



PlayStation

COLIN McRAE

RALLY

TM



PAL



Codemasters



Photo: MCKLEIN

PlayStation®

FROM THE MAKERS OF TOCA TOURING CAR CHAMPIONSHIP™
COLIN McRAE RALLY™ Exclusively licensed by world class rally driver Colin McRae



AUDIO NAVIGATION BY MCRAE'S REAL-LIFE
 CO-DRIVER NICKY CRIST

**RALLY OVER 8 COUNTRIES
 WITH 52 UNIQUE
 INTERNATIONAL STAGES**

**"THE MOST REALISTIC
 HANDLING YET"**
 PLAYSTATION POWER MAGAZINE

**12 LASER MODELLED
 WORLD RALLY CARS**

**CHALLENGING EVENTS:
 CHAMPIONSHIP, RALLY
 AND TIME TRIAL**

"THE GREATEST RALLY GAME OF ALL TIME"

PLAYSTATION PLUS MAGAZINE



DRIVE MAJOR RALLY CARS - 4WD, 2WD
 WHICH WILL EVEN GET MUDDY!



CHAMPIONSHIP, RALLY, TIME TRIAL MODES
 & RALLY SCHOOL OPTION



REAL-TIME CRASH DAMAGE
 & SETUP/REPAIR OPTIONS



5 CAMERA VIEWS INCLUDING 'HEADCAM'



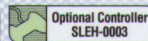
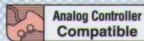
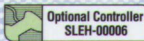
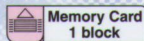
ICE, SNOW, GRAVEL, TARMAC,
 & MUD SURFACES



2 PLAYER SPLIT SCREEN OPTION



SUPER-SPECIAL STAGES FOR EXCITING
 DOUBLE LOOP HEAD-TO-HEAD RALLIES



Supports steering wheels,
 digital and analog controllers



"PS" and "PlayStation" are registered
 trademarks of Sony Computer Entertainment Inc.

FOR HOME USE ONLY. Unauthorised copying,
 adaptation, rental, lending, re-sale, arcade use,
 charging for use, broadcast, cable transmission,
 public performance, distribution or extraction of
 this product or any trademark or copyright work
 that forms part of this product are prohibited.
 Published by Codemasters. Developed by
 Codemasters.

© 1998 The Codemasters Software Company
 Limited and Codemasters Limited.
 ("Codemasters"). All rights reserved.
 Unauthorised copying, lending, rental or resale by
 any means is strictly prohibited. "Codemasters"®
 is a registered trademark owned by Codemasters
 Limited. "Colin McRae"™ and the Colin McRae
 signature device are registered trademarks of Colin
 McRae. All rights reserved. "Colin McRae"™, and
 all copyrights, trademarks, designs and images of
 car manufacturers and/or on car liveries featured in
 relation to the game, are being used by
 Codemasters under licence. This game is NOT
 licensed by or associated with the FIA or any
 related company.

COMPACT
 disc

For Ages - Pour Ages - Para Niños - Für Jungen - Per Anni



COPYRIGHT (C) 1998, EUROPEAN LEISURE SOFTWARE
 PUBLISHERS ASSOCIATION. ALL RIGHTS RESERVED



This software is only compatible with hardware displaying "PS" and PAL

PlayStation and PlayStation are registered trademarks of Sony Computer Entertainment Inc. © 1995 The Codemasters Software Company Limited. ("Codemasters"). All Rights Reserved. FOR HOME USE ONLY. Unauthorized copying, distribution, rental, lending, resale, or other use, without the prior written permission of Codemasters, is prohibited. Published by Codemasters. Developed by Codemasters. Made in Austria.

COLIN MCRAETM
RALLY

SLES-00477



PAL

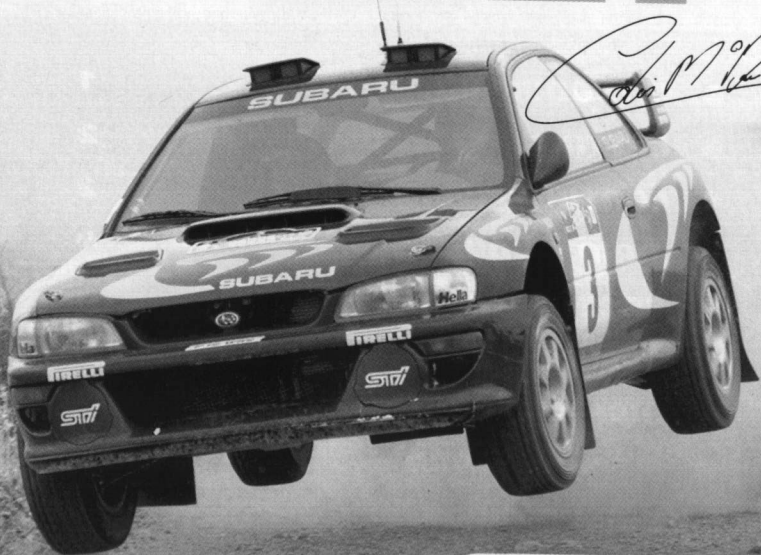
COMPACT
disc

Codemasters 

TM

COLIN MCRAE

RALLY

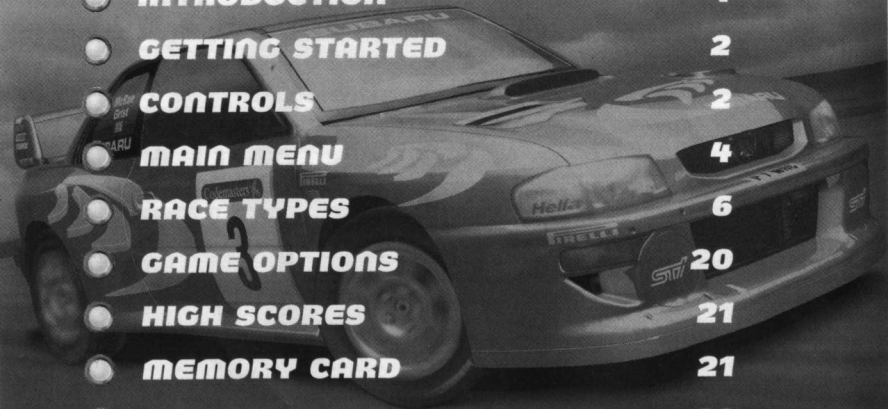


Codemasters 

CONTENTS



● INTRODUCTION	1
● GETTING STARTED	2
● CONTROLS	2
● MAIN MENU	4
● RACE TYPES	6
● GAME OPTIONS	20
● HIGH SCORES	21
● MEMORY CARD	21
● DRIVER GUIDE	23



COLIN MCRAE

At 29, Scottish born Colin McRae, is one of the world's most exciting rally driving talents. Nine years in motor sport, the youngest driver ever to win the World Rally Championship title, and currently the UK's Network Q RAC Rally champion - a title he holds for the third time.

Since 1992, Colin has been driving the Subaru Impreza for Prodrive. He has proven he can drive faster than anybody, which has earned him the nickname: The Flying Scotsman.

1998 WINS

Rally of Portugal
Tour de Corse

1997 WINS

Network Q / RAC Rally
Tour de Corse
555 Safari Rally
Sanremo Rally
API Rally Australia

1995 WORLD RALLY CHAMPION

INTRODUCTION

Rallying is one of the most popular forms of motor sport today. It differs from other motor sport events in that the cars normally run at one minute intervals, competing against the clock rather than directly against each other. And rather than driving on nice smooth tarmac, rally cars can go anywhere, and each surface - mud, ice, snow, and gravel - demands its own technique. Gravel for example, requires knowing how to slide the car precisely, and tarmac requires tidy lines.

The final rallying speciality is the co-driver, or navigator, who is relied upon implicitly to navigate around the stages, at a speed which without him/her would be otherwise impossible, by calling corners, distances and hazards. Nicky Grist (featured in the English language option in-game) is Colin McRae's real-life co-driver, and is a crucial member of the team.

Very specialised cars are required for top-level special stage rallying. McRae's specialised Subaru Impreza WRC, developed by Prodrive, is worth £250,000, it has a 300-horsepower engine, its transmission is a 6-speed semi-automatic and it has four-wheel drive and electro-hydraulically controlled differentials. The effect is an immense acceleration - 0-60 in a little over 3 seconds.

Now its your chance to enjoy the experience of rallying....

GETTING STARTED

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

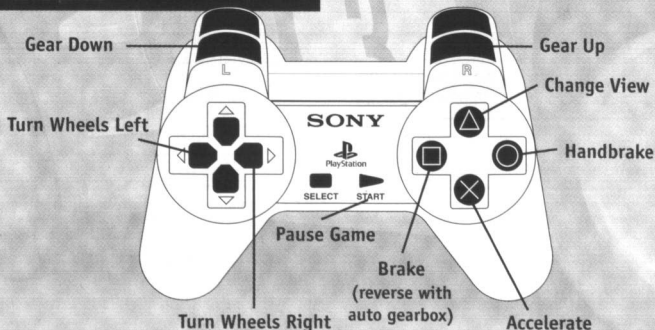
Set up your **PlayStation** as described in the **PlayStation** Instruction Manual. With the power button OFF, open the Disc cover and insert

the Colin McRae Rally disc. If you wish to load or save information during play, insert a Memory card, with at least 1 free Memory card block in Memory card Slot 1. See the 'Memory card' section later in this manual for more details. Close the Disc cover before turning the power on.

CONTROLS

The following types of Controllers are supported within the game:

STANDARD



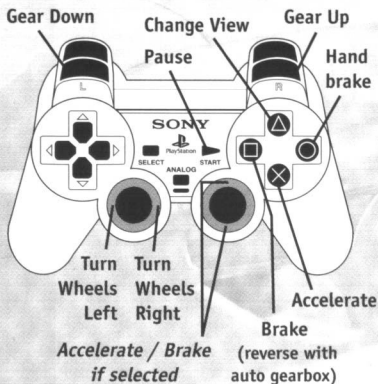
Note: If your joystick can be switched to auto-fire you should switch this feature off otherwise your cars performance will be reduced.

Configure

To configure your Controller please see the Game Options section later in the manual.

ANALOG CONTROLLER (DUAL SHOCK)

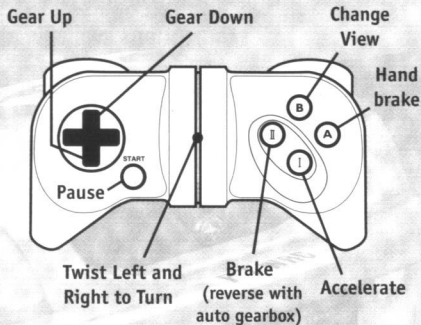
Note: The Analog Controller should be set to Red mode using the ANALOG mode switch.



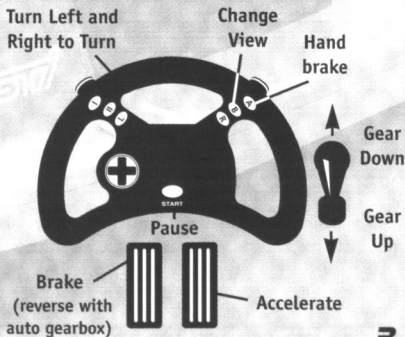
Calibrate

To calibrate your Controller please see Game Options section later in the manual.

NECCON



MADCATZ WHEEL



MAIN MENU

The options available at the main menu are:



When navigating the menu systems pressing the **X** button will select the highlighted option, the one at the bottom of the circle. Pressing the Left or Right Directional buttons will change the highlighted option. Pressing the **Δ** button at any stage will move you back to the previous menu.

MAIN MENU

A brief description of the Main Menu:

Championship

- A full-on rally experience. The chance to prove you're the best.

Rally

- Race a single country rally. (2 player mode available)

Time Trial

- Practise getting the fastest times on a stage. (2 player mode available)

Rally School

- Expert rally driving tuition from Colin McRae himself.

Options

- Set your difficulty level and game settings.

Load

- Load a previously saved Championship position from the Memory card.

DIFFICULTY SETTINGS.

The difficulty settings can be found in the Options screen on the main menu.

There are 3 difficulty settings 'Novice', 'Intermediate' & 'Expert'. The default setting is 'Intermediate'. Each difficulty level will affect certain game settings. Difficulty settings are relevant to both 'Championship' and 'Rally' play modes. The 'Expert' setting is only available after completing the 'Intermediate' mode, in 1st position.

DIFFICULTY TABLE

NOVICE

CARS : 2 WD only.

STAGES: FIRST 3

COUNTRIES: 6

OPPONENTS: 7

INTERMEDIATE

CARS: 4 WD ONLY

STAGES: ALL

COUNTRIES: 8

OPPONENTS: 15

EXPERT

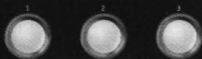
CARS: 2 WD & 4 WD

STAGES: ALL

COUNTRIES: 8

OPPONENTS: 15

RACE TYPES



CHAMPIONSHIP

A rally championship covers a whole season of rallying in 8 different countries with varying weather conditions and time of day. All countries have 6 stages (see difficulty settings) and 4 of the countries have an extra Super-Special Stage. Your aim is to beat the best and gain the title of Championship winner.

RALLY

Play a single country rally, on your own or against a friend. A Rally is made up of a number of stages.

TIME TRIAL

Time Trial allows you to play any stage of a country rally with 1 or 2 players. There are no Repair options available in time trial mode.

2 PLAYER

In 'Rally' and 'Time Trial' modes you have the option of playing against a friend. This can be done in one of three ways.

Split Screen mode allows you to play head-to-head with your opponent represented as a ghost car.

Alternate mode allows a full screen view, where player one goes first, followed by player two.

Arcade mode is a head-to-head race where collisions between the two cars are possible.

In all these modes you must have two Controllers connected to your **PlayStation**.



CAR SELECTION

Choose a car to rally in. The availability of certain cars may be restricted due to your difficulty setting. If you are playing 'Championship' you will stand a much better chance with one of the four major 4WD cars, as these are the most powerful.



You can choose from the 4 major 4WD Rally cars:

**Subaru
Impreza**



**Ford Escort
Cosworth**



**Mitsubishi
Lancer**

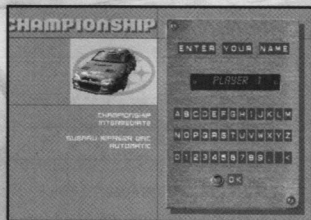


**Toyota
Corolla**



ENTER YOUR NAME

For all game modes, each player is asked to enter their name. This name is used throughout the game and stored for any records or high scores achieved. A name can be up to 11 characters in length.



SET-UP / REPAIR

Before you start a Rally and before certain stages of a Rally you have the option to set-up your car, and if necessary repair damage to parts of the car.

You are allotted a certain amount of time to perform these Set-up and Repair operations. This may mean that you do not have enough time to perform all the operations that you require and so compromises have to be made.



SETUP TABLE

ITEM	EFFECT	TIME
Tyres	Amount of surface grip	03:00
Suspension	Amount of grip when cornering	15:00
Brakes	Brake balance from front to rear	10:00
Steering	Sensitivity of steering	12:00
Gear Ratios	Amount of acceleration / Top speed	20:00

When you enter Set-Up / Repair at the start of a Rally, it is preset with a set of recommendations for that country.

You can view the up-coming stages by selecting the view option. After selecting all

the options that you want to Set-up and Repair, you must select the continue option for these changes to take effect. The reset option will restore the default settings and remove any changes you have made.



REPAIR TABLE

ITEM	EFFECT	MAX TIME
Electrics	Headlights flicker	30:00
Handling	Pulls to one side / Turns slower	45:00
Brakes	Less braking power	30:00
Engine	Slower acceleration / Top speed	60:00
Gearbox	Cannot select gear / Top speed	60:00



WEATHER

When rallying a stage you can encounter any of the following weather types:

Clear
 Cloudy
 Rain
 Snow
 Stormy
 Fog

These weather types affect the surfaces on which you drive, for example when mud is wet it will be much more slippery than when it is dry.

TIME OF DAY

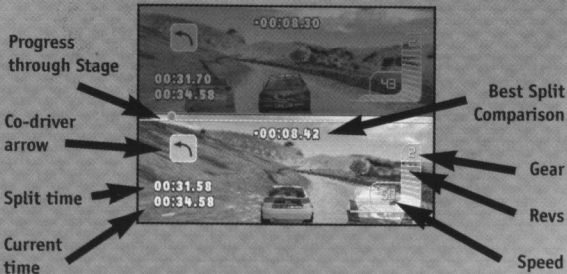
As you progress through a Rally the time of day for each stage will be different. You can rally stages at any of the following times during the day:

Early Morning
 Morning
 Late Morning
 Midday
 Afternoon
 Early Evening
 Evening
 Night

THE 1 PLAYER IN-GAME DISPLAY SHOWS YOU THE FOLLOWING INFORMATION:



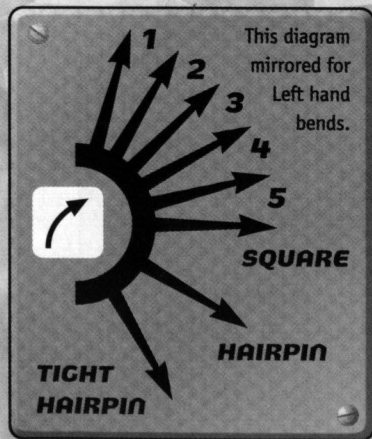
THE 2 PLAYER SPLIT SCREEN DISPLAY SHOWS YOU THE FOLLOWING INFORMATION:



CO-DRIVER

In rallying the co-driver is as important as the driver. Only by listening and acting upon the information given by the co-driver can a Rally driver drive at the extreme speeds without crashing the car. It is especially important during the night stages.

The co-driver gives information about the corners ahead as described in the following diagram:



The co-driver will also warn you of any other obstacles ahead. This is what the following co-driver messages mean:

- CARE:** Be careful.
- CAUTION:** Be very careful.
This corner is difficult.
- LONG:** This denotes a long corner.
- DON'T CUT:** Do not cut close on this corner. There is an obstacle.
- TIGHTENS:** This corner becomes tighter as it turns.
- OPENS:** This corner becomes wider as it turns.
- OBSTACLES:** A whole range of obstacles will be described.
Watch for them.

EXAMPLES

2 LEFT

= A fairly easy left turn.

LONG 3 LEFT, TIGHTENS

= A long medium left turn which gets tighter.

CAUTION, 5 RIGHT, DON'T CUT, LOGS

= Be very careful. A tight right turn. Do not cut close to the corner as there is a pile of logs.

VIEWS

Colin McRae Rally contains 5 different camera views

BEHIND CAR (CLOSE)

BEHIND CAR (FAR)

BUMPER

BONNET

RALLY HEADCAM

The Rally HeadCam allows you to rally from the perspective of a real Rally driver. The forces that operate on a real driver are simulated as you rally around the stage. The Rally HeadCam is not available in 1 player Super-Special Stages, or any of the 2 player modes.



Behind Car (Far)



Bonnet view



Rally HeadCam view

SUPER-SPECIAL STAGES

What is a Super-Special Stage?

Some of the countries contain Super-Special Stages. A Super-Special stage is a special event in which 2 Rally cars compete on the same track against each other.

The track has an inner and outer loop which cross over. One car starts on the inner and the other on the outer side of the track. Each car races both the inner and outer loop so they cover the same distance as they race to the finish line.

Which countries?

The following countries have Super-Special Stages:

Greece

Australia

Corsica

UK

Note: Each Super-Special stage is part of a Rally and so your performance contributes to your final Rally position.

RESULTS

SPLIT TIMES STAGE TIMES RALLY TIME

During a Rally, each stage in which you compete is timed. During the stage you will encounter a number of split times. These will give you an indication of how well you are performing compared with the fastest driver for that stage.

After completing a stage, your time for that stage is added to your overall time for the Rally. After completing all the stages in a Rally you will have an overall Rally time. This gives your overall position and points.

If you are playing in the Championship your points given so far will be totalled to form your Championship total. The person with the most points at the end of the Championship is the new Championship winner.

POINTS

Points are awarded at the end of each Rally based on the position that you achieve.

1ST - 10PTS

2ND - 6PTS

3RD - 4PTS

4TH - 3PTS

5TH - 2PTS

6TH - 1PTS

You must get at least one point i.e. 6th place or better, to progress to the next round. The next country is then unlocked for you to compete in.

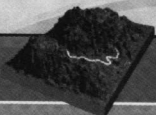
SAVING THE GAME

You have the option to save the game before each of the Set-up / Repair points, and also at the end of each Rally in Championship mode. You will need 1 free block on your Memory card and this will allow you to save 5 games.



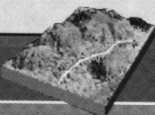
COUNTRY AND STAGE INFORMATION

NEW ZEALAND



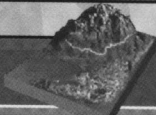
Stage	Time	Surface	Length
1	Early Morning	Gravel	4.9km
2	Morning	Gravel	5.7km
3	Midday	Wet Mud/Gravel	5.8km
4	Afternoon	Gravel	5.1km
5	Early Evening	Wet Mud/Gravel	5.1km
6	Evening	Mud/Gravel	5.2km

GREECE



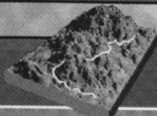
Stage	Time	Surface	Length
1	Early Morning	Dusty Gravel	5.2km
2	Morning	Dusty Gravel	5.3km
3	Afternoon	Dusty Gravel	4.6km
4	Afternoon	Dusty Gravel	5.2km
5	Early Evening	Dusty Gravel/Tarmac	4.7km
6	Evening	Dusty Gravel	4.7km
SS	Midday	Dusty Gravel	1.7km

MONTE CARLO

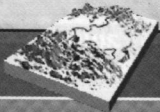


Stage	Time	Surface	Length
1	Morning	Snow	5.5km
2	Morning	Deep/Light Snow	4.9km
3	Afternoon	Snow/Wet Tarmac	5.2km
4	Night	Tarmac	5.9km
5	Morning	Tarmac	5.6km
6	Afternoon	Snow	5.5km

AUSTRALIA

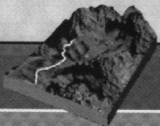


Stage	Time	Surface	Length
1	Morning	Gravel	5.5km
2	Midday	Gravel/Tarmac	5.3km
3	Afternoon	Gravel	4.8km
4	Night	Gravel	5.4km
5	Morning	Gravel	5.8km
6	Midday	Gravel	5.6km
SS	Evening	Gravel	1.2km



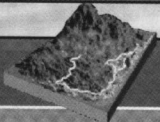
SWEDEN

Stage	Time	Surface	Length
1	Morning	Snow & Ice	5.2km
2	Midday	Snow	5.2km
3	Evening	Snow	5.4km
4	Night	Snow	5.1km
5	Morning	Snow	6.1km
6	Afternoon	Snow	5.2km



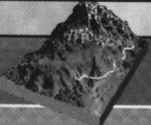
CORSICA

Stage	Time	Surface	Length
1	Morning	Tarmac	4.0km
2	Midday	Tarmac	4.2km
3	Evening	Tarmac	4.7km
4	Night	Tarmac	4.4km
5	Morning	Tarmac	4.2km
6	Midday	Tarmac	4.7km
SS	Midday	Tarmac	2.6km



INDONESIA

Stage	Time	Surface	Length
1	Morning	Dusty Tarmac/Sand	5.4km
2	Midday	Dusty Tarmac/Dry Mud	4.4km
3	Evening	Wet Mud	5.8km
4	Night	Wet Mud	5.4km
5	Morning	Dusty Tarmac/Dry Mud	4.5km
6	Midday	Dusty Tarmac/Sand	4.1km



UNITED KINGDOM

Stage	Time	Surface	Length
1	Morning	Snow/Wet Mud	5.6km
2	Late Morning	Snow/Wet Mud	6.4km
3	Midday	Tarmac/Mud	4.4km
4	Early Evening	Tarmac/Gravel/Mud	7.1km
5	Evening	Mud	5.8km
6	Night	Wet Mud	5.3km
SS	Midday	Wet Mud	2.5km

WORLD RALLY CARS

The following world rally cars are available:

4WD

SUBARU

Impreza



Bhp - 300,
Wheelbase - 2520mm

FORD

Escort Cosworth



Bhp - 290,
Wheelbase - 2550mm

MITSUBISHI

Lancer



Bhp - 300,
Wheelbase - 2500mm

TOYOTA

Corolla



Bhp - 290,
Wheelbase - 2465mm

2WD

UW

Golf GTI



Bhp - 250,
Wheelbase - 2431mm

RENAULT

Maxi Megane



Bhp - 250,
Wheelbase - 2468mm

SEAT

Ibiza



Bhp - 230,
Wheelbase - 2440mm

SKODA

Felicia



Bhp - 240,
Wheelbase - 2450mm

RALLY SCHOOL



The Colin McRae Rally School is intended as an aid to teach you how to drive a rally car, how to understand co-driver messages and how to set-up your car correctly. The School is divided into 3 difficulty levels:

NOVICE **INTERMEDIATE** **EXPERT**

Each difficulty level has the following tasks:

NOVICE

The Novice section teaches you the basics of controlling a rally car. How to accelerate and brake correctly as well as controlling the car in a turn.

The tasks include:

Moving the car, Basic Loop, Simple Stage

INTERMEDIATE

The Intermediate section teaches you how to control the car while skidding to improve performance during a stage in a variety of different surface conditions. You will also be expected to understand basic co-driver instructions.

The tasks include:

Loop, Figure of 8, Stage, Wet Stage

EXPERT

The final Expert section teaches you how to control a rally car in real rally conditions. You are no longer given advice and you will learn how to set-up your car.

The tasks include:

Loop, Figure of 8, Stage, Wet Stage, Night Stage

GAME OPTIONS

The following options are available from the Options menu:

SETTINGS
HI-SCORES
DIFFICULTY
LOAD DATA
SAVE DATA

SETTINGS

This menu item handles the following in-game options:

GRAPHICS

ARROWS

This option allows you to switch the co-driver arrows On or Off.

Game Displays

This option allows you to toggle the game displays between Full, Minimal and Off.

Screen split

This option is to determine which way the screen is separated in 2-player mode. Switch between Horizontal or Vertical modes.

Widescreen

If you are using a Widescreen TV you can select the Widescreen option and set your TV to Widescreen mode. This will give you a full screen display with the correct aspect ratio during the game.

Position Screen

Select this option and you will be able to re-position the display on-screen with the Directional buttons.

SOUND

The Volume of the Sound Effects, Co-driver messages and Music can all be adjusted or turned off completely. You can also set whether you require a Stereo or Mono audio output.

CONTROLLER 1 / 2

You can configure the buttons for each Controller that you have connected to your **PlayStation**. If you have an Analog Controller connected you can also calibrate it and select whether you wish to use digital or Analog acceleration/braking. If using the Analog Controller (**DUAL SHOCK**) this will be auto calibrated.

LANGUAGE

This option allows you to change the language for the game.

HIGH SCORES

A record is kept of the best stage time, the best Rally times and the best Championship scores. The following High Score information is stored:

Championship Hi-Scores

The best 5 Championship scores for each difficulty level.

Rally Times

The top 5 fastest Rally times for each Country.

Stage Time

The fastest time for each stage within each Rally.

DIFFICULTY SETTINGS

Set the difficulty level of the game.

See page 5.

MEMORY CARDS

If you have a Memory card you can save your progress through the Rally Championship and also save your preferred settings.

You will need to make sure that you have at least 1 free Memory card block before saving the game. Please consult your Instruction Manual for information on using the Internal Memory card manager to delete Memory card blocks if your Memory card is full.

Insert your Memory card into Memory card slot 1.

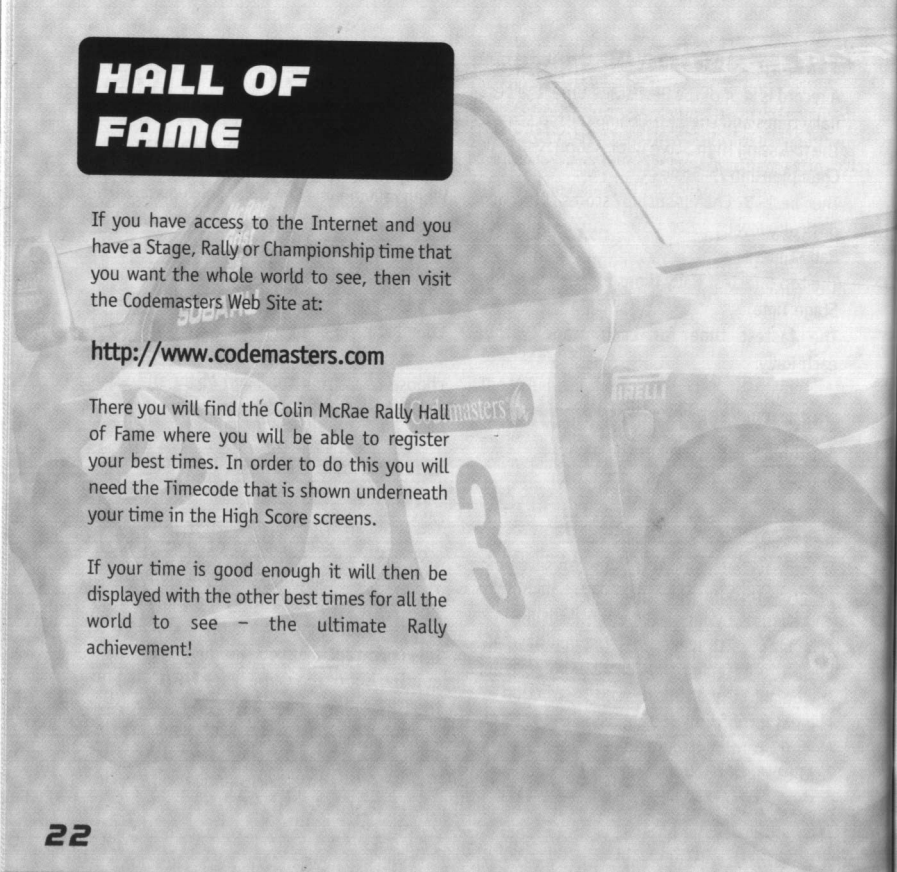
SAVING/LOADING CHAMPIONSHIP GAME

When rallying in a Championship you have the option to save the game before each Set-up/Repair points and at the end of a Rally. By saving you will be able to continue your game at a later date. You may save up to 5 different Championship positions on one Memory card. To continue a Championship game, simply choose Load from the Main Menu and select the game you wish to restore.

GAME SETTINGS AND HIGH SCORES

You can load or save game settings and high scores using the 'LOAD DATA' and 'SAVE DATA' options within the Options menu. Your data will be loaded automatically if your Memory card is present when the game first starts. It is important that you save high scores by quitting out of the game before switching off the **PlayStation**. You will be presented with the option to update your high scores on the Memory card. If you do not select this option the high scores will be lost when you switch off the **PlayStation**.

HALL OF FAME



If you have access to the Internet and you have a Stage, Rally or Championship time that you want the whole world to see, then visit the Codemasters Web Site at:

<http://www.codemasters.com>

There you will find the Colin McRae Rally Hall of Fame where you will be able to register your best times. In order to do this you will need the Timecode that is shown underneath your time in the High Score screens.

If your time is good enough it will then be displayed with the other best times for all the world to see - the ultimate Rally achievement!

DRIVER GUIDE

Here are a few key rules to follow which can considerably improve your stage times:

CORNERING

Unlike many motor sports, rallying does not require you to take the 'racing line'. This is normally impossible as the car will be sliding while cornering. It is essential to 'set the car up' before a corner. Use the brakes to slow the car down. Once you begin to corner it is too late. It is more important to have speed coming out of the corner than when entering. The handbrake can be used to scrub speed off and swing the car into a sharp turn. Use the throttle during the corner to control your skid and gain grip. Turn into a skid if you wish to correct it. When the car is pointing in the right direction hit the throttle to power-out of the corner.

POSITION

Use as much of the track as possible. Stay aware of the many surfaces that you are driving on. A change in surface can be used to slow the car or change its direction at critical moments. Just one or two wheels can achieve the effect you are after. Always pay attention to your co-driver. Use his advice to avoid any obstacles and prepare for what is ahead.

Look for the route along a stage that is as fast as possible. On many occasions an unconventional line can shave valuable seconds off a stage time, but be careful – it can also cost you dearly.

GEAR

When you feel confident in controlling the car, switch to a manual gearbox so you can control the gear changes and optimise performance.



COLIN McRAETM RALLY

**THE SECRET SPECIAL
EFFECTS REVEALED!**

CALL - 0930 555 555

or (00 (1)284 496 2711*) if calling from outside the UK.

Ten fantastic cheats; double the power of your car, crazy handling modifications and other hidden features are revealed on the Colin McRae Rally Special Effects phone line. Go wild with Turbo Boost!

Don't miss a trick - call now!

Calls cost 50p per minute at all times. *International rates apply.
Callers must have the permission of the bill payer to call.
Prices correct at time of going to press.

SLES-00477

 and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

5024866240252