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Rally Shift

In Rally Shift you get to drive high performance rally cars on a variety of rally courses. Compete against hard to beat computer drivers on both dirt roads and paved roads through forests, windy mountain passes and desert. Two players can also compete against each other on the same computer.

Rally Shift features very realistic physics where you can put your driving skills to the test. Slide through turns on dirt roads, brake and accelerate at the right moment to keep your car on the road or you will see your competitors speed away.

The Driving Modes

There are three driving modes to choose from. Test Drive, Single Race and Championship.

In Test Drive there's nobody to race against and no clock. You can just drive and have fun.

In Single Race you race one rally course of your choice. You can select number of AI opponents and you can also select to race against another person by selecting two player mode. The two player mode is a split screen mode where one player is looking at the upper half of the screen and the other player at the lower half of the screen.

You can also choose to drive in rally mode. In Rally mode you drive alone and try to drive the course as fast as you can. After you finish the race you will see how you did against other drivers. Two-player mode is not supported in rally mode.

In Championship you drive a full rally season. You can race against four other AI opponents or you can drive in rally mode. You drive one rally competition at a time and get points according to your finish position. To continue to the next rally you need a certain number of points. If you don't have enough points to continue, the rally season is over and you must start over.

The Championship- mode is also where you unlock tracks so you can drive them in the other driving modes. Each rally course you qualify to race will also be unlocked. Once tracks are unlocked they remain unlocked even if you quit the game. The first two tracks are available by default so you need to advance to the third rally to unlock a new track.

Note that if you delete the game preference file, you will need to unlock them again as described above.

If you chose to run the championship in rally mode you drive alone as described under Single Race. Two-player mode is not supported in rally mode.

After you finished a race in Championship you can save the game. You can then load the saved game later and continue the championship.

When two-player mode is selected, both players will drive the same type of car as selected by player 1.

Car Setup

In the car setup screen, or car select screen in Test Drive and Single Race mode, you can select automatic or manual gear shift. You can also change suspension and the final gear ratio in the gear box.

Setting the final gear ratio to low will give the car better acceleration at the cost of top speed. Setting it to high will give a higher top speed but a slower acceleration.

The suspension setting sets how soft or hard the suspension is.

Using automatic gear shift is easier to drive since you don't need to worry about shifting but an experienced player might get more performance out of the car when using manual shifting.



Wheel Input Settings

When a wheel is selected as input controller you will see several settings displayed as shown in the picture below.

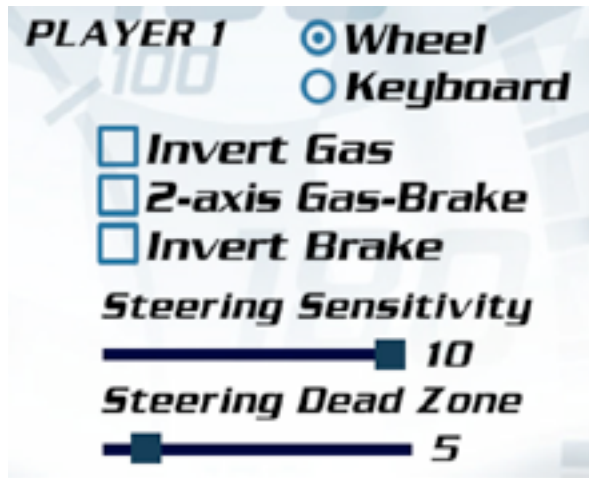
Invert Gas will reverse the gas axis input.

2-axis gas-Brake should be selected if the gas and brake are on separate input axis. This should normally not be on for wheel controllers with gas and brake pedals.

Invert Brake will reverse the brake axis input

Steering Sensitivity lets you adjust how sensitive the steering wheel should be. A lower value makes the wheel less sensitive around neutral.

Steering Dead Zone lets you set the off center tolerance of the wheel. A higher value means you need to turn the wheel more before it will turn the wheels.



To configure a wheel or any other supported input controller, you click the little joystick icon next to the control you want to configure and move the axis fully to both ends to calibrate it. If you configure a button, you click the joystick icon and press the button. In either case you should see a value changing above the control inputs when you turn an axis or press a button.

After a few seconds the calibration process is done and you can select the next control to configure. Save your changes when you are done.



Misc. keyboard functions

P Pause
Esc Exit a race
Y Toggle fps display

Below are the main settings for a two supported wheel input controllers. Note that Force Feedback is currently not supported.

Logitech Momo Racing Force Feedback wheel

Invert Gas	Off
2-Axis Gas-Brake	Off
Invert Brake	Off

Saitek R440

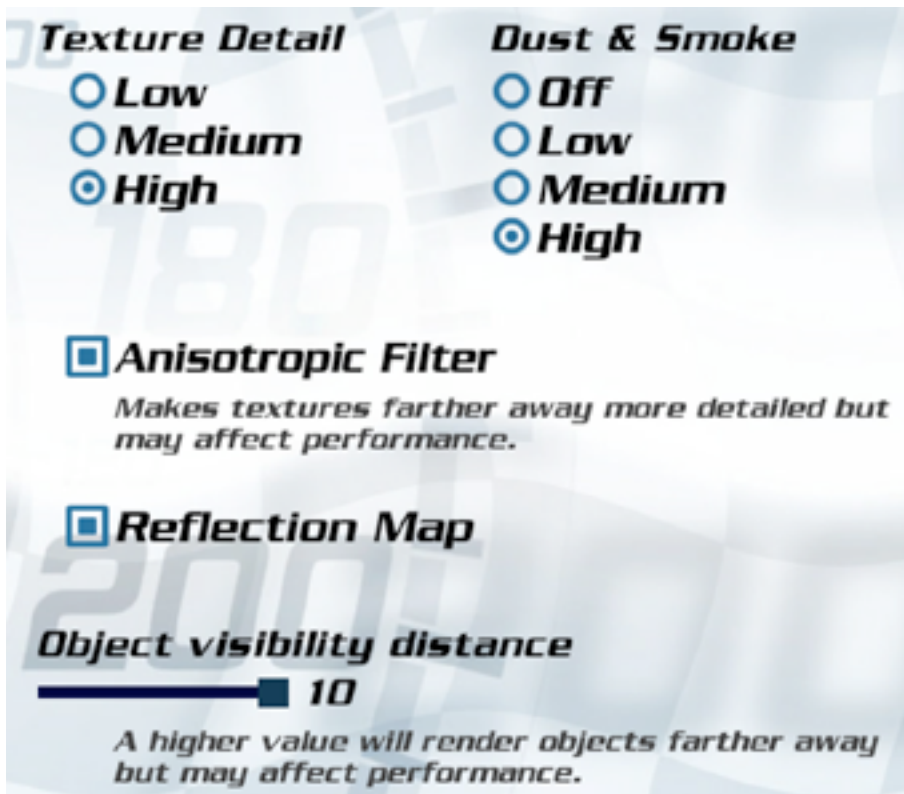
Invert Gas	Off
2-Axis Gas-Brake	Off
Invert Brake	On

Performance

Rally Shift demands a fast computer and a fast graphics card to provide a good frame rate. To improve performance on slower computers there are some things you can do at the cost of lower quality graphics.

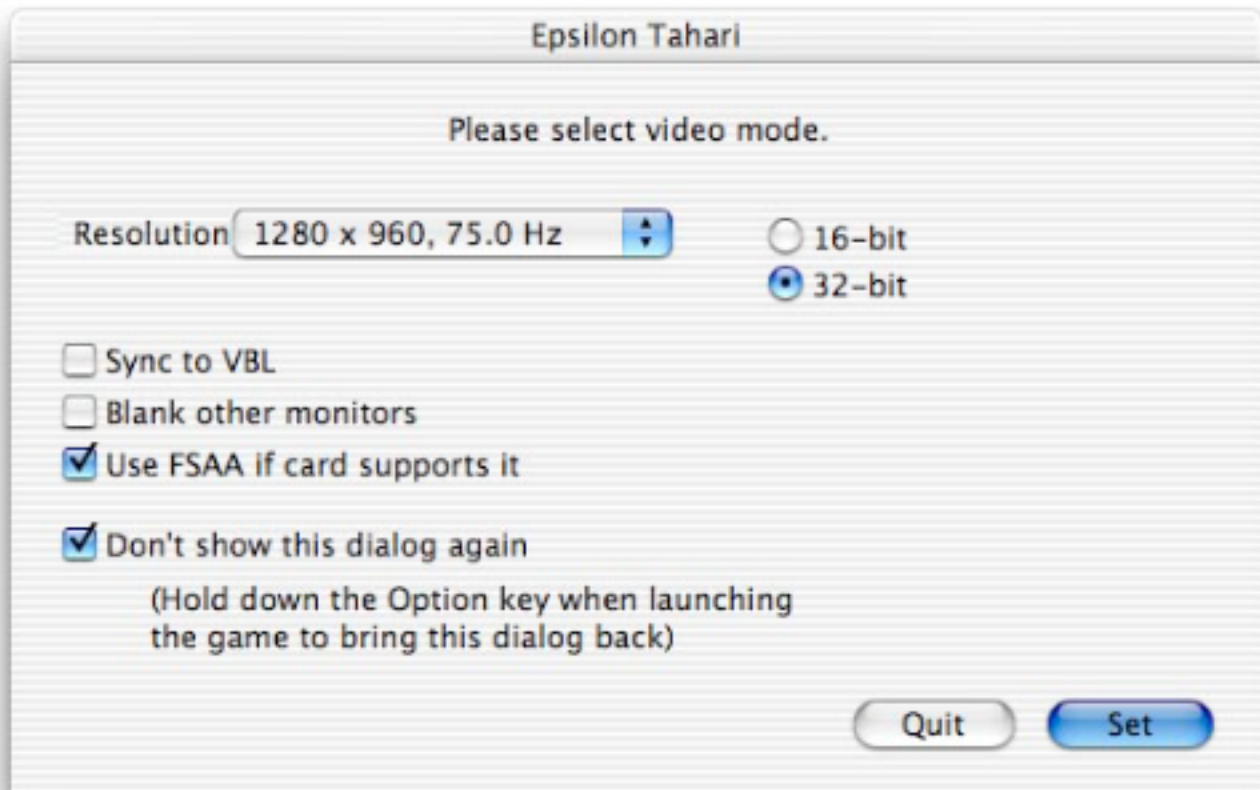
Set the texture quality to the low setting. Setting object view distance to a low value will also help greatly. Note that setting object view distance to low values may cause graphical glitches.

Turning off Dust and smoke, anisotropic texture filtering and reflection map will also help improve performance.



The Video Mode Settings Dialog

When you start Rally Shift you will see the Video Mode Settings Dialog. It's important that you set these settings correctly or the game may run very slow or not at all.



Resolution

The higher the resolution, the better the game will look, but it will also run slower, especially on older graphics cards. Users with old and slow cards like the Rage 128 should select the lowest resolution.

16/32 bit

You should set this to 32 bit unless you have a slow graphics card.

Sync to VBL

By enabling this setting, the game will try to sync the frame rate to the monitors refresh rate. Unless you have a very fast computer you should probably leave this setting off.

Blank other monitors

If you have a multi monitor setup, you can turn this setting on to blank other monitors.

Use FSAA if card supports it

By turning this option on, the game will use FSAA (Full Screen Anti Aliasing) if the graphics card supports it. FSAA will make the graphics look better but it may also make the game run slower.

Don't show this dialog again

Turn this option on if you don't want the video mode dialog to appear every time you start the game. Should you want the dialog to appear, hold down the Option key when you start the game.

Rally Shift only runs on the main monitor even if you have a multi monitor setup.

Technical Support

If you need help with Rally Shift, you can visit our support page at:

www.codeblender.com

or send an e-mail to:

support@codeblender.com

Credits

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