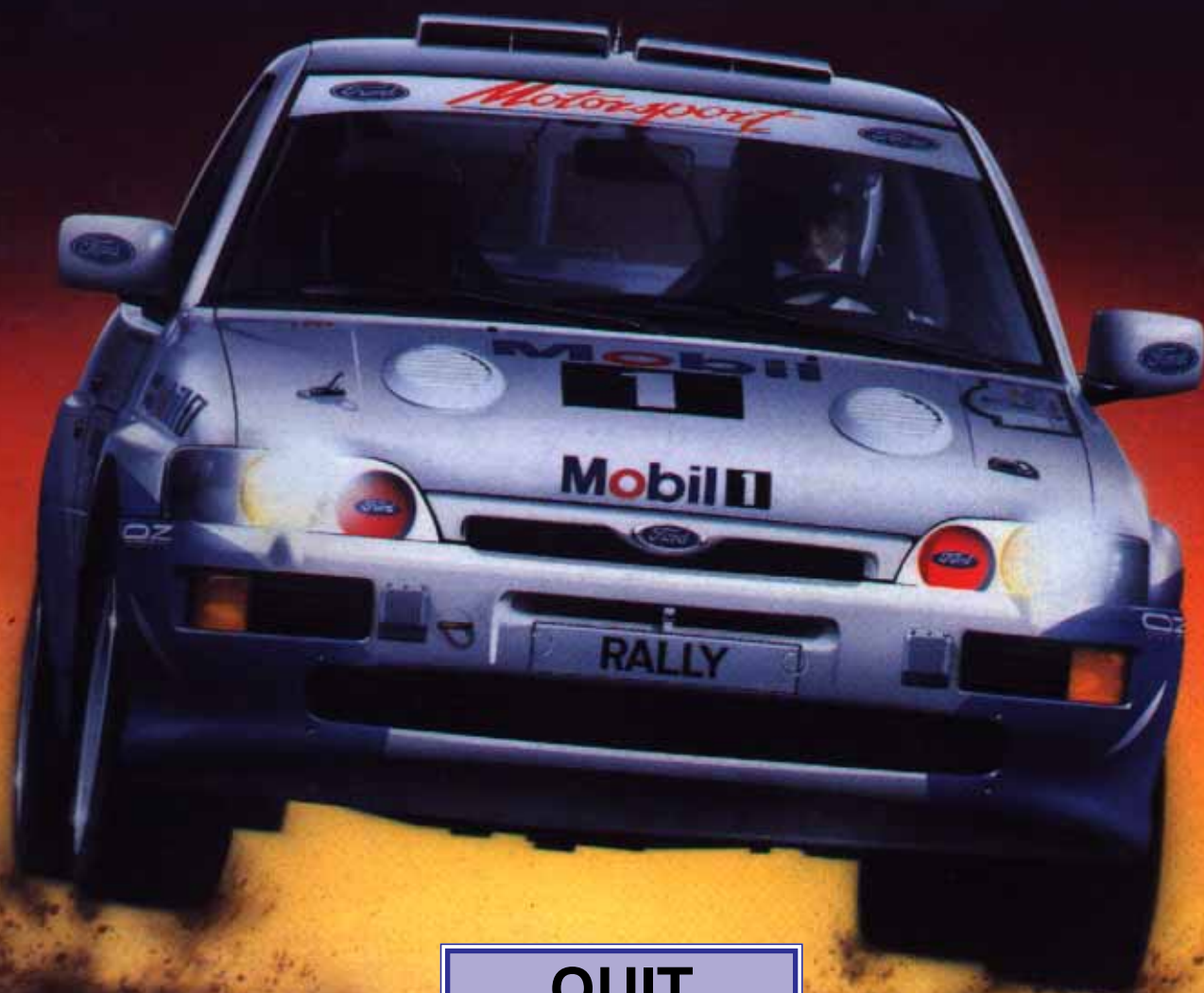




NETWORK Q  RALLY

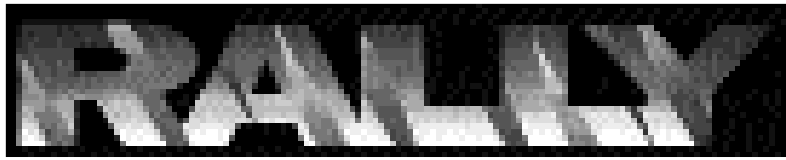
RALLY



QUIT

*euro*PRESS
SOFTWARE

CREATIVE LEISURE



Introduction

CONGRATULATIONS! You now own a copy of the most realistic rally simulation ever created. This game is a highly detailed simulation of the Network Q RAC Rally – in fact Rally is about as close to the real thing as you can get without having to wear a crash helmet.

Having competed on courses throughout the globe, drivers must face the final challenge of the World Championship Series, the British event. The rally is the most decisive in the World Championship, where international champions like Carlos Sainz and Juha Kankkunen make history.

Every last bend, dip and crest of the gruelling 350 mile course has been recreated perfectly to provide you with the ultimate driving challenge. Choose from five of the world's top rally cars, each with their own unique handling characteristics and performance capabilities.

If you think it all sounds tough enough already, you may as well hang up your driving gloves. Would be champions will also have to negotiate some of the worst weather conditions this side of the North Pole, not to mention the night time stages! But you're not alone, your computer co-driver will constantly keep you updated with pace notes, telling you what to expect around the next corner.

So if you think you're ready to handle one of the toughest courses in the world of rallying, if you're good enough to master five of the most powerful cars ever to grace the road, strap yourself in, – and get ready for the ride of your life!

Quick start

Let's be brutally frank – you don't really want to spend the next half hour reading this manual from cover to cover, do you? Of course not. You want to jump straight into the driver's seat and get going. So we'll show you how to plunge into the game with minimum hassle as long as you promise to come back and read the rest of this awesome work of literature when you've got a spare 20 minutes.

Installation

Couldn't be simpler. Find the floppy disk with "Disk 1" written on it and place it in the

disk drive. Now for the tricky part. Using the keyboard type in the following commands:

```
A: (Enter)
INSTALL (Enter)
```

If your floppy drive is not A: substitute this with the correct name. The Rally installation program will now load up and give you a list of available hard drives. Using the mouse select the drive on which you wish to install Rally. For most people this will be C:.



The program will now ask you which directory to install Rally. The default is C:\RALLY, which is as good a name as any. If for some strange reason you already have a directory called RALLY you will have to enter another name. The installation program will now begin copying files onto your hard disk. Occasionally it will stop and ask you to insert the next disk. We recommend that you do as it tells you. Once the program has finished you will be all set to play Rally.

Loading Rally

All you have to do to load the game is type the following commands (if you chose another directory name instead of C:\RALLY, substitute that one):

```
CD\RALLY (Enter)
RALLY    (Enter)
```

Straight after installation the program leaves you in the game directory, so you won't have to change directory the first time you play.

Practise a stage

Unless you happen to be a professional rally driver it would probably be a good idea to get some practice in before attempting to enter the full event. Using the arrow keys or the mouse, select the Practice option. From here there are several options. Clicking on the large > sign will cycle through the easy, medium and difficult practice stages. Selecting Car Setup will allow you to choose your car and fit the correct tyres for the conditions. When you're ready to go, the Practice button will take you to the start of your chosen stage. The default keys are:

A	Accelerate
Z	Brake
<	Left
>	Right
Space	Change gear

If you disagree with our choice of keys you may redefine them or select joystick control from the Controls menu. Feel free to explore the menus yourself to find out what they do. Many people prefer to learn how a piece of software works by themselves, and it's nothing to be ashamed of. You can even try entering a full rally if you want, but you may prefer to read the rest of the manual before doing so in order to learn about the finer points of Rally.

Rally's menus

The menu headers and Escape icon

Rally's various options and features are controlled through a menu system which allows you to easily move around the program. Each screen has a title bar across the top telling you what that particular menu is for, and a list of options with a grey selector button next to each of them. In the top right hand corner of each screen is a box with a green curved arrow on it. This is the escape icon. Selecting it will take you back to the previous menu, or allow you to exit Rally if you are at the main menu.



How to control the menus

The menus can be controlled from the keyboard or with a mouse. If you are using a mouse, simply move the blue pointer to the selector button for the option you want and click the left mouse button. If you are using the keyboard use the arrow keys to move the red border to the option you want and then press Enter.

Some options you select will take you on to another menu, but some are called toggle icons. These will allow you to decide whether or not you want a certain feature to be switched on or off. Selecting a toggle icon once will cause a tick to appear in the selector button. This means that feature is now switched on. Clicking on it again will switch it off.

The Main Menu

The Main Menu will allow you to gain access to all of Rally's sub-menus and options. Here is a brief description of each option available from this screen:

- **Rally:** When you first run Rally this option will allow you to play a full 35 stage Rally game, if you think you can handle it. It also allows you to continue with a loaded game that was saved part way through a rally.
- **Controls:** This brings up the controls menu which allows you to select joystick control or redefine the keys.
- **Options:** Allows you to choose display options as well as various cheats, such as indestructibility.
- **Disk:** Save and load game positions with the greatest of ease.
- **Setup:** This option lets you choose how many players will take part in the rally and which cars they will drive.
- **Practice:** Try out any of the cars on a practice stage.
- **Results:** Shows the current positions of all drivers participating in the rally.

- **New Rally:** Begins a new game of Rally from stage 1.
- **Escape icon:** Will exit the Rally program and return you to Dos.

Controls

The Controls menu allows you to choose the control system you are most comfortable with. The first two options are Joystick and Keyboard. These are both toggle icons but only one may be selected at any given time. Selecting either of these options will turn the other off automatically. The third option is Redefine Keys, this will take you to a separate menu which lists the five control keys. To redefine a key simply select the one you wish to change and then hit the new key. The five control commands are:



- | | |
|-------------|---|
| Accelerate | Makes the car go forwards |
| Brake | Makes the car slow down |
| Steer Left | Makes the car go to the left |
| Steer Right | Makes the car go right |
| Change Gear | Used with the accelerate key this will change up one gear. On its own it will change down a gear. |

The final option from the Controls menu is Sound which takes us to another sub-menu. The four options here are SoundBlaster, Adlib, Disney and Beeper (the PC's internal speaker). These are toggle icons, so just select the one which is relevant to your hardware setup. Slower PCs should use the Beeper as this will slightly improve the game's running speed.

Options 1 and 2

The two Options menus allow you to manipulate various display and difficulty settings. They can also be changed while you are driving with the keys shown here:

- **Head up Display:** F1 - This toggles the speedometer, rev counter and turbo gauge display on and off.
- **Auto Gearbox:** F2 - Computer controlled gear changes – safer but slower.
- **Auto Brake:** F3 - Will automatically brake when you are approaching corners to make sure you hit them at the correct speed.
- **Indestructible:** F4 - Ensures your car cannot be destroyed by head on collisions, although you will still sustain damage (reported in the service menu at the end of each stage.)
- **Options 2:** Takes you to Options menu 2.



- **Display Map:** With this option turned off you must rely entirely on pace notes and your own skill. The map cannot be changed during the game.
- **Display Pace Notes:** F5 - If this option is selected pace notes will be displayed on the top right hand side of your car's dashboard.
- **Speaking Co-Driver:** F6 - If you have a compatible sound card this option will allow you to hear your co-driver shout out pace notes. For slower PCs we suggest you turn this option off.
- **Mirror Displayed:** F7 - The mirror will allow you to see any competitors closing in on you, but you will be able to see more of the road ahead with it switched off.
- **Options Menu 1:** Takes you back to Options menu 1.

Disk

The disk menu allows you to manipulate multiple saved games from within the Rally program without having to use Dos to delete old game positions.

Load Game: Allows you to resume previously saved games. If you are currently playing a game you wish to keep you should save it before selecting this option. The program will present you with a list of available saved games which we've created for you. Just select the one you want and click on the Load icon.



Save Game: Saves your current game position. Simply enter a name to identify your current game and click on the Save icon. It's a good idea to save after every stage of the rally. In this way if you do really badly on a particular leg you can just load up the previous saved position. The saved game will ensure the rally is saved at the exact point it has reached.

Delete Game: As you progress further into the game you may wish to remove some of your saved positions as they will begin to clutter up the disk. Select the file you wish to wipe and click on Delete. The program will then ask you if you really want to delete that file. Clicking on No will abort the process.

Setup

This menu allows you to set up a rally with up to six human players and change the details of all drivers and their cars. On the left hand side of the screen are two blue arrows pointing up and down. These will scroll either way through the list of drivers. Alternatively, pressing Page up and Page down will jump through the list five drivers at a time. Down the left side of the list is the driver's number and an



icon showing either a computer or a crash helmet. Clicking on the icon will toggle it between the two. If the icon is showing a crash helmet it means the driver is controlled by a human player, the computer symbol means the driver is controlled by your PC.



Selecting the driver's name will take you to his/her identity card which will allow you to change both the names of the driver and co-driver. Details such as age and country may also be changed to personalise your driver.



Down the right side of the screen are the drivers' cars. Selecting one of these will take you to a separate menu where you can scroll through the different cars available and view their statistics before picking a new one.

Practice

This option will allow players to try out any of the cars on three special practice stages of varying difficulty. Selecting the blue arrow will cycle through the three courses. Clicking on Car Setup will allow you to choose your car and fit it with suitable tyres. Finally, choosing Practice will start you on the course. Whatever you do on the practice stages will not affect your position in the full rally.



Results

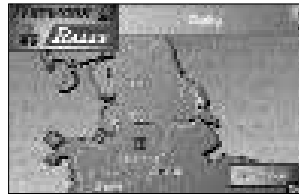
From here you can view the best times up to the current stage for the game currently in progress. So if you are currently on the 12th stage you will be shown the best times up to that leg. The leader's time is displayed on top of the list. All the other competitors' times show how far behind the leader they are. So the leader's time might be 02:30:00, and the person in second place may be five minutes behind so their time would be shown as +00:05:00. If you manage to complete all 35 stages of Rally selecting this option will show a trophy screen listing the top three champions. Clicking a mouse button will go to the results list.



Playing the full Rally

Before embarking upon a full rally you should go to the Rally Setup menu to set the number of human players required and decide which cars they will drive. You can even force the computer opponents to drive the cars of your choice.

To start a full rally click on New Rally and the following screens will appear:



The Rally covers 350 miles of gruelling timed stage rallying through some of Great Britain's toughest roads. As you drive through the stages your progress will be marked by a pulsating red box on the Event and Day maps. Once you continue through these screens you will be shown a map of the stage you are about to attempt.



Before you start each individual stage you will be shown a map of the course which includes information such as mileage, road type and weather conditions. You should use this information to decide which tyres to fit. For instance, ordinary tarmac tyres won't get you very far on the snow stages. Just click on the Tyres icon, select the type you want and then click on Change to fit them. If you don't select new tyres your car will be fitted with the same ones as on the previous stage. Once you are happy with your selection you can continue on to the Time Report screen.



Before beginning a stage you must decide whether or not you can afford to spend time on repairs. You must reach the checkpoint before a certain time, otherwise you will be disqualified from the rally, so you won't always have enough time to make repairs. The golden rule is to always make as many repairs after each stage as possible.



It is vital that you repair your car whenever you have the time. If you don't the car's performance will begin to deteriorate and this will have a detrimental affect on your time. Also bear in mind that as in the real rally very hard driving will speed up the rate at which vital components like brakes and tyres deteriorate.

What can go wrong (and if it can it will)

- Exhaust** This will slowly deteriorate through normal wear and tear, but landing hard after the car goes airborne won't do it much good at all.
- Turbo** Constantly driving flat out will shorten its life.
- Windscreen** Hitting bushes, trees and other pieces of scenery will chip the windscreen. Eventually the whole screen will shatter and the car will be undriveable.
- Gearbox** Changing down gears too soon can damage the gearbox.
- Sump** Flying over humps at high speeds will damage the sump.
- Cylinder head** If you change gears manually and keep over revving the engine the cylinder head will become damaged.
- Suspension** Braking hard and jumping crests will wreck the suspension.
- Clutch** The clutch will slowly wear out through normal usage.
- Brakes** Braking too hard and too often will cook the brakes and induce brake fade.

Any problems that have occurred will be listed with colour codes. A green fault isn't too bad and the car should be able to continue on the next stage without any great difficulty. A fault that is listed as yellow is fairly serious and should be fixed as soon as time permits. A red fault is terminal and must be dealt with immediately or the car could die during the next stage, which will result in you being retired from the rally.

When servicing is complete you can drive to the next stage and start:

Driving a stage

Unlike some driving games you may have played, Rally requires a good deal of skill and practice to be able to play well. The default keys are A to accelerate, Z to brake, < and > to steer left and right and if you have chosen to change gear manually the space bar will do this. Pressing space with the accelerate key will change up a gear and space on its own will go down a gear.

The basic rules are simple: You must get to the end of the current stage within the time limit and your time is recorded when you pass the red flag at the Flying Finish. When you reach the end of the stage it's your responsibility to brake at the stop sign. If you don't the car could be seriously damaged. As you go through the course you will pass several checkpoints, at each of which your current time will be compared against the best time so far and the difference will flash in the top right of the screen. When you complete the stage you can check your position in the results list and then move

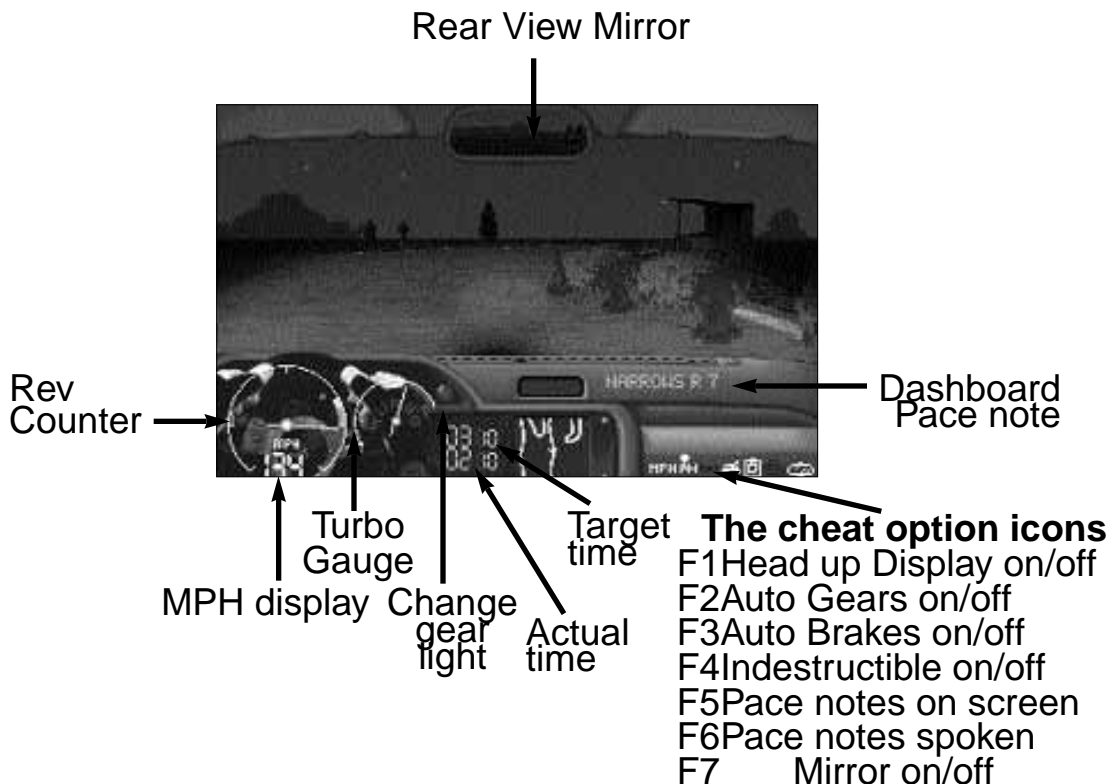


on to the next leg, until you finally complete the rally or are retired.

The following keys can be used during the game:

+	Increase drawing depth of the road.
-	Decrease drawing depth.
+ (Numeric Pad)	Increase depth of sprites
- (Numeric Pad)	Decrease depth of sprites
F8	Turn road texture on and off.
F9	Turn playfield texture on and off
Pause	Pauses driving.
F10	Calibrate Joystick.
F11	Turn sound on/off
F1 to F7	Toggle the various display and cheat modes on or off
Control + Escape	Retires current driver from the Rally.

The car's cockpit



Rally's memory management

Rally will do its best to load as much detail as it can depending on available memory. If less than 640K of conventional memory is available, Rally may discard some of the in game animation. If leaving this out still doesn't provide enough memory for the game to run then Rally will quit out. Should this happen you'll need to reconfigure your PC's boot up options by changing the CONFIG.SYS and AUTOEXEC.BAT files. Try removing any unnecessary memory resident programs and if you have MS Dos 6 use

the MEMMAKER utility to free up as much base memory as possible.

Rally also requires EMS Memory to load the following :

- Sound sample for 3-2-1-GO!
- Sampled speech for spoken pace notes
- Sampled sound effects

Rally attempts to load each item in the order we've listed until all are loaded, or until Rally runs out of free EMS memory. If you have a memory manager such as QEMM or EMM386 set up in your CONFIG.SYS file, make sure that the NOEMS command is not included on the command line, as follows:

Change:

DEVICE=C:\DOS\EMM386.EXE RAM NOEMS HIGHSCAN

to:

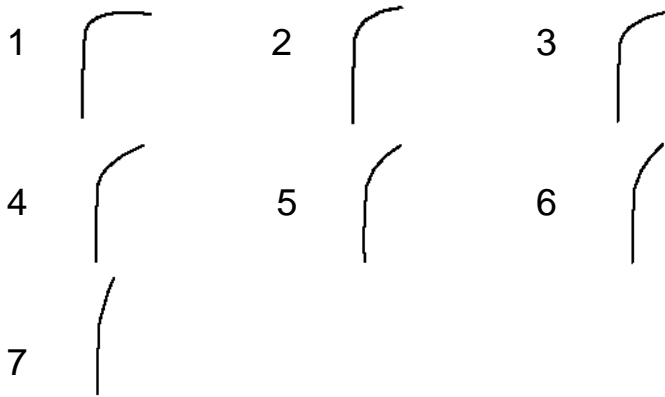
DEVICE=C:\DOS\EMM386.EXE RAM HIGHSCAN

Pace notes

In a rally car the driver is only one half of a team. The co-driver has the important job of telling the driver what to expect on the road ahead. He does this with the help of pace notes, which are short descriptions of various road features and obstacles such as corners and dips. The standard dialect used for pace notes consists of:

Spoken	Dashboard
Long Straight	LONG STRT
Left x	L x
Right x	R x
Up Left x	UP L x
Up Right x	UP R x
Down Left x	DOWN L x
Down Right x	DOWN R x
Left Hairpin	L HP
Right Hairpin	R HP
Narrows	NARROWS
Hump in Road	HUMP
Road Dips	DIPS
Flying Finish	FF

x will be a number between 1 and 7. These numbers tell the driver how severe a corner is:



Warning to all competitors

While every care has been taken with the preparations and printing of these route notes, competitors must realise that the grading of corners which the notes contain is inevitably a subjective matter which cannot take into account the capabilities of either individual cars or drivers. The responsibility for their own safety rests squarely upon competitors to remain within those capabilities.

Previous winners of the NetworkQ RAC Rally

The RAC Rally of Great Britain was first held in 1932, but until 1937 there was no overall champion, only classification winners. These were:

1937	Jack Harrop	Jaguar SS 100
1938	Jack Harrop	Jaguar SS 100
1939	A F P Fane	BMW 328
1940	No Rally	
to		
1950	No Rally	
1951	Ian Appleyard/Pat Appleyard	Jaguar XK120
1952	Godfrey Imhof/Betty Frayling	Allard-Cadillac J2
1953	Ian Appleyard/Pat Appleyard	Jaguar XK120
1954	John Wallwork/J H Brooks	Triumph TR2
1955	Jimmy Ray/Brian Horrocks	Standard Ten
1956	Lyndon Sims/R Jones/ A Ambrose	Aston Martin DB2
1957	No Rally	
1958	Peter Harper/Dr E W Deane	Sunbeam Rapier
1959	Gerald Burgess/Sam Croft-Pearson	Ford Zephyr
1960	Erik Carlsson/Stuart Turner	Saab
1961	Erik Carlsson/John Brown	Saab
1962	Erik Carlsson/David Stone	Saab

1963	Tom Trana/Sven Lundstrom	Volvo PV544
1964	Tom Trana/Gunnar Thermanius	Volvo PV544
1965	Rauno Aaltonen/Tony Ambrose	Mini-Cooper S
1966	Bengt Soderstrom/Gunnar Palm	Ford Cortina-Lotus
1967	No Rally	
1968	Simo Lampinen/John Davenport	Saab V4
1969	Harry Kallstrom/Gunnar Haggbom	Lancia Fulvia
1970	Harry Kallstrom/Gunnar Haggbom	Lancia Fulvia
1971	Stig Blomqvist/Arne Hertz	Saab V4
1972	Roger Clark/Tony Mason	Ford Escort
1973	Timo Makinen/Henry Liddon	Ford Escort
1974	Timo Makinen/Henry Liddon	Ford Escort
1975	Timo Makinen/Henry Liddon	Ford Escort
1976	Roger Clark/Stuart Pegg	Ford Escort
1977	Bjorn Waldegaard/Hans Thorszelius	Ford Escort
1978	Hannu Mikkola/Arne Hertz	Ford Escort
1979	Hannu Mikkola/Arne Hertz	Ford Escort
1980	Henri Toivonen/Paul White	Talbot Sunbeam Lotus
1981	Hannu Mikkola/Arne Hertz	Audi Quattro
1982	Hannu Mikkola/Arne Hertz	Audi Quattro
1983	Stig Blomqvist/Bjorn Cederberg	Audi Quattro
1984	Ari Vatanen/Terry Harryman	Peugeot 205 T16
1985	Henri Toivonen/Neil Wilson	Lancia Delta S4
1986	Timo Salonen/Seppo Harjanne	Peugeot 205 T16
1987	Juha Kankkunen/Juha Piironen	Lancia Delta
1988	Markku Alen/Ilka Kivimaki	Lancia Delta Integrale
1989	Pentti Airikkala/Ronan McNamee	Mitsubishi Galant
1990	Carlos Sainz/Luis Moya	Toyota Celica
1991	Juha Kankkunen/Juha Piironen	Lancia Delta Integrale
1992	Carlos Sainz/Luis Moya	Toyota Celica

Highlights of the Official Regulations

Article 1 - Eligibility

The event is a qualifying round for:

The FIA World Rally Championship for Manufacturers.

The FIA World Rally Championship for Drivers.

Article 2 - Description

The length of the rally will be 1,649 miles (2,638 km), including 344 miles (550 km) of special stages.

Article 3 - Reconnaissance regulations

- 1) Maximum speed limit of 30 mph is imposed on all special stages during reconnaissance.

- 2) Competitors will be permitted a maximum of two runs through each Special Stage.
- 3) Each Special Stage will be supervised by officials of the Rally during reconnaissance and competitors must follow the instructions of these officials.
- 4) Breach of these reconnaissance regulations will be penalised as follows:
 - a) First infringement - Written notice
 - b) Second infringement - £50 fine
 - c) Third infringement- £100 fine
 - d) Fourth infringement - 10 second penalty
 - e) Fifth infringement - 5 minute penalty
 - f) Sixth infringement- Start refused

Article 4 - Eligible competitors

Any person or legal entity holding an FIA International Competitor's licence valid for the current year is eligible.

Article 5 - Entry fees

- a) With optional advertising proposed by the Organisers:
 - i) Entries received and paid three weeks before the closing date: £940
 - ii) Entries received and paid one week before the closing date: £1,490
 - iii) Entries received and paid by the closing date: £2,000
- b) 2 x the amount declining optional advertising.

Article 6 - Time card

- 1) At the start of the rally, each crew shall be given a time card on which the times allowed to cover the distance between two time controls shall appear. This card shall be handed in at the arrival control of one section and replaced by a new one before the start of the next section. Each crew is solely responsible for its time card.
- 2) The crew alone is responsible for submitting the time card at the different controls and for the accuracy of the entries.
- 3) The absence of a stamp or official mark from any control or the failure to hand in the time card at each control (time, passage or regrouping) and/or at the arrival, will result in exclusion from the event.

Article 7 - Traffic laws

- 1) Throughout the entire event competitors must strictly observe the traffic laws of the United Kingdom. Any crew which does not comply with these traffic laws shall be subject to penalties as laid down:
 - 1st Infringement: a cash penalty of £200
 - 2nd Infringement: a 5 minute time penalty
 - 3rd Infringement: exclusion from the event

Article 8 - Repairs

- 1) Repairs and refuelling are freely permitted throughout the whole event.
- 2) It is forbidden, under pain of exclusion, to tow, transport the cars or to have them pushed, except to bring them back onto the road or to clear the road.

Article 9 - Advertising

Competitors are allowed to affix any kind of advertising to their cars provided that:

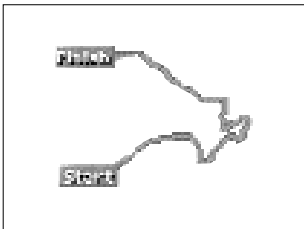
- a) It is authorised by the national laws and the FIA regulations and common organising conditions for World Rally Championship events
- b) It is not likely to give offence
- c) That it does not encroach upon the spaces reserved for plates and competition numbers
- d) That it does not interfere with the crew's vision through the windows

Article 10 - Special stages

- a) Special stages are tests on roads closed for the event.
- b) During these tests the crew must wear approved crash helmets and seat belts, under pain of exclusion.
- c) Crews are forbidden to drive in the opposite direction to that of the rally, under pain of exclusion.
- d) Starts of special stages will be given as follows:
 - When the car with its crew on board has stopped in front of the starting control, the marshal will confirm the time scheduled for the start of the car in question on the time card (hour and minute). He will hand this document back to the crew and will countdown aloud 30" - 15" - 10" and the last 5 seconds one by one.
 - When the last 5 seconds have elapsed the starting signal shall be given upon which the car must start immediately.
 - A 2 minute penalty shall be imposed on any crew which fails to start within 20 seconds of the starting signal.

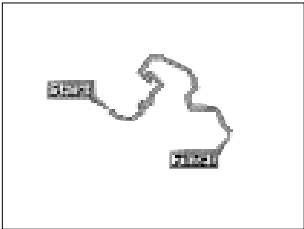
The stage maps

SS01: Sutton Park



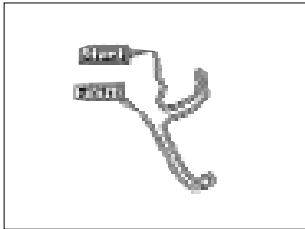
Stage Type:Parkland
Distance:3.1 miles
Road Surface:Tarmac
Conditions:Fine/Rain

SS02: Weston



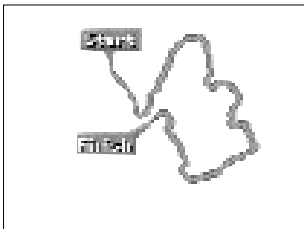
Stage Type:Parkland
Distance:3.0 miles
Road Surface:Tarmac
Conditions:Fine/Rain

SS03: Oulton



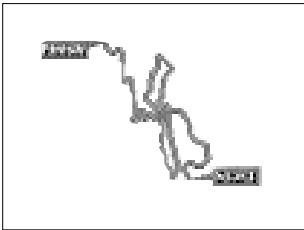
Stage Type:Race Circuit
Distance:2.9 miles
Road Surface:Racing
Conditions:Fine/Rain

SS04: Tatton Park



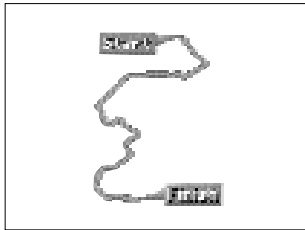
Stage Type:Parkland
Distance:4.3 miles
Road Surface:Gravel
Conditions:Fine/Rain

SS05: Chatsworth



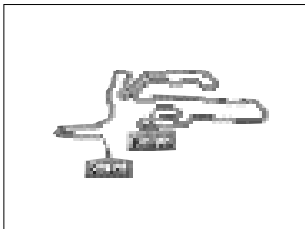
Stage Type:Parkland
Distance:6.7 miles
Road Surface:Gravel
Conditions:Fine/Rain

SS06: Clumber



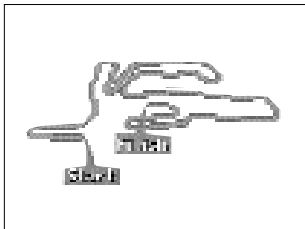
Stage Type:Parkland
Distance:3.3 miles
Road Surface:Tarmac
Conditions:Fine/Rain

SS07: Donington



Stage Type:Race Circuit
Distance:5.1 miles
Road Surface:Racing
Conditions:Fine/Rain

SS08: Donington



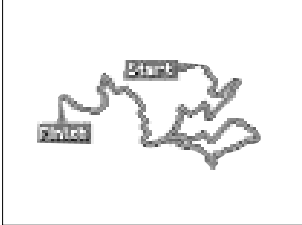
Stage Type:Race Circuit
Distance:5.1 miles
Road Surface:Racing
Conditions: Night

SS09: Mira



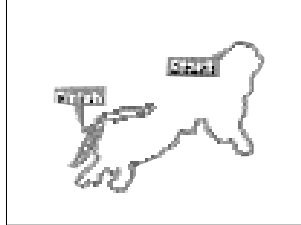
Stage Type:Race Circuit
Distance:4.6 miles
Road Surface:Racing
Conditions: Night

SS10: Dyfnant



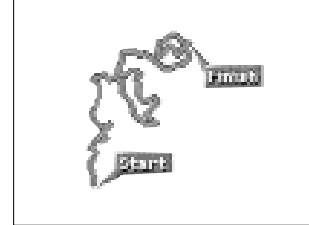
Stage Type: Forest
Distance: 12 miles
Road Surface: Sandy
Conditions: Night

SS11: Myherin



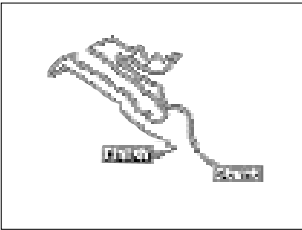
Stage Type: Forest
Distance: 20 miles
Road Surface: Sandy
Conditions: Fine/Rain

SS12: Hafren



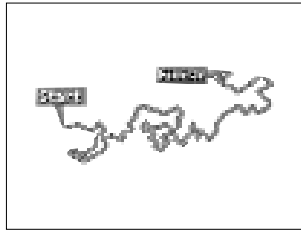
Stage Type: Moorland
Distance: 14 miles
Road Surface: Sandy/Grassy
Conditions: Fine/Rain

SS13: Pantperthog



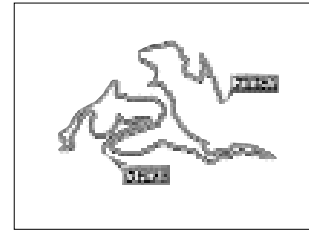
Stage Type: Moorland
Distance: 9.2 miles
Road Surface: Sandy
Conditions: Fine/Rain

SS14: Dyfi Main



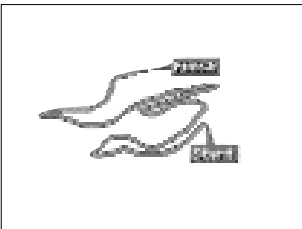
Stage Type: Forest
Distance: 14.6 miles
Road Surface: Sandy
Conditions: Fine/Rain

SS15: Gartheniog



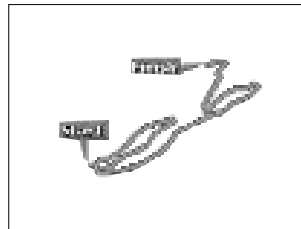
Stage Type: Forest
Distance: 13.3 miles
Road Surface: Sandy/Grassy
Conditions: Fine/Rain

SS16: Penmachno South



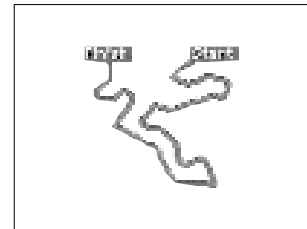
Stage Type: Forest
Distance: 8.4 miles
Road Surface: Snow covered
Conditions: Snow

SS17: Penmachno North



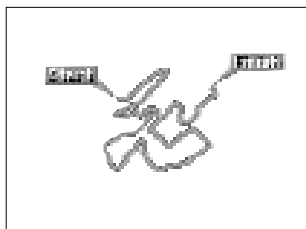
Stage Type: Forest
Distance: 6.3 miles
Road Surface: Mud
Conditions: Fine/Rain

SS18: Brenig



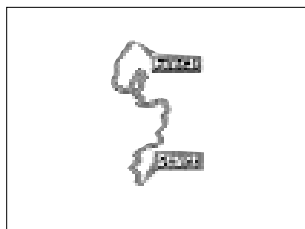
Stage Type: Forest
Distance: 5.7 miles
Road Surface: Mud
Conditions: Night

SS19: Clocaenog



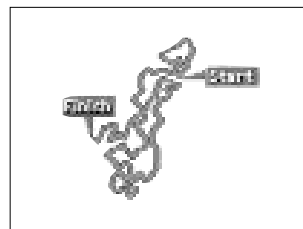
Stage Type: Forest
Distance: 12 miles
Road Surface: Mud
Conditions: Night

SS20: Grizedale East



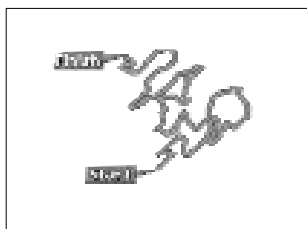
Stage Type: Forest
Distance: 4.7 miles
Road Surface: Sandy
Conditions: Fine/Rain

SS21: Grizedale West



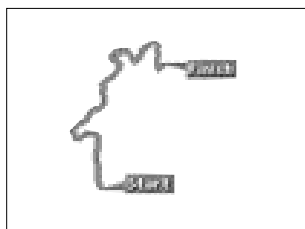
Stage Type: Forest
Distance: 17.8 miles
Road Surface: Sandy
Conditions: Fine/Rain

SS22: Kershope



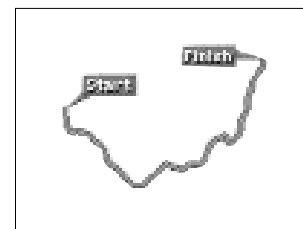
Stage Type: Forest
Distance: 24.8 miles
Road Surface: Snow covered
Conditions: Snow

SS23: Wauchope



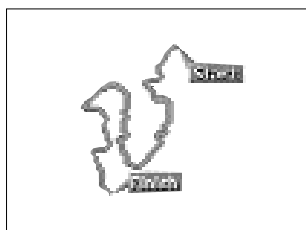
Stage Type: Forest
Distance: 7.2 miles
Road Surface: Snow covered
Conditions: Snow

SS24: Orge Hill



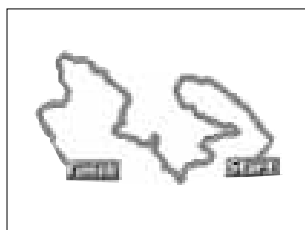
Stage Type: Forest
Distance: 7 miles
Road Surface: Snow covered
Conditions: Snow

SS25: Harwood



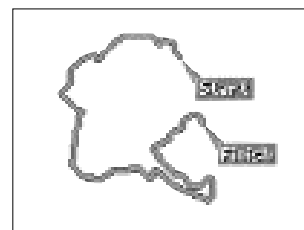
Stage Type: Forest
Distance: 12.6 miles
Road Surface: Gravel
Conditions: Fine/Rain

SS26: Falstone



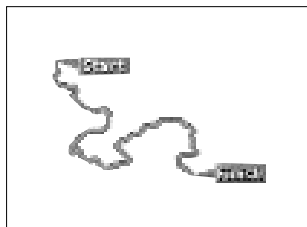
Stage Type: Forest
Distance: 18.5 miles
Road Surface: Snow covered
Conditions: Snow

SS27: Broomylinn



Stage Type: Forest
Distance: 11.1 miles
Road Surface: Gravel
Conditions: Night

SS28: Pundershaw



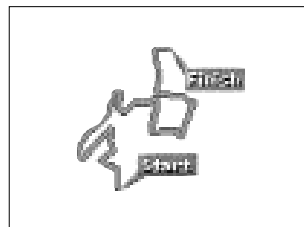
Stage Type:Forest
Distance:18.2 miles
Road Surface:Mud
Conditions: Night

SS29: Hamsterley



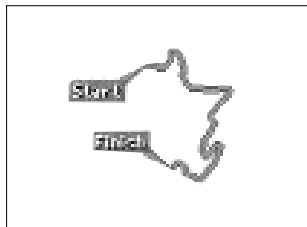
Stage Type:Forest
Distance:15.4 miles
Road Surface:Sandy/Grassy
Conditions:Fine/Rain

SS30: Cropton



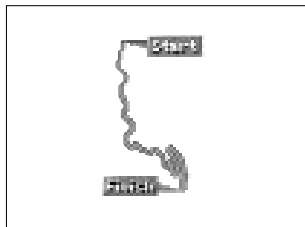
Stage Type:Forest
Distance:8.3 miles
Road Surface:Tarmac
Conditions:Fine/Rain

SS31: Gale Rigg



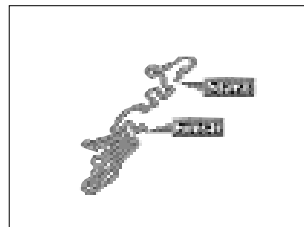
Stage Type:Forest
Distance:5.9 miles
Road Surface:Tarmac
Conditions:Fine/Rain

SS32: Langdale



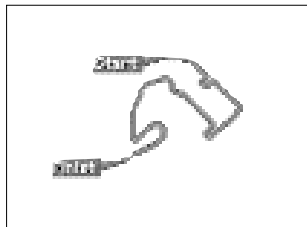
Stage Type:Forest
Distance:11.1 miles
Road Surface:Sandy/Grassy
Conditions:Fine/Rain

SS33: Dalby



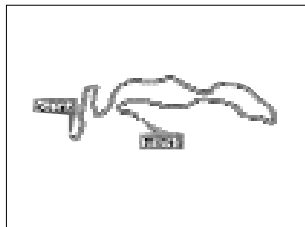
Stage Type:Forest
Distance:20.5 miles
Road Surface:Mud
Conditions:Fine/Rain

SS34: Scunthorpe



Stage Type:Moorland
Distance:4.4 miles
Road Surface:Gravel
Conditions:Fine/Rain

SS35: Donington



Stage Type:Race Circuit
Distance:2.9 miles
Road Surface:Racing
Conditions: Night

RALLY

Day 1

Starting and finishing in Birmingham the first day is the only one when competitors will find themselves ending where they began. All nine legs are relatively short, the longest is just under seven miles. Today's legs all take place in parkland or on motor racing circuits so drivers will spend most of the day on tarmac, except at Chatsworth and Tatton Park where they will have to cope with gravel roads. Speed will also be the order of the day as competitors hurl their cars around three of Britain's best known race courses – Oulton Park, Donington and Mira. You had better make sure those windscreen wipers are working because rain is very likely, and watch your speed on those tight corners. Inexperienced drivers might want to make use of the auto brakes, especially for those hairpin bends at Oulton Park, although everyone should have lots of fun on the track's nice long straights.



Day 2

Today's stages take competitors to Wales, land of windy roads, rolling hills and unpronounceable place names. Most of the routes will find you driving through picturesque forests and moorland, so fit your knobbly tyres because you can expect mostly sandy or muddy road surfaces. Once again the weather is unlikely to be on your side, so be prepared for rain and perhaps even snow. The toughest and longest course of the day is without a doubt the notorious SS11

at Myherin, 20 miles of tight bends and view obscuring hills, so to help you on your way you'll really have to make the fullest use of the pace notes provided by your co-driver.

day by day...

Day 3

On day three the route takes you further north and all the way across to the east coast of Great Britain. You have now passed the half way point of the rally, but don't think you will have any time to relax. Today will test the flexibility of all drivers as they will face a very mixed bag of road types and weather conditions.

Although the forecasters promise bitter weather with driving snow to dog your progress you can also expect dry and rainy stages. And not only the elements are against you. On today's stages competitors will find themselves facing every road type from loose gravel to slippery mud.

This is also the day on which we come across the longest individual leg of the entire rally. This is at Kershope, and it promises to present you with a staggering 25 miles of nasty, cold and very very slippery snow.



Day 4

The last day brings you all the way down back to your original starting point near Birmingham. Weather as usual will not be spectacular, but a lot better than usual. Rain will be your biggest problem today. You will be rallying through forests for the best part of the day, but the final leg will be held at the Donnington Park racing circuit. But you should be used to that after what happened on the first day. Have fun on leg 32 at Langdale. Apart from one nasty hairpin near the end of the stage,

this course is made up entirely of nice long straights and slow, sweeping bends. If the rain holds off you should really enjoy this leg.

Acknowledgments

Thanks to all the people without whose invaluable input and experience this project would not have been possible.

RAC Malcolm Neill Andrew Kellit
Eric Cowcill

Network Q

Ford Motorsport Don McHugh Terry Bradley

Prodrive (Subaru) Ian Parry Belinda Jellet
Melvyn Powell

Lancia Huguetta Boyagis

Toyota Alexandra Schieran

Mitsubishi Rob Arthur

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Project Management Kevin Cook Mick Garlick

HOW TO MAKE RALLY RUN FASTER

If you want to make Rally run faster – perhaps your PC hasn't got enough memory to cope with all the incredible graphics packed into this program – you may like to cut out some of the memory hungry features. There are six different ways to do this. They are:

- F7 – Turns on/off the rearview mirror
- F8 – Turns on/off the road detail
- F9 – Turns on/off the landscaping details
- F12 – Turns on/off the rain and snow
- +/- (keyboard) – Increases/decreases view of the road
- +/- (keypad) – Increases/decreases roadside features

Trouble Shooting

This version of Rally may not install correctly if you have a CD-ROM drive attached. If you experience problems please bypass your CD-ROM drive in your Autoexec.bat file.

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