

PC CD-ROM

**stop the car and
pick up the phone**

call: 09067 53 50 53

Fill your tank with Colin McRae Rally 2.0™
cheats, phone our special game hintline.

leave them for dust - call now!



colin|mcrac|rally|2.0™

www.codemasters.com



Uses Bink Video. Copyright (C) 1997-1999 by RAD Game Tools, Inc.

Calls cost 75p per minute. Callers must be over 16 and have the bill payer's permission.
Prices correct at time of going to press.

PRL2CDUK05

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.

EPILEPSY WARNING

WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM

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 television screen or while playing video 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 prior seizures or epilepsy. If you, or anyone in your family, has a 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.

PIRACY NOTICE



Copying commercial games, such as this, is copyright infringement and is a criminal offence. So is using copied games, so is possessing copied games. Copying and re-supplying games can lead to a term of imprisonment for up to 10 years.



THINK OF A COPIED GAME LIKE STOLEN PROPERTY.

If you are aware of someone who is involved in copied games please telephone ELSPA CRIME UNIT on 01386 833810, who will be pleased to hear from you.

PC CD-ROM



colin|mcræe|rally|2.0™

© 2000 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® and the Codemasters logo are registered trademarks owned by Codemasters. "colin mcræe rally 2.0"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. "Colin McRae"™ and the Colin McRae signature device are registered trademarks of Colin McRae. All Rights Reserved. All other trademarks or copyrights are the property of their respective owners. All rights reserved. "Colin McRae"™ and all other trademarks and copyrights are being used by Codemasters under license. This game is NOT licensed by or associated with the FIA or any related company.

The Mini Cooper and MG logos, wordmarks and model designations are Trademarks of the Rover Group Ltd and are used under license. Official Licensed Product, Ford Motor Company. The TMG logo is a trademark of Toyota Motorsport GmbH ("TMG"). Made under license from TMG.

Codemasters®

GENIUS AT PLAY™

the | contents

▶ getting started	1.0	▶ player selection	11.0
▶ basic controls	2.0	▶ car selection	12.0
▶ the game	3.0	▶ service area	13.0
▶ main menu	4.0	▶ on screen display	14.0
▶ rally modes	5.0	▶ co-driver	15.0
▶ arcade modes	6.0	▶ camera views	16.0
▶ network play	7.0	▶ driver profiles	17.0
▶ network rally game modes	8.0	▶ options	18.0
▶ network arcade game modes	9.0	▶ driver guide	19.0
▶ difficulty settings	10.0		

1.0

getting started

1.0

installation

Insert your Colin McRae Rally 2.0™ CD into your CD-ROM. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, Colin McRae Rally 2.0™ 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 ENTER.

The InstallShield® Wizard will appear; follow the on-screen instructions to progress through the Installation.

uninstall

To remove Colin McRae Rally 2.0™ from your PC, go to the Start Menu and select <Codemasters> <Colin McRae Rally 2.0> <UnInstall Colin McRae Rally 2.0>. This will delete all game files from your hard drive, but will not delete any Saved Games, which will be left in the directory you originally installed to. If you wish to remove Saved Games, go to the directory you installed to, select the Saved Game files and either hit DELETE or drag and drop them in the Recycle Bin.

controllers

A wide variety of controllers are supported, including force feedback steering wheels, joypad, mouse and keyboard. You may need to configure these controllers manually. From the Main Menu, select OPTIONS then select CONTROLLERS. Choose the controller type, then the CONTINUE option to configure that controller. To ensure changes are made, select the CONFIRM SETTINGS option.

2.0

basic controls

2.0

accelerate ————— 

brake ————— 

turn left ————— 

turn right ————— 

handbrake ————— 

gear up ————— 

gear down ————— 

rearview ————— 

switch replay
mode camera ————— 

change camera ————— 



Colin McRae is perhaps the most popular and exciting driver on the world rallying stage today. The 32-year-old Scot became the sport's youngest ever World Champion in 1995, during a successful 8-year career with the Subaru Prodrive team. To date, he has 19 World Rally Championship wins under his belt, including 3 in his current car, the £350,000 Ford Focus WRC. His all-out attacking style has earned him the nickname The Flying Scotsman.

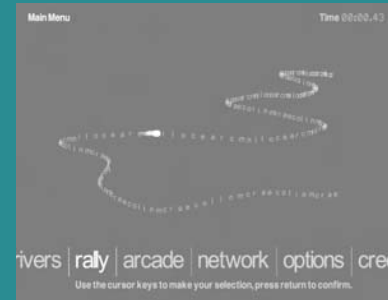
Co-driver Nicky Grist, the man behind the game's in-car voice (English language version), teamed up with Colin McRae in 1997, forming a formidable partnership that has already brought them 11 wins. The 39-year-old Welshman made his WRC debut at the 1994 RAC Rally and has gone on to an impressive 15 wins in tandem with some of the sport's leading drivers.

FORD FOCUS
WORLD RALLY CAR
technical
specification

engine	Ford 2.0 L Zetec E engine. 4-cylinder, 16 valve, 2-litre. Electronic Ford engine management system. Garrett turbocharger (with FIA required 34 mm restrictor). Catalytic converter.
electronics	Full chassis and engine data acquisition for on-event diagnostics and performance development.
intercooler	Air intercooler with external water spray.
power torque fuel tank	300 bhp at 6,500 rpm. 550 Nm at 4,000 rpm. 100 litre capacity / located centrally.
drive system	Permanent 4-wheel drive with M-Sport designed and manufactured active front, centre and rear differentials. Electronic differential control units.
transmission	M-Sport / XTrac 240 6-speed sequential gearbox.
suspension	Front: MacPherson struts with adjustable dampers. Fully adjustable links. Rear: MacPherson struts with adjustable dampers and links.
steering	Power-assisted high-ratio (12:1) rack and pinion. 2.0 turns lock to lock.
brakes	Asphalt - 380 mm (front) / 315 mm (rear) ventilated discs with 8-pot calipers (front) / 4-pot calipers (rear).
wheels	Asphalt - 18 inch diameter x 8 inch wide
overall length	4152 mm
overall width	1770 mm
overall height	1420 mm
wheelbase	2615 mm
weight	1230 kgs

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 tarmac, 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 specialised navigators who call corners, distances and hazards and allow the driver to concentrate on getting the maximum performance from his or her car.



When navigating menus, use the cursor keys to navigate the menu and press ENTER to select the highlighted option. Press ESC to return to the previous menu, cancelling any changes you made.

championship

The ultimate rally experience - compete in a full season of rallies in 8 different countries. In a field of 16 drivers, you must finish in the top 6 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:

- 1st place — 12 points
- 2nd place — 8 points
- 3rd place — 6 points
- 4th place — 4 points
- 5th place — 2 points
- 6th place — 1 point

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 8 available countries. Only Finland is unlocked initially, to access 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 unique to Challenge mode. 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 8 people (in rounds), with split-screen used when two players need to race against each other.

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

Race against five other drivers at a single circuit over three laps.

1-Player: Race an individual circuit. You can choose any number of laps, between 1 and 10, and also choose the number of opponents in the race, up to a maximum of 5.

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: Each lap, the driver who crosses the start/finish line first 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 of 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.

Colin McRae Rally 2.0™ allows you to play with up to 8 players in a network game supported by Direct Play (IPX, TCP/IP). Alternatively, 2 players can race over modem or direct connection (Serial).

Please note that the quality of the multi-player game may be limited by the following factors: heavy network traffic, poor cabling, line noise, latency, other environmental effects and CPU speed. This game is optimised for LAN play; whilst internet play is possible, performance over the web will be seriously diminished.



menu controls

Use the cursor keys to navigate the menu screens. The up and down cursor keys cycle through the list of available options, while the left and right cursor keys adjust these options.

To confirm the highlighted option, press ENTER. To move onto the next screen, highlight OK and press ENTER. To return to a previous screen, select the back option and hit ENTER or press ESC.

connection type

IPX Network Game

Supports: 2-8 players

Requires: 1 game CD minimum and 2 or more computers connected to an active IPX compatible network.

TCP/IP Network Game

Supports: 2-8 players

Requires: 1 game CD minimum and 2 or more computers connected to an active TCP/IP compatible network.

MODEM Network Game

Supports: 2 players

Requires: 1 game CD minimum and 2 computers each using 56kbps or faster modem.

SERIAL Network Game

Supports: 2 players

Requires: 1 game CD minimum and 2 computers connected via their serial ports with a null modem cable.

creating a session

To begin a multiplayer game of Colin McRae Rally 2.0™, someone must 'host' a session. First choose NETWORK from the main menu, then load or create a player profile. Choose a service provider from the available list and on the next screen, choose to CREATE NEW game. The host may then declare a password to secure the session, although this is not a requirement. Next set up the session options, such as game mode, maximum number of players, KICK OUT TIME (see Kick Out) and LOAD LEADERBOARD (see Leaderboard). Depending on the game mode, the host can alter several mode setup options before proceeding to the WAITING ROOM.

joining a session

First choose NETWORK from the Main Menu. Load or create a player profile then choose a service provider from the list. On the next screen highlight a session and JOIN it. If a session password is required you will be prompted for it. All players will then proceed to the WAITING ROOM.

option availability

The host will only have access to the countries and stages that they have unlocked in their one player game, however players will be able to join a host's game regardless of their unlock status.

waiting room

On this screen, players choose their car and transmission. In the waiting room all players can see the current player and car list for their session. They can also CHAT (see Chat). When they are satisfied with their choices, each player must change their start option to READY; when all players have indicated READY, the host can start the session.

kick out time

Once the winner crosses the finish line they often have to wait for everybody else to finish before moving on to the next race. To prevent waiting too long, the host may set a kick out time. The moment the winner finishes, the kick out time will start counting down. When it reaches zero the race will end for all players, regardless of position.

leaderboard

Loaded or newly created leaderboards will be saved automatically at the end of the race. This will record the current player details, position and points etc. If the host wishes to continue this session at a later date they can load this leaderboard and continue where they left off. It is possible for a new player to join a loaded leaderboard, though they have to start in last position. If a player doesn't wish to continue, their score is preserved on the leaderboard in case they wish to play again in the future.

chat

Chat is available in the waiting room and at the end of a race on the results screen. To chat, move the cursor into the empty chat box, type in your message and hit ENTER.

on screen display

When racing, the on screen information will differ from mode to mode. It will often contain different data to the non-network mode equivalent.

pause menu

You cannot pause the game in Network mode. Pressing ESC allows you to access the Pause Menu Options, but control of your car is relinquished.

results screen

At the end of a race the players are presented with a results screen. Network games use a different scoring system, as follows: -

- Rally** – **Single Rally**; 1 point per stage win plus 3 point bonus for winning the rally
- Rally** – **Single Stage**; 1 point for a win
- Rally** – **Time Trial**; 1 point for a win

- Arcade** – **Single Race**; 1 point for a win
- Arcade** – **Time Trial**; 1 point for a win

The scores are tallied across the session on the LEADERBOARD (see Leaderboard).

continue

At the end of the race, the host can choose to restart the same session or return to the WAITING ROOM to set up a new race.

quit game

At any point, either in race or in the front-end menu screens, the host or player can choose to quit and exit. If the host quits a new host will automatically be selected from the remaining players computers.

The following Rally game modes are available for network play, for up to eight players: -

single rally

This mode allows a group of players to play a selection of stages, from the same country. The host selects the stages to be raced and as such can create a "custom rally". The order in which the stages are raced cannot be selected. The winner is the player with the fastest time at the end of the rally. All players return to the Setup / Repair screen after every stage.

game mode setup options

The host can choose which stages to race by highlighting the desired stages and pressing ENTER.

single stage

This mode allows a group of players to play a single stage. The host selects the stage to be raced. The winner is the first player to cross the finish line.

game mode setup options

The host can choose the weather for the stage.

time trial

This mode allows a group of players to play a Time Trial stage. The host sets the time limit with players racing as many times as they wish within this time limit. The timer is displayed on all screens, including in-race. The winner is the player with the fastest time at the end of the session. When not racing the player can return to the setup/repair screen. At the end of a stage the player can watch how the other players are doing on one of the results screens. This screen details whether the other players are racing or in setup / repair and their current best stage time.

game mode setup options

The host can choose the length of the session, in minutes.

The following Arcade game modes are available for network play, for up to six players: -

single race

This mode allows a group of players to enter an Arcade single race together. The host selects the country and the number of laps. The winner is the first player to cross the finish line.

game mode setup options

The host can choose the number of laps to race.

time trial

This mode allows a group of players to enter an Arcade Time Trial session. Players compete for the fastest lap time. The winner is the player with the fastest lap time at the end of the session.

game mode setup options

The host can choose the length of the session, in minutes.

For further information on network gaming, check out the Readme file on the Colin McRae Rally 2.0™ CD.

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

intermediate

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

expert

Day 1 (4 stages), Day 2 (4 stages), Day 3 (2 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.

When beginning a game you can select your Driver Profile from those saved. 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 saved profile, or do not wish to create one, then you can play the game as a GUEST. However, a guest cannot unlock bonus cars.

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

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 got used to the feel of the cars.

ford focus

BHP	300
weight (kg)	1230
turbo	Y
drive	4WD



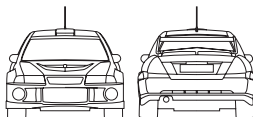
toyota corolla

BHP	300
weight (kg)	1230
turbo	Y
drive	4WD



subaru impreza 22B

BHP	300
weight (kg)	1230
turbo	Y
drive	4WD



mitsubishi lancer

BHP	300
weight (kg)	1260
turbo	Y
drive	4WD

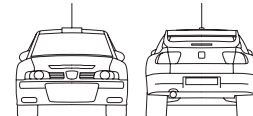
peugeot 206

BHP	300
weight (kg)	1230
turbo	Y
drive	4WD



seat cordoba

BHP	300
weight (kg)	1230
turbo	Y
drive	4WD



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.

tyres

Tyres may be replaced with alternative types. The following types of tyre can be used: Dry Tarmac, Wet Tarmac, Dry Gravel, Wet Gravel, Dry Mud, Wet Mud and Snow.

power ratio

Move 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 coloured 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 maximise the set-up of your car.

Note that the weather is unpredictable and may change. This will affect your tyre choice, particularly on tarmac 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.



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 coloured green or red as you race indicating whether you are better or worse than the fastest opponent over each split.

dashboard

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

split time

This is your time difference compared with the fastest opponent on the stage. This is updated at every split marker on the stage.

race order

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



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 against the highest place 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. Your previous lap time.

customising the display

The player may customise 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 maximise 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".



fastest

slowest

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 and Nicky Grist.

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 extremely 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 metres away.

"70, 2 Left And 6 Right" - a very tight left hand bend 70 metres 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.

behind car (far)

behind car (near)

bonnet

in-car view

(not available in split-screen mode)

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 saved custom driver profile; 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 create a new profile, load any saved profiles 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

Your profile is automatically updated whenever you return to the Main Menu.

graphics

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 analogue 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

Any gameplay data such as options, high scores and any features that have been unlocked can be saved. This data is automatically loaded upon starting the game. Note that this is separate from the Driver Profiles which are saved separately.

language

Change the preferred language.



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

cornering

Tarmac 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 maximise performance and can help slow the car down more quickly.

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 an obstacle blocks your way.

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 Tarmac requires vastly different techniques to snow or mud.

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

technical | support

Tel: 01926 816044

Fax: 01926 817595

Lines are open between

0900-1730 Monday, 0800-2000 Tuesday to Friday, 1000-1600 Saturday

Before you call the Technical Support line, please check that you have read the Colin McRae Rally 2.0™ help file, which can be found on the Colin McRae Rally 2.0™ CD-ROM.

To access the help file

1. Double-click on my computer on the Windows desktop.
2. Right-click on your CD-ROM drive.
3. Left-click on Explore.
4. Double-click on README.

If your answer is not on the disc, please make sure you have the following details before you call the Technical Support line:

- A detailed description of the problem
- If it is repeatable, under what conditions?
- Your brand of PC
(Dell, Gateway, Compaq, IBM etc.)
- Your processor brand & type
(Intel Pentium 266, Cyrix 200 etc.)
- The make and model of any video / 3D graphics cards in your computer,
(Voodoo5, Nvidia GeForce etc.) and the version number of the driver for this.
- The make and model of your CD-ROM Drive
(Panasonic 562 Double-Speed etc...)
- BIOS version and date. This is displayed soon after the power-on.
(AMIBIOS, 1992 etc...)
- The make and model of your sound card
(SoundBlaster 32 etc..)
- Your DirectX version
(e.g. 6 or 7)
- Your operating system
(e.g. Win95, Win98, Windows ME)

codemasters | email

custservice@codemasters.com

Codemasters postal address

Codemasters

Technical Support / Customer Services,

PO Box 6,

Leamington Spa,

Warwickshire,

CV47 2ZT,

UK

Codemasters Website

www.codemasters.com

Codemasters' website includes technical support,
as well as news about other Codemasters games.

hall | of | fame | credits |

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

<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!

Codemasters wishes to acknowledge the co-operation of the following:-

thanks to: BMW AG, Ford Motor Company Limited, Fiat S.p.A, Fuji Heavy Industries, Mitsubishi Motors and Ralliart Inc., Automobiles Peugeot and Peugeot Sport, SEAT SA and SEAT SPORT, Toyota Motor Corporation and Toyota Motorsport GmbH.

thanks to: Agip Petroli, Alitalia, Linee Aeree Italiane S.p.A, Barcardi - Martini Group, Brembo S.p.A, Campagnolo S.r.l, Castrol Limited, Certina Kurth Freres S.A., Cosworth Racing, EMTEC Magnetics GmbH, Esso, Federal-Mogul, Heinrich Eibach GmbH, Hella Limited, Hertz, L.M. Gianetti, Mannesmann Sachs AG, Michelin, Mobil Oil Corporation, NGK, OMP Racing S.r.l, O.Z. S.p.A, Parametric Technology, Pirelli S.p.A, Prodrive, Qantas Airlines Limited, Repsol, Shell, Sodexo, Sparco S.r.l, Sumitomo Rubber Industries, Telefonica Moviles S.A, The Valvoline Company.

special thanks to: Jimmy and Colin McRae, Nicky Grist, Alan Oliver and Thistle Rally Sport, Ford Racing and MSport.

The "Mobil 1" and Pegasus flying horse device are trademarks of Mobil Oil Corporation. Trademarks used under license from Mobil Oil Corporation. The Parametric and ComputerVision logos are trademarks belonging to Parametric Technology. Pirelli letters and logo are registered trademarks of Pirelli S.p.A. Castrol name and logo are trademarks of Castrol Limited, used under license. V8 and Valvoline® registered trademark used with permission from the Valvoline Company, a division of Ashland Oil, Inc. "Shell" trademarks and colour schemes are reproduced under license. Uses Bink Video. Copyright (C) 1997-1999 by RAD Game Tools, Inc.

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 OPENING THIS PACKAGE, AND/OR 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 except a single backup copy.
- * 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 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.
- * Export or re-export the Program or any copy or adaptation in violation of any applicable U.S. export restrictions or other laws or regulations.

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, SATIS-

FACTORY 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 1926 814 132, Fax +44 1926 817 595.