colin mcrae rally 3 ™

drivers guide

Codemasters®

GENIUS AT PLAY™

BOX INSERT. NOT A PART OF THE MANUAL.

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with Playstation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

the contents

getting started

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the colin mcrae rally 3™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

memory cards

Within this booklet, the term 'memory card' is used to describe the Memory Card (8Mb) (for PlayStation®2) – (product code SCPH-10020 E). Any other Memory Card such as Memory Card (SCPH-1020 E), which is designed for use with PlayStation® computer entertainment system, is not compatible with this game or hardware.

Make sure there is sufficient space on your memory card before starting play.

car control

DUALSHOCK®2 analog controller

L2 button
L1 button
R2 button
R1 button
directional buttons

SONY
PlayStation 2
DUALSHOCK 2
SELECT
ANALOG
START

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
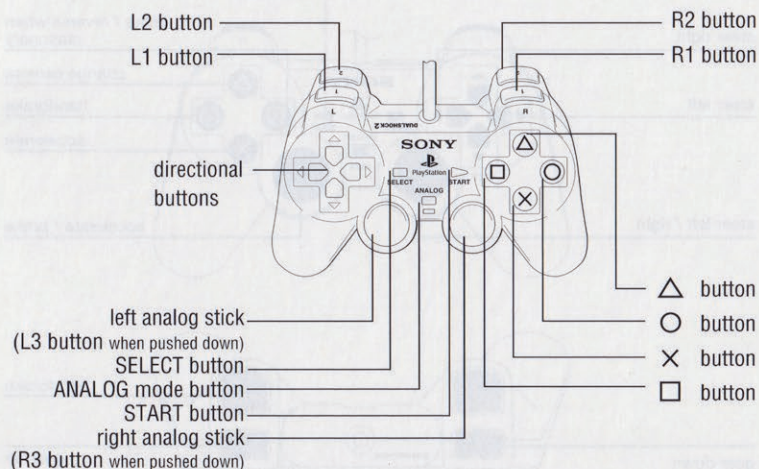
menu navigation

Throughout game loading and the menu system, the controller in controller port 1 must be used. The controls are as follows:

Highlight menu item:	Left / right directional buttons.
Change menu item:	Up / down directional buttons.
Select highlighted item / accept:	✕ button.
Back / Cancel:	△ button.

supported controllers ▪▪▪▪

DUALSHOCK®2 analog controller

- pause
- brake / reverse when stationary
- steer right
- change camera
- steer left
- handbrake
- accelerate
- steer left / right
- accelerate / brake

- handbrake
- gear down (manual transmission)
- gear up (manual transmission)
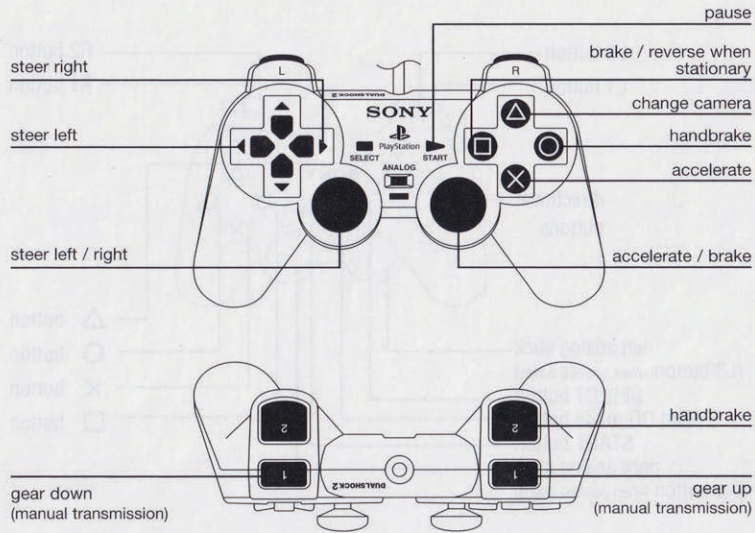
For alternative control configurations, see [Options Menu].

▪▪▪ supported controllers

Logitech Driving Force

- steer left / right
- change camera
- gear down (manual transmission)
- gear up (manual transmission)
- gear down (pedals present)
- pause
- gear up (pedals present)
- brake (no pedals)
- handbrake
- accelerate (no pedals)

- brake
- accelerate

mcrae & grist
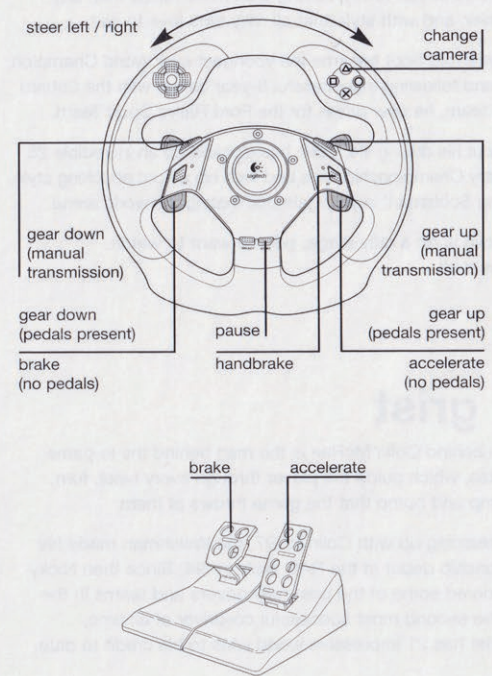
colin mcrae mbe

Colin McRae is the most popular, exciting and successful driver on the world circuit today, having won more rallies than any other driver, and with style that all rally fans love to see.

The 33-year-old Scot became the youngest ever World Champion in 1995 and following a successful 8-year career with the Subaru Prodrive team, he now drives for the Ford Rallye Sport Team.

Throughout his driving life, Colin has clocked up an incredible 25 World Rally Championship wins and with his all-out attacking style, the 'Flying Scotsman' is yet again dominating the world arena.

When Colin is on a rally stage, people want to watch. That says it all.

nicky grist

The man behind Colin McRae is the man behind the in-game pace notes, which guide the player through every twist, turn, crest, jump and bump that the game throws at them.

Prior to teaming up with Colin in '97, the Welshman made his Championship debut at the RAC Rally in '94. Since then Nicky has partnered some of the best rally drivers and teams in the world. The second most successful co-driver of all time, Nicky Grist has 21 impressive world wins to his credit to date.

For more information on Colin McRae, Nicky Grist and the Ford Rallye Sport Team, check out:

www.fordrallyesport.com

www.colinmcrae.com   www.nickygrist.com

on screen

Co-driver Signs

Split Countdown

Stage Progress

Time

Revs
Gear Change
Max Throttle
Gear
Speed

Co-driver Signs: See [Co-driver Calls and Symbols]

Split Countdown: Split time readings are taken at various points throughout the rally stage. As you approach each Split Time point, a Countdown appears on-screen, to show how you are performing in comparison to the fastest recorded time for that section of the stage. If you cross the Split Time point while the Countdown is still in the negative, you have beaten the fastest time for that section.
If you are first out onto the stage, you will not receive Split Countdowns, but instead will set the Split Time for following drivers to beat.

Stage Progress: Monitors your progression through the stage. Each split point will turn red or green depending on whether you are up or down against the fastest car currently through the stage.

Revs: Current RPM.

Time: The total amount of time taken so far on the stage.

Speed: Current speed.

Gear: Current gear.

Gear Change: Indicates when a gear change is needed.

Max Throttle: Indicates when maximum throttle is being used.

beginning the game

main menu

Championship: play as Colin McRae through a 3-year contract with the Ford Rallye Sport Team (single player).

Stages: take on a single rally stage with any of the unlocked cars and tracks in 1 or 2 player modes.

Options: select game options and configurations.

Extras: access bonus game material and special features.

autosaving

Throughout your career as a world-class rally driver, your progress is saved automatically to the memory card. Up to three careers can be saved to one memory card. Do not remove the memory card while your game is being AutoSaved.

The AutoSave icon appears on-screen while AutoSave is in progress.

After the initial creation of the AutoSave file on your memory card, only updates to your progress are saved. Therefore, you must keep the same memory card present in order to see your career through to its conclusion. You cannot swap memory cards during play.

You can race without a memory card present, though no career progress information, unlocks or opened secrets will be retained for play at a later date.

AutoSave Icon

Game Loading Icon

championship mode

championship menu

Starting Your Career

To start a new career, highlight one of the 'EMPTY' career slots and press the X button.

Next, give your career a name. Use the directional buttons to highlight each letter, pressing the X button to enter each one in turn. To delete letters, either press the □ button or highlight 'DEL' and press the X button.

When you are satisfied press the START button, or highlight 'OK' and press the X button.

Finally, highlight the difficulty level you want to compete at (depending on those unlocked) and press the X button. This creates the career save file on memory card to which all AutoSaves for this career are made, see [AutoSaving].

Continuing Your Career

To continue your career from the last AutoSaved point – see [AutoSaving], highlight the career name in the Championship Menu and press the X button.

On the following screen, highlight 'LOAD' and press the X button.

Deleting A Career

To remove a career from memory card, highlight the career name in the Championship Menu and press the X button.

On the following screen, highlight 'DELETE' and press the X button. Next press the X button to confirm deletion and remove the save file from the memory card permanently, or the O button to cancel deletion.

the rally

As World Champion rally driver Colin McRae, your career with the Ford Rallye Sport Team consists of three Championships, each through six countries. In each country you are scheduled for one day of testing (Shakedown), followed by the two-day rally event:

Shakedown Day

Shakedown is the day allocated for you to ensure your Ford Focus RS WRC is set up properly for the upcoming rally. From the Service Area, configure, tweak and test your car configuration and analyze the data on its performance – see [Optimizing your Car Setup] and [Telemetry].

This is also your chance to get the low-down on the rally stage/s you are about to take on. Select 'INFORMATION' for details concerning your current challenge.

When you've made and tested all of your vehicular adjustments, highlight 'CONTINUE' to proceed to Rally Day 1.

The Rally Event

Day One

On Rally Day 1, you will be running three Special Stages back-to-back, driving for the fastest time against the rest of the field. There will be no Service Areas to reconfigure your car or repair damage, so if you are going to make it through all three stages, you will need to make sure your car stays relatively intact.

Day Two

Rally Day 2 is an altogether more intensive rally experience. Your day starts at the Service Area (for configuration and repairs) followed by three Special Stages. A further visit to the Service Area takes you onto the final Super Special Stage – the climax of the country's rally.

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optimizing your car setup

It is important that your car is configured properly for the stage ahead, the weather conditions and your driving style. Always make the most of your Shakedown Day – see [The Rally] – to get your car perfectly tuned for the rally.

As you progress through the Championship, more advanced car components will become available to enhance your performance. Install them through Car Setup.

In Car Configuration, use the left and right directional buttons to navigate to the type of component that you want to adjust, then press the ✕ button. Next, use the up and down directional buttons to highlight the specific component you want installed or adjustment you want to make, and press the ✕ button to select it.

When you have finished setting up the component, highlight OK with the up or down directional button and press the ✕ button.

Brakes

Pads – Smaller brake pads are less efficient at stopping the wheels moving, but are not as liable to lock up. Larger pads will quickly stop the wheels from moving but will lock up rapidly.

Balance – This adjusts the difference in brake power applied to the front and rear brakes.

Gearbox

Ratio – low gear ratios increase your acceleration but reduce your overall top speed; high gear ratios will allow a greater top speed but slower acceleration.
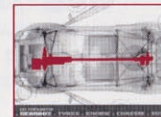
Transmission – Automatic transmission decides when gears change, whereas manual transmission requires the player to decide when to shift gear. Semi-Automatic transmission changes gear when required but allows manual gear shift as well.

Tires

Select the correct type of tire for the terrain and surface conditions of the upcoming stage. If unsuitable tires are used, your grip will not be as strong and greater tire wear and damage will occur.
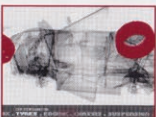
Engine

Launch Control – use Launch Control to reduce wheel spin off the start line. To engage, the throttle must be held as the countdown ticks away, then released when it reaches zero to launch the car.
Don't release the throttle before the countdown has reached zero otherwise launch control will be disengaged.
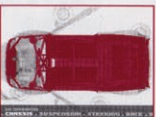
Power Balance – this adjusts the difference in power that is sent to the front and rear wheels

Chassis

A strong chassis is more resilient to damage but its weight will slow the acceleration of the car.
A lighter chassis will let the car accelerate more quickly but can be damaged more easily.

Suspension

Springs – soft springs reduce the impact of bumps and uneven ground on the car by absorbing them better than hard springs. The softer the springs fitted, the greater the car's tendency to pitch when cornering.

Dampers – dampers reduce the vibration of the springs. The quicker the damping, the faster the vibration is slowed.

Anti-roll – anti-roll reduces the amount of pitch the car experiences when cornering. The higher the anti-roll setting, the lower the car is pulled down when cornering.

Steering

Fast steering makes the car respond to a smaller amount of movement of the controls, slower steering requires a larger amount of movement.

telemetry

The Telemetry screen allows you to compare the data received from up to three test runs on Shakedown Day.

First set up your car through Car Configuration then take it through a test run. Data from the test run will be fed back to the Service Area for your later inspection.

When you have completed one or more setup tests, highlight 'TELEMETRY' on the Service Area Menu using the left and right directional buttons and press the ✕ button.

Next, highlight which test run's data you want to examine using the up and down directional buttons, then press the ✕ button. The graph of the car's performance is displayed on screen. Scroll across the graph using the left analog stick or the L2 and R2 buttons.

Interpreting & Comparing the Data

On the graph, your car data is displayed as follows for each instance through the stage:

Red line = Speed   Green line = Revs   Blue line = Gear

To compare data when you have completed two or more test runs, highlight 'MODE' with the up or down directional buttons, then press the left or right directional buttons to flip to Compare Mode.

In Compare Mode, you can view the selected run's data against one other selected test run (when three test runs are complete). Set the test run you want to compare your current data against under 'COMPARE WITH'.

You can also break down and compare the data by individual stream. Highlight 'COMPARE', then use the left and right directional buttons to select 'SPEED', 'REVS' or 'GEARS'.

Finally, if your telemetry shows that one particular run (and therefore Car Configuration) was more successful than any other, highlight 'USE SETUP' and press the X button to install that configuration in your car for the rally.

damage & servicing

Damage to your vehicle is a natural hazard of rallying. If the damage gets too bad, you may no longer be able to complete the rally stage.

Damage can only be repaired at the Service Area, which you visit periodically on Shakedown Day and Rally Day 2 – see [The Rally]. If you wreck your car on the first stage of a day's rallying, you will have to make it through the day's remaining stages with a serious handicap before you can get it repaired.

When you reach the Service Area, the Repair Crew will fix as much damage as possible in the time allotted to them. If there is too much damage to your car for the Crew to handle, you will have to go into the next stage with some repairs incomplete.

retiring

If your car has incurred too much damage to make it through the rest of the rally, you may have to retire and hope you can score enough points in the next country. While on the stage, press the START button to pause the action then highlight 'RETIRE' and press the X button. Finally, select 'OK'.

The Spare Wheel

If, during the competition, you rip a wheel from your car or blow a tire, the spare wheel will be fitted at the end of the stage. However, you only carry one spare wheel; if you lose a wheel or tire again, you will be involuntarily retired from the rally.

scoring points

At the end of each rally you are awarded points. These are based on your cumulative time as you cross the finish lines of each stage. The winner of the Championship is the driver with the most points. Points are awarded as follows for each leaderboard position:

1st	– 20 points	6th	–	5 points
2nd	– 14 points	7th	–	4 points
3rd	– 10 points	8th	–	3 points
4th	– 8 points	9th	–	2 points
5th	– 6 points	10th	–	1 point

running order

The running order of each rally is determined by your current position in the Championship. If you are top of the Championship standings, you'll be first onto each stage of the rally. While this does mean you're in a winning position, you will not have any information on your opponents' Split Times that you have to beat.

If you are lower down the Championship standings, you have the advantage of knowing the Stage and Split Times of all those who have gone before, and will know what time you need to beat to advance towards the lead.

stages mode

Take up the challenge of rallying through any of the unlocked stages with any of the unlocked cars – see [Unlocks] – in single or two-player action. Use the left and right directional buttons to highlight '1 PLAYER' or '2 PLAYER' in the Stages Menu, then press the X button to proceed.

Single player

Select your car using the left and right directional buttons and the X button, followed by the type of gearbox you want to use, the country and the rally stage to race on.

Only the default rally stages and cars, plus those unlocked and awarded for achievements in Championship Mode will be available for selection – see [Unlocks and Awards].

Two Player

First Player 1 selects the 2-player mode to be played:

Split Screen: Players rally simultaneously in Split Screen Mode.

Note: Split Screen Mode is only available if two controllers (analog controller (DUALSHOCK®2), steering wheels, etc) are present.

Player 1

Player 2

Alternate: Players take turns to complete the stage and drive for the fastest time in Full-Screen Mode.

Next, Player 1 selects their car and transmission type, followed by Player 2.

Finally, Player 1 selects the country and stage to be raced before heading into the action.



Player 1 then Player 2
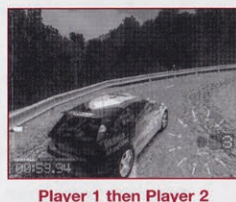
co-driver pace notes

Nicky Grist, your co-driver, is as important to your success through the rally as is your skill as a driver. Listen to him. Throughout each stage, he will feed you vital information about the oncoming terrain in the form of pace notes. These pace notes, unique to each stage, are individually recorded by Nicky Grist himself and are especially crucial on night stages or when visibility is limited.

Grist's pace notes take the form of a call, detailing distance, a gear number, terrain features in the order they occur, and sometimes a warning. The distance is given in meters to the oncoming obstacle with a suggestion for the gear that it should be taken in; the higher the gear, the faster your likely speed and the easier will be the obstacle to overcome. For example, "3 left into four right over crest".

Some of this information is also illustrated on screen, for example:

Hairpin --**Shallow bend**
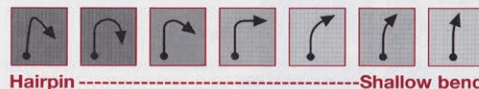
Note: Your co-driver may call a '6' in a situation where you are unable to reach 6th gear. In this case, the '6' means to go as fast as you can, i.e "Nail it!".

Co-driver Call Definitions

Care:	hazardous.	**Opens**:	corner widens on exit.
Caution:	very hazardous.	**Tightens**:	corner tightens on exit.
Crest:	a rise in the road that obscures the track beyond.	**Narrows**:	road narrows.
Jump:	a rise in the road that will cause the car to jump if taken at speed.	**Don't cut**:	do not cut the apex of the corner.
		Straight:	take a straight line through the coming bends.
Long:	a long progressive corner.	**Bumps**:	undulations in the road which unsettle the suspension.
Very long:	an extended long corner.		
Turn:	a corner at a road junction.		

Ford Focus RS WRC

Drive:	4WD
Engine:	4 cyl/2000cc/Turbo
Power:	300bhp

Citroen Xsara Kit Car

Drive:	2WD
Engine:	4 cyl/2056cc/Turbo
Power:	280-290bhp

Mitsubishi Lancer EVO 7

Drive:	4WD
Engine:	4 cyl/1997cc/Turbo
Power:	276bhp

Subaru Impreza WRX 44S

Drive:	4WD
Engine:	Boxer 4/1994cc/Turbo
Power:	288bhp

Citroen Saxo Kit Car

Drive:	FWD
Engine:	4cyl/1598cc/Injection
Power:	210bhp

Fiat Punto Rally Car

Drive:	FWD
Engine:	4 cyl/1579cc/Injection
Power:	215bhp

MG ZR Rally Car

Drive:	FWD
Engine:	4 cyl twin/1600cc/Injection
Power:	204bhp

Ford Puma Rally Car

Drive:	FWD
Engine:	4 cyl/1600cc/Injection
Power:	200bhp

cameras & pause menu

cameras

At any time during your rally, press the △ button to switch between the cameras mounted on and within your car to get a whole new perspective on the action:

Bonnet Cam

Chase Cam

Cockpit Cam

pause menu

Continue: return to the action.

Restart: restart at the beginning of the stage.

Exit: quit race.

Retire: (Championship Mode only) retire from the stage and continue on to the next country – see [Retiring].

options menu

Sound

Adjust the sound parameters for your game.

Graphics

Adjust the aspect ratio of your screen and its position.

Controllers

First select the DUALSHOCK®2 analog controller that you want to set up. 'Controller 1' refers to the controller inserted into Controller Port 1. 'Controller 2' is the controller inserted into Controller Port 2.

Next you can either switch to the alternate control set for your controller, or reassign control of the game to another device.

Language

In-game Text

Select the language that on-screen text appears in.

Co-driver Speech

Change the language that your co-driver uses. Co-driver speech from Nicky Grist himself is only available in English.

unlocks and awards

unlocks

As you race through Championship Mode you will progressively unlock game features for use in Stages Mode. For example, if you complete Finland Stage 2 in the Championship, it will become available for play in Stages Mode.

You can also unlock harder difficulty modes by winning a year's Championship.

awards

The sport of rally only rewards winners. For any place other than first, you get nothing. But for coming in at the head of the leaderboard you will be well rewarded. Each time you win an individual rally or championship, you will be awarded a new vehicle for use in Stages Mode.

In addition, between each country, Ford Rallye Sport will present you with some of their latest technology for your car. Make sure you test these improved performance parts during Shakedown – see [The Rally] – to understand how they change the performance of your car.

secrets

To release a Secret, you must first obtain a Secret Access Code from this screen. Next follow the process described on the back of this manual to rally with the coolest features this side of the finish line.

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secrets

to unlock bonus vehicles including baja buggy, jet fighter and hovercraft plus access all stages, countries, cars and more

call...

900-990-6640

Calls cost $1.99 per minute

Calls from mobiles vary. Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press.

1   In your game, go to Options > Secrets > Code Entry and write down the Secret Access Code. You need this to access the Secret.

2   Call the Hintline and use the telephone keypad to follow the directions you're given to the colin mcrae rally 3™ area.

3   When the Hintline asks you to, punch in the Secret Access Code from the game on your telephone keypad.

4   The Hintline will give you the Bonus Codes to unlock colin mcrae rally 3™ secrets – write them down. You can access as many or as few Bonus Codes in one call as you like.

5   Hang up the phone.

6   To unlock the new features, go back to Secrets under Options Menu > Code Entry, and enter the Code/s you've written down in the space shown on screen.

*Requires touch tone telephone and Memory Card (8MB) (for PlayStation®2).

IMPORTANT: Bonus Codes supplied are unique to your Memory Card (8MB) (for PlayStation®2) saves.

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