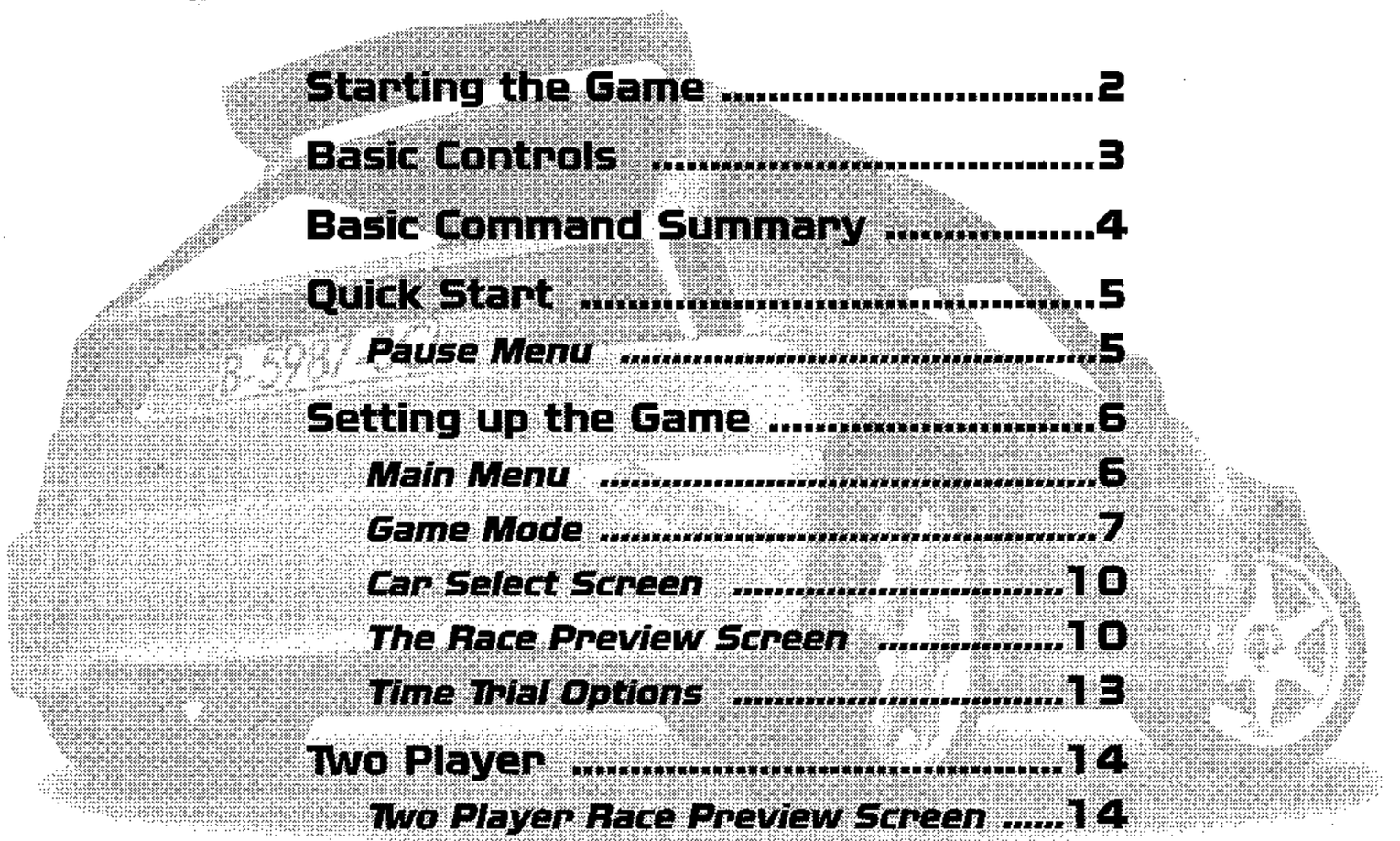

PlayStation
NTSC U/C
PlayStation
Mobil 1
Rally
CHAMPIONSHIP
EVERYONE
CONTENT RATED BY
ESRB
SLUS-01103
ELECTRONIC ARTS

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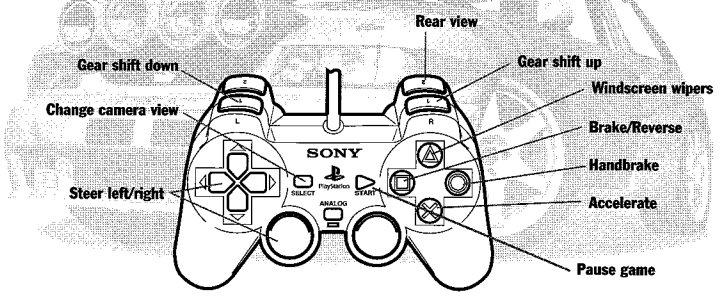
FOR MORE INFO about this and other titles, check out Electronic Arts on the web at www.ea.com.

BASIC COMMAND SUMMARY

Menu Controls

ACTION	CONTROL
Move cursor/toggle selected item	D-Button **UP/DOWN/LEFT/RIGHT**
Select	✖ button
Return to previous screen	▲ button

Gameplay Controls



Note: *These are the game's default controls. You may change the controller configuration to suit your playing style (≥ Controllers on p. 12). To use the Left stick, first press the Analog mode switch to turn Analog mode ON.*

QUICK START

Welcome to *Mobil 1 Rally Championship*, the most sophisticated and realistic rally simulation ever produced for the PlayStation game console.

Get ready for six rallies, 36 stages, six stunning game modes, and fully customizable controls!

So what are you waiting for? It's time to buckle up and watch the dirt fly in one of the world's most intense driving experiences!

1. At the Main Menu, press the ✖ button to select START.
2. At the Game Mode screen, press the ✖ button to select TIME TRIAL.
3. D-Button **LEFT/RIGHT** to display the car of your choice and press the ✖ button to select.
4. At the Time Trial screen, press the ✖ button to select START RACE.

PAUSE MENU

Press **START** at any time during a race to pause the game. The Pause Menu gives you the following options:

CONTINUE	Select this option to resume the race.
OPTIONS	Access the Pause Menu Options screen (see p. 6)
END GAME	Select this option to quit the race in progress and return to the Main Menu.

http://www.psxmanuals.com

Pause Menu Options

VIBRATION:	D-Button **LEFT**/**RIGHT** to toggle the Vibration function of the DUALSHOCK™ analog controller ON/**OFF**.
AUDIO:	Adjust various Audio Settings (▷ *Audio Settings* below).
SCREEN:	Information displayed on the screen when in-game can be toggled ON/OFF.
CAMERA:	Rotate camera to access different views.

SETTING UP THE GAME

MAIN MENU

The Main Menu appears as soon as the game finishes loading. You can skip the introductory video sequence by pressing any button on your controller.

Note: *Default options appear in* ***bold*** *throughout this manual.*

Start

Select this option to start a game.

Options

Select OPTIONS from the Main Menu to adjust audio settings, view the development credits, manage your memory card, and set the difficulty level.

Audio Settings

Select Audio Settings to adjust the game's sound levels. D-Button **UP**/**DOWN** to move between the available options and D-Button **LEFT**/**RIGHT** to adjust the highlighted option.

MUSIC VOLUME	Adjust the music volume level.
CAR ENGINE	Adjust the volume level of your car's engine.
SPEECH	Adjust the volume levels for the in-game commentary and for your co-driver.
EFFECTS	Adjust the volume level for ambient effects such as car collisions and road surface noise.
OUTPUT	Select your preferred output – toggle between **STEREO** and MONO.

Credits

Select this option to view the developer credits.

MEMORY CARD

Select MEMORY CARD from the Options menu to save or load games (▷ *Saving and Loading* on p. 15).

Difficulty

D-Button **LEFT**/**RIGHT** to toggle the game's difficulty level between **EASY**, MEDIUM and HARD. In Arcade Mode, the difficulty setting determines the cars driven by your opponents. The Hard setting allows them to drive A8 class vehicles; Medium, A7 cars; Easy, A6. In Championship and A8 Championship games, the difficulty setting alters the driving tactics and setups of the competition, making them harder to beat.

GAME MODE

Once you select START from the Main Menu, the Game Mode screen appears. *Mobil 1 Rally Championship* contains 36 challenging stages in all and an additional six looping stages especially designed for Two Player gaming. With the exception of Two Player mode, the stages you can race over are determined by your current successes (or failures!) in Championship mode.

Time Trial

Use all of your driving skills to complete any of the available stages in the best possible time.

Initially, only the first six stages from Championship mode are accessible. As you progress in Championship Mode (▷ *Championship* below), new stages become available.

Two Player

Race against a friend in split-screen mode. (▷ *Two Player* on p. 14). This game mode uses special looping stages designed for Two Player gaming.

Arcade

Pit your driving skills against four other cars in Arcade mode. You get 4 points for coming in first, 3 points for second, 2 points for third and 1 point if you come in fourth. Points are accumulated throughout the race and you need an average score of at least two points per stage to continue.

Winning Bonus

If you complete Arcade mode on either the Medium or Hard difficulty setting, you get a chance to test your skills over the tracks in reverse (▷ *Time Trial* on p. 13).

Championship

Championship mode is an accurate simulation of the Mobil 1 British Rally Championship and features cars in classes A5, A6, and A7.

The Mobil 1 British Rally Championship is made up of six rallies, appearing in the following order:

- Vauxhall Rally of Wales
- Pirelli International Rally
- RSAC Scottish Rally

- SEAT Jim Clark Memorial Rally
- Stena Line Ulster Rally
- Manx International Rally

Each rally contains six stages that have to be completed in order to proceed to the next rally.

Winning Bonus

If you win the Championship with the difficulty level set to Medium or Hard, the A8 class cars become available in Time Trial, Two Player, and Arcade Mode. You'll also be able to compete in the special A8 Championship (see below).

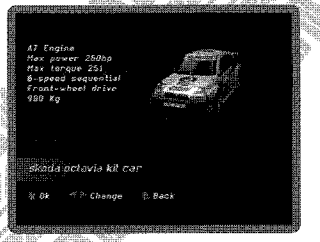
A8 Championship

If you win in Championship mode at Medium or Hard level, you qualify for the A8 Championship, a special mode featuring the A8 class cars. This mode is only displayed on the Race Mode menu once you qualify for it.

Time Trial Reverse

If you complete Arcade mode at the Medium or Hard difficulty settings, you get a chance to test your skills over the tracks in reverse. This mode is only displayed on the Race Mode menu once you qualify for it.

CAR SELECT SCREEN

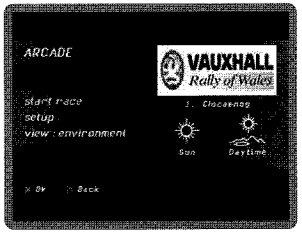


Once you select a Game Mode, the Car Select screen appears. There are over 20 vehicles to choose from, each with its own voice-over description. Each car is displayed on screen, together with relevant information about its class, engine power and torque, gearbox, weight, and whether it has front or four-wheel drive.

- D-Button **LEFT**/**RIGHT** to highlight a car and press the ✖ button to select.

THE RACE PREVIEW SCREEN

The Race Preview screen appears after you choose your car.



Start Race

Head straight for the track. Don't choose this option until you're ready!

Setup

Select SETUP from the Race Preview screen to access the Car Setup, Driver Name, Controller, and Visual Settings screens.

Car Setup

Different environment and surface conditions require different set-ups. From the Car Setup screen, you can make adjustments to your car's tires, gears, suspension, and more.

EA Tip: *Don't skimp on Car Setup! Setting up your car correctly for a chosen stage is an essential process if you want to get the best possible time.*

- D-Button **UP**/**DOWN** to move between the available options and D-Button **LEFT**/**RIGHT** to adjust the highlighted option.

TIRES	Choose between six different tire types, each suited to a different surface type.
GEARS	Accelerate faster? Or go for a higher top-speed? It's your choice...
SUSPENSION	Loose suspension gives you better grip, but your car may handle better at high speed with a harder setting.
BRAKE BALANCE	Emphasise front or rear braking.
STEERING SENSITIVITY	Choose between fast, highly responsive steering or slower, dampened steering performance.
TRANSMISSION	Select **AUTOMATIC** or MANUAL transmission. When MANUAL, you control the car's gear changes (▷ *Gameplay Controls* on p. 4).

Driver Name

You can enter a name up to 11 characters long to identify yourself during the game. Use the D-Button to highlight a letter and press the ✖ button to select it. You can delete letters using the ● button. Press the ▲ button when finished.

Controller

You may wish to change your controller configuration to suit your racing style. *Mobil 1 Rally Championship* gives you three convenient presets to choose from. Select the Controller option to display the current control configurations and use the D-Button **LEFT/RIGHT** to change between the three configurations. Press ▲ when finished.

Visual Settings

Select this option to change the game display. D-Button **UP/DOWN** to highlight an option and D-Button **LEFT/RIGHT** to toggle the selected option **YES**/NO.

SHOW TIME	Displays the race clock and total time elapsed.
SHOW SPEEDOMETER	Shows your speed and the currently selected gear.
SHOW PACENOTES	Displays icons that relay information from your co-driver about the road ahead.
SHOW POSITION	Lets you know how far you are from the start and finish points.
SHOW CHECKPOINTS	Shows the time scored for each checkpoint.

Save Game Data

Select this option to save your game onto a MEMORY CARD (▷ *Saving and Loading* on p. 15).

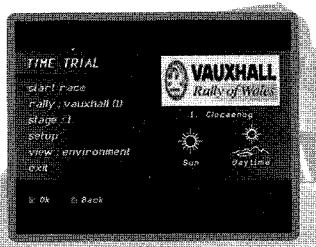
View

This option allows you to toggle the information display for the chosen stage. D-Button **LEFT/RIGHT** to toggle between **ENVIRONMENT** (weather/time of day), BEST TIMES (quickest lap and race times recorded to date), and SURFACE DATA (loose gravel, snow etc).

Exit

Select this option to return to the Main Menu. Note that you can return to the previous menu by pressing the ▲ button.

TIME TRIAL OPTIONS



In addition to START, SETUP and VIEW, the Time Trial Race Preview screen features the following options:

Rally

Select this option to choose one of the six rallies (see the *Championship* section on p. 8). D-Button **LEFT/RIGHT** to scroll through the available rallies.

Stage

Having selected a Rally, use this option to select one of the stages that you have previously made available in Championship or Arcade mode.

TWO PLAYER

In Two Player mode, you can take on a friend in split-screen mode. You can select the number of laps and there are six looping stages especially built for two-player races.

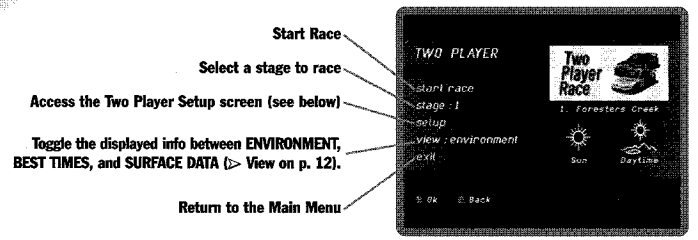
You can also choose between horizontal and vertical split-screen formats. To change the current format, select SCREEN from the Two Player pause menu and then D-Button **LEFT/RIGHT** on the SPLIT option.

Note: *You must have a controller in both Controller Port 1 and Controller Port 2 for two-player games.*

To set up a Two Player game:

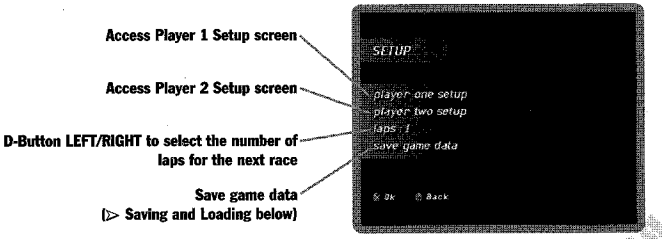
1. From the Main Menu, select START. The Game Mode screen appears.
2. At the Game Mode screen, select TWO PLAYER.
3. At the Car Select Screen, Player 1 should select a car, followed by Player 2. The Two Player Race Preview screen appears.

TWO PLAYER RACE PREVIEW SCREEN



Two Player Setup screen

From the Two Player Setup screen, you can access the Setup screens for both Players and select the number of laps for your next race.



SAVING AND LOADING

You can save a game in progress (plus other data such as Car Setup) to a MEMORY CARD.

Note: *Mobil 1 Rally Championship uses two MEMORY CARD blocks to save information. You may only save to a MEMORY CARD that is inserted into MEMORY CARD Slot 1.*

Selecting MEMORY CARD from the Options menu gives you the following choices:

Save Game Data

Select this option to save your game. Specifically, it stores a record of:

- Best times
- Car Setup data
- Control configurations and display/audio settings
- Difficulty setting
- Number of selected laps in two player mode
- All accessible maps in time trial
- Current driver/player name
- Current positions in the game of all drivers (Arcade and Championship modes only)

Load Game Data

Select this option to load a previously saved game.

Other SAVE and LOAD options

You are also given the option to save your game from the Setup screens of the Time Trial, Time Trial Reverse or Two Player game modes, as well as from the Championship, Arcade or A8 Championship stage presentation screens. These options save all the settings plus your current position in the game.

Whenever you start an Arcade or Championship game, you will be asked whether you wish to load a previously saved game.

Note: *Loading a previously saved game will overwrite the current game in progress!*