



PlayStation

NTSC U/C

NEW
*Arcade
Mode*

PlayStation®



colin|mcræe|rally|2.0™

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01222
40016

Codemasters®



GENIUS AT PLAY™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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.

© 2000 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® and the Codemasters logo are registered trademarks owned by Codemasters Limited. "colin mcrae rally 2.0"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. "Colin McRae"™ and the Colin McRae signature device are registered trademarks of Colin McRae. All Rights Reserved. "Colin McRae"™ and copyrights, trademarks, designs and images of car manufacturers and /or on car liveries featured in relation to the game, are being used by Codemasters under license. All other trademarks or copyrights are the property of their respective owners and are used under license. All rights reserved. For home use only. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited. **This game is NOT licensed by or associated with the FIA or any related company.** All information correct at time of going to press.


The Mini Cooper and MG logos, wordmarks and model designations are Trademarks of the Rover Group Ltd and are used under license.

Official Licensed Product, Ford Motor Company. The TMG logo is a trademark of Toyota Motorsport GmbH ("TMG"). Made under license from TMG.

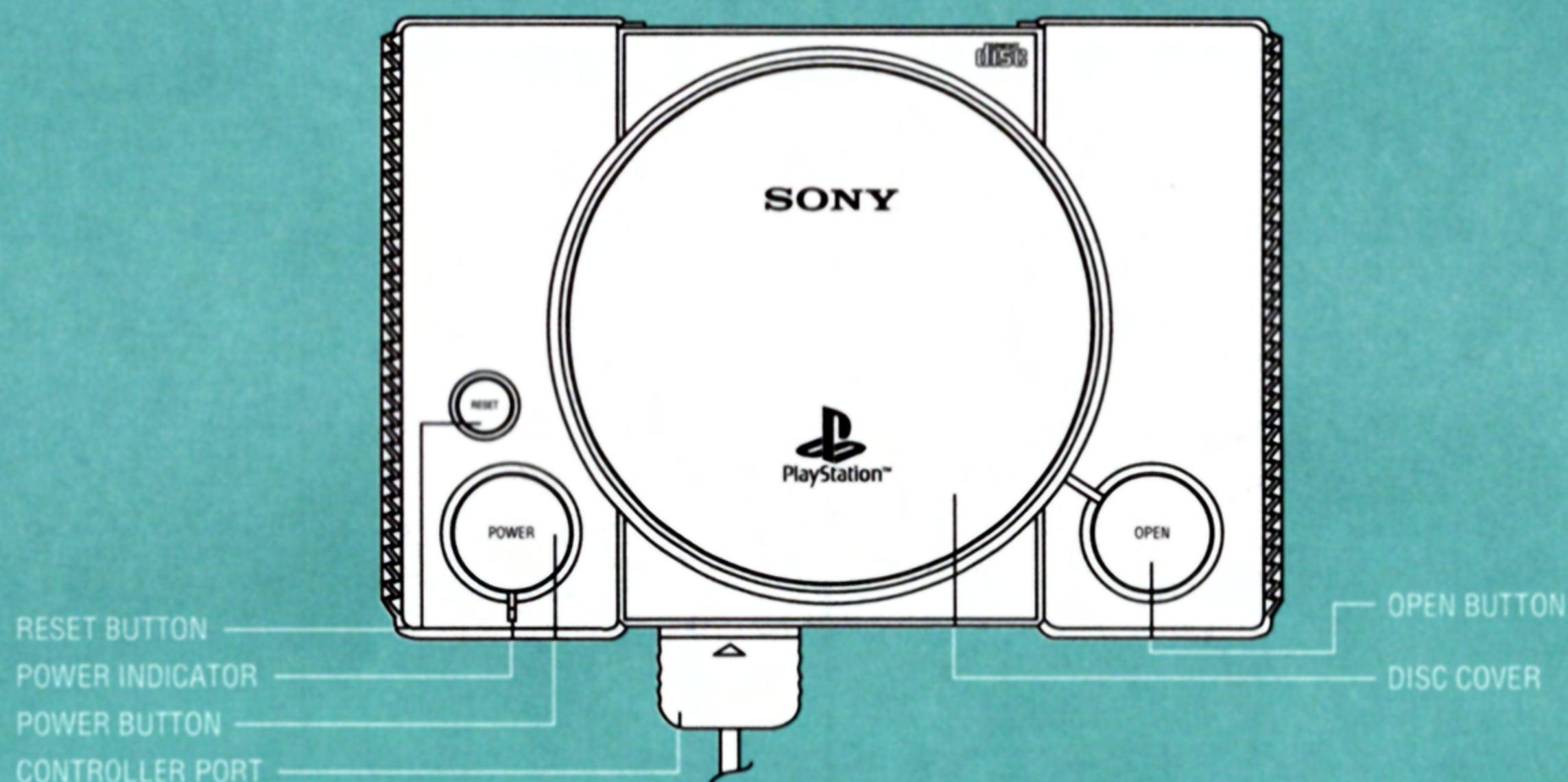
colin|mcrae|rally|2.0

the | contents

▶ getting started	1.0	▶ service area	10.0
▶ basic controls	2.0	▶ on screen display	11.0
▶ the game	3.0	▶ co-driver	12.0
▶ main menu	4.0	▶ camera views	13.0
▶ rally modes	5.0	▶ driver profiles	14.0
▶ arcade modes	6.0	▶ options	15.0
▶ difficulty settings	7.0	▶ controlling the game	16.0
▶ player selection	8.0	▶ driver guide	17.0
▶ car selection	9.0		

Codemasters® 

GENIUS AT PLAY™



Set up your PlayStation game console according to its instruction manual. With the power OFF, open the disc cover and insert the Colin McRae Rally 2.0™ disc.

It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

If you wish to load or save information during play, insert a MEMORY CARD, with at least 1 free block, in MEMORY CARD slot 1 or 2.

See the Load/Save Data section later in this manual for more details. Close the disc cover before turning the power on.

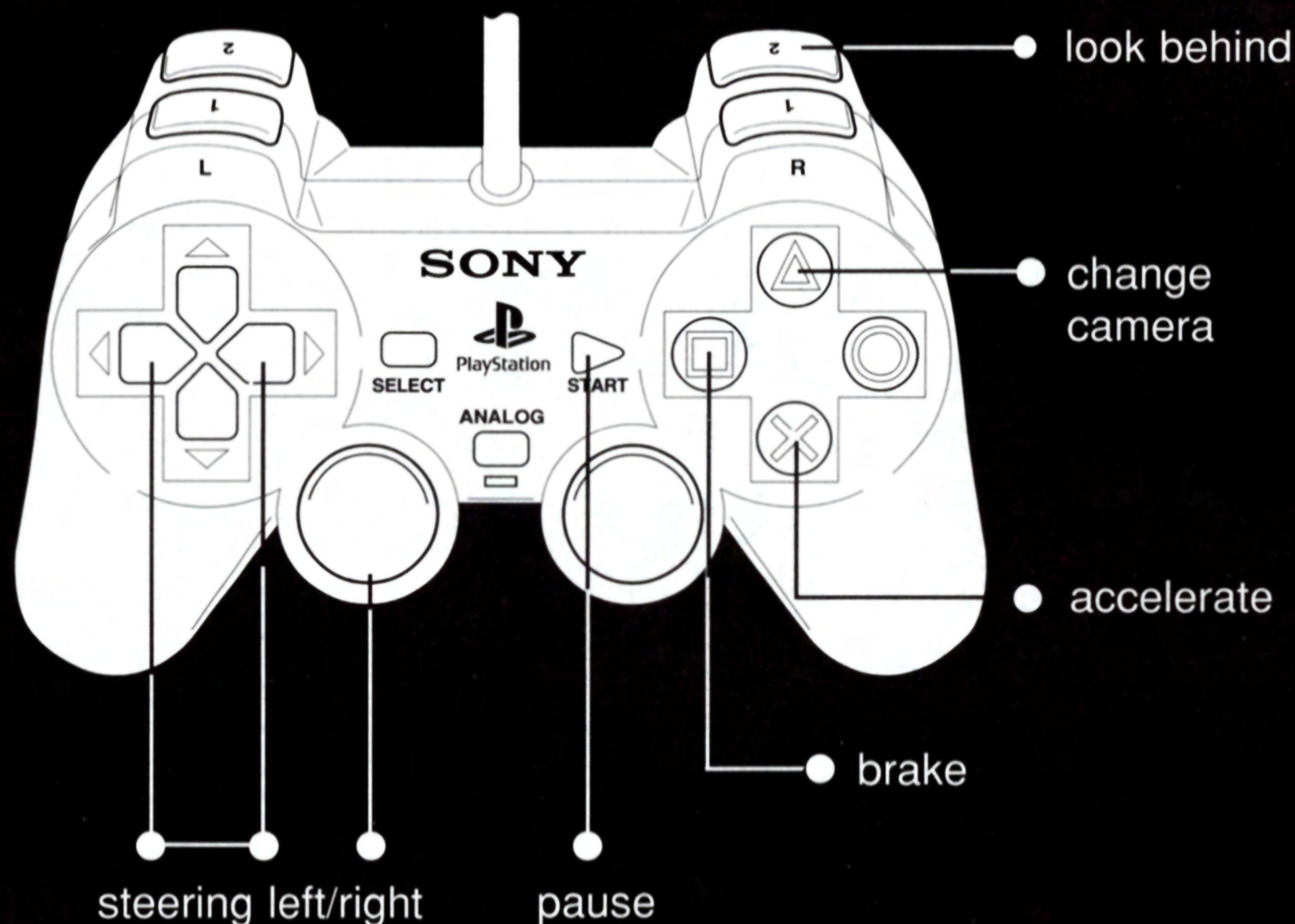
After the introduction sequence has finished, the title screen is displayed. The introduction sequence can be skipped by pressing the START button or the X button.

The Language Select screen then allows you to choose from English, French, German, Italian and Spanish.

basic | controls

2.0

DUALSHOCK™ analog controller

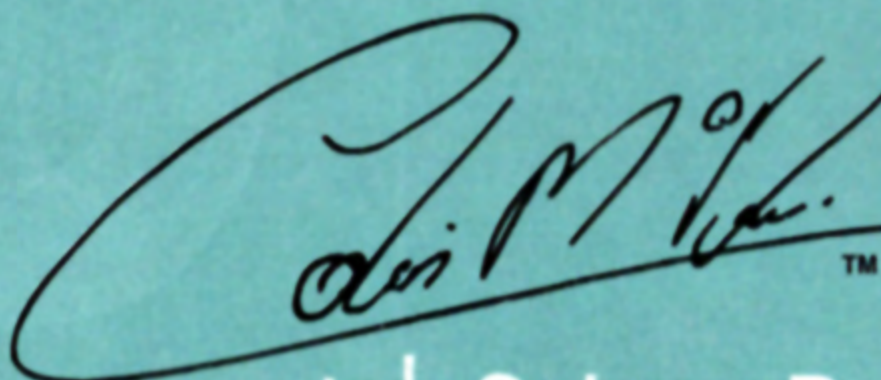


Note: To use the left stick, the DUALSHOCK™ analog controller should be switched to Analog mode (LED:Red) using the Analog mode switch.

See the 'Controlling the Game' section later in this manual for details on using other types of controllers with the game.

the game | the men

3.0



Colin McRae is perhaps the most popular and exciting driver on the world rallying stage today. The 31-year-old Scot became the sport's youngest ever world champion in 1995 during a successful eight-year career with the

Subaru Prodrive team. To date, he has 19 World Rally Championship wins under his belt, including three in his current car, the \$500,000 Ford Focus WRC. His all-out attacking style has earned him the nickname The Flying Scotsman.

the game | the sport

Rallying is one of the world's most exciting sporting spectacles – no other motor sport offers its fans such a close-up view of their heroes at work. And unlike most other motor sport events, cars race against the clock rather than directly against each other, going off at one minute intervals along individual tracks, known as stages. But these are no ordinary tracks. Although some stages are run on asphalt, world championship racers

can also expect to encounter an array of different surfaces from ice and snow through to sand, mud and gravel.

Rally drivers race at all times of the day and in all weathers. They are backed up by co-drivers: highly specialized navigators who call corners, distances and hazards, and allow the driver to concentrate on getting the maximum performance from his or her car.

technical specification FORD FOCUS WORLD RALLY CAR

engine	Ford 2.0 L Zetec E engine. 4-cylinder, 16 valve, 2-liter. Electronic Ford engine management system. Garrett turbo-charger (with FIA required 34 mm restrictor). Catalytic converter.	transmission	M-Sport / XTrac 240 6-speed sequential gearbox.
electronics	Full chassis and engine data acquisition for on-event diagnostics and performance development.	suspension	Front: MacPherson struts with adjustable dampers. Fully adjustable links. Rear: MacPherson struts with adjustable dampers and links.
intercooler	Air intercooler with external water spray.	steering	Power-assisted high-ratio (12:1) rack and pinion. 2.0 turns lock to lock.
power	300 bhp at 6,500 rpm.	brakes	Asbestos – 14.96" (front) / 12.40" (rear) ventilated discs with 8-pot calipers (front) / 4-pot calipers (rear).
torque	550 Nm at 4,000 rpm.	wheels	Asphalt - 18" diameter x 8" wide
fuel tank	100 liter capacity / located centrally.	overall length	163.46"
drive system	Permanent 4-wheel drive with M-Sport designed and manufactured active front, center and rear differentials. Electronic differential control units.	overall width	69.69"
		overall height	55.91"
		wheelbase	102.95"
		weight	2711.64 lb

main | menu

4.0

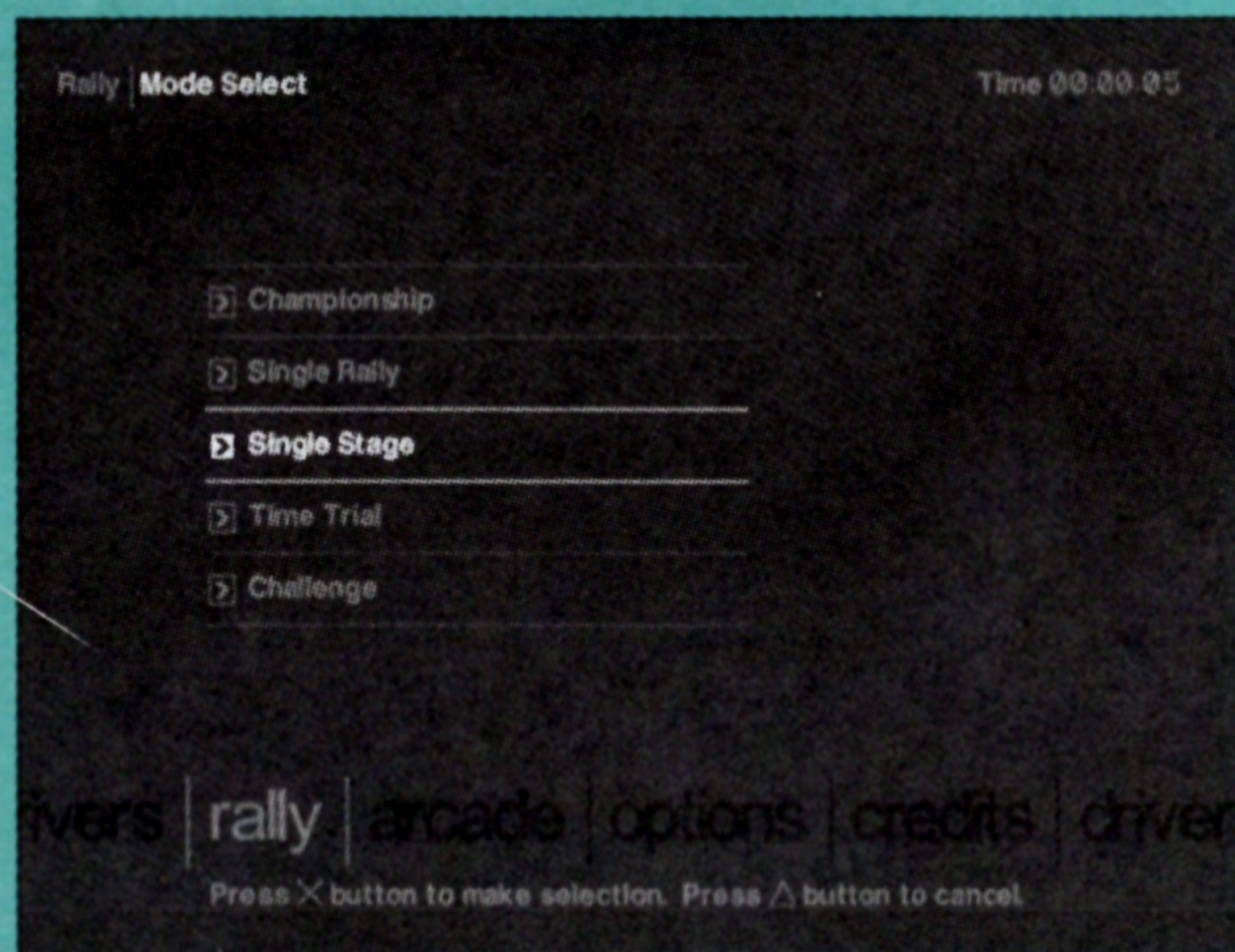
When navigating menus, pressing the X button selects the highlighted option. Pressing directional buttons changes the highlighted option. Pressing the Δ button moves you back to the previous menu, cancelling any changes you made.

From the Main Menu you can choose the type of game mode you want to play.

Rally involves racing on timed, point-to-point stages.

Arcade is circuit racing in direct competition with other drivers

The Main Menu also allows you to access the game Options and Drivers, where you can create your own driver profile.



rally | modes

5.0

championship

The ultimate rally experience - compete in a full season of rallies in eight different countries. In a field of 16 drivers, you must finish in the top six of a rally to progress to the next one.

The last day of every second rally is a Super Special Stage day. A Super Special Stage is a head-to-head race on a specially constructed dual-circuit track.

Championship points are awarded at the end of each rally as follows:

1st place	—	12 points
2nd place	—	8 points
3rd place	—	6 points
4th place	—	4 points
5th place	—	2 points
6th place	—	1 point

This mode can be played by a single player, 2 players in split screen or 2-4 players taking turns to race stages (Alternate Play).

single rally

Compete in a Rally at any one of eight available countries. Only Finland is unlocked initially. To access the other countries you must reach them in Championship mode.

This mode may be played as 1 Player, 2 Player split screen or 2-4 Player Alternate Play.

single stage

Race individual stages of your choice in 1 Player, 2 Player split screen or 2-4 Player Alternate Play modes. In this mode you may select your preferred weather from the weather types available at the chosen stage.

time trial

Strive for the fastest times on any individual stage. This mode always uses the best weather conditions to promote the fastest times.

This mode may be played as 1 Player or 2-4 Player Alternate Play.

challenge

Challenge is a knockout tournament that takes place on a Super Special Stage initially in Japan, a country not featured in the Championship. When other Super Special Stages are unlocked in the Championship, they may be used in this mode. Each round of the tournament consists of head-to-head races between two drivers.

In this mode you can either exclude computer drivers from the tournament or set their level of difficulty. Note that when computer drivers are excluded, some players may get a free ride into the next round of the tournament.

The car that you drive is chosen randomly in each round of the tournament.

Challenge can be played by up to eight people (in rounds), with split-screen used when two players need to race against each other.



championship

Race against five other drivers at three different circuits over three laps. Your aim is to get as many points as possible over the three races. Points per race are awarded as follows:

1st place	–	6 points
2nd place	–	4 points
3rd place	–	3 points
4th place	–	2 points
5th place	–	1 point
6th place	–	0 points

There are two championship classes, A and B, each containing a different set of circuits. Class A is not initially available. You must come 1st in Class B to open Class A. This mode may be played as 1 Player.

single race

1-player: Race an individual circuit. You can choose any number of laps, between one and ten, and also choose the number of opponents in the race, up to a maximum of five.

2-player: This is played in split-screen with no computer-controlled opponents. A Catchup option may be switched on. This gives a boost to the player who is currently in second place. You may choose to race normally or select Lap Points mode or Time Lag mode.

lap points mode: The driver who is ahead at the start/finish line gets a point. A player must reach the target number of points to win the game.

time lag mode: The driver who is behind must cross the start/finish line within a set number of seconds compared to the first placed driver or lose the game.

time trial

Practice laps of any available circuit against the clock.

This mode may be played as 1 Player.

difficulty | settings

7.0

There are three difficulty levels: Novice, Intermediate and Expert.

In Rally mode the difficulty restricts the stages that are available and, in turn, the number of days in each rally.

novice

Day 1 (four stages) with Day 2 (Super Special Stage) at four of the countries.

intermediate

Day 1 (four stages), Day 2 (four stages) and Day 3 (Super Special Stage) at four of the countries.

expert

Day 1 (four stages), Day 2 (four stages), Day 3 (two stages) and Day 4 (Super Special Stage) at four of the countries.

In Arcade mode the only restriction is that Novice level only contains the Class B championship and circuits.

Novice and Intermediate are available when the game is first played. Expert difficulty is unlocked in Rally mode by coming 1st in the Championship at Intermediate level.

Expert difficulty for Arcade modes is unlocked by coming 1st in the Class A and Class B Championships at Intermediate level.

player | selection

8.0

When beginning a game you can select your Driver Profile from those stored on a MEMORY CARD. If you do not have a profile, you can create a new one. See the Driver Profiles section for more details.

If you do not have a MEMORY CARD, or do not wish to create a profile, then you can play the game as a GUEST. A guest cannot unlock bonus cars.

Note that Driver Profiles are not used in Challenge mode since it can support up to eight players.

car | selection

9.0

Six cars are available initially. Other cars become available by progressing in the Rally and Arcade Championships at both Intermediate and Expert levels.

When selecting a car you may choose between Manual (MT) and Automatic (AT) transmission. It is advisable to start with AT until you have become used to the feel of the cars and the driving challenges the game has in store for you.

ford focus

BHP	300
weight (lbs)	2711.64 lb
turbo	Y
drive	4WD



subaru impreza

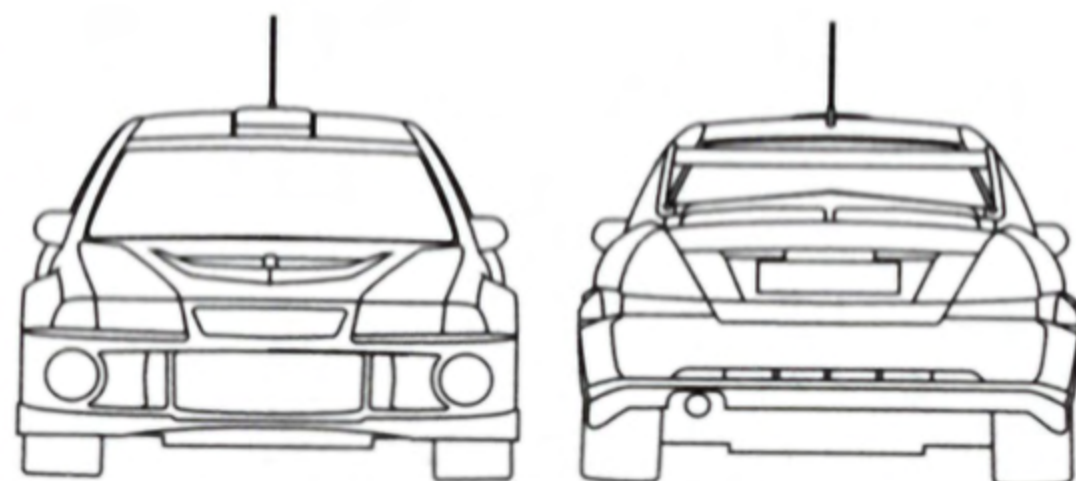
BHP	300
weight (lbs)	2711.64 lb
turbo	Y
drive	4WD



toyota corolla

BHP	300
weight (lbs)	2711.64 lb
turbo	Y
drive	4WD





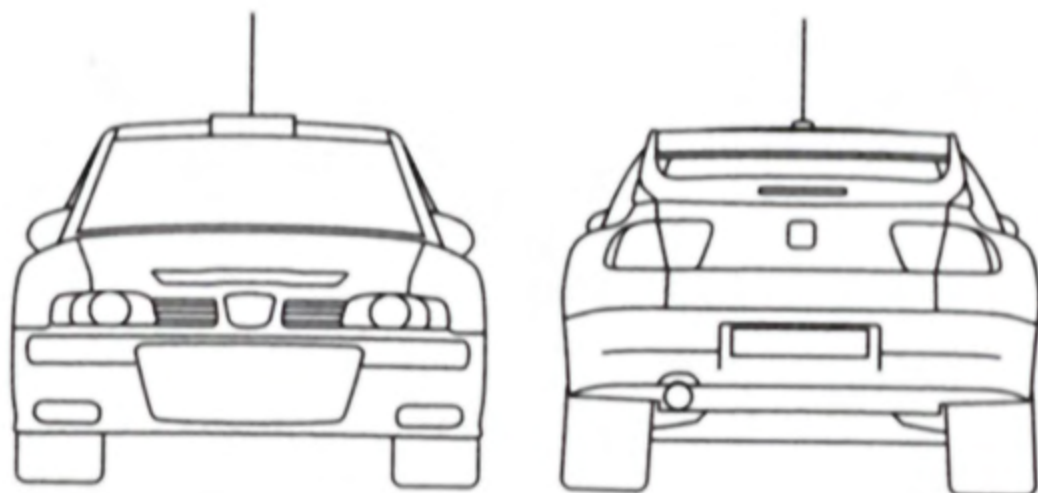
mitsubishi lancer

BHP	300
weight (lbs)	2777.78 lbs
turbo	Y
drive	4WD



peugeot 206

BHP	300
weight (lbs)	2711.64 lbs
turbo	Y
drive	4WD



seat cordoba

BHP	300
weight (lbs)	2711.64 lbs
turbo	Y
drive	4WD

At the start of, and halfway through, each rally day you can visit a Service Area to adjust the car set-up and replace damaged parts. You can also view information on the coming stages and the weather forecast for the day.

Each Service Area has an allotted time in which set-up adjustments and repairs can be made. The Service Area at the start of the day lasts 60 minutes, as does the Service Area halfway through the day.

set-up

At the first Service Area of a rally - before the start of the first stage - the car has a set-up that is adequate for that country's stages. But it is no more than adequate. You should study the stage information at each Service Area and change the set-up where appropriate to get the most effective performance from your car.

Each alteration to the set-up takes up some of the time allotted at the Service Area. You can set up the following parts of the car:

gears

Changing the gear ratios means a trade-off between acceleration and maximum speed.

suspension

Choose from a range of suspension settings between soft and hard.

tires

Tires may be replaced with alternative types. The following types of tire can be used: Dry Asphalt, Wet Asphalt, Dry Gravel, Wet Gravel, Dry Mud, Wet Mud and Snow.

power ratio

Moves the power ratio between the front and rear wheels. This adjustment is limited to a maximum of 60% at front or rear.

brake bias

Moves the brake balance between the front and rear of the car.

brake power

Adjusts the strength of the brakes.

steering

Adjusts the steering sensitivity.

repair

Sustaining damage comes with the territory in rallying. Repairing a damaged part means completely replacing it. These replacements are done at the Service Area. Each part replacement takes up some of the time allotted at the Service Area.

The amount of damage a part has sustained is shown on the damage bar for the part. A summary of the damage is shown on the list of parts by colored hazard symbols: yellow means a small amount of damage, orange means a significant amount and red means a critical amount.

The following parts of the car may be replaced: gear box, turbo, suspension, differential, brakes, body, steering, electrics, exhaust, drive shaft and axles.

information

Here you are given information on the current rally. An overall description of the conditions in the country is provided, along with individual stage maps and weather forecasts. This will help you to maximize the set-up of your car.

Note that the weather is unpredictable and may change. This will affect your tire choice, particularly on asphalt stages.

saving the game

When in Rally Championship mode, you can save your game in the Service Area screen. Note that this does not save high scores, cheats and bonus cars. To save these you must return to the main menu.

arcade mode

There is no Service Area in Arcade mode. Your car will be given a suitable set-up for the current track.

race order

split time

rally mode

co-driver arrows

The co-driver symbols for corners and hazards.

progress and time

Total time on the stage is shown along with progress through the split markers. The blocks between the split markers are colored green or red as you race indicating whether you are better or worse than the highest placed opponent driver over each split.



progress and time

co-driver arrows

dashboard

dashboard

This shows the car's speed, gear and revs.

split time

This is your time difference compared against the highest placed opponent driver on the stage. This is updated at every split marker on the stage.

race order

This shows your current position on the stage along with the two nearest opponent drivers. This is updated at every split marker on the stage.

lap times

split time

arcade mode

laps, time and position

Current number of laps raced, total time and position in the race.

dashboard

This shows the car's speed, gear and revs.

split time

This shows your split time difference compared to the highest placed opponent driver.

lap times

There are four times here:

1. the overall record lap time for the stage by any player along with that player's tag



**laps, time
and position**

dashboard

2. the current player's personal best (if they are playing with a driver profile)
3. the fastest lap of the current session along with the tag of the player who set it (this is reset when returning to the main menu)
4. the last lap time

customising the display

The player may customize their on-screen-display by turning the various components on or off and selecting the preferred position for the co-driver arrows. This is done from within the pause menu.



A rally driver relies on his co-driver to give information on the coming sections of the stage. To be able to maximize performance for the fastest possible time, the driver must listen carefully to the co-driver calls - especially on night stages, where the driver can't see so far ahead.

The co-driver arrows are displayed at the top of the screen, indicating the severity of the coming corners. You will also see warning symbols indicating "Care" or "Caution".



co-driver symbols

corners

6, 5, 4, 3, 2, Open Hairpin, Hairpin

The higher the number you hear, the faster the corner.

The number is the suggested gear a corner can be taken in. This is a similar system to the one used by Colin McRae.

hazards



care – Be careful.



caution – Be extremely careful. It's easy to damage the car here.

co-driver calls

In addition to the symbols appearing on screen, you will hear the co-driver calls. He will call the severity of the corner and then the distance to it. If a corner comes very soon after the current one, you will hear "and" or "into" rather than a distance.

The co-driver will also give you more detailed information where necessary:

care this section is hazardous

caution this section is very hazardous

crest a rise in the road that obscures the route beyond

jump a rise in the road that will propel the car into the air if driven over at speed

long this is a long, progressive corner

very long this is an extended, long corner

turn this denotes a corner at a road junction

opens the corner becomes shallower as you drive through it

tightens the corner becomes tighter as you drive through it

narrows the road becomes narrower

don't cut do not cut across the apex of the corner

straight take a straight line through the coming bends

Various types of hazard will also be indicated, along with upcoming surface changes.

examples

"100, 4 Right" – a fairly tight turn 100 meters away.

"70, 2 Left And 6 Right" – a very tight left hand bend 70 meters away, followed by a flat out right hand bend.

"30, Turn 3 Left, Care Rocks Outside" – a tight left hand corner at a junction with some dangerous rocks on the outside of the bend.

"6 Crest" – it's safe to go flat out over this crest. There is no corner directly after it.

o

behind car (far)

behind car (near)

hood

in-car view

(not available in Arcade, Split-Screen or Time Trial with ghost car modes)

bumper

The Behind Car (Far) camera may be set up according to a player's preferences. The height above the car, distance behind car and tilt direction may be altered along with a spring parameter that affects how much the camera swings left or right when the car is turning.

Players can create a custom driver profile on a MEMORY CARD. This contains their identity and a record of their best performances, trophies, configuration preferences and bonus cars won.

Upon selecting Drivers from the main menu, you can choose to create a new profile, load any profiles on currently inserted MEMORY CARDS or view any profiles that have already been loaded.

creating a new driver profile

If you choose to create a new driver profile you must enter a three-letter 'tag'. This is used as your personal identifier throughout the game (e.g. on high score tables). You then enter your full name and date of birth.

viewing profiles

You can look at all the information in the driver profile, including personal best scores and times for Championships, Rallies and individual stages and laps.

You can view all the trophies you've accumulated during the course of the game. Trophies are awarded on all difficulty levels by coming 1st (gold), 2nd (silver) or 3rd (bronze) in Rally and Arcade Championships and in Single Rallies.

updating profiles

Whenever you leave the game and return to the main menu you will be asked if you wish to update your Driver Profile if it has changed. If you decide not to do this then you may update it later on by selecting Update Driver Profile from within the View Driver Profile menu.

graphics

position screen: alter the position of the game window on the TV screen.

split-screen: switch between vertical and horizontal split-screen.

ghost car: turn the ghost car on or off.

units: display speeds in MPH or KMH.

speedo: set default, digital or analog speedo.

sound

Adjust the music, sound effects and co-driver volumes and switch between stereo or mono output.

high scores

View the current high scores and best times. Note that these are overall high scores by any player. A player's personal high scores are stored in their Driver Profile.

load/save data

You may use a MEMORY CARD to load and save game data - options, high scores and any features that have been unlocked. Any saved data will be automatically loaded from a MEMORY CARD in MEMORY CARD slot 1 when you boot the game up. Note that this is separate from the Driver Profiles that are also stored on a MEMORY CARD.

controllers

Change the configuration of Controller 1 and Controller 2 and toggle vibration on or off.

language

Change the preferred language.

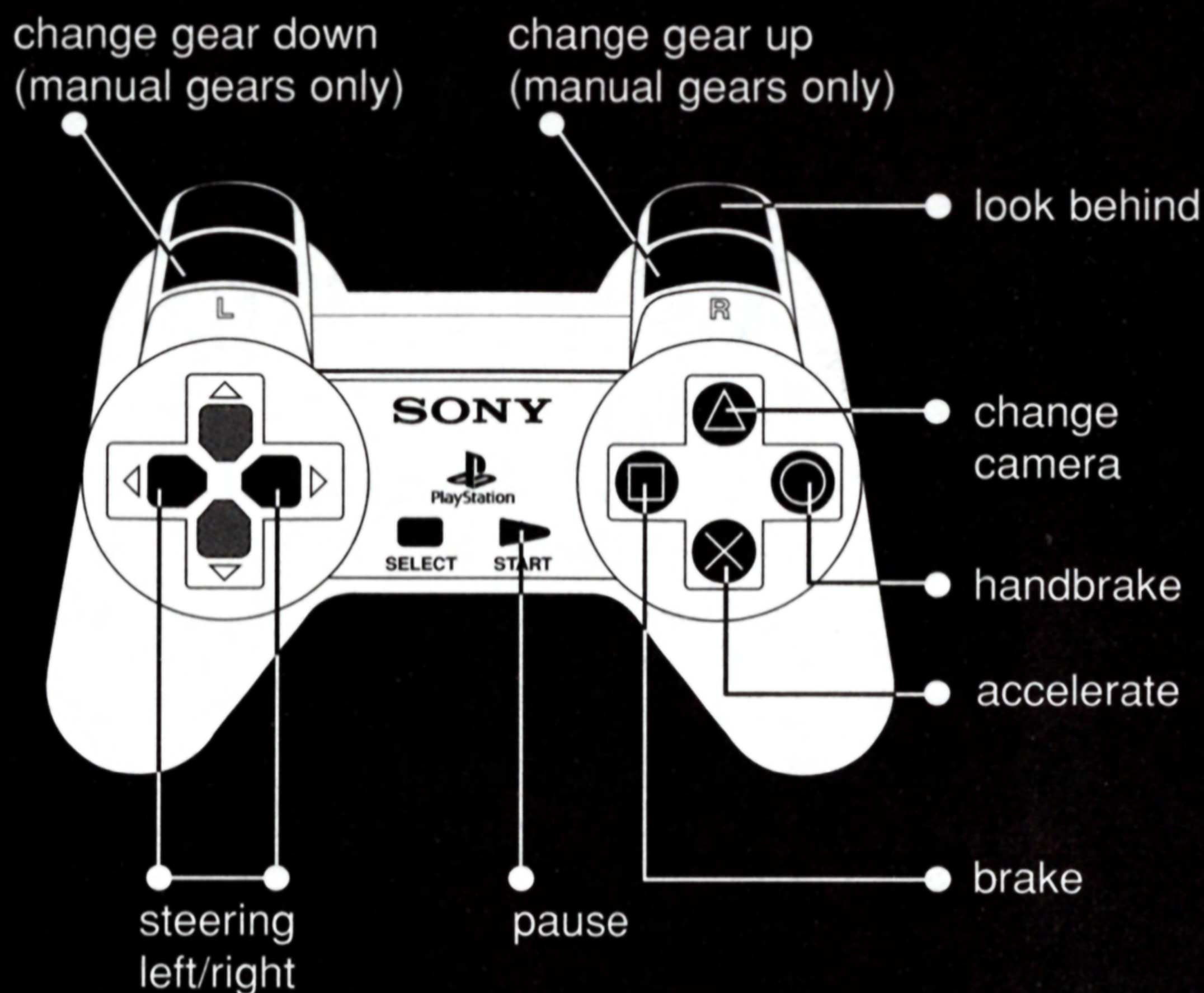
controlling | the | game

16.0

The following Controllers are supported within the game: Digital Controller, DUALSHOCK™ analog controller.

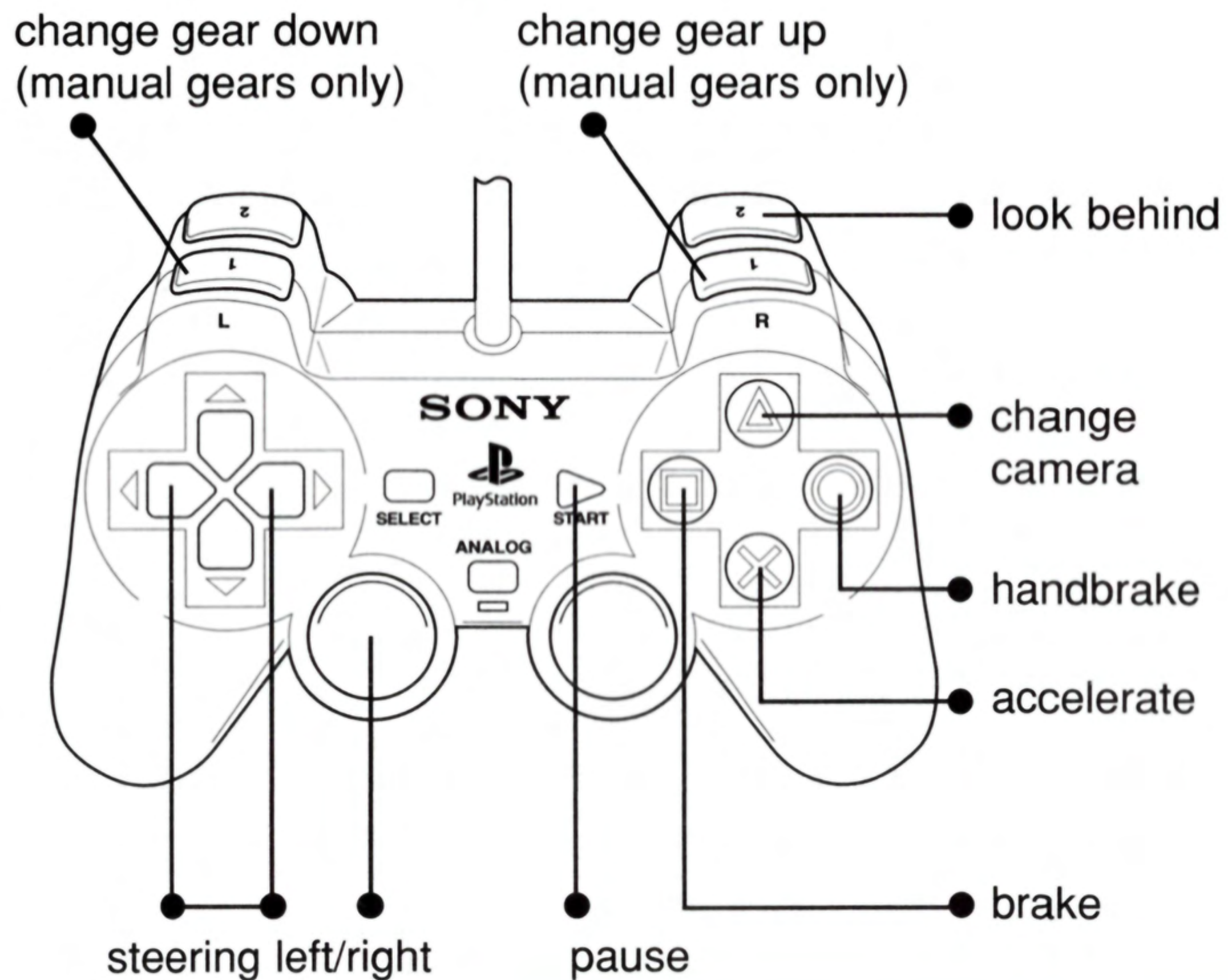
The configuration of this Controller can be changed in the Options menu.

Digital Controller



DUALSHOCK™ analog controller

Note: To use the left stick, the DUALSHOCK™ analog controller should be switched to Analog mode (LED:Red) using the Analog mode switch.



Here are a few tips to help you on your high-speed way:

cornering

Asphalt aside, you can forget the racing line - rally cars tend to slide round corners. As a result, it is important to have speed coming out of a corner rather than coming in. To do this, you need to set the car up – brake to slow down before the corner, not in it, and use the throttle to control your slide and gain grip. If you need to scrub speed in a hurry, or swing into a sharp turn, use the handbrake. If you skid, turn into it to correct it. Once your car is pointing in the right direction, get on the throttle and power away.

transmission

When you feel happy with your control of the car, switch to a manual gearbox. This will help you maximize performance and can help slow the car down at key moments.

general tips

Always pay attention to your co-driver.

Don't be afraid to go off the straight and narrow in an attempt to shave seconds off your time. But be careful – straying from the track can prove costly if a dirty great obstacle is waiting for you.

improvise - a quick trip off the beaten track can slow you down in an emergency, even if it's just a couple of wheels for a couple of milliseconds.

know your surface – driving on asphalt requires techniques vastly different from those used in snow or mud.

watch the weather – a change in the weather can dramatically alter both the handling conditions and visibility.

hall | of | fame

If you have access to the Internet and you have a particular Stage, Rally or Championship time you are proud of, then visit the North American Codemasters website at...

www.codemasters.com

There you will find the Colin McRae Rally 2.0™ Hall of Fame where you will be able to register your best times. To do this, you will need the time code shown under Lap Times in the Driver Profile section.

If your time is good enough it will be displayed with other top times for the whole world to see – your version of rallying immortality!

credits |

Codemasters wishes to acknowledge the co-operation of the following:-

thanks to: BMW AG, Ford Motor Company Limited, Fiat S.p.A, Fuji Heavy Industries, Mitsubishi Motors and Ralliart Inc., Automobiles Peugeot and Peugeot Sport, SEAT SA and SEAT SPORT, Toyota Motor Corporation and Toyota Motorsport GmbH.

thanks to: Agip Petroli, Alitalia, Linee Aeree Italiane S.p.A, Barcardi - Martini Group, Brembo S.p.A, Campagnolo S.r.l, Castrol Limited, Certina Kurth Freres S.A., Cosworth Racing, EMTEC Magnetics GmbH, Esso, Federal-Mogul, Heinrich Eibach GmbH, Hella Limited, Hertz, L.M. Gianetti, Mannesmann Sachs AG, Michelin, Mobil Oil Corporation, NGK, OMP Racing S.r.l, O.Z. S.p.A, Parametric Technology, Pirelli S.p.A, Prodrive, Qantas Airlines Limited, Repsol, Shell, Sodexho, Sparco S.r.l, Sumitomo Rubber Industries, Telefonica Moviles S.A, The Valvoline Company.

special thanks to: Jimmy and Colin McRae, Nicky Grist, Alan Oliver and Thistle Rally Sport, Ford Racing and MSport.

THE CODEMASTERS SOFTWARE COMPANY LIMITED SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED. ("CODEMASTERS"). BY OPENING THIS PACKAGE, AND/OR INSTALLING OR OTHERWISE USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND THE TERMS OF THIS AGREEMENT WITH CODEMASTERS. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT AUTHORIZED TO USE THE PROGRAM AND YOU SHOULD RETURN THE PROGRAM TO THE VENDOR FROM WHICH YOU OBTAINED THE PROGRAM AND REQUEST A REFUND.

THE PROGRAM is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. Limited Use License. Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use on a single computer.

2. Ownership. All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

- * Copy the Program except a single backup copy.
- * Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited in a service bureau, "cyber cafe", computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- * Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.
- * Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- * Export or re-export the Program or any copy or adaptation in violation of any applicable U.S. export restrictions or other laws or regulations.

LIMITED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase,

Codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements, Codemasters Inc., P.O. Box 2150, Oakhurst, CA 93644

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTER'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters,

this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Codemasters Inc., P.O. Box 2150, Oakhurst, CA 93644

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its

partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Codemasters at:

The Codemasters Software Company Limited, PO Box 6,
Leamington Spa Warwickshire CV47 2DL United Kingdom.
Tel +44 1926 814 132, Fax +44 1926 817 595.

TECHNICAL SUPPORT

Lines are open between 8:00am and 5:00 pm Monday through Friday, Pacific Time

Codemasters Inc.
P.O. Box 2150
Oakhurst, CA 93644
Tel (559) 683-4468
Fax (559) 683-3633

URL: <http://www.codemasters.com>

E-mail custservice@codemastersusa.com

**stop the car and
pick up the phone**

call: 1 900 328 0225


Calls cost \$0.95 per minute. US and over 18's only. TPI Boston, 02215 MA.

Fill your tank with Colin McRae Rally 2.0™
cheats, phone our special game hintline.

leave them for dust - call now!

The Codemasters Software Company Limited, PO Box 6, Leamington Spa Warwickshire CV47 2ZT UK.
© 2000 The Codemasters Software Company Limited. ("Codemasters") All Rights Reserved.
"Codemasters" © is a registered trademark owned by Codemasters. "colin mcrae rally 2.0"™
and "GENIUS AT PLAY"™ are trademarks of Codemasters. "Colin McRae"™ and the Colin McRae signature device are registered trademarks of Colin McRae. All other marks are trademarks of their respective owners. All rights reserved. "Colin McRae"™ and all other trademarks and copyrights are being used by Codemasters under license. This game is NOT licensed by or associated with the FIA or any related company. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



Codemasters 

GENIUS AT PLAY™