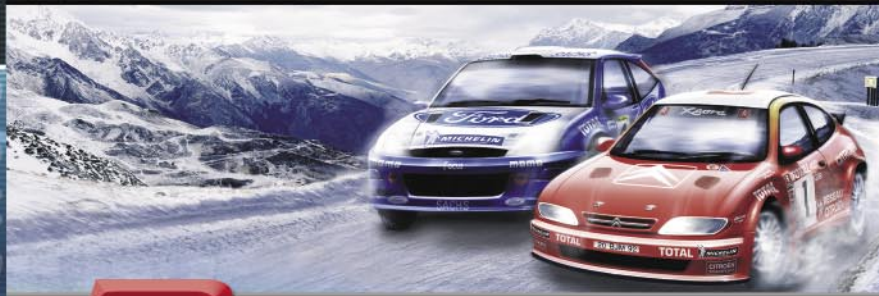


Default Game Controls



RALLISPORT CHALLENGE



www.rallisportchallenge.com

Microsoft
game studios



www.dice.se



0802 Part No. X08-90382

SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Rallying Like Mother Nature Intended

Now that you have *RalliSport Challenge*, you are about to experience the white-knuckle thrill of hard-driving, off-road rally action. Test your nerve and skill against the worst Mother Nature can throw at you—spinning gravel, treacherous ice, and stomach-dropping mountain roads—as you compete for dominance in the machines you’ve always wanted to drive.

So leave the asphalt to the commuters. *RalliSport Challenge* delivers off-road action on your PC.

Follow the setup instructions, and you’ll soon be off the trailer and on the snow, ice, gravel, sand, or tarmac of your choice.

To install RalliSport Challenge

1. Insert the *RalliSport Challenge* CD 1 into the CD-ROM drive of your computer with the label facing up.

The setup program will start automatically.

2. Follow the on-screen instructions.

If Setup does not begin automatically, see the Readme file located at the top level of the *RalliSport Challenge* CD 1, or double-click **setup.exe**.

If you want to dive right in, select **Instant Action** when you see the splash screen. This gives you a quick taste of the glory ahead.

When you’re ready to get down to serious business, select **Start Game**. You can create a new profile (see page 7), which makes it possible for you to accrue racing points that let you unlock levels featuring new cars and tracks. From the **Game** menu, choose one of these modes:

Career: Start in the **Pro** circuit, and earn points that will unlock cars and advance you toward the **Unlimited** circuit championship (see page 14).

Single Race: Race against three computer-controlled opponents (see page 15).

Time Attack: Race against the clock and then against your best time in the form of a ghost car (see page 16).

Multiplayer: Compete online with up to four players using a LAN or the Internet (see page 17).

Options: Tweak your controller, display, and sound settings (see page 22).

Extras: Take a look at track records you’ve set, and then race against those times in the form of ghost cars, or view credits of the people who worked on *RalliSport Challenge* (see page 26).

Game Controls

Rallying means sliding into hard turns on loose surfaces, losing and regaining traction, and mastering terrain that no ordinary machine would dare attempt. While a novice racer slides into—and perhaps through—a tight turn, an experienced rally racer learns to drift the car sideways through a turn to shave precious milliseconds off the clock.

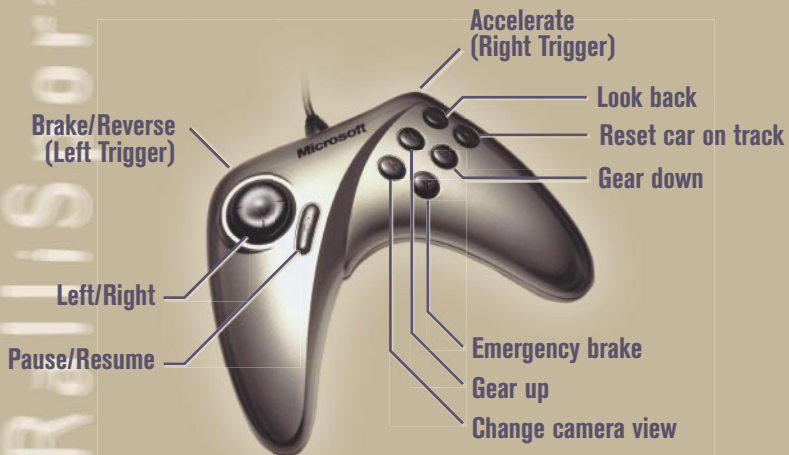
Driving Controls for a Gamepad

Left/Right	Directional pad
Accelerate	Right Trigger
Brake/Reverse	Left Trigger*
Emergency brake	A button
Gear up	Y button
Gear down	B button

System Controls

Change camera view	X button
Look back	Z button
Reset car on track	C button
Pause/Resume	Button 9
Cancel/Return to Previous Menu	ESC key

* Hold while stopped for reverse gear.



Driving Controls for a Wheel

Left/Right	Steering wheel
Accelerate	Right pedal
Brake/Reverse	Left pedal*
Emergency brake	A button
Gear up	X button
Gear down	Y button

System Controls

Change camera view	B button
Look back	Z button
Reset car on track	C button
Pause/Resume	P key
Cancel/Return to Previous Menu	ESC key

* Hold while stopped for reverse gear.



Driving Controls for a Keyboard

Left/Right	LEFT/RIGHT ARROW keys
Accelerate	UP ARROW key
Brake/Reverse	DOWN ARROW key*
Emergency brake	SPACEBAR key
Gear up	A key
Gear down	Z key

System Controls

Change camera view	C key
Look back	CTRL key
Reset car on track	ENTER key
Pause/Resume	P key
Cancel/Return to Previous Menu	ESC key

* Hold while stopped for reverse gear.

To customize your controller

1. On the **Controller Settings** screen, choose the controller you want to use, and then click **Customize Controls**.
2. In the list, select the function you want to change, and then either click that function or press the **ENTER** key.
3. When the setting changes to **<binding>**, press the button or key on your controller that you want to assign to that function.

Driving Controls for a Joystick

Left/Right	Push left or right
Accelerate	Push forward
Brake/Reverse	Pull back*
Emergency brake	Button 1
Gear up	Button 4
Gear down	Button 3

System Controls

Change camera view	Button 2
Reset car on track	Button 5
Look back	Button 6
Pause/Resume	Button 9
Cancel/Return to Previous Menu	ESC key

* Hold while stopped for reverse gear.

After you click **Start Game** on the first screen of *RalliSport Challenge*, you create a player profile on the **Select Profile** screen. This profile is where you store the points you earn in **Career** mode, as well as your personalized settings.

Select your difficulty setting—either **Beginner** or **Normal**. Although the tracks and cars are the same for both **Beginner** and **Normal** modes, finishing the first four **Career** events in **Normal** mode unlocks more cars and tracks. Both settings offer plenty of challenges, but the **Normal** setting pits you against tougher computer opponents, while the **Beginner** setting makes it possible for you to restart a race during a **Career** event (see page 14). Every time you complete a **Career** mode race or event, your point total is updated.

Your profile name displays on the **Select Profile** screen. If you want to change profiles, come back to this screen, and then select a different profile or create a new one.

It's easy to store and retrieve saved profiles in *RalliSport Challenge*. Every time you complete a race or event, your profile is updated automatically with your new point total. You never lose progress by forgetting to save.



Game Screen

Use the heads-up display (HUD) to keep track of your car's performance, your current position on the course, and your pace compared to your opponents.

Tachometer/Speedometer: The outer ring of the analog gauge displays your RPM. The next inner ring displays your speed, and the center ring section shows your turbo-boost pressure level. Your current gear is shown at the top of this gauge.

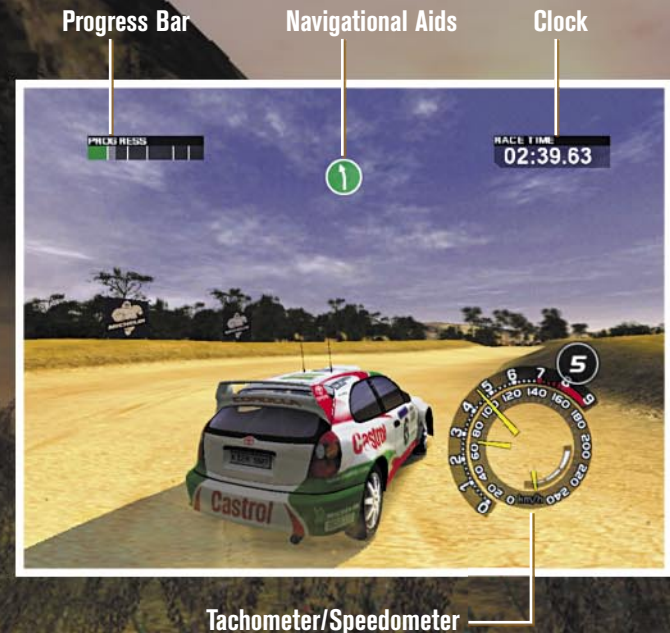
The digital version of this gauge displays your speed and gear as numerals, with your RPM indicated by a bar graph. You can change from an analog gauge to a digital gauge by selecting **Configure HUD** from the in-game **Pause** menu (see page 13). You also can configure the HUD by starting at the **Game** menu, and then select **Options**, then **Display Options**, and then **Configure HUD** (see page 22).

Clock: A clock displays your current total time for this race in the upper-right corner of the screen.

Progress Bar: The progress bar in the top left corner of the screen displays your current position on the race stage. As with the race itself, the bar is divided into sections. If your time on the section is better than the competition, that section of the progress bar will be colored green. If you're behind, it will be red.





Navigational Aids: Depending on the race type, you are aided either by pace notes or a course map. Pace notes are visual cues that warn you of upcoming turns, hazards, and road conditions.

You can choose between a map, pace notes, or no aids by selecting **Configure HUD** from the in-game **Pause** menu (see page 13) or by selecting **Options** from the **Game** menu (see page 22). However, you cannot choose pace notes for Ice Racing or Rallycross races.



Co-Driver Pace Notes

In Rally and Hill Climb races, your co-driver provides voice and visual cues to warn you of upcoming road conditions and changes in terrain. These cues include:

Bank	A wall of dirt.
Banks	The road leans to one side.
Bump(s)	A small but noticeable mound in the track. Your car might take air after a bump—take extra care to maintain control of your vehicle.
Careful	 General road conditions ahead require careful driving.
Caution	Will be followed by a specific obstacle that must be handled carefully.
Ditch	A trench in the ground, usually described as inside or outside a curve.
Don't Cut	A warning not to take a shortcut through a curve—something in the terrain might impede your car.
Easy Turn	 A mild turn to the right or left. Little or no braking needed.
Exposure	The road runs along the edge of a cliff or steep drop-off.
Fence	Usually described as located inside or outside a curve.
Gravel	The road surface changes to gravel.
Hairpin Turn	 An extremely severe turn that requires expert braking or skidding to negotiate.
Hard Turn	 A severe turn that requires skilled braking or skidding to negotiate.
Inside	Located on the inside of a curve.

Into	A turn that leads directly into another turn.
Long	A long curve.
Long Straight	The road runs straight for a considerable distance. Time to reach top speed!
Medium Turn	 A more difficult turn that might require braking or skidding to negotiate.
Mud	The road surface changes to mud.
Narrows	 The path or road becomes narrower, requiring more precise driving.
Onto	A new road surface coming up.
Opens	A curve that becomes less severe before straightening.
Outside	Located on the outside of a curve.
Over Bridge	 Prepare to cross an upcoming bridge.
Over Crest	 An incline in the track that blocks your view. Beware of sharp turns or obstacles on the other side.
Over Finish	The finish line. Don't stop accelerating until you cross it!
Over Jump	 A ramp or severe bump that could cause your car to take significant air.
Rocks	Usually described as located inside or outside a curve.
Sand	The road surface changes to sand.
Square Turn	 A 90-degree turn to the right or left.
Tarmac	The road surface changes to tarmac.
Tightens	A curve that becomes more severe before straightening.
Tight Hairpin Turn	 The most severe turn you can encounter.
Trees	Usually described as located inside or outside a curve.

Before every race, you have the chance to adjust transmission, tyres, and other car settings.

Transmission: Choose either automatic or manual transmission.

Tyres: Choose from tarmac, intermediate, gravel, snow, or ice tyres. The recommended tyre for each race will be the default.

Car Settings: Tweak your car's performance and handling with the following:

- ▶ **Suspension:** Choose a soft (helps avoid car damage), medium, or hard (more precise handling) suspension.
- ▶ **Gear Ratio:** Choose a short (quicker acceleration), medium, or long (higher top speed) gear ratio.
- ▶ **Power Ratio:** Choose a rear, middle, or front power ratio (four-wheel drive vehicles only).
- ▶ **Brake Balance:** Choose a rear, middle, or front brake balance.
- ▶ **Steering:** Choose loose or tight steering.
- ▶ **Reset to default:** Reset all your car settings to their default values.

Ghost: Race against the track's best time (**Time Attack** only).

Load Ghost File: Load a specific ghost file to race against (**Time Attack** only).

Quit: Return to the **Game** menu.

The in-game **Pause** menu gives you control over many of the same settings as the full **Options** menu (see page 22).

Continue Race: Return to the race at the exact place you paused.

Configure HUD: Select your analog gauge or digital gauge types; map, pace notes (Rally and Hill Climb only), or no driving aids; kph or mph speedometer; or restore HUD settings to default (see page 22).

Camera Options: Select which camera angles you want to turn on. With camera angles on, you can toggle through them during a race by pressing the **H** button on a gamepad. See page 5 and 6 for information on other game controllers.

Sound Options: Adjust the volume levels for all sounds, or adjust individual settings for **Music**, **Player Cars**, **Speech**, and **Environment** sounds (see page 24).

Restart: Restart the race you're driving currently (this option is not available during **Career** mode events when playing at **Normal** difficulty).

Retire: Quit the current race. In **Career** mode events, this moves you to the next race in the event schedule. If there are no more races, retiring moves you into the **Event Results**.

Career Mode

Everyone has to start somewhere. You start in the **Pro** circuit with a limited selection of cars. From there, you have to race to prove yourself and unlock new cars and tougher events.

Each event consists of several stages, but you don't need to win every stage to win an event. Every time you finish a stage, you earn points. You also can earn points through achieving a high top speed, excellent lap time, and avoiding car damage. After each event, your points are added to your overall total, bringing you closer to qualifying for a new event class and unlocking new cars.

As you progress through the different race classes—**Pro**, **Expert**, **Classic**, and **Unlimited**—you unlock groups of cars that help you stay competitive. Consistently superior racers are rewarded with special bonus cars (see page 19).

In the **Beginner** difficulty setting, you are able to restart a stage during an event. However, in **Normal** difficulty, you must re-race the entire event. In either difficulty setting, retiring from a stage moves you to the next stage or to the **Event Results** if you are retiring from the event's final stage.



Single Race

Single Race Mode

Single Race mode makes it possible for you to compete simultaneously against three computer-controlled opponents on any unlocked track.

Though these races do not contribute to your point total, you can use single races to hone your skills against the computer or to just get in a quick race without entering a **Career** event.

To begin a single race, select **Single Race** from the **Game** menu.



Time Attack Mode

Time Attack mode makes it possible for you to race, undistracted, on the unlocked track of your choice. Your co-driver is still there to give you navigational cues (Rally and Hill Climb races only), but no other racers are present, and you cannot gain any points to use for unlocking new cars and events.

Time Attack also gives you the opportunity to save your best runs in the form of a ghost, which you can race against to improve your skills and times. After completing a **Time Attack**, you can save your new ghost to your computer's hard disk. You can load these ghosts later to race again and again. Track records are saved on your computer's hard disk, but you can create ghosts only in **Time Attack** mode.

From the **Game** menu, select **Time Attack** to start honing your skills.



Multiplayer Mode



Some race for glory. Some race for the money. But, for others, there's nothing like the sheer thrill of humiliating friends.

Up to four players can compete simultaneously in a multiplayer race. On the **Game** menu, select **Multiplayer**. The *RalliSport Challenge* multiplayer application where you can join or host races is launched.

After the race is joined, all players have the chance to optimize their car settings. The player hosting the multiplayer game gets the added option of determining the number of laps in the race.

To host a multiplayer game on a LAN

1. On the **Game** menu, click **Multiplayer**.
2. Click **Host**.
3. Under **Game**, click **Create New Game**.
4. Type a name and topic for your game room, and then click **OK**.
5. When you have the players you want, click **Start Game**.

To join a multiplayer game on a LAN

1. On the **Game** menu, click **Multiplayer**.
2. In the list, wait for the server to appear, click the server you want to join, and then click **Join**.
3. Under **Game**, click the game you want to join, and then click **Join Game**.

To host a multiplayer game on the Internet

1. Find out the IP address of your server, and then let your friends know the address.
2. On the **Game** menu, click **Multiplayer**.
3. Click **Host**.
4. Under **Game**, click **Create New Game**.
5. Type a name and topic for your game room, and then click **OK**.
6. When you have the players you want, click **Start Game**.

To join a multiplayer game on the Internet

1. Get the IP address of the server that is hosting the game.
2. On the **Game** menu, click **Multiplayer**.
3. Click **Add Server**.
4. Next to **New Server Name**, type a name for the server.
5. Next to **Internet Address**, type the IP address of the server that is hosting the game, and then click **OK**.
6. Under **Games**, click the game you want to join, and then click **Join Game**.



You get immediate access to eight cars in *RalliSport Challenge*. As you progress through **Career** mode, you unlock the machines needed to stay competitive.

❏ Pro

Rally: These cars are the foundation of your racing career.

Ice Racing Promo: These cars accompany your first foray into the slick world of Ice Racing.

❏ Expert

Rallycross: These cars are useful for Rallycross and Ice Racing tracks.

Hill Climb: These cars have extra muscle for Hill Climb events.

❏ Classic

Group B: Take a nostalgic trip back to the 1980s, when Group B racing was thriving. Lower restrictions on modifications give these machines a competitive edge, but it takes a careful driver to control a "Killer B."

❏ Unlimited

Unlimited: These cars are built for screaming up steep, treacherous hills. You must work hard to stay in control of these beasts.

Every **Career** mode class also features special bonus cars. You must race in top form to earn the keys to these machines.

Race Type Descriptions

Rally

Unlike many types of auto racing, rallying takes place on a point-to-point track. There are no laps, and your goal is to get from the starting line to the finish line in the shortest time. Instead of wheel-to-wheel competition, where you race directly against other cars, only one rally racer is on the track at any one time, and the racer with the best time at the end is the winner.

Each stage is broken into sections. As you complete each section, you cross a checkpoint, which shows you how your time compares to your competitors'. Even if an opponent is ahead of you in the first few sections, smart driving can put you into first place.

Rallycross

Rallycross racing combines the thrill and skill of driving on mixed terrain with lap-based, wheel-to-wheel racing. Instead of staggered starts and best overall times, you pit your machine and abilities against three other racers at the same time.



RACE TYPE

Ice Racing

In an Ice Race, you compete wheel-to-wheel against your opponents as you complete several laps around a slick, treacherous course. Careful braking, accelerating, and car balancing are key to keeping your fender out of the trackside snow banks.

Hill Climb

When you're in a Hill Climb, you face the standard array of rough terrain and unpredictable weather. The difference is one wrong move could send you screaming over a cliff. You must push your machine to the limits as you power your way up steep inclines and around treacherous corners to post the best time to the top of the mountain.

Note that all single race and multiplayer races are wheel-to-wheel.

Options

You can adjust more than just your car's suspension and brakes in *RalliSport Challenge*. You also can tweak your controller, sound, HUD, and more through the **Options** menu.

Controller: The **Controller Settings** menu makes it possible for you to choose from a wheel, keyboard, joystick, or gamepad, as well as preferred button or key configurations.

Display Options: You can configure your HUD (shown on page 9), select which camera angles are available in-game, and adjust your graphics.

To configure your HUD, select **Configure HUD** from the **Display Options** menu, and then click the option you want.

- ▶ **Gauge Type:** Select an analog or digital display.
- ▶ **Driving Aids:** Select a map or pace notes as your preferred visual driving aid type, or turn driving aids off. (Some race types have default driving aids that cannot be changed.)
- ▶ **Speedometer:** Select kph or mph.
- ▶ **Reset to Default:** Restore all settings to their defaults: analog gauge, pace notes, and kph.



OPTIONAL



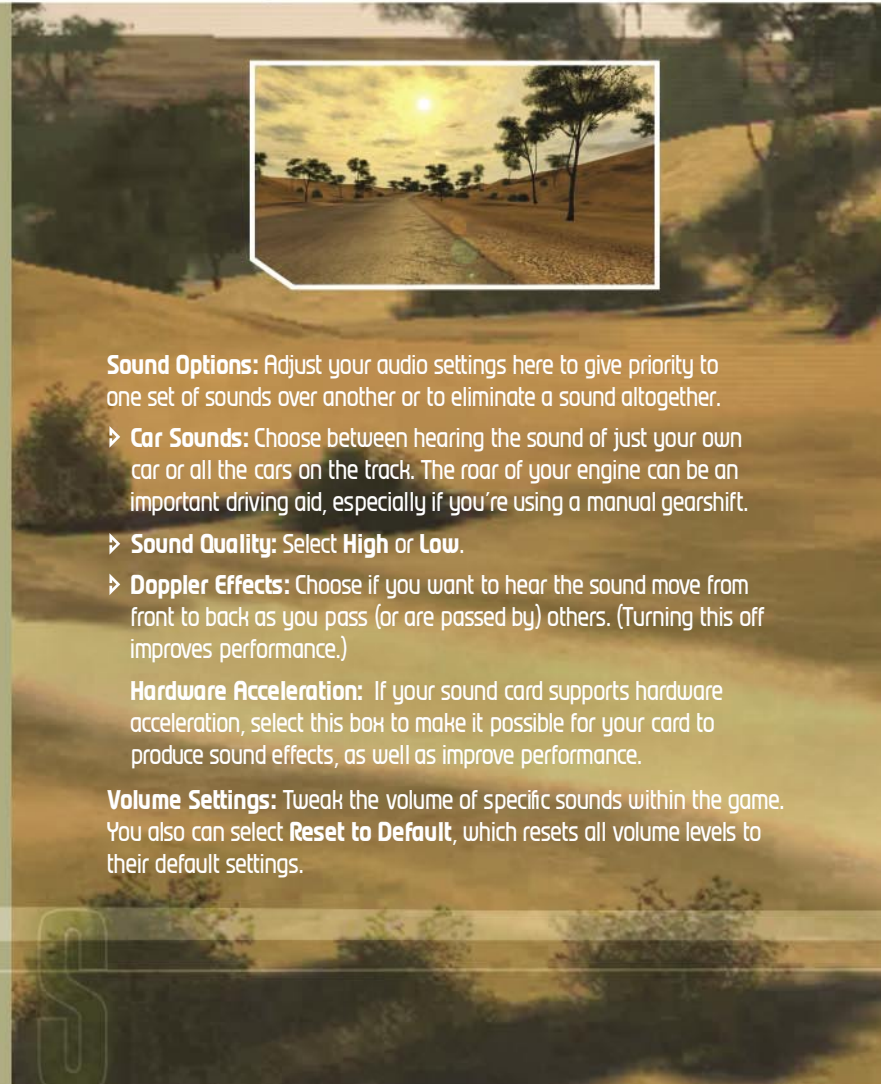
To configure your camera angles

1. Select **Camera Options** from the **Display Options** menu.
2. Select the camera angles you want to turn on or off by placing a check mark in the appropriate box.
3. After you've selected which camera angles are turned on, you can toggle through them during a race by pressing the **H** button on your gamepad. See page 5 and 6 for information on other game controllers.

Graphics: Adjust the screen resolution you want to use, and choose the level of detail you want—**Low, Medium, High, or Custom.**

Advanced Graphics: You can adjust some settings in *RalliSport Challenge* to take advantage of your video card's capabilities. A higher setting can give you a better graphical experience, but it might reduce overall performance. On the **Graphics** screen, click **Custom**, and then click **Modify** to make the adjustments you want.

- ▶ **Viewing Distance:** Drag the slider to the right to make objects in the distance clearer.
- ▶ **Player Car Quality:** Drag the slider to the right to sharpen the appearance of your car.
- ▶ **Opponent Car Quality:** Drag the slider to the right to sharpen the appearance of the other cars.
- ▶ **Car Shadows:** Choose from drop shadows only, player shadows only, all shadows, or turn shadows off. (Turning shadows off improves performance.)
- ▶ **Particle Effects:** Choose to see dirt and dust flying from your car only, all cars, or no particles at all. (Turning particles off improves performance.)
- ▶ **3D Trees, High Track Detail, Weather, and Skid Marks:** Select if you want to see or experience these options while racing.



Sound Options: Adjust your audio settings here to give priority to one set of sounds over another or to eliminate a sound altogether.

- ▶ **Car Sounds:** Choose between hearing the sound of just your own car or all the cars on the track. The roar of your engine can be an important driving aid, especially if you're using a manual gearshift.
- ▶ **Sound Quality:** Select **High** or **Low**.
- ▶ **Doppler Effects:** Choose if you want to hear the sound move from front to back as you pass (or are passed by) others. (Turning this off improves performance.)

Hardware Acceleration: If your sound card supports hardware acceleration, select this box to make it possible for your card to produce sound effects, as well as improve performance.

Volume Settings: Tweak the volume of specific sounds within the game. You also can select **Reset to Default**, which resets all volume levels to their default settings.

In **Time Attack** mode, you can save your races as ghost files. A ghost is a transparent car that represents a certain posted time. When saved, your ghost is available to race against again and again. All you have to do is go to the **Extras** screen and select **Race Ghost**, and then select the ghost against which you want to race. When you do, *RalliSport Challenge* will start the race in which that ghost was saved, and you can begin competing.

Or, if you just want to read your best times, you can select **View Records**.

Don't forget to select **Credits**, and meet the team that brought you *RalliSport Challenge*!

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“Back Up”

Produced by Soundmine / DJ Prog Rock
Written by Christian Montalbano
Vocals by Nandi Johannes

“Cold Fission”

Produced by Soundmine / DJ Prog Rock
Written by Christian Montalbano
Vocals by Nandi Johannes

“Come in hard”

by Jesse Bonds Weaver Jr., Steven Proctor
Zomba Music Publishers LTD/ Schooly DEE Music
(Adm. By Zomba Music Inc) BMI
Performed by HARDKNOX
Courtesy of Jive Electro

“Cyberdyne”

Performed by Fear Factory
Produced by Colin Richardson, Remixed by Junkie XL
Lyrics by Burton C. Bell, Music by Dino Cazares
and Raymond Herrera
Published by Roadblock Music, Inc./Hatefile Music
c/o BMG Songs, Inc. (ASCAP)
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“G-Force”

Produced by The Transmographist
Written by Christian Montalbano
Guitars by Nandi Johannes

“HIT IT!”

by BIG IDEA www.bigideainc.com
Music Produced, Composed, and
Engineered by Chuck E. Myers
Recorded and Mixed at BIG IDEA STUDIOS
Salt Lake City, Utah

“Infrared”

Performed by Ball of Waxx
Written by David deLaski
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“L.B.P.”

Performed by Frontside
Written by Scott Simon & Chris Arkley Smith
Published by Chrysalis Music (ASCAP)
(P) 1999 Wax Trax! Records
Courtesy of Wax Trax! Records/TVT Records

“Kill the DJ”

Performed by Dub Pistols
Written by Jason O'Bryan, Barry Ashworth
and Lee Spencer
Published by BUG MUSIC LTD. (PRS)
Administered by Bug Music, Inc.
Deconstruction Songs Ltd./ Copyright Control/
Bug Music Ltd
BMG Songs, Inc. (ASCAP) on behalf of Deconstruction
Songs Ltd. / BMG Music Publishing Ltd
Produced and mixed by Dub Pistols and Lee Spencer
Engineered and programmed by Jason O'Bryan
Courtesy of A&M Records under license
from Universal Music Enterprises

“Outta My Way”

by T Saiki / Ronin Music www.bigideainc.com
Music Produced, Composed, and
Engineered by Tino Saiki
Recorded and Mixed at BIG IDEA STUDIOS
Salt Lake City, Utah

“Quick Fix”

From the FOETUS album "Blow" thi 57109.2
Thirsty Ear Recordings
Written and produced by J.G. Thirlwell
Remixed by Charlie Clouser
Published by ectopic music/ASCAP
www.foetus.org
www.thirstyear.com

“Spellbinder”

by AndRoid: aka. Bradley Royds & Andy Hay
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“SUICIDE MaCHiNE”

by BiG iDEA www.bigideainc.com
Music Produced, Composed, and
Engineered by Chuck E. Myers
Vocals by Patrick Evje
Recorded and Mixed at BIG IDEA STUDIOS
Salt Lake City, Utah

“Tech-Head”

aka. Bradley Royds & Andy Hay
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