * Copy the Program.
- * Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited to using in a service bureau, "cyber cafe", computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- * Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.
- * Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

LIMITED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase, Codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, SATISFACTORY QUALITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program.

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTER'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be governed by and construed in accordance with the laws of England and you consent to the exclusive jurisdiction of the courts of England.

If you have any questions concerning this license, you may contact Codemasters at:
The Codemasters Software Company Limited, PO Box 6, Leamington Spa, Warwickshire, CV47 2ZT, United Kingdom.
Tel: +44 (0) 1926 814 132, Fax: +44 (0) 1926 817 595.