



# V-RALLY 3



ATARI

**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 played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic 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.

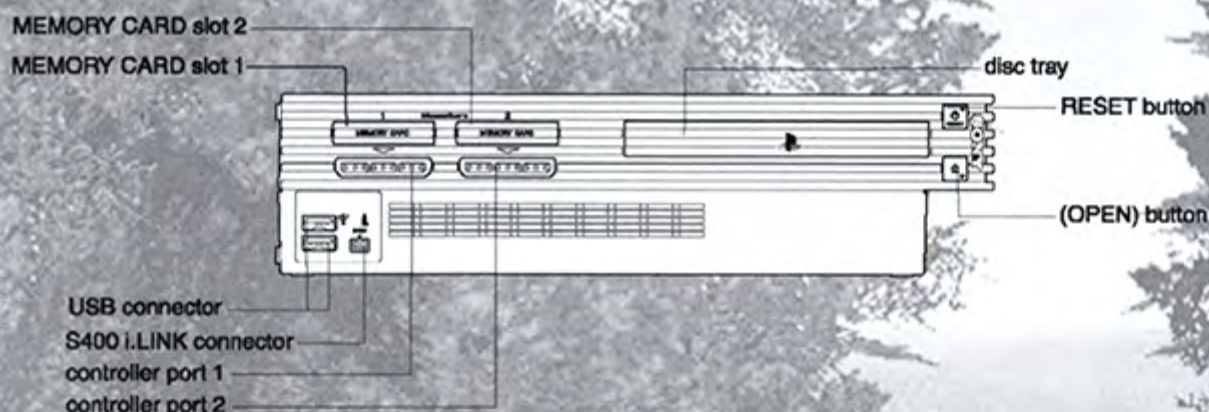
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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 extended 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.

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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 V-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.

## **NOTE:**

V-Rally 3 uses an auto-load and auto-save feature.

V-Rally 3 supports the DUALSHOCK®2 analog controller.

V-Rally 3 supports the Logitech™ Driving Force (Force Feedback). Before switching ON the power to your console, connect the Logitech Driving Force (Force Feedback) directly to the console's USB connector, and do not disconnect it while the console is booting up.

### *Warning*

*Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.*

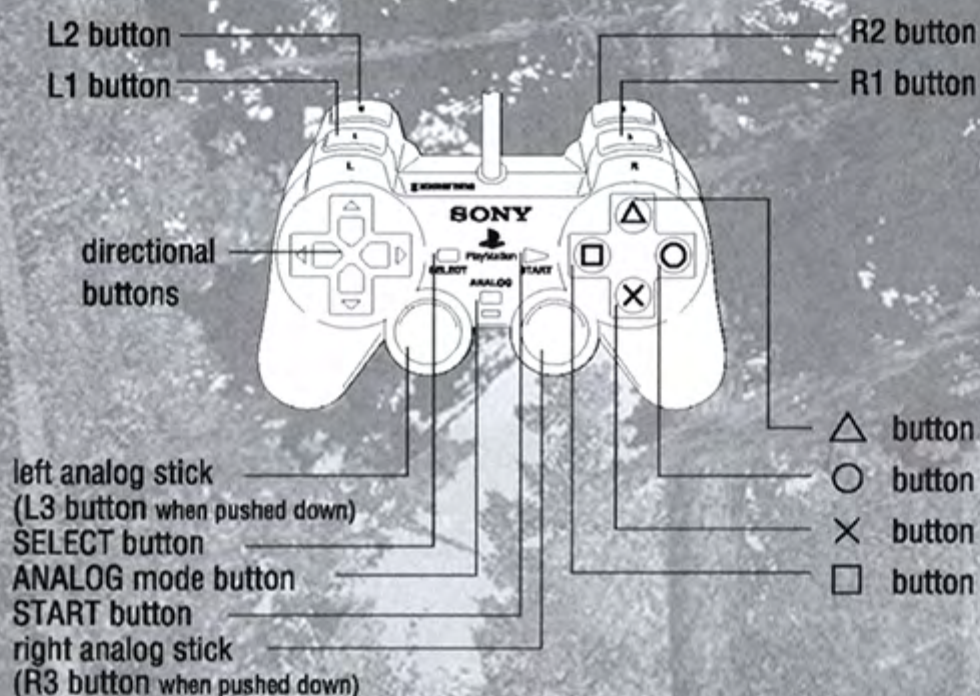
*It is advised that you do not insert or remove accessories once the power is turned on.*

## **MULTIPLAYER MODE**

V-Rally 3 can be played with up to four players. To attribute an DUALSHOCK®2 analog controller to the player of your choice, select the Options Menu, then select the Controllers option and make your selections. If you want to play in Multiplayer Mode using a Logitech Driving Force (Force Feedback), two wheels can be connected to the top and bottom USB connectors before switching the console ON.

# CONTROLS

## DUALSHOCK®2 CONTROLLER CONFIGURATIONS



Watch out! These are the default controls.

	Menus	In-game
△ button	Cancel	Change view
○ button		Hand Brake
□ button		Brake and reverse
× button	Confirm	Accelerate
L1 button		Back on Track
L2 button		Rear view
R1 button		Change gear up
R2 button		Change gear down
left analog stick		Steering
START button		Pause game
directional buttons	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 buttons to highlight each letter of your name. Press the  $\otimes$  button to confirm each letter. Select SPC to add a space, or DEL to delete a letter. Select OK and press the  $\otimes$  button when you are finished.

Next choose a nationality and look for your driver. Use the directional buttons to select the flag of your chosen nation and press the  $\otimes$  button to confirm. Select a look for your driver, using the left and right direction buttons to scroll through the available drivers and press the  $\otimes$  button to confirm your choice.

Finally, select OK and press the  $\otimes$  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 run out of space on your memory card, you can delete the driver(s) you have already created. Select the name of the driver you want to delete and press the  $\otimes$  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  $\otimes$  button. If you want to compare your chosen driver with a driver from another memory card, insert that memory card into MEMORY CARD slot 1 now. Then select the second driver for comparison and press the  $\otimes$  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 their 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 Career 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 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 choose to.

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. 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.



These options apply to all game modes for all players.

### Display

**Position:** You can adjust the position of the screen on your television both horizontally and vertically. Use the directional buttons to adjust the position. Press the  $\otimes$  button to confirm your choices.

**Format:** Use the left and right directional buttons to choose between 4/3 for normal sized televisions, or 16/9 for wide screen televisions. Press the  $\otimes$  button to confirm your choice.

**Speed Unit:** Use the left and right directional buttons to choose between MPH (miles per hour) and KPH (kilometers per hour). Press the  $\otimes$  button to confirm your choice.

**Texts:** Use the left and right directional buttons to select in which language the game text appears. Press the  $\otimes$  button to confirm your choice.

### Audio

**Volumes:** Use the up and down directional buttons to choose between Menu SFX, Music Menu, Race SFX, Car Engine, and Navigator. Use the left and right directional buttons to adjust the volume up or down. Press the  $\otimes$  button to confirm your choices.

**Speech:** Use the left and right directional buttons to choose the language spoken during the game. Press the  $\otimes$  button to confirm your choice.

**Sound:** Use the left and right directional buttons to choose between stereo or mono, press the  $\otimes$  button to confirm.

### Controllers

Here you can change which controller is attributed to which player. Use the left and right directional buttons to select a player designation and press the  $\otimes$  button. You may then use the left and right directional buttons to change which controller that player designation refers to. Press the  $\otimes$  button to attribute the selected player to the selected controller. When finished, press the  $\triangle$  button to return to the Options Menu.

### Misc.

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


**Default:** Restores all settings to their defaults.

**Save:** Use the left and right directional buttons 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.





## Videos

Check out videos for other great Infogrames games. To exit a video, press the  button.

## Credits

These are the folks who made your racing experience possible.

# Pause Menu

**Game:** Resume or Abort your current race


**Driving Options:** Here you can change the vibration function, change transmission type (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 Position, 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  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. Use the left and right directional buttons to move between the on-screen buttons.



### **The Office**

Manage and follow your career from your office. Press the left or right directional buttons to move through the items in your office. Press the  $\otimes$  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 the up or down directional buttons. Press the  $\otimes$  button to read the selected e-mail or press the  $\triangle$  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  $\otimes$  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. However, 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.

**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.

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

### **Pressbook**

For more information on the Pressbook, see page six.

### **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 (logo + photo), 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, 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.

### **Stages**

A stage has a 6-mile course from point A to point B.

### **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.

#### **Set-Up**

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

### **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. It's a good way to identify possible driving errors.

## 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 how long you've taken to complete each section of the stage

### 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.

### 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.

### Tachometer

How many RPMs your engine is running at.



Throughout **V-Rally 3** you will have opportunities to fine-tune the set up 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 set up 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 the left and right directional buttons to select the country, and use the up and down directional buttons to choose the track.

**Save:** You can save your car set up for future use on the same country and track, or for loading from the car set up screen in other countries.

## **Driving**

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

### **Car 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 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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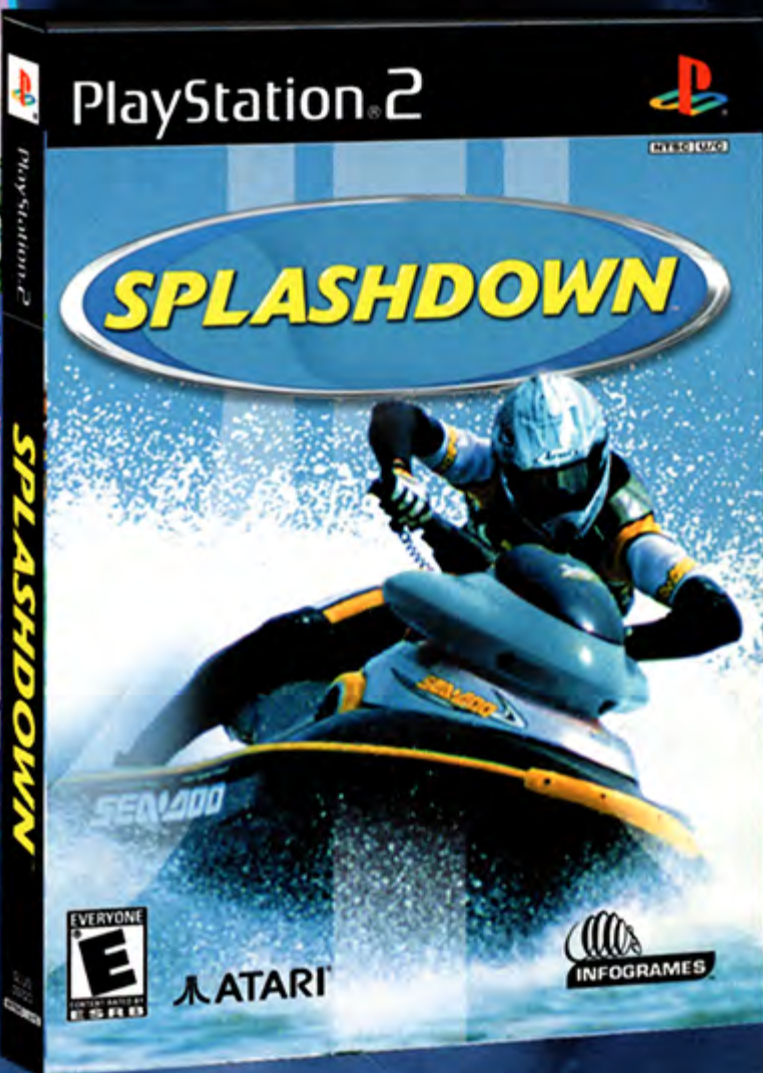
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