# Rally Challenge

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### *Rally Challenge system requirements:*

486/100 or better, Pentium 90mhz or faster recommended
8MB of RAM, 12MB of RAM recommended
Windows 95
Double Speed, Quad speed or higher recommended
Sound Card
Windows compatible video card.
Windows 95 compatible mouse, joysticks and steering wheels.

### *Installing Rally Challenge:*

Place CD in your CD-ROM drive.
Click on Start, RUN and type **X:\SETUP.EXE**, where **X** represents you CD-ROM drive letter. Or, click on Browse, choose your CD-ROM drive and select SETUP.EXE and click on OK. The default installation directory is RCHALLENGE.

### *Playing Rally Challenge:*

From your desktop, click on Start, Progams, Silver Lightning Software and double click on the Rally Challenge icon. Or, click on Start, Run and type **X:\RCHALLENGE\RALLY95.EXE**.

## *Keys /Controls*

**F1** - Change graphics details level
**F2** - Switch between fixed /free camera model
**F3** - Switch between fixed /free track model
**F5** - Brake bias towards front
**F6** - Brake bias towards back
**F7** - Toggle pace notes On /Off
**F8** - Toggle tulips On /Off
**F11**- Toggle trackside objects (people, trees, etc.) On /Off
**F12** - Toggle clouds On /Off
**~** - Take a screen shot
**I -** Zoom Camera in on car
**M** - Zoom camera out from car
**J** and **K** - Spin camera around
**C** - Center camera
**9** - Increase sound effects volume
**0** - Decrease sound effects volume
**+/-** - Increase /Decrease screen size and resolution. The default resolution is
320 x 200, full screen. Press + to switch up to 640x480. These  keys are on
ones on the numeric keypad.

### *Default Car Controls Keys:*

Accelerate          Up Arrow
Brake               Down Arrow
Steer Left          Left Arrow
Steer Right         Right Arrow
Gear Up             A
Gear Down           Z
Handbrake           Space Bar

### *Default Joystick Movements:*

Accelerate          Stick Forward
Brake               Stick Back
Steer Left          Stick Left
Steer Right         Stick Right
Gear Up             Button 1
Gear Down           Button 2
Handbrake           Space Bar or Button 3

### *Extra Keys:*
*C* - Press the C key to skip to the next audio track from any of the menu
screens.

**Introduction**

Welcome to Rally Challenge. You are about to experience the total world of rallying with rally stages from all around the world in three of today's top performance vehicles, on a range of surfaces from bitumen, snow, gravel and mud. Rally Challenge encompasses all that is rallying allowing each player control over tyre choice, turbo boost pressure, and even on stage brake bias. To allow you to enjoy the experience that is rallying, we have incorporated exacting details of rallying by providing such features as a handbrake, manufacturer rally gear ratio's and real rally physic development in conjunction with several actual rally drivers.

**What is Rallying?**

Rallying comes in many forms, but by far the most exciting and demanding is the special stage rallying. This form of motorsport is arguably the most difficult with constantly varying road surface and weather conditions. Taking place worldwide, rally conditions vary from the heat and dust of Africa, to the cold and icy conditions of Northern Europe, to the narrow tree lined stages of Australia. This form of rallying provides some of the closest fought competitions, with only seconds separationg competitors after 100's of competitive kilometers and time span of days, not hours as most other motorsports. Rallying is sport not of individuals, but of teams. As well as the driver, a car must have a co-driver to navigate through the stages, and a dedicated service crew, which must work under the harshest conditions found in modern motorsport.

These events are generally held on closed public roads with the winnner being the team that completes these stages in the shortest possible time. Time penalties can be picked up for arriving at the control areas that connect stages too early or too late. These penalties are added to the overall stage times when determining placings in the event.

## Why have a Co-Driver?

Unlike circuit racing which takes place on a tarmac surface that is usually less than 5km long and can be committed to memory, rallying takes place over 100's of kilometers with single stages being as long as 40 plus kilometers. This therefore requires some method by which the driver can be informed of the road conditions and what to expect ahead. This task is the responsibility of the Co-driver. At high levels of competition there is a limited time before the event that the driver and Co-driver can drive over each stage stage and make a special set of instructions that the Co-driver will read back to the driver as they rally through the stage. It is this reading of the instructions that allows the driver to create a mental picture of the road ahead. This is a very demanding task (some stages can have as many as 50 pages of instructions) as any instruction read wrong or too late can end in disaster as the driver pushes the car and his ability to the limit. The Co-driver must also navigate the driver between stages ensuring that the driver reaches the start of the  next stage at the correct time.

## Rally Challenge

Rally Challenge simulates real-world rallying by allowing you to compete over a wide variation in climates and surface conditions. You have the ability to have a co-driver read information about the stage ahead so that you can drive to your limit, or turn the co-driver off and drive on the edge. Or you can write your own pace notes and have somebody read them for you. Rally Challenge simulates car servicing by allowing you to repair damage, and set anything that a service crew can set in a real rally. Some settings have been limited to remove extreme end settings. There is no gear setups as you are not able in rallying to change your gear ratios.

## MAIN MENU

From the main menu you access all options within Rally Challenge. Each menu can be highlighted by moving the menu highlight up and down with arrow keys and selecting with the ENTER key.

## Race

Use this section for all single player racing. This includes practice stages, arcade mode and Phantom racing.

## Multiplayer

Use this section for all forms of multiplayer racing and over all Windows 95 protocols.

## Options

To allow you to change all the features you find within Rally Challenge such as graphics, sound, controllers and for video playback of saved races.

## Information

This menu allow you to bring up information on each car manufacturer and sponsors that appear within the game.

## Exit

By pressing the ESC key or by selecting this button, you will exit from the program Rally Challenge.

## Race Screen

The race screen allows you to choose the type of rallying you would like to race. Each has its own benefits and is very different. While quick race allows you to choose any stage and practice under realistic contitions, arcade does the same but allows no damage to occur. Phantom race is for racing previously saved races and championship mode allows you to make an assault on the full 9 stages.

**\* Quick Race      \* Arcade     \* Phantom     \*Championship**

## Quick Race

Select quick race to practice racing on a particular stage. You will be asked to select a vehicle, transmission type and stage to race on. In this racing mode, you can be damaged. Quick races can be saved to disk and used in Phantom race mode (see below).

## Arcade Race

Arcade mode is similar to Quick race, however, your car will not be damaged when racing. Arcade races can be saved to disk for Phantom racing.

## Phantom Race

Phantom racing allows you to race against yourself on a previously saved stage. As the name implies, phantom race is a ghost image of you previously changed run race, and you will not affect or be effected by the other car on the sate. On selecting phantom race you will be presented with the select race screen where you can choose from up to 100 previously saved races. Move the cursor up and down by the arrow keys and then select with the ENTER key the race you wish to race against. From here you will go to the car selection, transmission and finally the car setup screen before racing against the race chosen.

## Championship

Selection of championship allow you to undertake the ultimate challenge -

11

a full rally!  Up to 10 players can compete in a championship. Use the menu options to add and remove players. When you add a player you will be asked to enter the players name, and select a vehicle and transmission type. Each player will be able to setup their car in the service area prior to each stage, so make sure you know your stages. Don't forget to refuel and repair after each stage.

## Select Vehicle

The select vehicle screen will allow you to select the car you wish to race in. Press the left or right arrow keys to change cars, and press ENTER to select the car you want. Press ESC to return to the main menu, For vehicles apecifications, see the Information section in the main menu.

## Transmission

Transmission selection has been added to allow the less experienced player to still enjoy the rallying experience. As more of the top teams move towards semi-automatic, shift systems becomes more realistic every day. Already the 555 Subaru World Rally Team are running semi-automatic systems allowing drivers to change gears on the steering wheel. Transmission selection will effect the car as total control under manual conditions will simulate real rally conditions and handling of the vehicle. Selection is made by placing the highlight over the selected choice and pressing the ENTER key.

## Stage Selection

The select stage screen gives access to the service area, stage selection and stage details. Stage selection is make by placing the cursor over the select stage button and then moving left or right with the arrow keys. The map for each stage will appear in turn on the right side of the screen. You can review details by moving the menu highlights over the stage details button, and pressing ENTER.

## Stage Details

When stage details are selected, you will be presented with information that can be used to aid deciding on optimum car setup for that stage. You will be told about the surface type, a brief description of the stage terrain, and any cautions to be aware of.

## Service Area

Rally service crews are an integral part of the team, they have a greater involvement with the car than any other motorsport. Their ability to assess and then make repairs to a damaged car in a very limited time and still the car competitive is outstanding. Service crews ususlly have the ability to replace everything but the body shell and main engine. This means that such things as gear boxes and suspension sets can be replaced in the limited time frame allowed. Top performance service crews will change gear boxes and turbo's in under 40 minutes. Service crews don't stop at the end of a rally. They play an integral part in re-building the car for the next event.

## Tyres

Tyres are the only contact the rally car has with the ground and the correct tyre choice for a stage or group of stages is critical. The combination of compound, tread pattern, tyre profile and width and studs for snow and ice must be taken into consideration when choosing the correct tyre. The compound of the tyre is one of the most critical choices as it independently will effect car handling greatly. A soft compound will offer excellent adhesion but will quickly wear depending on road surface. A wet and muddy or cold surface will not wear the tyre as fast as a hot rocky surface. A harder compound will not wear as fast under the same conditions but will also not offer the same level of adhesion. Tyre choice then becomes a trade off between tyre life and overall grip between service points.

Rally Challenge has taken some of the guess work out of tyre choice by selecting the correct tyre pattern for the stage conditions and allows seven compound choices for control over adhesion versus tyre life. Rally Challenge simulate real wear and tear on tyres: a soft compound in harsh rocky conditions wear quickly, and your car will slide all over the road!

## Turbo Boost

Turbo boost pressure is used to get more from your cars engine. Boost pressure can be set for the low rev range and the high rev range. Increasing boost pressure reduces the turbos reliability, and uses significantly more fuel. Turbo destruction has been built into Rally Challenge. Be aware that setting your turbo pressure at high will give you amazing acceleration, but you won't get to the end of the stage.

## Damage

Damage can be repaired by simply selecting the area and clicking repair. Repairing damage is automatic and is only a superficial effect while on stage damage can be collected by collecting earth banks concrete bunkers and by rolling. The seven point displayed on the damage map show the points at which damage is collected as you collect more damage the damage indicators for that area will turn from green to red damage to your car will slow down as you become less aerodynamic and components begin to fail.

## Suspension

Suspension choice is also critical in keeping wheels and tyres on the ground while not placing too much stress on the vehicle. Like tyre choice suspension setting vary from climate and terrain and even each driver may have his or her own preferred settings. Too hard a setting will may the vehicle bounce or skip on the surface leaving the tyre in less contact with the ground while placing undue stress on the vehicle as each jolt or hard landing is transferred into the car causing undue stress on components. Too soft and the car will make contact with the road surface causing under wear and tear on under body components, soft suspension will allow more car body roll leading to a less responsive steering and handling. Rally Challenge allows you to vary the suspension settings at each service point for you own personal taste and to allow changes for each climatic and surface change.

## Brake Bias

Brake bias is the controlled proportion of braking effort applied to the front and rear brakes of the rally car. The bias of each car is adjustable from inside the car to suit the driving style, road conditions and preferences of the driver. The front brakes are the most efficient in as the weight transfer under braking will be towards the front of thecare, however, too much bias to the front could lock the front wheel and cause steering problems. Greater rear wheel bias will make the car unstable and tend to oversteer more. This may be a desirable trait, however, when ssetting the car for corners, too much rear bias will make the car unstable and lessen the braking efficiency. Rally Challenge allows you to move you bias at a service areas or while rallying through a stage surface conditions change so can you brake bias.

## Fuel

The amount of fuel required to complete a stage before refuelling must be carefully calculated. As unused fuel is excess weight, the minimum amount is alway carried on the quest for best performance. Rally Challenge allows refuelling at all service points but beware, forget to refuel and you could become stranded mid stage.

## Options

Option allows you to adjust and change all aspects within the game from graphic detail levels to sound and music. Controller setup and video playback are also located in the options menu.

Graphic detail is changed simply by highlighting the graphics bar and moving the green bar left or right. A full bar is represents full detail. There are four levels of graphic detail allowing optimisation based on you system hardware. Clouds are also a graphicdetail but are selected /deselected independently by pressing F12 during game play. The sound option allows you to set volume and sound effects using the left or right arrow keys.

## Controller

The controller menu enables the selection of keyboard or joystick for use in Rally Challenge.

## Control Configuration

Allows you to choose up to four different key combinations for key including left handed friendly selections as well as two joystick choices. These can be selected by highlighting your choice and pressing the the ENTER key.

## Video

The video controller screen allows you to play back any previously saved game. Choose a race to view from the race selection screen. The keys listed are used to control the video playback.

F1      Graphic Detail
F2      Switch between trackside and front bumper camera
F11     Turn trackside detail on and off
F12     Turn backdrop on and off

| | |
|---|---|
| Rewind | Right arrow |
| Fast Forward | Left arrow |
| Pause | Spacebar |
| Rewind to start | Home |

## Multiplayer

Rally Challenge uses DirectPlay, part of the Microsoft DirectX library, for all network and modem communication.

From the main menu, choose Multiplayer. In the Service Provider screen highlight the service provider using the up or down arrow keys. Press ENTER to make your selection or ESC to return to the main menu.

You must have the necessary Windows drivers setup and installed befoe you can use the service provider.  For Network connections (IPX or TCP), check the Network section in Control Panel. For direct modem connections, check the Modems section in Control Panel. Please consult your Windows 95 documentation for details on how to set up Windows components.

## Select Session

Once you have selected the appropriate service provider, you can create or join a session. A session is simply an instance of a game. Two players can race head to head, however, if you have a network with four or more machines, several races can be run simultaneously.

One player must create a session. They will be asked to enter their name,

before waiting for another player to connect to their session. The other player must join the session. A list of available sessions is displayed from which they can choose. The names of the player who created the sessions will be displayed. Using the up or down arrow keys, highlight the player you wish to race against and press the ENTER key or ESC to go back to the main menu.

Once the session has started, you will see the Multiplayer Setup screen. This screen consists of the car configurations for both players, the map of the stage you will race and the damage checkbox. The creator of the session will see their car details on the left of the stage map. The creator can also change the stage. The player who joined will see their car details to the right of the stage map.

For all options highlight using the Up or Down arrow keys and change the value with the Left or Right arrow keys, except the Service Area option. Press ENTER and you will be presented with the standard service area screen. Select Previous Menu when you have completed configuring your car. Highlight READY when you have completed configuring the game. The word READY should change colour to GREEN. When both players are ready, the game will begin.

***Important Information:***
Service Provider: Before establishing a link between two computers you must choose a service provider. A service provider describes the hardware and protocol you will use to transmit data between the computers.

The common types are:

     - IPX Network     The most common protocol for Local Area
                               Networks (LAN).

     - TCP Network:     Used for both LAN's and the Internet. The current
                               implementation is for LAN's only.

     - Modem:     Used to directly connect two computers via a
                               Modem and telephone line.

Service Providers are part of DirectPlay, **not** Rally Challenge. As new service providers are written Rally Challenge will attempt to support them. This includes Internet and On-Line gaming services.

Please refer to the README.TXT file on the CD for updated information on service providers that was available at time of production. This file is located in the RCHAL directory.

# Stage Information

## AUSTRALIA

Australia is a fast stage with varying surfaces. The stage starts on slippery gravel and then changes to a hard clay surface.

*Cautions:*

- A dip 300 meters down can throw your car off balance if not taken with care.
- A hard left 800 meters in tights going into the corner then opens on leaving.
- Caution must be taken when passing through the chicane 1.1 kilometers in.
- Take care to avoid rolling your vehicle at the crest 2.6 kilometers in.
- Approach the blind crest 3.1 kilometers in with care, a right turn follows directly after.
- The last 4 kilometers leave little room for errors, so proceed cautiously.

## FRANCE

France has several fast surface changes from bitumen to snow and back. Tyre selection is critical, be wary of choosing a tyre too soft. There are fast sweeping straights followed by hard corners, on a slippery snow surface.

*Cautions:*

- A dip 1.2 kilometers is closely followed by a hard left, so approach with care.
- Closely after is a blind crest followed by a hard right turn.
- Approach cautiously the blind crest 1.8 kilometers in, it is followed by a right turn.

- Be wary of rolling your vehicle when approaching the hard left 3.3 kilometers in.

## GREECE

Greece is a difficult tight stage. There are fast straights ending with sime dangeroulsy sharp turns. Taking corners cautiously will avoid damaging your vehicle.

*Cautions:*
- The first two turns are impossible to take a high speeds, approach them carefully.
- Be wary of the right angle turns in the town center.
- Slow down for the crest 6.5 kilometers into the stage to avoid damaging your vehicle.

## SWEDEN

Sweden is a short slippery stage set on a hard ice surface. The snowy road edge will cause damage if you collide with it.

*Cautions:*
- Be cautious of approaching the chicane 2.3 kilometers in.
- The road begins to tighten in the last 500 meters of the stage.

## INDONESIA

Set in the middle of a palm plantation, Indonesia is generally a very fast stage. The clay base means that the surface is one of the slipperiest in Rally Challenge.

*Cautions:*

- This stage has a number of jumps, getting airborne too often may cause damage.
- Slow down for the chicane 4.2 kilometers down the stage.
- Be wary of the left hairpin 4.3 kilometers into the stage.

## BRITAIN

Britain has a difficult state with sections of constant hard cornering. Continuous braking and accelerating means brake bias and turbo boost must be tuned.

*Cautions:*

- Britain has many hard corners, so care should be taken throughout the stage.
- Take care when leaving the group of jumps 6.5 kilometers down the stage, they are followed by a hard right drop.

## NEW ZEALAND

New Zealand is a long smooth flowing stage with only a few tight sections. Tyre choice is important due to the hard gravel surface.

*Cautions:*

- Slow down for the crest 500 meters into the stage.
- The only two other major cautions are hairpin turns 3.4 and 4.3 kilometers down the stage.

## ITALY

Italy is the fastest rally in Rally Challenge. There are fast sweeping bitumen bends, broken up by small off road gravel sections. This stage is hard on tyres, and tuning of turbo boost and brakes is recommended.

*Cautions:*
- Approach the left turn 400 meters down the stage with caution.
- Be careful not to roll at the crest before a hard right 1.5 kilometers into the stage.
- Be wary of surface change coming off the gravel onto the bitumen 2.5 kilometers down the stage.

## U.S.A.

U.S.A. is typical hill climb rally. The stage is situated through a canyon on the side of a hill. The right chioce in both turbo boost and tyres are critical.

*Cautions:*
- Extra care must be taken when driving through the hairpins at 1 and 3 kilometers into the stage. Exiting these leave little room for error.
- A hard right turn 2.7 kilometers into the stage is extremely tight and bumpy, approach cautiously.
- There are similar left turns 3.4 and 5 kilometers down the stage.

## Trouble Shooting

1) When switching between high and low resolution graphics mode, the compter crashes or the game drops out.
*This is because your video driver is not DirectX compliant. Contact your video card vendor for updated drivers.*

2) When I attempt to use my modem to race against another player, there is a "Direct Play Error" message.
*This could be a number of things such as line is busy or the modem on the other end is not switched on. Rally Challenge is not able to identify or report the exact nature of the problem.*

3) When several people are running different races on a LAN, there is a "Direct Play Error: Joining session" message.
*This means that the session has been selected by another player in between the time you saw it and selected it on your computer.*

4) There is no music at menu screens.
*The music for Rally Challenge is CD Audio. You must have a cable connected between the sound card and CD-ROM drive. Contact your sound card vendor for additional help.*
*You must ensure that the correct Windows drivers for your sound card are installed. If your card works with Windows, it will automatilly work with Rally Challenge. Consult your Windows manual or sound card vendor  for additional help.*

Please consult the **README.TXT** file located in the **RCHAL** directory on the Rally Challenge CD.

## Getting Technical Support

If needed, Product Support is available to help you with any questions or problems with Rally Challenge. Please use any of the options listed below to obtain help.

by phone:

      (423) 670-2020

      9:00 a.m. to 8:00 p.m., Monday through Friday (EST)

by fax:

      (423) 670-2021

by eMail:

      support@learningco.com

by correspondence:

      SoftKey Product Support Center

      9715 Parkside Drive

      Knoxville, TN  37922

If you need replacement media or would like additional information about our other products, please contact Customer Service at:

      (800) 227-5609

      9:00 a.m. through 6:00 p.m. Monday through Friday (EST)

## Credits

- Software © Copyright Silver Lightning Software 1996 ©Roadshow Entertainment Pty Ltd
- Game Concept and Design by Stephen Handbury * Progarmming by Paul Turbett * 2D & 3D graphics by Alex Radeski * Music by "Arrowhead" * Pace note voice Leigh Heimester

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*Car Manufacturers*
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*General*
Soundgarden, White Zombie, Chemical Brothers, Left Field, Garbage, Tumble Weed, President of the United States, Alice in Chains, TRIPLE J, Bio Hazard,
The North Melbourne Football Club who by winning have enabled the project to be finished on a high, Ben and the gang at Powerplay, Hype Magazine, 3285 litres of Diet Coke, Irn Btu, Alistair, Horse, Astro and Bella all the great cats that made developing so much fun, Today Tech Computers especially Paul, Farid, Ron. Special thanks to the guys at ID for almost making our game late.

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