

SEGA RALLY PC MANUAL

FRONT COVER

UK

SEGA PC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game discs with care to prevent scratches or dirt on either side of the discs. Do not bend the discs or enlarge their centre holes.

Clean the discs with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the centre hole towards the edge. Never clean the discs with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the discs.

Store the discs in their original case after playing. Do not store the discs in a hot or humid location.

SEGA Rally™ game discs contain software for use on a personal computer. Please do not play the discs on an ordinary CD player, as this may damage the headphones or speakers.

- * Also read the manual of your personal computer.
- * The game discs may not be used for rental business.
- * Unauthorized copying of this manual is prohibited.
- * Unauthorized copying and reverse engineering of this software is prohibited.

SEGA RALLY™

Contents

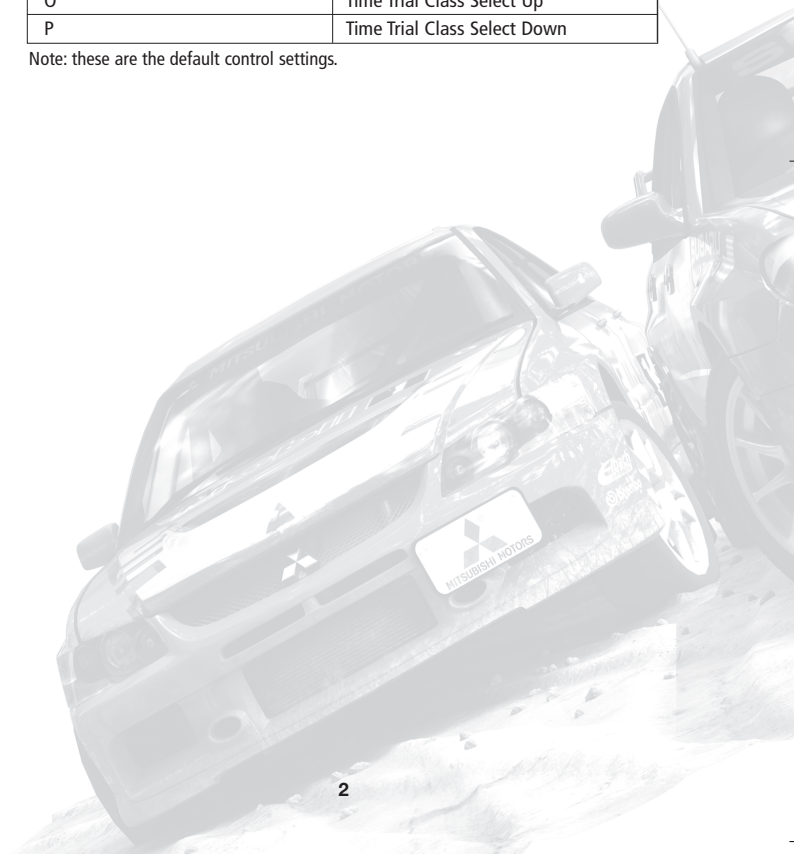
SEGA Rally™ Controls	2
Playing SEGA Rally™	3
Saving and Loading	3
Main Menu	4
Quick Race	4
Championship	5
Time Attack	6
Multiplayer	6
Options	7
Legal Acknowledgements	10
Customer Support / Warranty	12

Thank you for purchasing SEGA Rally™ Please note that this software is designed for use with PC systems. Be sure to read this software manual thoroughly before you start playing.

SEGA Rally™ Game Controls

Configuration 1 (Keyboard)	CONTROL
A	Accelerate
Z	Brake/Reverse
,	Steer Left
.	Steer Right
Space Bar	Handbrake
S	Upshift
X	Downshift
Left Ctrl	Change Camera
Tab	Toggle Driver Name
O	Time Trial Class Select Up
P	Time Trial Class Select Down

Note: these are the default control settings.



Playing SEGA Rally™

Saving and Loading

SEGA Rally™ features a fully automatic load and save system. The first time you play the game, you will be prompted with a screen informing you that a game save has been created. After this point, the game will automatically save and load for you.

Playing SEGA Rally™

Head Up Display



While racing, the Head Up Display (HUD) will keep you updated with important information about the race you are currently in. The HUD remains the same no matter which car you are in, but it will change depending on what game mode you are playing.

Total Time - Displays your total time for the current race

Lap Time - Displays your current lap time

Best Lap Time - Displays your best lap of current race

Pacenote - An explanation of what you're approaching (corner, jump, bridge, water splash)

Stage Map - A map of the circuit with all car positions displayed. You are displayed as "P"

Current Position - Your current position in the race

Current Lap - The lap you are currently on

Revs - Current engine speed

Current Gear - Displays the gear the car is currently in

Speed - Shows you the speed at which you are driving

Pacenotes



Bridge



Caution



Over Jump



Road Narrows



Water Splash

Main Menu / Quick Race

Main Menu

Championship

Race against other rally competitors in an attempt to win three separate rally Championships. Start in the Premier Championship with a small selection of cars, and attempt to accumulate enough points by winning races to open up the next championship.

Time Attack

The player races against a clock as the only car on the circuit. The aim is to finish the three laps in the quickest possible time.

Multiplayer

Head online to race players from around the world.

Options

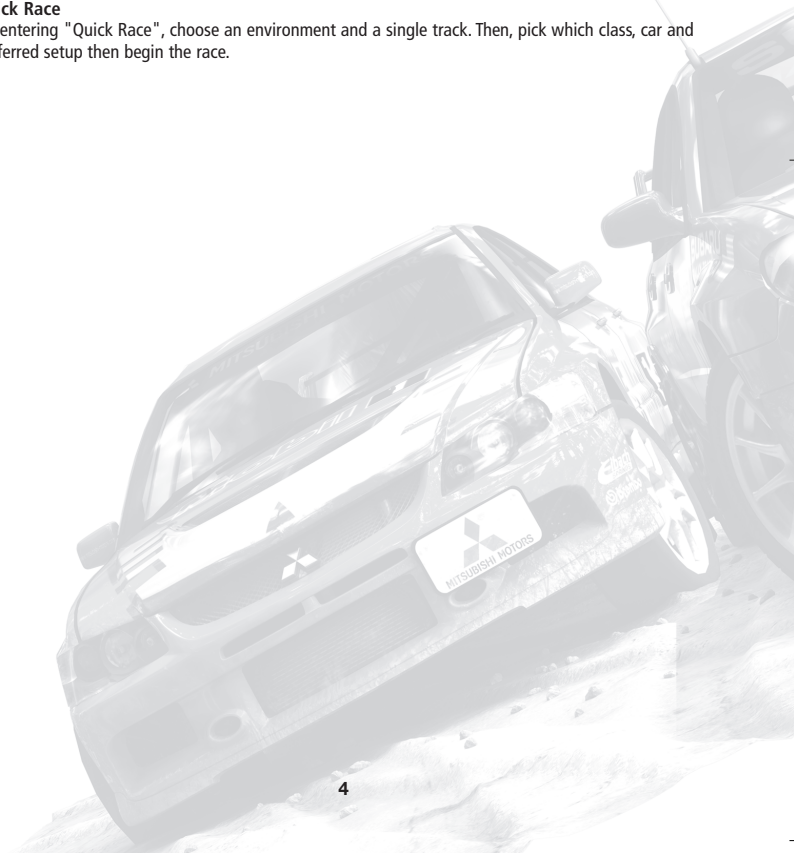
Change game options and controller configurations.

Garage

Go here to check you progress throughout the game

Quick Race

On entering "Quick Race", choose an environment and a single track. Then, pick which class, car and preferred setup then begin the race.



Championship

Championship

Selecting an Event

When entering this mode, only the Premier Championship will be available, with Modified and Masters becoming unlocked when you achieve certain criteria. Each Championship has three difficulty leagues, with only the first one being available at the start. Professional is unlocked by completing Amateur, and Expert is unlocked by completing Professional.

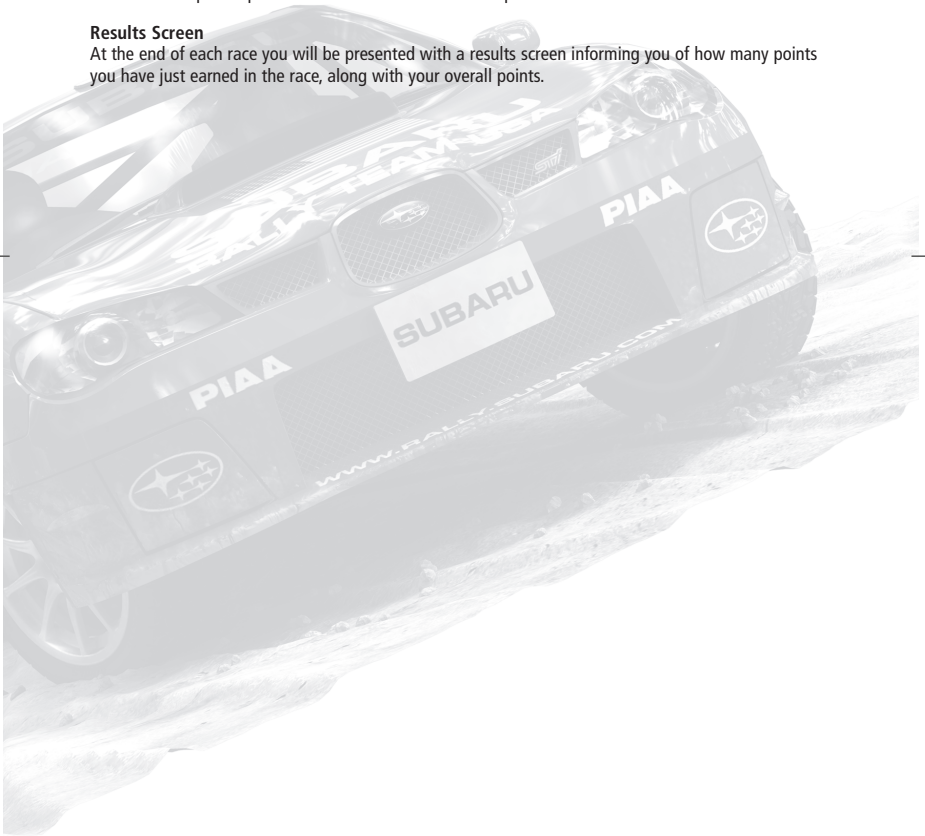
You do not need to complete and win every event to unlock further classes and championships, you only need to acquire enough points to progress. You will unlock more bonuses and secrets if you complete every event of each championship.

Choosing a Car

After selecting which rally you would like to enter, it is time to select your car. Different cars appear in different Championships and each car has alternative setups to choose from.

Results Screen

At the end of each race you will be presented with a results screen informing you of how many points you have just earned in the race, along with your overall points.



Time Attack / Multiplayer / Online

Time Attack

Within Time Attack you can set a time locally to compete against friends on your PC, but if you are connected to the Internet, you will be able to compare your times with others from around the world. You can also download a ghost from the top times on any stage in the game, and race against it to see if you can beat it. If you manage to get a best time, your ghost will automatically be uploaded to the leaderboards for others to download and challenge.

Selecting an Environment

Toggle through and select a track to race on.

Choosing a Car

After you have selected your desired track, choose a car class and select a car with your preferred setup, then begin Time Attack.

Multiplayer

Within Multiplayer you are able to play the game in Online.

Choosing a Game Mode

Online - Compete with players from around the world in races. You can create a session of your own, or join one already in progress.

Online

NOTE: in order to play online you need a connection to the internet.

When entering Online Mode, you are presented with four options; Quick Match, Custom Match, Create Match, and Ranking Leaderboard.

Quick Match - Choose this option and you will be taken to a list of available games that are currently in session.

Custom Match - Here the game will still look for online games available, but you can change various search options such as car class, and the amount of players in the match. It will only bring up games that match your search criteria.

Create Match - This is where you go if you want to set up a game yourself. You can specify the car class, maximum amount of players, number of laps, catch up and if you want AI turned on.

Once you have selected Create Match, you will be prompted to create a Championship of tracks to race online. If you would rather choose tracks as you go along, simply select 'No', and you will be taken to the lobby screen where you can add tracks after each race.

The Online Lobby

When entering the lobby as the host, you will be presented with the following options. Note: if you enter a previously created lobby as a client, 'Track Select' will not be available, and 'Start Game' will be replaced with 'Ready'.

Chat - Here you can chat to other players in the room using the keyboard

Car Select - Choose your car

Track Select (Host only) - Choose a single or group of tracks to play

Track List (Client only) - View the list of tracks chosen by the host

Settings (Host only) - Adjust game settings

Start Game (Host only) - Start the online game when all the Clients have selected Ready

Ready (Client only) - Select this to signify to the host and other players that you are ready to race

Leave Game - Select this to leave the online game session

When hosting an online match, you are able to remove, or permanently ban a player from your session. As the host you have two options:

Kick

If you select this option, the player you have selected will be removed from the current session.

However at any time they will be able to return to your hosted session. Highlight and select the player in the lobby, then choose Kick.

Kick and Ban

If you wish to permanently remove the player from your session, select Kick and Ban. This will remove them from the game session immediately, and add them to your Banned User List. This means they will not be able to join any of your games during the current online session. The next time you play the game after it has been turned off, the Banned User List is cleared so any previously banned players will be able to join your games again. Highlight and select the player in the lobby, then choose Kick and Ban.

Options

Change game options such as audio, autosave and controller configuration.

Audio

You are able to adjust the volume of the sound effects, music, and co-driver pacenotes separately.

Controller

Select between using a Keyboard, USB game controller or a supported steering wheel. Here you can also change the controller configuration.

Display

You are able to choose between Mph and Km/h for the speedo, whether you want the HUD (Heads Up Display) and Rear-view Mirror turned on or off and adjust the games Gamma settings.

Notes



Notes



Legal Acknowledgements

© SEGA. SEGA, the SEGA logo and SEGA Rally are either registered trade marks or trade marks of SEGA Corporation. All rights reserved.

All trademarks used herein are under license from their respective owners.

Trademarks, design patents and copyrights are used with the approval of the owner AUDI AG.

BFGoodrich® Tires Trademarks are used under license from Michelin Group Companies.

CASTROL and the CASTROL logo are trade marks of Castrol Limited, used under licence.

CHAMPION and the Bow Tie logo used under license from Federal-Mogul Ignition Company, a wholly owned subsidiary of Federal-Mogul Corporation.

Cosworth is a trademark or registered trademark of Cosworth Ltd in the United Kingdom and elsewhere. All rights reserved.

DENSO is a trademark of DENSO CORPORATION used under license to SEGA Corporation.

ENKEI is a trademark of Enkei Corporation used under license to SEGA Corporation.

FEDERAL-MOGUL name and logo used under license from Federal-Mogul Corporation.

FERODO name and logo used under license from Federal-Mogul Friction Products, a wholly owned subsidiary of Federal-Mogul Corporation.

The CITROËN logo, the CITROËN wordmark and the CITROËN model designations are Trademarks of CITROËN and are used under license.

Peugeot trademarks and logo and body design are the intellectual property of Automobiles Peugeot and are used under license by SEGA.

Lancia and Fiat brands, cars, car parts, car names and associated imagery featured in this game are intellectual property rights including trademarks and/or copyrighted materials of Fiat SpA and Fiat Group Automobiles SpA. Under license from Fiat Group Automobiles SpA.



OFFICIAL LICENSED
PRODUCT

Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company. Manufactured by SEGA. www.ford.com.



FUJITSUBO is a trademark of FUJITSUBO GIKEN KOGYO CO., LTD. used under license to SEGA Corporation.

HOT WHEELS™ and associated trademarks and trade dress are owned by, and used under license from Mattel, Inc ©2007 Mattel, Inc. All Rights Reserved.

Uses Granny Animation. Copyright © 1999-2007 by RAD Game Tools, Inc.

© 2007 Logitech. All rights reserved. Logitech, the Logitech logo, and other Logitech marks are owned by Logitech and may be registered. All other trademarks are the property of their respective owners.

Legal Acknowledgements

HUMMER, H3, all related Emblems, and the distinctive vehicle body and grille designs are General Motors Trademarks used under license to SEGA Publishing Europe Ltd.



All trademarks used herein are under license from Magneti Marelli.

Michelin and the Tyre Man (Bibendum) are trademarks used with permission from the Michelin Group. Copyright 2007 Michelin.

The MINI trademarks are used under license from BMW AG.

MITSUBISHI, LANCER EVOLUTION IX and CONCEPT-X names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION used under license by SEGA Corporation.

The Mobil logo and the flying horse design are trademarks of the Exxon Mobil Oil Corporation or one of its subsidiaries.

PIAA is a trademark of PIAA Corporation used under license to SEGA Corporation.

Manufactured and distributed by SEGA with kind consent of ŠKODA AUTO a.s. (www.skoda-auto.com). Copyright and reproduction rights to the trademark, samples, and models granted by ŠKODA AUTO a.s. All rights reserved.

SUBARU, IMPREZA names, emblems and body designs are trademarks and/or intellectual property rights of Fuji Heavy Industries Ltd. and are used under license to SEGA Corporation.

TAKATA is a trademark of Takata Corporation used under license to SEGA Corporation.

TEIN is a trademark of TEIN, INC. used under license to SEGA Corporation.

TOYOTA, CELICA and all other associated marks, emblems and designs are intellectual property rights of Toyota Motor Corporation and used with permission.

Trademarks, design patents and copyrights are used with the permission of the owner Volkswagen AG.

YOKOHAMA is a trademark of THE YOKOHAMA RUBBER CO., LTD. used under license to SEGA Corporation.

SEGA Rally developed using Vision Racer www.visionracer.com

This game incorporates technology of Massive Incorporated ("Massive") that enables in-game advertising, and the display of other similar in-game objects, which are uploaded temporarily to your personal computer or game console and replaced during online game play. As part of this process, Massive may collect your Internet protocol address and other basic anonymous information, and will use this information for the general purposes of transmitting and measuring in-game advertising. Massive does not store or use any of this information for the purpose of discovering your personal identity. For additional details regarding Massive's in-game advertising practices, and to understand your options with respect to in-game advertising and data collection, please see Massive's privacy policy at http://www.massiveincorporated.com/site_network/privacy.htm. The trademarks and copyrighted material contained in all in-game advertising are the property of the respective owners. Portions of this product are © 2007 Massive Incorporated. All rights reserved.

RUF Rt 12 emblems and RUF body styling equipment are trademarks and / or other intellectual property of RUF Vertriebs GmbH and used under licence to SEGA.

Aaux Pro Basic and Coup fonts are used under license from T-26 Type Foundry.

Customer Support & Warranty

Please check www.sega-europe.com/support or call 0870 010 8002 (local rate) for details of product support in your region.

Register online at www.sega-europe.com for exclusive news, competitions, email updates and more.

**Be the Best.
Hints, Tips and Strategy
for the latest SEGA games.**

09065 558877

£1 per minute at all times, please ensure that you have the bill payers permission before dialling. Over 16s only. UK only. Prices subject to change without notice.

WARRANTY: SEGA Europe Limited warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction.

RETURNS WITHIN A 90 DAY PERIOD: Warranty claims should be made to the retailer from where you bought the game. Return the Game together with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 90 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

LIMITATIONS: TO THE FULL EXTENT ALLOWED BY LAW, NEITHER SEGA EUROPE LIMITED, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	
7	
5	
3	
2	