

Colin McRae Rally 2.0 FAQ

by rombie

Updated to v1.0 on Aug 31, 2002

This walkthrough was originally written for Colin McRae Rally 2.0 on the PSX, but the walkthrough is still applicable to the PC version of the game.

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section | 1.1 | versions/updates
| |

version one zero - 31/08/02

Everything important is here.

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section | 1.2 | introduction
| |

Hello rally fans.

For some reason I've really gotten back into my rally interest of late. Perhaps it's the boring F1 season and the fact that Colin McRae Rally 3 is on it's way, but I've decided to chuck both of the original titles back into my PlayStation and write some quick information FAQ's on them to kill some time.

Enjoy.

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section | 1.3 | game info
| |

Welcome to Colin McRae Rally 2.0 (or CMR2 as I will continue to write from now on).

The second of the series from those sports genius' Codemasters with the Flying Scotsman in the title. Beyond the original title, this game includes more bonus items, an enhanced game engine, no rally school, an arcade mode, and party play.

- Colin McRae Rally 2.0
- PlayStation (also available on PC and Game Boy Advance)
- 1 - 3 memory blocks
- Supports Standard, Dual Shock Analog, MadCatz Steering Wheel and NegCon controllers

"Colin McRae is perhaps the most popular and exciting driver on the world rallying stage today. The Scot became the sport's youngest ever world champion in 1995 during a successful 8-year career with the Subaru Prodrive team. His all-out attacking style has earned him the nickname 'The Flying Scotsman.'"

In the following sections I will outline the basics of everything you need to know about the game.

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section	1.4	goals & info
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> Goals

The main goals of CMR2 is a simple task of getting to end of each rally stage in the quickest possible time. However being too reckless can result in damaging your car, and with damage comes penalties... both in the amount of time you'll loose with a slowed down car, and the amount of time you'll take to fix it after every two stages.

On the game side, winning your goals will gain you bonus cars and secrets.

> Modes

CMR2 has two distinct modes, Rally and Arcade. More on these modes will be found in later sections.

> Screen

On your screen when you play will be a bunch of different items which make up your stats. These are:

>> Laps, Time, and Position

Current number of laps raced, total time, and position in the race. This is located in the top right of your screen. In Rally mode this is accompanied by a bar of sections. Green means you've moved up, red means you've moved down or lost time on the closest opponent.

>> Split Time

This shows your split time difference compared against the highest placed opponent. This appears in the bottom left of your screen.

>> Dashboard

This shows the car's speed, gear, and revs. Bottom right of the screen.

>> Section/Lap Times

For Arcade Mode there are four times here in the top left.

- > The overall record lap for the stage by any player, along with that players three letter tag.
- > The current player's personal best time.
- > The fastest lap of the current session along with the tag of the player who set it.
- > The last lap time.

For Rally mode there is a box displaying your section position against the other competition.

> Customization

In the options found within the pause menu you can customize the display of the features, by turning each component on or off, and even selecting the position for the co-driver arrows. Also within the pause menu is the ability to customize your camera position

and style.

> Co-Driver

>> Symbols

A rally driver relies on his co-driver to give information on the coming sections of the stage - 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".

>> 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. This includes:

- > 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 hazards will also be indicated (rocks, posts, ditches, etc.), along with upcoming surface changes (onto mud, onto gravel, onto tarmac, etc.).

> Driving Tips

Here are some excellent gameplay tips from Codemasters themselves. Who better to tell you how to maximize your rally experience? :)

>> Cornering

Tarmac aside, you can forget the racing line - rally cars tend to slide around 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 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.

>> Driving

Always pay attention to your co-driver. However 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 Tarmac requires vastly different techniques to driving on snow or mud.

>> Watch The Weather

A change in the weather can dramatically alter both the handling conditions and visibility. Check the forecasts on the stage info page, and adjust the tires you have accordingly.

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section | 1.5 | controls

CMR2 works with both the original and Analog Controllers. Along with this you can also swap between digital and analog controls on most of the major control functions.

Button Configuration (by default)

- Accelerate - X button
- Brake - Square button
- Handbrake - Circle button
- Gear - Up - R1
- Gear - Down - L1
- Change Camera - Triangle button
- Rear View - R2

These buttons can be remapped (edited) through the controller listing in the options menu.

With analog controlling you can also have the following changed in the aforementioned options menu.

- Steering - Digital (D-Pad) or Analog (left - right)
- Accelerate - Digital (X button) or Analog (up position)
- Brake - Digital (Square button) or Analog (down position)

Along with this the analog sticks can be positioned for left or right handed people. With the right handed position, steering is on the left and your accelerate/brake is on the right, and with the left handed position having this configuration reversed.

CMR2 also supports the old NegCon controller and MadCatz steering wheel and has an analog calibration option for sensitivity options.

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section | 1.6 | game options

This section covers all of the main options found in the game. However it does not cover both the drivers submenu (that has it's own section below) or the options found within rally or arcade modes, their details are found

within their respective sections.

> Graphics

> Position Screen

This option allows you to adjust the screen to fit your TV.

> Splitscreen Vertical / Horizontal

For the two player option, you can swap the splitscreen between these two options. This can also be done within the game.

> Ghost Car On / Off

Switches the Time Trial ghost car on or off.

> Units KHM / MPH

Default is MPH... personally we use KMH here, so I always change it. It's really up to you though. Mind you, you look like your going faster when it's KPH though :)

> Sound

> Music Volume

Adjusts the level of the music in the game. Default is 100 (the highest) and goes down in lots of 10.

> Sound Effects Volume

Adjusts the level of the effects in the game. Default is 100 (the highest) and goes down in lots of 10.

> Codriver Volume

Adjusts the level of the codrivers directions in the game. Default is 100 (the highest) and goes down in lots of 10.

> Mono / Stereo

Sound output options for one speaker or multiple speakers.

> High Scores

Keeps a track of the high scores for all modes. Each submenu then also holds various listings for the options. This includes:

>> Rally - Championship

> novice, intermediate, and expert

>> Rally - Single Rally

> all rally's and three difficulty levels for each one

>> Rally - Stage Times

> all rally's

>> Arcade - Championship

> both classes and three difficulty levels for each

>> Arcade - Lap Times

> Lists all rally best lap times

> Load / Save Data

Straight forward. Pick the option from the submenu to either save or load game data.

> Controllers

Alter the control information. See one section above (2.2) for more info on this option.

> Language

Comes in English, French, German, Italian, and Spanish

> Cheats

Once you've start to earn cheats, this option will appear and you can toggle them on and off within this option.

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section | 1.7 | drivers option
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While you can keep your stats on the normal rally save for Colin McRae Rally 2, to keep a better track of your stats and goals, it's easier to create a driver through this option.

> Load Driver Profile

Use this to load a previously made driver profile. Don't forget you need to do this to continue a rally.

> Create New Driver Profile

Within this option, which you need to use the first time you ever enter the option, you'll have a few other suboptions to fill out. They are:

>> Tag Entry

Within this option you can create a 3 letter tag for your driver. This could be initials or a short name. Once you've selected the three letters, hit end.

>> Name Entry

In this option you can enter the full name of your driver. This can be up to a whopping 44 letters long. When you've finished, hit end again.

>> Date of Birth (DOB) Entry

Within here you can enter the year, month, and day of birth for your driver. When your ready, hit OK.

From here you'll be given the memory card slot option and, provided you have the space, can now save your drivers profile.

> View "XXX"

Once you've created a driver, this option opens. Within here are your drivers stats covered in the following submenus.

>> Identity

Has all the stats you entered in above.

>> High Scores

Keeps a direct record of all of your drivers personal high scores. The menu is split up into options like those within the normal high scores list.

>> Trophies

Simply put, this tells you what championships, single rally's and arcade champs you've won with this driver.

>> Update Driver Profile

This option is basically "save profile" If you've earned anything new since you last saved, then select this option and then OK.

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section | 2.0 | rally
| |

Welcome to the meat of Colin McRae Rally 2.0 - the Rally mode, the real rally driving experience. Within this option are various racing style suboptions to choose from. They include:

> Championship

The ultimate rally experience - compete in a full season of rallies in 8 different countries. In a field of 16 drivers, you must finish in the top 6 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. This mode can be played by either 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 the available countries. By default this is only Finland, but other Rally's will open as you finish them in the Championship. Again, 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. Like the "Single Rally" mode, you can only pick from stages in rally's already unlocked. However by default various stages from various rally's are open.

> 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 in Japan, a country not featured in the normal 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 up by up to 8 people (in rounds), with split-screen used when two players need to race against each other.

Each of these sub options will be fully explored below. But before we get to that, we should take a look at each of cars and courses you can try.

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section | 2.1 | cars
|      |
```

Welcome to the garage. In here the cars are split into two categories. Your six standard cars which you can choose from right from the start, and the bonus cars which you can earn throughout the game. While I've added general descriptions on the cars, do not forget that any comments can be altered by correctly setting up your car for an appropriate stage.

> Standard Cars

> ford focus

>> 4WD

>> BHP | 8/11 | 300bhp

>> Weight | 10/11 | 1230kg
>> Turbo | Yes

Colin's car of choice this time around, changing from the Subaru team to the Ford Rallye Sport team for the 2000 Rally season. Because of this of course, the car is the most balanced in the game. For your first time through, using this car is not a bad choice.

> mitsubishi lancer
>> 4WD
>> BHP | 8/11 | 300bhp
>> Weight | 11/11 | 1260kg
>> Turbo | Yes

As you'll note, the Lancer is slightly heavier than the rest of the competition. While everything else is on par, the weight may tend to slow you down, as it requires a little more effort around the corners.

> toyota corolla
>> 4WD
>> BHP | 8/11 | 299bhp
>> Weight | 10/11 | 1230kg
>> Turbo | Yes

What the Corolla lacks in top speed (which is highly limited) it makes up for in acceleration. Better as a choice for pros, skill is really required to finish the rally championship in first with this car.

> subaru impreza
>> 4WD
>> BHP | 8/11 | 300bhp
>> Weight | 10/11 | 1230kg
>> Turbo | Yes

The well known Impreza has been a long stable of modern Rally driving. While it can reach monstrous top speeds, it's below average acceleration can cause some slow times on stages with lots of tight corners.

> peugeot 206
>> 4WD
>> BHP | 8/11 | 300bhp
>> Weight | 10/11 | 1230kg
>> Turbo | Yes

The Peugeot suffers from it's dodgy handling can cause problems no most stages. This wouldn't be a problem so much if the Peugeot didn't also have the best combination of speed and acceleration which isn't helped by the handling.

> seat cordoba
>> 4WD
>> BHP | 9/11 | 315bhp
>> Weight | 10/11 | 1230kg
>> Turbo | Yes

The Cordoba is a lot like the Peugeot, great acceleration and

decent speed, however the size of the car lends to a lack of control on the bends, making it feel like the car is too heavy for it's size.

> Bonus Cars

> mitsubishi lancer road car
>> 4WD
>> BHP | 8/11 | 300bhp
>> Weight | 11/11 | 1260kg
>> Turbo | Yes

As you'll note, the Lancer is slightly heavier than the rest of the competition. While everything else is on par, the weight may tend to slow you down, as it requires a little more effort around the corners.

> mini cooper s
>> FWD
>> BHP | 5/11 | 120bhp
>> Weight | 4/11 | 500kg
>> Turbo | No

The classic old Mini Cooper S. It's small, light-ish, and maneuverable. It also likes to roll quite a bit, so watch it on the corners. For what it packs inside, it's makes a nice little rally car.

> ford sierra cosworth
>> RWD
>> BHP | 6/11 | 320bhp
>> Weight | 10/11 | 1190kg
>> Turbo | No

The 80's are back with a vengeance. Just look at those wheels! The Ford Cosworth's is slightly underpowered with it's lack of a turbo and heavy weight, but makes up for it with super quick acceleration. Because it's rear-wheel drive, it takes a while to get used to.

> ford racing puma
>> 4WD
>> BHP | 8/11 | 300bhp
>> Weight | 9/11 | 1040kg
>> Turbo | Yes

The sleek looking Ford Racing Puma lives up to it's name. As nice to drive as the Focus, it's also lighter and quicker to boot. The handling is nice and easy, the acceleration is quick enough to keep up with the pack.

> lancia integrale
>> 4WD
>> BHP | 9/11 | 345bhp
>> Weight | 10/11 | 1149kg
>> Turbo | Yes

Another 80's legend, which might be well known to rally videogamers thanks to Sega Rally. The Integrale has a nice all-round package with quick acceleration, a nice top speed,

and decent handling. If you upgrade to this once you've earned it, you won't be sorry.

```
> mg metro 6r4
>> 4WD
>> BHP      | 9/11 | 410bhp
>> Weight   | 8/11 | 1030kg
>> Turbo    | No
```

The MG Metro is small, quick, and accelerates amazingly well. However it's biggest let down is it's handling, in the fact that you will find it oversteers quite easily, and a little slow to get back straight after that. Perhaps a little tweaking with the cars setting will be required before you can master this one.

```
> peugeot 205 turbo 16
>> 4WD
>> BHP      | 10/11 | 500bhp
>> Weight   | 8/11 | 940kg
>> Turbo    | Yes
```

If there was ever a car which required the term "Pocket Rocket" it's the Peugeot 205 Turbo. As the stats show, it's light and extremely fast, and could lead to danger. Sadly this is the case as it looks how it handles... crap.

```
> lancia stratos
>> RWD
>> BHP      | 9/11 | 500bhp
>> Weight   | 8/11 | 900kg
>> Turbo    | No
```

The Lancia Stratos is also rear-wheel drive, which does take some getting used to after using 4WD cars for a long time. The Stratos has a very limited top speed, but a quick level of acceleration, which doesn't make it too bad at all for a RWD car.

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section | 2.2 | rally courses
      |      |
```

Traveling the globe in search of Rally glory, CMR2 takes you to 8 locations around the world with multiple stages within each rally.

```
> Finland
```

```
>> Description
```

"Wide gravel and mud tracks make this rally one of the fastest in the world. The 'yumps' and cresting long corners also make it one of the most hair raising drives for any rally driver and also one of the most exciting to watch."

```
>> Settings
```

```
Tires      - Dry Gravel
Gearbox     - Mid
Suspension  - Mid to Soft
Power Ratio - Mid
```

Brake Bias - Mid
Brake Power - Mid to Weak
Steering - Mid

>> Day One

- > Stage 1 - Mikkeli
Time of Day: 6am (06:00)
Length: 5km
Surface: 80% Gravel, 20% Mud
- > Stage 2 - Kupio
Time of Day: 12pm (12:00)
Length: 4.9km
Surface: 70% Gravel, 30% Mud
- > Stage 3 - Joensuu
Time of Day: 2pm (14:00)
Length: 2.0km
Surface: 75% Gravel, 25% Mud
- > Stage 4 - Mikkeli
Time of Day: 4pm (16:00)
Length: 5.0km
Surface: 86% Gravel, 14% Mud

>> Day Two

- > Stage 5 - Kemijarvi
Time of Day: 6am (06:00)
Length: 5.0km
Surface: 80% Gravel, 20% Mud
- > Stage 6 - Rovaniemi
Time of Day: 12pm (12:00)
Length: 5.0km
Surface: 90% Gravel, 10% Mud
- > Stage 7 - Kittila
Time of Day: 3pm (15:00)
Length: 5.0km
Surface: 90% Gravel, 10% Mud
- > Stage 8 - Kemijarvi
Time of Day: 9pm (21:00)
Length: 5.0m
Surface: 80% Gravel, 20% Mud

>> Day Three - Expert Difficulty Only

- > Stage 9 - Jamsa
Time of Day: 8am (08:00)
Length: 5.1km
Surface: 40% Gravel, 60% Mud
- > Stage 10 - Tampere
Time of Day: 12pm (12:00)
Length: 1.9km
Surface: 50% Gravel, 50% Mud

> Greece

>> Description

"A very dry, dusty rally with some very rough, gravel roads and torturous hairpins. A number of different gravel types mean the rally drivers must adapt their style slightly throughout each stage."

>> Settings

Tires - Dry Gravel

Gearbox - Mid to Short
Suspension - Mid to Soft
Power Ratio - Mid
Brake Bias - Mid
Brake Power - Mid to Weak
Steering - Mid to High

>> Day One

- > Stage 1 - Kivotos
Time of Day: 7am (07:00)
Length: 5.3km
Surface: 100% Gravel
- > Stage 2 - Kalabaka
Time of Day: 1pm (13:00)
Length: 5.1km
Surface: 100% Gravel
- > Stage 3 - Dodona
Time of Day: 3pm (15:00)
Length: 5.1km
Surface: 100% Gravel
- > Stage 4 - Kilkis
Time of Day: 7pm (19:00)
Length: 5.1km
Surface: 100% Gravel

>> Day Two

- > Stage 5 - Smoilkas
Time of Day: 9am (09:00)
Length: 5.0km
Surface: 100% Gravel
- > Stage 6 - Grammos
Time of Day: 12pm (12:00)
Length: 2.1km
Surface: 100% Gravel
- > Stage 7 - Siatista
Time of Day: 2pm (14:00)
Length: 4.8km
Surface: 100% Gravel
- > Stage 8 - Kozani
Time of Day: 4pm (18:00)
Length: 5.0km
Surface: 100% Gravel

>> Day Three

- > Stage 9 - Special Stage - Veroia
Time of Day: 3pm (17:00)
Length: 2.0km
Surface: 100% Gravel

>> Day Three - Expert Difficulty Only

- > Stage 9 - Kilkis
Time of Day: 7am (07:00)
Length: 5.0km
Surface: 100% Gravel
- > Stage 10 - Kozani
Time of Day: 9am (09:00)
Length: 5.0km
Surface: 100% Gravel

>> Day Four - Expert Difficulty Only

> Stage 11 - Special Stage - Veroia
Time of Day: 3pm (17:00)
Length: 2.0km
Surface: 100% Gravel

> France

>> Description

"Sweeping asphalt mountain roads with numerous tight corners will push the car and driver to the limit. Precision driving is needed along with nerves of steel in order to gain that extra second that could give you a podium finish."

>> Settings

Tires - Dry Tarmac
Gearbox - Mid to Short
Suspension - Mid to Hard
Power Ratio - Mid
Brake Bias - Mid
Brake Power - Mid to Strong
Steering - Mid to High

>> Day One

> Stage 1 - Ballon
Time of Day: 10am (10:00)
Length: 5.0km
Surface: 100% Tarmac
> Stage 2 - Authon
Time of Day: 12am (12:00)
Length: 4.8km
Surface: 100% Tarmac
> Stage 3 - Livarot
Time of Day: 3pm (15:00)
Length: 4.8km
Surface: 100% Tarmac
> Stage 4 - Falaise
Time of Day: 5pm (17:00)
Length: 5.0km
Surface: 100% Tarmac

>> Day Two

> Stage 5 - Falaise
Time of Day: 8am (08:00)
Length: 5.0km
Surface: 100% Tarmac
> Stage 6 - Livarot
Time of Day: 2pm (14:00)
Length: 4.9km
Surface: 100% Tarmac
> Stage 7 - Dreux
Time of Day: 3pm (15:00)
Length: 5.0km
Surface: 100% Tarmac
> Stage 8 - Damville
Time of Day: 9pm (19:00)
Length: 2.0km
Surface: 100% Tarmac

>> Day Three - Expert Difficulty Only

> Stage 9 - Vhauny

Time of Day: 6am (06:00)
Length: 2.2km
Surface: 100% Tarmac
> Stage 10 - Laon
Time of Day: 3pm (15:00)
Length: 4.7km
Surface: 100% Tarmac

> Sweden

>> Description

"The only snow event of the season. The slippery snow and ice roads require a measured approach to cornering but provide the opportunity to perform some impressive power-slides. Be cautious of hitting snow banks. It will impede your progress."

>> Settings

Tires - Snow
Gearbox - Mid to Short
Suspension - Mid to Soft
Power Ratio - Mid
Brake Bias - Mid
Brake Power - Mid to Weak
Steering - Mid to High

>> Day One

> Stage 1 - Mora
Time of Day: 9am (09:00)
Length: 4.9km
Surface: 100% Snow
> Stage 2 - Hoting
Time of Day: 1pm (13:00)
Length: 4.7km
Surface: 80% Snow, 20% Ice
> Stage 3 - Bispfors
Time of Day: 2pm (14:00)
Length: 2.0km
Surface: 100% Snow
> Stage 4 - Ange
Time of Day: 7pm (19:00)
Length: 4.8km
Surface: 100% Snow

>> Day Two

> Stage 5 - Karlstad
Time of Day: 11am (11:00)
Length: 5.2km
Surface: 100% Snow
> Stage 6 - Arvika
Time of Day: 12pm (12:00)
Length: 4.9km
Surface: 100% Snow
> Stage 7 - Falun
Time of Day: 3pm (15:00)
Length: 4.3km
Surface: 100% Snow
> Stage 8 - Mora
Time of Day: 9pm (21:00)
Length: 4.9km
Surface: 100% Snow

>> Day Three
> Stage 9 - Special Stage - Ljungby
Time of Day: 6pm (18:00)
Length: 2.8km
Surface: 100% Snow

>> Day Three - Expert Difficulty Only
> Stage 9 - Tranas
Time of Day: 8am (08:00)
Length: 2.0km
Surface: 100% Snow
> Stage 10 - Skara
Time of Day: 12pm (12:00)
Length: 4.8km
Surface: 100% Snow

>> Day Four - Expert Difficulty Only
> Stage 11 - Special Stage - Veroia
Time of Day: 3pm (17:00)
Length: 2.0km
Surface: 100% Gravel

> Australia

>> Description

"A rally across plains and through forests on wide gravel tracks. This is one of the fastest rallies of the championship but the gravel is smooth and difficult to grip so be careful when approaching corners. The big jumps also make it a favorite rally for the drivers."

>> Settings

Tires - Dry Gravel
Gearbox - Mid
Suspension - Mid to Soft
Power Ratio - Mid
Brake Bias - Mid
Brake Power - Mid to Weak
Steering - Mid

>> Day One

> Stage 1 - Wongawol
Time of Day: 7am (07:00)
Length: 5.1km
Surface: 100% Gravel
> Stage 2 - Earaheady
Time of Day: 1pm (13:00)
Length: 4.4km
Surface: 100% Gravel
> Stage 3 - Wiluna
Time of Day: 3pm (15:00)
Length: 5.0km
Surface: 100% Gravel
> Stage 4 - Elendale
Time of Day: 7pm (19:00)
Length: 5.3km
Surface: 5% Tarmac, 95% Gravel

>> Day Two

- > Stage 5 - Billuna
Time of Day: 11am (11:00)
Length: 5.3km
Surface: 70% Gravel, 30% Tarmac
- > Stage 6 - Mornington
Time of Day: 12pm (12:00)
Length: 2.1km
Surface: 99% Gravel, 1% Tarmac
- > Stage 7 - Elendale
Time of Day: 2pm (14:00)
Length: 5.3km
Surface: 5% Tarmac, 95% Gravel
- > Stage 8 - Billuna
Time of Day: 5pm (17:00)
Length: 5.3km
Surface: 70% Gravel, 30% Tarmac

>> Day Three - Expert Difficulty Only

- > Stage 9 - Warri
Time of Day: 6am (06:00)
Length: 4.9km
Surface: 100% Gravel
- > Stage 10 - Kooline
Time of Day: 1pm (13:00)
Length: 2.1km
Surface: 100% Gravel

> Kenya

>> Description

"These stages are set on tight, muddy, and dusty tracks and pass through expansive African plains. Be wary of the rough track side surface and the potential for the blistering sunny weather to change to a torrential downpour."

>> Settings

Tires - Dry Gravel \ Dry Mud
Gearbox - Mid
Suspension - Mid to Soft
Power Ratio - Mid
Brake Bias - Mid
Brake Power - Mid to Weak
Steering - Mid to High

>> Day One

- > Stage 1 - Lokichar
Time of Day: 6am (06:00)
Length: 4.3km
Surface: 35% Tarmac, 65% Gravel
- > Stage 2 - Kapuitr
Time of Day: 12pm (12:00)
Length: 4.9km
Surface: 100% Gravel
- > Stage 3 - Kalossia
Time of Day: 2pm (14:00)
Length: 1.9km
Surface: 90% Gravel, 10% Tarmac
- > Stage 4 - Lokichar
Time of Day: 4pm (16:00)
Length: 4.3km

Surface: 35% Tarmac, 65% Gravel

>> Day Two

- > Stage 5 - Buna
Time of Day: 8am (08:00)
Length: 5.4km
Surface: 90% Gravel, 10% Tarmac
- > Stage 6 - Holta
Time of Day: 12pm (12:00)
Length: 5.3km
Surface: 40% Mud, 30% Tarmac, 30% Gravel
- > Stage 7 - Choba
Time of Day: 3pm (15:00)
Length: 2.9km
Surface: 100% Gravel
- > Stage 8 - Buna
Time of Day: 6pm (18:00)
Length: 5.4km
Surface: 90% Gravel, 10% Tarmac

>> Day Three

- > Stage 9 - Special Stage - Wirwani
Time of Day: 10am (10:00)
Length: 2.8km
Surface: 100% Gravel

>> Day Three - Expert Difficulty Only

- > Stage 9 - Lodwar
Time of Day: 8am (08:00)
Length: 4.7km
Surface: 60% Mud, 40% Gravel
- > Stage 10 - Pelekech
Time of Day: 9pm (21:00)
Length: 5.1km
Surface: 80% Mud, 20% Gravel

>> Day Four - Expert Difficulty Only

- > Stage 11 - Special Stage - Wirwani
Time of Day: 10am (10:00)
Length: 2.8km
Surface: 100% Gravel

> Italy

>> Description

"This rally will have your brake-discs burning as the torturously twisting, all-asphalt roads take you up into the mountains. Watch out for heavy cloud. It will reduce your visibility at the higher altitudes."

>> Settings

Tires - Wet Tarmac \ Dry Tarmac
Gearbox - Mid
Suspension - Mid to Hard
Power Ratio - Mid
Brake Bias - Mid
Brake Power - Mid to Strong
Steering - Mid to High

>> Day One

- > Stage 1 - Modena
 - Time of Day: 7am (07:00)
 - Length: 4.2km
 - Surface: 100% Tarmac
- > Stage 2 - Carpi
 - Time of Day: 1pm (13:00)
 - Length: 4.8km
 - Surface: 100% Tarmac
- > Stage 3 - Vignola
 - Time of Day: 3pm (15:00)
 - Length: 4.9km
 - Surface: 100% Tarmac
- > Stage 4 - Lodi
 - Time of Day: 7pm (19:00)
 - Length: 4.9km
 - Surface: 100% Tarmac

>> Day Two

- > Stage 5 - Castel
 - Time of Day: 9am (09:00)
 - Length: 4.8km
 - Surface: 100% Tarmac
- > Stage 6 - Voghera
 - Time of Day: 12pm (12:00)
 - Length: 2.3km
 - Surface: 100% Tarmac
- > Stage 7 - Lodi
 - Time of Day: 2pm (14:00)
 - Length: 5.0km
 - Surface: 100% Gravel
- > Stage 8 - Valenza
 - Time of Day: 6pm (18:00)
 - Length: 2.9km
 - Surface: 100% Tarmac

>> Day Three - Expert Difficulty Only

- > Stage 9 - Celano
 - Time of Day: 7am (07:00)
 - Length: 5.3km
 - Surface: 100% Tarmac
- > Stage 10 - Rieti
 - Time of Day: 9am (09:00)
 - Length: 4.9km
 - Surface: 100% Tarmac

> United Kingdom

>> Description

"This is the most diverse rally of the championship. You will find yourself driving on gravel, mud, and tarmac with rain and fog as your enemy. A difficult one to judge due to the varying British weather."

>> Settings

Tires - Wet Mud \ Wet Gravel
Gearbox - Mid
Suspension - Mid
Power Ratio - Mid
Brake Bias - Mid
Brake Power - Mid

>> Day One

- > Stage 1 - Richmond
Time of Day: 8am (08:00)
Length: 4.0km
Surface: 20% Tarmac, 80% Mud
- > Stage 2 - Dalton
Time of Day: 11am (11:00)
Length: 2.8km
Surface: 80% Mud, 20% Tarmac
- > Stage 3 - Melsonby
Time of Day: 4pm (16:00)
Length: 4.9km
Surface: 55% Mud, 45% Tarmac
- > Stage 4 - Richmond
Time of Day: 6pm (18:00)
Length: 4.0km
Surface: 20% Tarmac, 80% Mud

>> Day Two

- > Stage 5 - Darton
Time of Day: 6am (06:00)
Length: 5.0km
Surface: 100% Gravel
- > Stage 6 - Ripley
Time of Day: 12pm (12:00)
Length: 4.8km
Surface: 25% Mud, 75% Gravel
- > Stage 7 - Darton
Time of Day: 1pm (13:00)
Length: 5.0km
Surface: 100% Gravel
- > Stage 8 - Ripley
Time of Day: 9pm (21:00)
Length: 2.2km
Surface: 50% Gravel, 50% Tarmac

>> Day Three

- > Stage 9 - Special Stage - Kingston
Time of Day: 6pm (18:00)
Length: 3.2km
Surface: 100% Mud

>> Day Three - Expert Difficulty Only

- > Stage 9 - Caersw
Time of Day: 6am (06:00)
Length: 5.1km
Surface: 100% Gravel
- > Stage 10 - Penybont
Time of Day: 12pm (12:00)
Length: 5.1km
Surface: 100% Gravel

>> Day Four - Expert Difficulty Only

- > Stage 11 - Special Stage - Kingston
Time of Day: 6pm (18:00)
Length: 3.2km
Surface: 100% Mud

|||||

section | 2.3 | rally options
| |

Welcome to the Rally Championship. Getting involved is straight forward, but will you be able to win? Here is the details on the various options within the various rally modes (championship, single rally, single stage and time trial) once you enter the option from the main menu screen. For information on the Challenge Mode check the next section.

> New/Load (Championship Only)

>> New Game

Start a new championship. If you haven't played before, then this is where you should be heading.

>> Load

Load a previously saved Championship.

> Difficulty

>> Novice

Easy to win, but you won't get any bonus' out of it. If you've never played before and want to get a feel for the game though, feel free to play this mode first.

>> Intermediate

Standard difficulty level. Completing a Rally in 1st place will net you a new car or unlock a cheat. Not too easy, but not too hard either.

>> Expert

Expert isn't selectable until Intermediate mode has been completed. Once you have you can race with the big boys as well as earn more cars and cheats.

> Number of Players

Select you number of players from one to four players.

> Driver Select

>> Load Driver Profile

> Load an already created profile.

>> Create New Driver Profile

> Create a new driver. Check the driver options section above for more details on this.

>> Play As Guest

> Play as a guest and enter a guest tag. However anything gained won't be added to your driver profile.

>> Play As "XXX"

> If the driver on your memory card is already loaded, select it from here.

> Car Select

Select the car you wish to use in the rally. For more info on the cars, check the section for them above.

> Transmission Select

Select between Manual and Automatic transmissions. Automatic seems best to choose the first time around until you get the hang of the game.

> Rally / Rally Stage Select (Single Rally, Stage and Time Trial only)

Select the Rally or Rally Stage you wish to Race in. Note that for

the stage select, stages nine and ten on any rally can only be picked if you selected Expert difficulty.

> Information

>> Main Information

Welcome to the main progress screen. On this main screen you'll be able to see the two stages coming up and be able to zoom in on the map with X. There will also be a set of different options you can access by pressing left or right.

>> Setup

This is your cars setup menu. Within this listing you can tweak with your settings and tune your car for the current stage. You have 60 minutes of pit time to do this, and each tweak takes a number of minutes away from your total. The options are:

> Tires

>> Selections - Dry Tarmac, Wet Tarmac, Dry Mud, Wet Mud, Dry Gravel, Wet Gravel, Snow

>> Adjustment Time - 2 minutes

>> Description:

"The choice of tires is critical. The decision should be based on both the type of surfaces and the expected weather on the day's stage."

> Gearbox Ratio

>> Selections - Short, Mid-Short, Mid, Mid-Long, Long

>> Adjustment Time - 5 minutes

>> Description:

"A long gear ratio gives a high top speed but low acceleration. Conversely, a short gear ratio gives a low top speed but high acceleration. This choice should depend on the average severity of corners over a stage."

> Suspension

>> Selections - Multiple choices between Soft and Hard

>> Adjustment Time - 8 minutes

>> Description:

"Suspension has a significant effect on road-holding ability. A soft setting is preferable for rough terrain, whereas a hard setting is more suited to flat, solid surfaces (such as tarmac)."

> Power Ratio

>> Selections - Multiple choices between the rear and front

>> Adjustment Time - 7 minutes

>> Description:

"The power ratio may be biased slightly towards the front (or rear) of the car, giving a tendency to understeer (or oversteer) under acceleration."

> Brake Bias

>> Selections - Multiple choices between the rear and front

>> Adjustment Time - 4 minutes

>> Description:

"The brake balance may be biased towards the front (or rear) of the car, giving a tendency to understeer (or oversteer) under acceleration."

> Brake Power

>> Selections - Multiple choices between weak and strong

>> Adjustment Time - 4 minutes

>> Description:

"Brake power may be reduced. This decreases the tendency to lock the wheels, an advantage on surfaces with low amounts of grip."

> Steering

>> Selections - Multiple choices between low and high
>> Adjustment Time - 5 minutes
>> Description:
"The steering sensitivity may be adjusted. The steering rate can be faster (or slower) allowing the car to turn more (or less) sharply."

Note that not all cars may be able to have all their components changed.

>> Repair

This is your cars repair screen. While you won't need to use it when you start the rally (of course), after every 2 stages you'll be given the chance to use your pit time to fix your car. Each set of damage is given 3 colors to mark how severe the damage is. More attention should be given to items with more damage to make best use of your pit time. The items that can be repaired are:

> Gearbox

>> Replacement Time - 16 minutes

>> Description:

"Damage to the gearbox results in reduced acceleration. In extreme circumstances it is possible to completely lose a gear."

> Turbo

>> Replacement Time - 8 minutes

>> Description:

"Damaging the turbo reduces the effective power output of the engine resulting in reduced acceleration."

> Suspension

>> Replacement Time - 8 minutes

>> Description:

"Damage to the suspension lessens the ability of the car to hold the road properly."

> Differential

>> Replacement Time - 12 minutes

>> Description:

"Differential damage affects the power distribution to the rear wheels. When the differential is very badly damaged the car will behave as though it is front-wheel drive."

> Brakes

>> Replacement Time - 10 minutes

>> Description:

"Damaging the brakes decreases their overall stopping power."

> Body

>> Replacement Time - 10 minutes

>> Description:

"Damage to the body shell altered the aerodynamic profile of the car affecting air resistance and downforce."

> Steering

>> Replacement Time - 14 minutes

>> Description:

"Damaging the steering results in a diminished response when turning the steering wheel."

> Electrics

>> Replacement Time - 6 minutes

>> Description:

"Damage to the car's electrical system may cause the headlights to cut out intermittently. This is only important on night stages."

> Exhaust

>> Replacement Time - 4 minutes
>> Description:
"Exhaust damage has a negative impact on the efficiency of the engine and hence reduces acceleration."
> Drive Shaft
>> Replacement Time - 8 minutes
>> Description:
"Damage to the drive shaft lessens the transfer of power to the wheels. This reduces the rate of acceleration."
> Axles
>> Replacement Time - 8 minutes
>> Description:
"Damaging the axles reduces the effectiveness of power transfer to the front or rear wheels."

> Race

Pick this option to begin the race.

> Save

Pick this option to save your current rally efforts (championship only).

> Quit

If you wish to quit the championship or single rally your currently playing, select Yes and you'll be taken back to the main menu screen.

|||||

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      |      |  
section | 2.4 | challenge mode  
      |      |
```

The challenge mode is best left until you've completed the main rally championship. This way all of the special stages are unlocked. Once you have them open you can then have race heats against the computer or against friends.

> Number of Players

Select you number of players from one to eight players.

> Tag Entry

Each driver taking part can now enter a 3 letter tag for themselves.

> Transmission Select

Select between Manual and Automatic transmissions. As stated above in the rest of the rally section, automatic seems best to choose the first time around until you get the hang of the game.

> Configuration

Here are the main settings for the game.

> CPU Level

Select the competitions difficulty. Either Easy, Medium, or Hard.

> Number of Rounds

Select the number of rounds you wish to play. 1, 2, 3 or 4.

> Stage

Select the location you wish the challenge to take place in. To begin with if you haven't finished the championship you'll only have Japan. Once you finish the championship Greece, Sweden, Kenya, and the United Kingdom are added.

From here you'll be taken to various round screens while the challenge mode moves through as you play. Have fun :)

|||||

section | 3.0 | arcade
| |

New to Colin McRae is this arcade mode, which is your standard multicar fare. Selecting the Arcade menu will give you this set of options:

> 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. 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 all Class B circuits to open Class A. This mode may be played as 1 Player. The circuits in the classes are as follows:

- > Class B - Italy, Sweden, Greece
- > Class A - Australia, Finland, France

> Single Race

>> 1-player

Race an individual circuit. You can choose any number of laps between 1 and 10 and also choose the number of drivers in the race, up to a maximum of 5.

>> 2-player

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

> Lap Points Mode

The driver who is a head 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.

|||||

section | 3.1 | arcade options
| |

> Difficulty

>> Novice

If you've never played before and want to get a feel for the game feel free to play this mode first.

>> Intermediate

Standard difficulty level. Not too easy, but not too hard either.

>> Expert

Expert isn't selectable until intermediate mode has been completed. Once you have you can race with the big boys.

> Number of Players (Single Race Only)

Select you number of players from one to four players.

> Driver Select

>> Load Driver Profile

> Load an already created profile.

>> Create New Driver Profile

> Create a new driver. Check the driver options section above for more details on this.

>> Play As Guest

> Play as a guest and enter a guest tag. However anything gained won't be added to your driver profile.

>> Play As "XXX"

> If the driver on your memory card is already loaded, select it from here.

> Car Select

Select the car you wish to use in the arcade mode. For more info on the cars, check the section for them above.

> Transmission Select

Select between Manual and Automatic transmissions. Automatic seems best to choose the first time around until you get the hang of the game.

> Class Select (Championship only)

Select the Class you wish to race. If this is the first time you've played Arcade then Class B is all you'll have open. Complete it to access Class A.

> Track Select (Single Race and Time Trial only)

Select the Track Stage you wish to race in. You will only be able to pick from 3 stages if you haven't completed Class B, as the remaining stages are from Class A.

> Setup (Single Race only)

> Number of Laps

Between 1 and 10 laps can be set.

> Number of CPU Drivers

Between 1 and 5 other drivers can be set.

|||||

section | 4.0 | bonus items and cheats
| |

> Bonus Unlockables

You can earn new cars and cheats by winning the each stage of the Rally Championship or Single Rally modes in 1st.

>> Intermediate Mode

- > Finland - Fireball Cheat*
- > Greece - Mitsubishi Lancer Road Car
- > France - Mirror Tracks Cheat
- > Sweden - Mini Cooper S Car
- > Australia - Bouncy Collisions Cheat
- > Kenya - Ford Sierra Cosworth
- > Italy - Monster Truck Cheat
- > United Kingdom - Ford Racing Puma

>> Expert

- > Finland - Reduced Gravity Cheat

- > Greece - Lancia Integrale
- > France - Agressive Cars Cheat
- > Sweden - MG Metro 6R4
- > Australia - Turbo Boost Cheat**
- > Kenya - Peugeot 205 Turbo 16
- > Italy - Faster Cars Cheat
- > United Kingdom - Lancia Stratos

>> Arcade

Beating Arcade Championship unlocks alternate paint versions of cars you already have.

- * To use the Fireball cheat, which makes your car shoot fireballs which flips other cars, press the handbrake. This code can't be used with the Turbo Boost cheat. Also, keep in mind, your not the only one with this ability...
- ** To use the Turbo Boost, which makes your car an uncontrollable maniac mobile, press the handbrake. This code can't be used with the Fireball cheat, seeing as they both use the same button.
- *** Cars can be used in any mode, however most cheats will only work in time modes and arcade mode.

> Cheats

Codemasters games are well known for their cheats, and Colin McRae Rally 2.0 is no exception. And of course, certain codes will unlock the cheats you can earn as bonus' in the game. To use these cheats, enter these as names in the "Create New Driver Profile" screen where you enter the full name.

- > onecarefulowner
Unlocks all bonus cars.
- > offroad
Unlocks the Lancer Road Car
- > jobinitaly
Unlocks the Mini Cooper
- > jimmyscar
Unlocks the Ford Sierra Cosworth
- > coolestcar
Unlocks the Ford Puma
- > hellocleveland
Unlocks all of the rally stages
- > rorrimskcart
Unlocks the mirror tracks cheat (it's just tracksmirror backwards)
- > greatballsof
Unlocks the fireballs cheat
- > rubbertrees
Unlocks the bouncy collisions cheat
- > easyroller
Unlocks the Monster Truck
- > moonlander
Unlocks the Low Gravity cheat
- > neuralnightmare
Unlocks the Agressive Cars cheat
- > rocketfuel
Unlocks the Turbo Boost cheat
- > prunejuice
Unlocks the Faster Cars cheat
- > fridayschild
No damage to the car model

```
> hello razu and flea
```

```
Changes the menu screen to a cat. My guess - razu and flea are  
some of the programmers cats(?).
```

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|||||
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      |      |  
section | 5.0 | legal and credits  
      |      |
```

Not much to put here, just some thanks.

Thanks to:

- Colin McRae for putting his name on a good product.
- Codemasters for the Colin McRae series.
- Mike, for giving up his copy of CMR2.0 to me for \$15.
- Gamewinners, for the cheat codes.
- Everyone and everything that kept me entertained while writing the guide.
- Anyone I may have missed out...

That's it... that's the end of this walkthrough. If you have any other questions, comments, suggestion, info to be included etc. please feel free to contact me at mcgregorr@extra.co.nz

2002 - RMc (mcgregorr@extra.co.nz)

--eof--