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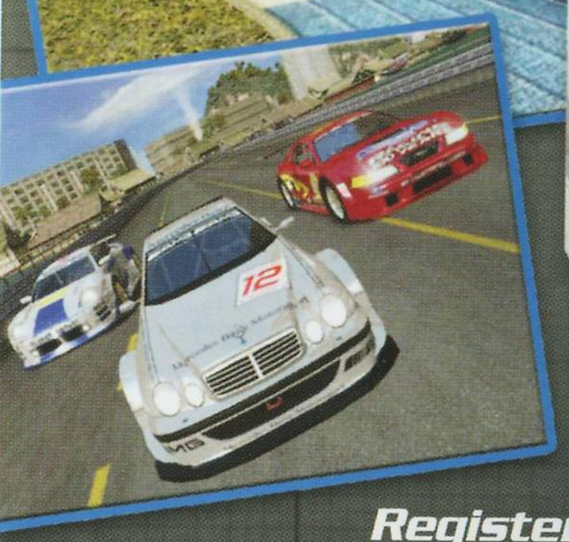

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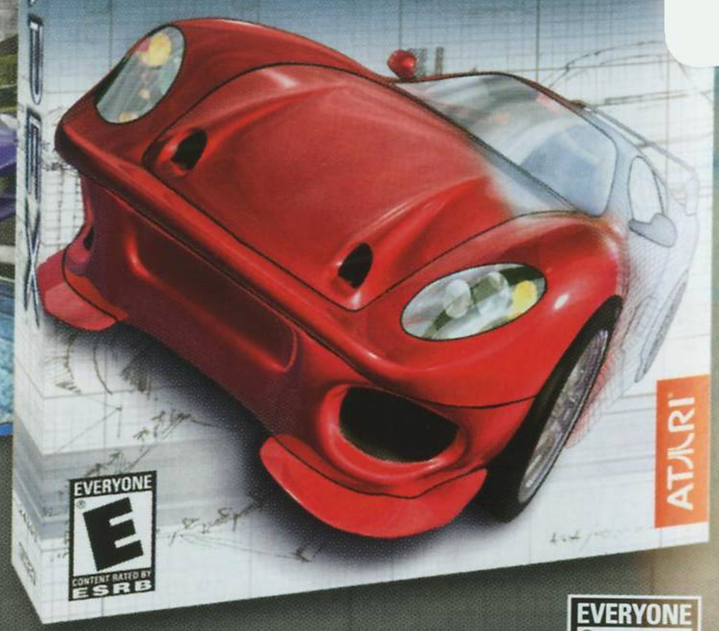

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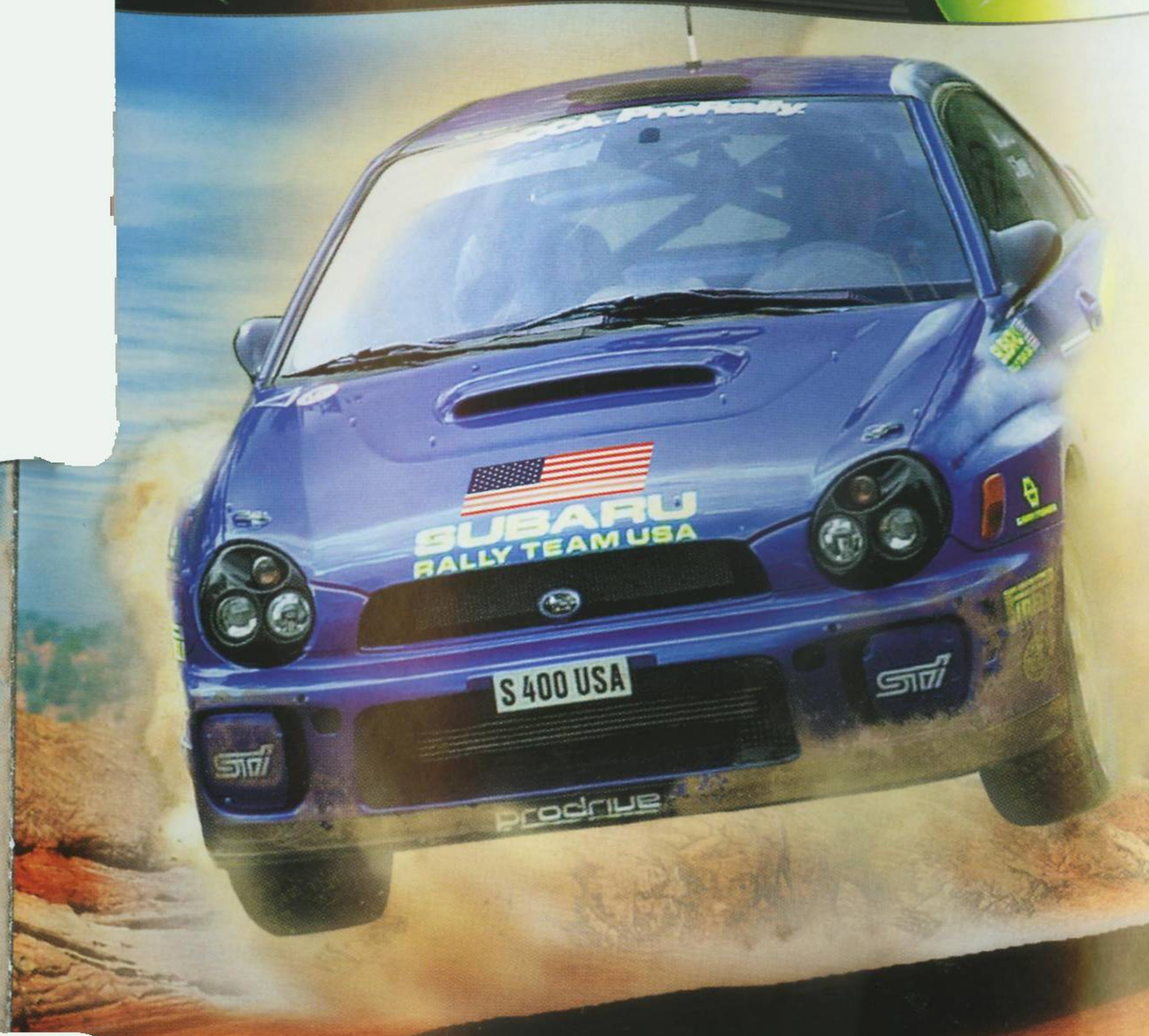

V-RALLY® 3

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SAFETY INFORMATION

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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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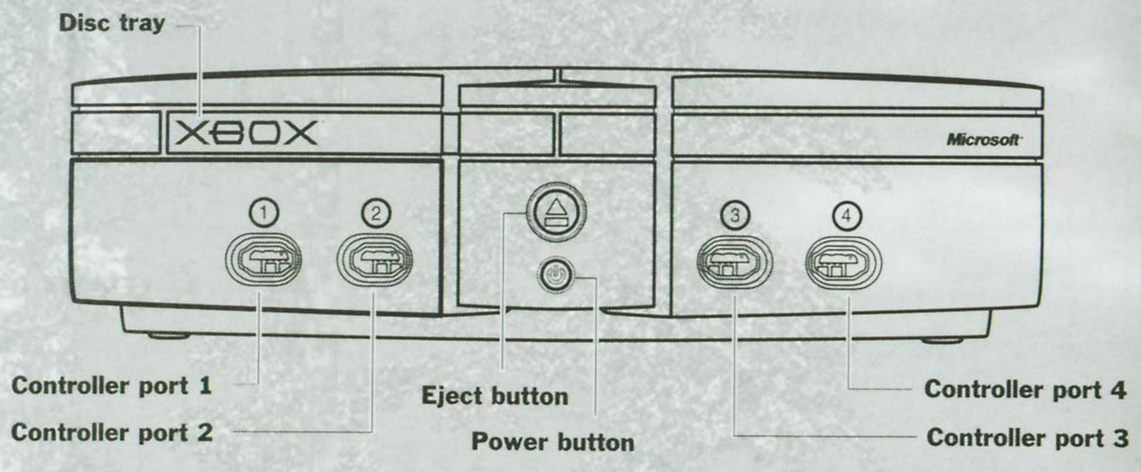
CONTENTS

USING THE XBOX VIDEO GAME SYSTEM 2
USING THE XBOX CONTROLLER 3
MAIN MENU 4
OPTIONS 6
V-RALLY MODE 8
THE RACE 10
CAR SETUP 12
CREDITS 14
INFOGRAMES WEB SITES 17
TECHNICAL SUPPORT 18
END-USER LICENSE AGREEMENT 20

USING THE XBOX VIDEO GAME SYSTEM



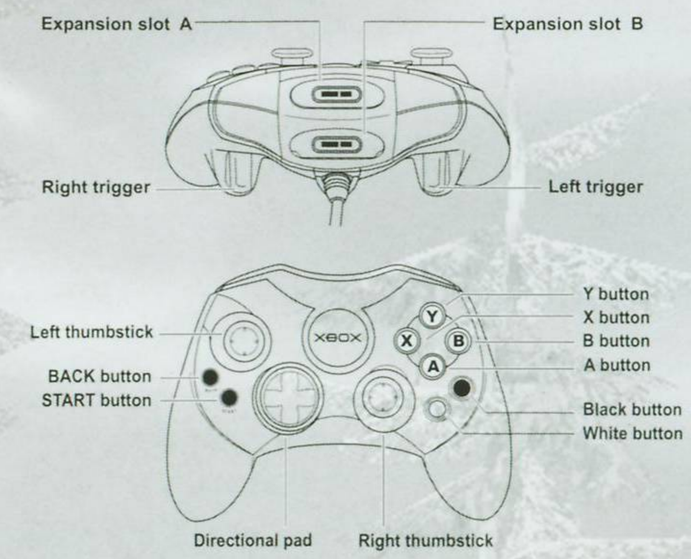
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **V-Rally® 3** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **V-Rally 3**.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **V-Rally 3**.

Watch out! These are the default controls:

Control	Menus	In-game
Y button		Change view
B button	Cancel / Back	Hand Brake
left trigger		Brake and reverse
right trigger		Accelerate
Black button		Rear view
White button		Back on track
X button	Help (when available)	Change gear up
A button	Confirm	Change gear down
left thumbstick	Navigate menus	Steering
START button	Confirm	Pause game
BACK button	Cancel / Back	
directional pad	Navigate menus	Steering

Drivers

To play **V-Rally 3** you must create a driver. You can create up to eight different drivers.

Create

Everything starts here. First enter your last and first names, using the **directional pad** to highlight each letter of your name. Press the **A button** to confirm each letter. Select SPC to add a space, or DEL to delete a letter. Select OK and press the **A button** when you are finished.

Next, choose a nationality and look for your driver. Use the **directional pad** to select the flag of your chosen nation and press the **A button** to confirm. Select a look for your driver, using the **directional pad** to scroll through the available drivers and press the **A button** to confirm your choice.

Finally, select OK and press the **A button** when you are ready to hit the road.

***Note:** You can't play **V-Rally 3** if you have not created a driver.*

Delete

If you wish, you can delete the driver(s) you have already created. Select the name of the driver you want to delete and press the **A button**.

Compare

To compare the performance and records of two drivers, select Compare and choose the first driver you want to compare from the on-screen list and press the **A button**. Then select the second driver for comparison and press the **A button**.

Drivers are compared in Track Time, Challenges, V-Rally Mode and Overall. In Track Time and Challenges, drivers are compared either on a per country basis or overall. In V-Rally Mode, drivers are compared by details (each driver's score through his/her career) or progression (how far each driver has progressed through the game). Overall comparisons shows each driver's score for the entire game in all modes.

Pressbook

The Pressbook contains two separate volumes that summarize the records and important events in your career. The Records album contains your course records and the records you've set in Challenge Mode throughout your career. The Seasons album shows the development curve for your career, your total victories and points, the development of your personal characteristics and pictures testifying to the great moments of your career.

V-Rally Mode

In V-Rally Mode, you play out your career. Prove yourself in the 1.6L FWD (Front Wheel Drive) category, and work your way up at your own pace. Aim for the top to win the supreme title: Champion of the 2.0L 4WD (Four Wheel Drive) category.

New

Start your season by signing a contract with a new team, or renewing your contract with your team from the previous season. You'll have several offers in the 1.6L FWD category. You can choose from several different teams and cars. The choice is yours.

Show some skill behind the wheel and you may attract the attention of the top 1.6L FWD and even a few 2.0L teams at the end of your first season. Give it your best shot!

Resume

Continue your V-Rally career already in progress.

Quick Races

Time Attack

Time Attack Mode is a great way to practice getting the best possible times on the same courses as V-Rally Mode. You can compete against your own ghost if you so choose.

Up to four players can compete on a course, each taking the starting line in turn. Watch out! You may beat the specified time, but you must also beat the times of the other players.

Once you've completed all of the courses in one country, you can race all of the courses in that country in the opposite direction.

Challenge

This game mode is a series of competitions that you compete in one after the other. Only the first Challenge is available at the start of the game. As new challenges appear, the difficulty level increases. In certain Challenges you can choose your car and make adjustments.

Each competition is made up of at least three stages and has a total time in which to complete all the stages. You need to beat this time to win and move up to the next Challenge.

In a multiplayer challenge, the aim is not to beat a specified time, but to race against other players' total times.

Options

Adjust game settings here. See the next section for details.

OPTIONS

These options apply to all game modes for all players.

Display

Speed Unit: Use the **directional pad** to chose between MPH (miles per hour) and KPH (kilometers per hour). Press the **A button** to confirm your choice.

Texts: Use the **directional pad** to select in which language the game text appears. Press the **A button** to confirm your choice.

Audio

Volumes: Press up or down on the **directional pad** to choose between Menu SFX, Menu Music, Race SFX, Car Engine and Navigator. Press left and right on the **directional pad** to adjust the volume up or down. Press the **A button** to confirm your choices.

Speech: Press left and right on the **directional pad** to choose the language spoken during the game. Press the **A button** to confirm your choice.

Misc.

Exit: Returns you to the Main Menu and saves your changes to the options.

Default: Restores all settings to their defaults.

Save: Press left and right on the **directional pad** to select between auto-save and manual save. In manual save mode, you must save your game each time you are prompted during the game or game data will not be saved. Auto-save handles the saving of your game automatically.

Credits

These are the folks who made your racing experience possible.

Pause Menu

Game: Restart, Resume or Abort your current race.

Driving Options: Here you can set the vibration function to high, medium, low or OFF, change Gear Box (manual or automatic), adjust the steering sensitivity, adjust acceleration sensitivity, and change brake sensitivity.

Display Options: This changes which items are displayed on the game screen during a race. You can turn the Sectors, Navigator, Revs/Speed, Gear Box and Timers ON or OFF.

Audio Options: Adjust the volume of the Car Engine, Race SFX and Navigator.

Replays

At the end of a race, select Replay from the available options to watch the race you just finished. By selecting Telemetry (if available), you can view specific variables of your race performance in real time. Telemetry mode shows your speed, brake pressure, grip and gear selection, along with a display showing your car and the route traveled over the course.

During a replay, Press the **Y button** to change which camera views the action. Press any controller button to bring up the replay controls display at the bottom of the screen. Press left and right on the **directional pad** to move between the on-screen buttons.

The Office

Manage and follow your career from your office. Press left or right on the **directional pad** to move through the items in your office. Press the **A button** to select an item.

E-mails

Use the computer and e-mail to see proposals you've received from teams, check contracts, and access other information relevant to your career. Teams will send you e-mail to offer you contracts and try-outs. Scroll through the e-mails by pressing up or down on the **directional pad**. Press the **A button** to read the selected e-mail or press the **B button** to return to the office.

Rankings

This shows you the various ranking statistics for drivers and teams in both the 1.6L FWD and 2.0L 4WD classes. Select a vehicle or team class and press the **A button** to view the info.

Data

Here you can see your goals and personal data. Goals change throughout the course of your career. Data is updated to reflect your experience through your career. You will be ranked in four areas:

Velocity: Speed is the key to racing success. Nobody becomes a champion by being slow. Speed is not all it takes to make a champion — but it certainly helps!

Consistency: A great driver is always consistent. It's no good breaking records in one stage, then flying off the course in the next. Know when to take your foot off the accelerator.

Experience: The more rallies you race, the more respected a driver becomes.

Goals: Achieving fixed goals is important to a team that has to answer to its sponsors. It is better to deliver a respectable performance than to take unnecessary risks.

Pressbook

For more information on the Pressbook, see page 4.

Rally!

Once you have signed a contract, you can start racing by selecting Rally! You may also save your data or quit the game at this point.

Create a Winning Team!

While you read the contracts, check out the team information. This information on the side of the screen features several items: the name of the team, the car, the team's category standing in the previous season, and the team's strong and weak points and morale.

Morale

This is directly linked to your results. Fulfill your goals and improve your team's standings, and morale will soar. Otherwise it will plummet. Staff morale has a direct affect on car repair times when you visit the Service Area.

Reliability

Reliability affects the strength of your car. Your car is more likely to break down with an unreliable team. Each team has its own reliability factor that is re-evaluated at the end of each season. The better your team's results, the more reliable it becomes.

Budget

At the start of a season, each team receives a budget in proportion to its ranking. The budget allows you to improve your car and win more races. As your cars get better and your results improve, you will receive a larger budget. Before signing a contract, review the team's ranking and make your own decision regarding the team budget.

Last Position

At the end of each rally and at the end of a season, teams are ranked according to their results. At the end of each rally, points obtained by each team's cars are added to those of previous rallies and the teams are ranked accordingly. When two teams have the same number of points, their standing is decided on the best race position achieved.

Contract Clauses

The contract you sign with a team will set your goals. The clauses are as follows:

Length: The contract always applies to a single season and is renewable.

Goal for the season: This depends on the team's position in the previous year's standings.

Get that helmet, grab those gloves and settle into the driver's seat. The serious business of racing starts here!

A Season

A season is made up of several rallies over a year. Every rally takes place in a different country and is made up of several stages. Rally order during a season is always the same. But every year all stages can be modified, so you will notice a change each year!

There are four rallies in the 1.6L FWD category and six in the 2.0L 4WD category.

Anything can happen during the season — other teams may contact you if your results are excellent, or you might crash your car and be unable to achieve your team's goals. Keep your strategy tight throughout the competition, establish priorities for repairs and adjustments, and adapt your driving style to each rally. Think and act like a championship driver.

In the Service Area

At this strategic location you can fine-tune your motor, make repairs, and access information about weather and track conditions before starting a stage. You also receive information about upcoming events.

A whole season can be won or lost in the Service Area. How you analyze information, the decisions you make and the time you take, mean the difference between winning and losing. The list of damaged or critically worn parts is displayed, classified in order of importance.

The first time you head into the Service Area, take a good look at all options offered:

Repairs
Repair your car when it's damaged during the race.

Info
Review race conditions for each stage, check rankings, and read goals.

Setup
These options set up different elements of your car in line with your strategy — tires, brakes, suspensions, etc.

Driving
Modify options described on page 13.

The Pre-season

The Pre-season is important! Your choices in the Pre-season affect the development of your career. During the Pre-season, you find yourself in your office to make decisions that influence the upcoming season. You receive offers of contracts from teams that have approached you during the preceding season as well as their credentials.

Between Rallies

Between two rallies or between two seasons, you return to your office. There are a few differences from the Pre-season:

- Proposals from other teams do not come in the form of contracts, but in the form of try-outs and tests. You can always plan a transfer to another team, if you receive a better offer.
- You also have access to the rally debriefing for the previous race.

The Race Screen

The following elements shown on screen give you important information about the status of your car and the progress of your race.

Sector Timer
Shows stage completion time in Time Attack and Time Challenge; and position and gap time in V-Rally Career.

Turns
Shows you the nature of the upcoming turn.

Sectors
The number of sections of the stage that you've completed.

Timer
Shows you how long the stage has taken.

Gap
The amount of time between you and the leader.

Wheelspin
Tires will flash orange when they begin to slip. When the wheel is blocked, the icon turns red.

Tachometer
How many RPMs your engine is running at.

Shift Light
This light blinks when it's time to shift up.

Gear
What gear your transmission is in.

Speedometer
How fast you're going.

CAR SETUP

Throughout **V-Rally 3** you will have opportunities to fine-tune the setup of your car. The way you set up your car has a dramatic impact on race performance. Each part of the car can be tuned to your personal preferences, or to suit the varying weather and track conditions. In the car setup screen, the following items can be adjusted.

Tires

Selection: Tire selection is an essential part of the car preparation process. You can select any of the 12 tire types, but the manufacturer will recommend three types of tire for each country. It's up to you to choose the best-adapted tire for the surfaces you will encounter, taking weather conditions into account.

Pressure: Reducing tire pressure can improve grip on slippery surfaces by increasing the area of the tire in contact with the ground. Conversely, increasing the tire pressure reduces the area in contact with the surface, increasing speed at the expense of grip. Selecting different pressures for the front and back can change the balance of the car.

Chassis

Suspension: Suspension settings can improve grip and car stability depending on the surface. On smooth surfaces, hard suspension is appropriate. Softer suspension is better suited to bumpy and irregular tracks. Selecting different suspension for the front and back can change the balance of the car.

Ride Height: Adjusting the ride height depending on the irregularities of the surface can make the car easier to handle. A low ride height is generally associated with a hard suspension, for smooth surfaces such as asphalt. A high ride height with a soft suspension is better for courses with bumpy surface and jumps.

Stabilizers: Stabilizer bars add rigidity to the car and reduce the torsion that results from rapid shifts in weight. Large diameter bars provide optimal control on smooth surfaces with good grip such as asphalt. Stabilizer bars are not recommended for very irregular or very slippery surfaces, such as mud, in order to preserve maximum grip.

Mechanics

Gearbox Ratio: Gearbox ratios affect the top speed and acceleration characteristics of your car. A short gear ratio provides faster acceleration, but top speed is diminished. Faster acceleration is useful on courses with a lot of turns and twists, as it will improve your ability to exit corners faster. A long gear ratio lessens acceleration, but increases top speed. Courses with long straight sections and fewer turns are suited to a longer gear ratio.

Differentials: Opening or closing the front and rear differentials can adjust the control of torque to each wheel. The central differential divides the power of four-wheel drive cars between the front and rear axles. The distribution of power has a direct influence on the car's tendency to oversteer or understeer. Cars in the 1.6L FWD class have only a single differential located in the front.

Brakes: Braking can be adjusted via two settings. The first divides the braking power between the front and rear brakes in order to modify the car's tendency to oversteer or understeer while braking. The second setting adjusts the force of braking. At the maximum level, braking distance is reduced if there is significant grip, but the wheels will lock up easily on low-grip surfaces. Shorter braking distance is achieved by selecting the right amount of braking power for the surface.

OK

Exit: This option takes you out of the car setup screen.

Get From: You can use this option to retrieve settings from a course and country that you've already set up your car for. Press left and right on the **directional pad** to select the country, and press up and down on the **directional pad** to choose the track.

Save: (Available in Quick Race only)You can save your car setup for future use on the same country and track, or for loading from the car setup screen in other countries.

Driving

You can change your Driving options after the car setup screen, or through the pause menu during a race. The following options are available:

Driving Options

Gear Box: Choose Manual or Automatic.

Steering: Adjust the amount of sensitivity in the steering.

Acceleration: Adjust the sensitivity of the acceleration function.

Brakes: Adjust the sensitivity of the braking function.

Ghost: Turn the ghost car available in Time Attack ON/OFF.

Controllers

Configure: Change which function is assigned to a particular button.

Vibration: Adjust the vibration function to High, Medium, Low or OFF.

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U.S. AND CANADA

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Suite # B101, Box 180
Woodinville, WA 98072-9965
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