

user manual

XR

xpand rally

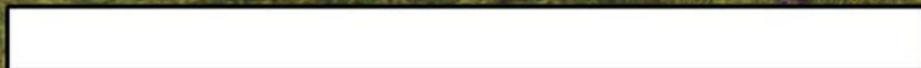


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1. INSTALLATION OF THE GAME

The game installer will run automatically upon inserting the CD-ROM into the drive. In case the installer does not run automatically (this might happen if the "autorun" option is disabled in the system), please run the setup.exe file from the XPAND RALLY CD1.

To do this, click on the START button, then RUN and type X:\setup.exe (X standing for the letter corresponding with the CD-ROM drive – usually it is D).

After running the setup program the InstallShield Wizard will guide the user through the installation process.

Attention! The program requires DirectX 9.0b or newer to work properly. If you have an older version, choose an option to install DirectX 9.0c.

After successful installation you may run the game:

- double-click the left mouse button on the Xpand Rally icon placed on your computer desktop (provided that the "add Xpand Rally icon" was ticked during installation);
- After inserting the Xpand Rally CD into the CD-ROM drive, the start-up program should run automatically (if the "autorun" option is enabled in the system); choose the Play option.
- Click on the Start button, then choose Programs, Techland, Xpand Rally and then click on Play Xpand Rally.



Minimum system requirements:

Windows 98/ME/2000/XP

PIII/AMD Athlon processor with 1.3 GHz

256 MB RAM

Graphics card with 64 MB, compatible with DX 8.0 (GeForce 3 or ATI Radeon 9200)

Sound card compatible DX 8.0

1GB of free space on hard drive

DirectX 9.0b

CD-ROM/DVD-ROM

Modem 56,6k (for internet multiplayer mode)

Recommended system configuration:

Windows 98/ME/2000/XP

P IV/AMD Athlon processor with 2.0 GHz

512 MB RAM

Graphics card with 128 MB, compatible DX 9.0 (GeForce 5700 or ATI Radeon 9600)

Sound card compatible DX 9.0

1GB of free space on hard drive

DirectX 9.0b

CD-ROM/DVD-ROM

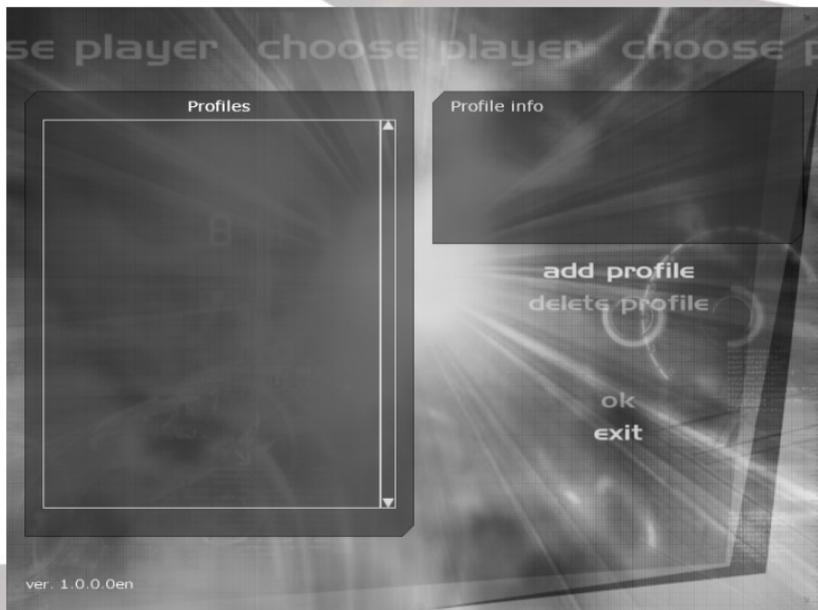
ISDN internet connection (for internet multiplayer mode)

In case of problems with executing the game please check in BIOS if the AGP Aperture Size isn't set to less than 64 MB.

Other problems may also be caused by other than default settings of system components (over-clocked processor, graphics card, memory).



2.USER PROFILE



After running the game you should create a player profile. It will contain all information about your career, game settings and realism level. Creating two or more profiles makes it easier for several players to play on one computer.

When you are creating the profile you should enter its name which will also be your name in the game (in single and multiplayer mode) and choose the game mode – Arcade or Simulation. This settings changes: car handling physics, respawn time, level of damage taken by the driver, level of damage taken by the car, damage and usage of car parts and availability of the restart option.

Please remember that you may also delete an existing profile, but be aware that this will also delete all saved data in this profile!

3.MAIN MENU



Creating/choosing a profile takes you to the main menu, which includes the following:

- **Rally championship** – more information on page 8;
- **Single race** – more information on page 16;
- **Multiplayer** – more information on page 17;
- **Replays** – loads a previously saved replay or replay downloaded from the internet;
- **Options** – more information on page 22;
- **Change profile** – takes you back to the profile menu, where you can change an existing profile or create a new one;
- **Exit** – leaving the game (Your game progress will be automatically saved).

4.RALLY CHAMPIONSHIP - CAREER MODE

Entering the career mode in the main menu makes you a part of the group of drives racing in extreme races on several continents.



You begin the game with a relative small amount of money that you have to use to pay for your first car. Therefore you should go first to the garage, with these options:



Car dealer



Allows you to buy a chosen car and see its parameters.

Parts



This is a part shop, where you can purchase new parts, which will improve your car's parameters. Remember, that an appropriate choice of tyres can be a key to winning in a given race.

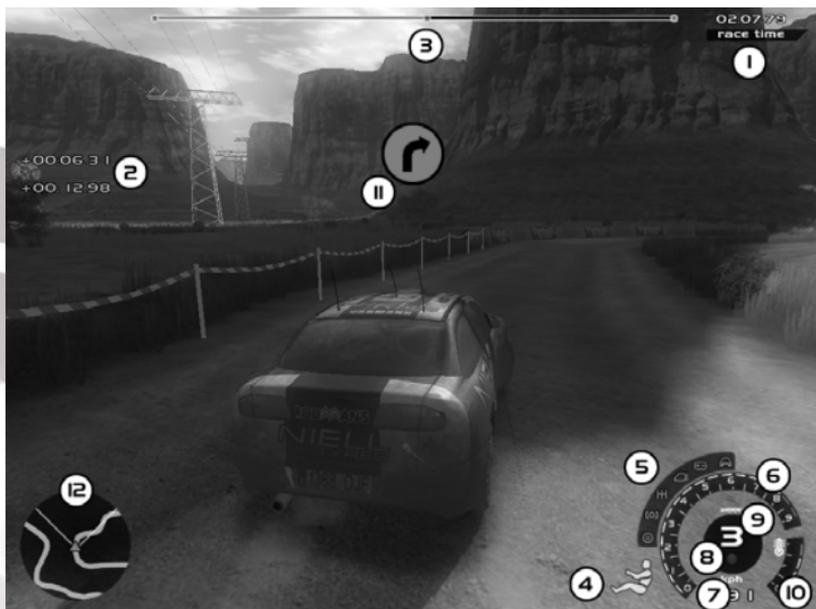
Car setup



This option enables you to change the car's parameters – height and stiffness of suspension, strength and distribution of braking power, sensitivity of steering and transmission and type of the gearbox. Using correct modifications you can make the car better without spending money on any new parts. On races with asphalt surface it is recommended to use hard and low suspension, whereas for a bumpy Kenya a softer suspension would be much better.

Race

After purchasing a car and the right tyres for the race (surface, weather and time of race can be seen on the race screen) you will move to the race by clicking Start. Before it starts you will have the final chance to change the car's parameters and tyres (just as in the car setup).



Description of the screenshot:

1. Race time
2. Split times between the player and AI opponents (red colour indicated worse time, green better)
3. Distance indicator
4. Driver's health indicator
5. Damage level indicator
6. Tachometer
7. Speedometer
8. Turbo indicator
9. Gear indicator
10. Cooling liquid temperature indicator (if the engine overheats it can be damaged)
11. Icon indicating the upcoming curves
12. GPS system with a map showing the nearest section of track (available only when the GPS system has been purchased)



Co-Driver

While driving you will hear your co-driver voice. Some of his pace notes are also visible on the screen:



Six



Hairpin



Five



Long straight



Four



Over/Onto bridge



Three



Track narrows



Two



Warning sign



One



Bump/Jump



After finishing the race you can watch a replay of the race:



You can choose between different cameras, special effects, rewinding and save the replay on a disk.



Thanks to that option you can record your best races, show them to your friends or even publish them online! Later on you can load the replay from the main menu.

After finishing the race a query will appear whether you wish to repair your car (of course this is not the only moment when the repair menu is available).

In-game menu



This menu can be accessed by pressing the ESC button during the game.

- **Resume game** – This option enables you to continue the race.
- **Try again** – Allows you to start the race from the beginning (no car damage nor drivers injuries will be saved). This option is available only in some game modes.
- **Options** – Allows you to change game options. Details on page xxx. Please remember that most of the video options will be disabled while entering them via in-game menu.
- **Retire** – This option ends the race and exits to the game menu.

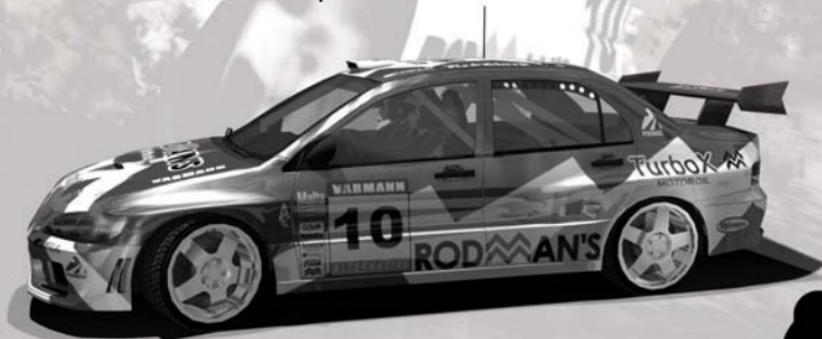
Repair



This part of the menu enables you to repair your car or just parts of it. Attention! Tyres cannot be fixed – they are always exchanged for new ones. To repair all parts click the “All” button – if the tyres are damaged all other parts will be fixed and then a question regarding tyres will appear.

Rollback career

If your car is damaged and you don't have funds to repair it this option allows you to go back to the previously saved stages of the game. Thanks to this option you won't have to begin your career from the scratch after a spectacular accident.



5.SINGLE RACE



This mode allows you to race on tracks and with cars that are already unlocked in the career mode. In this mode you can practise the tracks how many times you want before taking the final challenge in the career mode or challenge the best time. Another feature differentiating this mode from the championship is the option of changing weather and time.



6.MULTIPLAYER MODE



Choosing the multiplayer option allows you to:



- **Join an existing LAN game** (Join LAN game)
- **Join an existing internet game** (Join Internet game)

Choosing one of the above options opens a new window with server explorer – you can sort them by name, address, ping and the number of players. To choose a game click on one of a servers and then Join.

- **Create a LAN game** (Create LAN game)
- **Create an internet game** (Create Internet game)

When you want to create your own game you have to choose maps that will be on the server, set the time, weather and number of laps for each of them.



The next step is to choose which cars will be available for the players:



Then choose the server parameters:



- **Server name** – name of the server that the players will see;
- **Game port** – port, on which the server will be working;
- **Loop maps** – this option will look the series of chosen maps;
- **Cars interactions** – this option determines, if the cars should collide with each other or not; there's also an option of using ghost cars;
- **Tournament mode** – in this mode each player receives points according to position he finishes the race on – after the

whole series of races the player with the biggest number of point wins the tournament;

- **Server time to start** – time limit, after which the race will begin when the server sets “ready” – in seconds;
- **Time to start** – time limit, after which the race will begin when most of the players set “ready” – in seconds;
- **Min. players to start** – the minimum number of players required for the race to start;
- **Max. players to race** – the maximum number of players that can join the game;
- **Max. time to race end** – time limit, after which the game will end when the first of the drivers crosses the finish line – in seconds;
- **Max players** – the maximum number of players that can join the server;
- **Game mode** – level of realism for the game (independent of the single player settings);
- **Tapes physics** – enabling/disabling track tapes physics.

After choosing the maps and cars you should click „Start” to create the server:



Screenshot description:

1. window with a list of players, their cars and current state;
2. announcements window
3. chat window
4. race info window

Available options:

- **Server settings** – changing the server settings;
- **Select car** – choosing a car from those available on the server;
- **Car setup** – changing the parameters of a chosen car;
- **Ready** – setting yourself ready to start;
- **Exit** – leaving the game;
- **Options** – game options;
- **Start race** – starting the race.



7.OPTIONS

Options in this menu enable you to change game options:

Controls



Defaults controls are:

- **Accelerate** – up arrow
- **Brake** – down arrow
- **Turn left** – left arrow
- **Turn right** – right arrow
- **Gear up** – A
- **Gear down** – Z
- **Hand brake** – space
- **Camera** – F1
- **Road lights** – L
- **Say** – S
- **Horn** - H

If you wish to configure a steering wheel, choose “wheel default” option. Now you can change the axis and additional buttons. In advanced settings you may configure the dead zone, saturation, enable the force feedback and set its strength.



Video



- **Resolution** – setting the resolution of the screen;
- **Fullscreen** – defining if the game should run in a window or a full-screen mode;
- **Brightness** – setting the brightness of the screen;
- **Antialiasing** – Antialiasing settings;
- **Textures filtering** – filtering mode;
- **Materials quality** – setting the quality of the materials in the game;

- **View distance** – setting the distance visible for the player in the game;
- **Water quality** – setting the quality of the water in the game;
- **Car details** – setting the car model details;
- **Car envmap quality** – setting the quality of the environment reflection on the cars;
- **Car body deformations** – setting the level of car deformations in the game;
- **Car shadows** – setting the quality of the shadow cast by the car;
- **Race glow effects** – enabling/disabling additional glow effect in the game;
- **Tapes physics** – enabling/disabling track tapes physics.

ATTENTION! Availability of some of these settings may be determined by the graphics card in the system. Setting most of them at the HIGH or VERY HIGH level may cause a system slow-down and unstable framerate.

If the game is working slow the graphics settings should be lowered and make sure the latest official drivers are installed.

Additionally, there are three levels of preset settings:

- **Best quality** – sets most of the setting to their maximum;
- **Balanced** – medium graphics settings;
- **Best performance** – sets all options to provide the best performance on your machine;

Audio

- **Sound quality** – settings of the sound quality in the game;
- **Music volume** – settings of the music volume in the game;
- **SFX volume** – settings of the special effects volume;
- **Co-driver volume** – settings of the co-driver volume.
- **Hardware mixing** – turns on/off hardware mixing;
- **Channels FXs** - turns on/off channels fxs.

Game options

- **3D cars in menu** – enables/disables 3D models of the cars in the menu;
- **Ghost car** – enables/disables a ghost car representing the best recorded time on the given track.
- **Automatic traction control** – prevents the driving wheels from spinning when starting off from standstill or during acceleration or when driving on slippery surfaces.
- **Co-driver callout distance** – sets the co-driver voice activity;
- **Co-driver** – sets language of the co-driver;
- **Co-driver icons** – turns on/off co-driver icons.



8. TECHNICAL SUPPORT

Before contacting the technical support read the readme.txt file on the Xpand Rally CD.

To open the readme.txt file:

- double-click the left mouse button on "My Computer" icon on your computer desktop
- click the right mouse button on the CD-ROM drive, in which the Xpand Rally CD inserted and choose "Explore"
- double-click the left mouse button on the readme.txt file.

If the information in that file does not solve your problems, please contact:

PLEASE INSERT YOUR TECH SUPPORT ADDRESS HERE

Before contacting the technical support make sure you have the following information:

- name and version of the product
- version of the operating system
- type and frequency of your processor
- amount of RAM memory
- type of the graphics card
- version of the graphics card drivers

9. CREATING A NEW TRACK USING THE WIZARD

1. Run **ChromEd.exe** (you can do it using the Start menu)
2. On the **ChromEd Startup** window choose **Create New Level**



Description of the screenshot:

1. Attributes Window Icon
2. Mesh Browser Icon
3. 3D View
4. Put Object Button
5. Trackpoint
6. Checkpoint
7. Startpoint
8. Object Type Selection
9. Place Object Window

3. Enter a unique name of the track in **New Map Wizard**. Press **Next** and then **Finish** on the next window. The map just created will be then saved as a *Custom Track* in the game – if you should want to delete it later you will have to delete a corresponding subdirectory in Data/MapsCustom dir in the game.
4. Choose the type of the race:
 - Normal (closed track)
 - Normal (open track)
 - Free style
5. After ChromEd starts you will see a standard terrain map with an example track already created – it is right now available on the Custom tab. The track contains the following objects:
 - **StartPoint** – a red flag with posts aside; it denotes the start of the track (there can be only one such object on the track)
 - **Checkpoint** – a green flag with posts aside; it denotes the check points
 - **TrackPoint** – a blue flag that is one of many points that are setting the shape of the track
 - **StartMachine** – the starting machine (Please keep in mind that StartMachine has to be placed on the ground).

The sequence of the flags is visualized by red lines. Each flag should point to the direction of the race.

6. Modify the map of the race if you wish (optional):
 - Change the shape of the terrain
 - Place static object
 - Plant vegetation
 - Change the color map of the terrain
7. To change the shape of the track you have to move the flags
8. Usually the track you are creating is longer or more complicated than the sample track so it needs adding new flags:
 - 8.1. To add flags at the end of the track:
 - 8.1.1. Select the last flag
 - 8.1.2. Add new TrackPoints according to the following steps
 - Choose **MeshBrowser** (icon) to see the list of all objects

- Select the type **TrackPoint**
- Turn on the **Put object** mode (button)



Description of the screenshot:

1. Select Last Planned Flag (S)
 2. Click on: cNext Field
 3. Right Click on next Flag
 4. Click to accept
 5. Click Apply Button
 6. Attributes Window
 7. Java tab
- 8.2. Point the position of successive points of the track (remember that the track ends with the last CheckPoint so after placing new TrackPoints change some of them to CheckPoint class. Leave a few TrackPoints after the last CheckPoint so the car is not respawned after passing the finish.)
- 8.2.1. To add a flag in the middle of the track
 - 8.2.2. Select the flag prior to the new one
 - 8.2.3. Follow the steps of 8.1.2

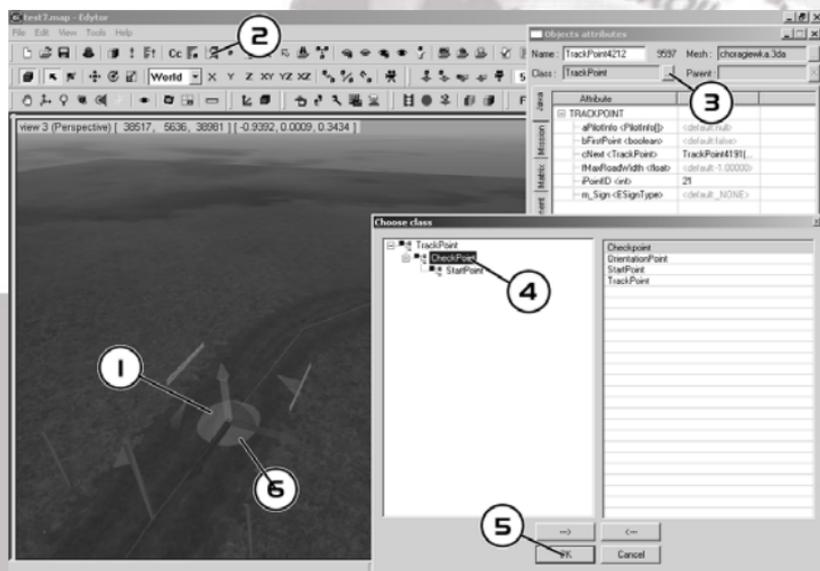
8.2.4. After adding the **last planned flag** show its attributes window, go to the **Java** tab and select the **cNext** field (Screen 2)

8.2.5. On the 3D view right click the next flag

8.2.6. Click the **Set <...> as <...>** option on the popup menu that will show up

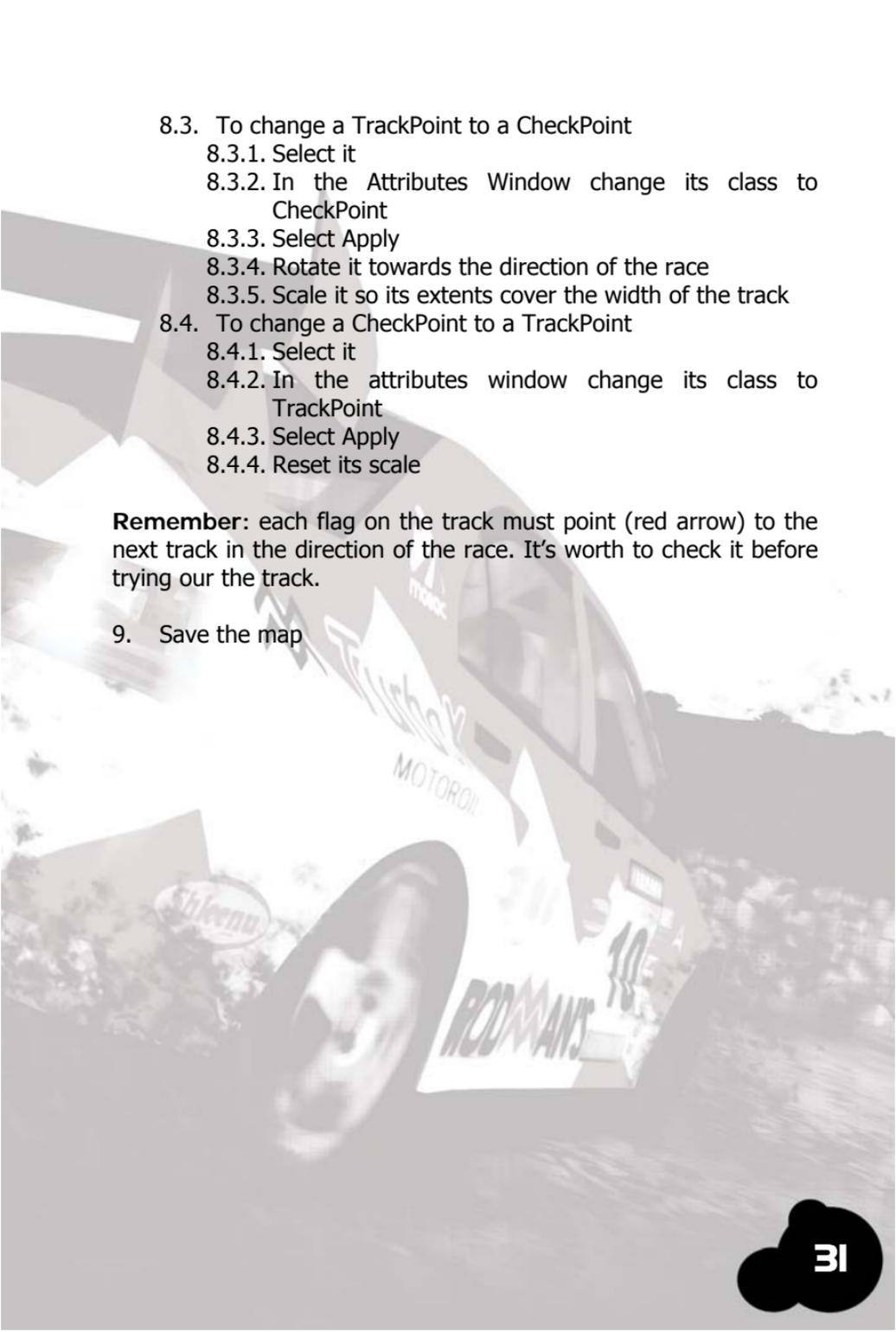
8.2.7. Click **Apply** on the attributes window

Warning! After deleting a flag you need to show the next flag to it's predecessor – analogically as in 8.2.3 – 4



Description of the screenshot:

1. Select Trackpoint
2. Open Attributes Window
3. Change it's Class
4. Select Checkpoint Class
5. Click OK
6. Scale and Rotate Checkpoint to fit Track width

- 
- 8.3. To change a TrackPoint to a CheckPoint
 - 8.3.1. Select it
 - 8.3.2. In the Attributes Window change its class to CheckPoint
 - 8.3.3. Select Apply
 - 8.3.4. Rotate it towards the direction of the race
 - 8.3.5. Scale it so its extents cover the width of the track
 - 8.4. To change a CheckPoint to a TrackPoint
 - 8.4.1. Select it
 - 8.4.2. In the attributes window change its class to TrackPoint
 - 8.4.3. Select Apply
 - 8.4.4. Reset its scale

Remember: each flag on the track must point (red arrow) to the next track in the direction of the race. It's worth to check it before trying our the track.

9. Save the map

10.CREDITS

EXECUTIVE PRODUCER
Pawel Marchewka

Jan Borkowski
Rafal Zerych

PROJECT MANAGER
Pawel Zawodny

TOOLS PROGRAMMING
Marek Pszczolkowski

DESIGN
Pawel Selinger
Pawel Zawodny
Pawel Blaszczak
Maciej Jamrozik

ADDITIONAL GRAPHICS
Dawid Sosnowski
Bartlomiej Holowczyc
Bartlomiej Biesiekirski
Łukasz Muszynski
Aztec SA

LEAD GRAPHICS ARTIST
Pawel Selinger

ADDITIONAL
PROGRAMMING
Adrian Stefaniak
Tomasz Kustrzynski

LEAD PROGRAMMER
Grzegorz Swistowski

ENGINE PROGRAMMING
Jakub Klarowicz
Konrad Zagorowicz
Andrzej Zacharewicz
Marek Pszczolkowski

MUSIC
Pawel Blaszczak

CAR ENGINE SOUND FX
Greg Hill - Soundwave
Concepts

PROGRAMMING
Przemyslaw Kawecki
Marcin Zygađło
Maciej Klokowski
Przemyslaw Hernik
Wojciech Pszczolkowski
Andrzej Zacharewicz

SOUND FX
Pawel Blaszczak

QA TEAM
Marcin Sobanski
Tomasz Sterenczak
Pawel Kopinski
Kacper Michalski

GRAPHICS
Maciej Jamrozik

Special thanks to:

Klaus Schwantes

www.bhmotorsports.com Staff

Kamil Krawczyk

racing-forum.pulse.pdi.net Members

Piotr 'Richie' Oblicki

Arkadiusz 'Aro' Polok

rallycodriver.com

Tomasz Kuchar Rally Team

All Beta Testers

www.xpandrally.com forum Members

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Techland reserves the right to change any part of this manual.



Epilepsy warning!

Read this notice carefully before playing the game or allowing your children to play it.

Some persons may be affected by flashing light or specific combination of colours. This may cause an epileptic attack or loss of consciousness. This can happen while watching television or playing computer games.

This may happen also to people that have never experiences anything of this kind before.

If you or anyone in your family has ever had symptoms of epilepsy (epileptic attacks, sudden loss of consciousness) and/or is sensitive to flashing light you should consult a doctor before playing the game.

It is also strongly advised for parents to watch their children while they play computer games. Should they notice the following symptoms the computer should be **IMMEDIATELY** turned of and a doctor called: shortness of breath, vision disorders, cramps of eyebrows or eye muscles, loss of consciousness and convulsions.

Suggestions for using video games:

Do not sit too close to the screen, preferably as far as possible.

Avoid playing when you are tired.

Make sure, that the room where you play is well lit.

After every hour of play you should take a 10-15 minutes break.

