

XBOX 360

WRC

FIA WORLD RALLY

CHAMPIONSHIP

3



Vimm's Lair

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WELCOME TO THE WRC 3 FIA WORLD RALLY CHAMPIONSHIP

"What makes a driver a champion?"

"Determination?"

"Speed?"

"Courage?"

"There are many drivers with these qualities, but they are not always enough to make a champion... A champion needs something more."

"Because when you push yourself to the limits, when just one mistake can change everything... there is only one thing that can really make the difference..."

"...control."

"This is your challenge... this is WRC 3"

GAME CONTENTS

WRC 3 takes you on the 13 official Rallies and onto 83 different Special Stages based on the FIA World Rally Championship, in 37 different vehicles.

Compete in the **WRC Experience** and aim for the podium with your favourite driver, or reach the pinnacle of rallying on the **Road to Glory**: you are a promising young driver, show you've got what it takes to become a legend. When you feel ready, compete **Online** with other players from around the world to become world champion!

This manual was written before the actual game text was completed. For this reason some terms used in the manual may be slightly different.

CONNECT TO Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

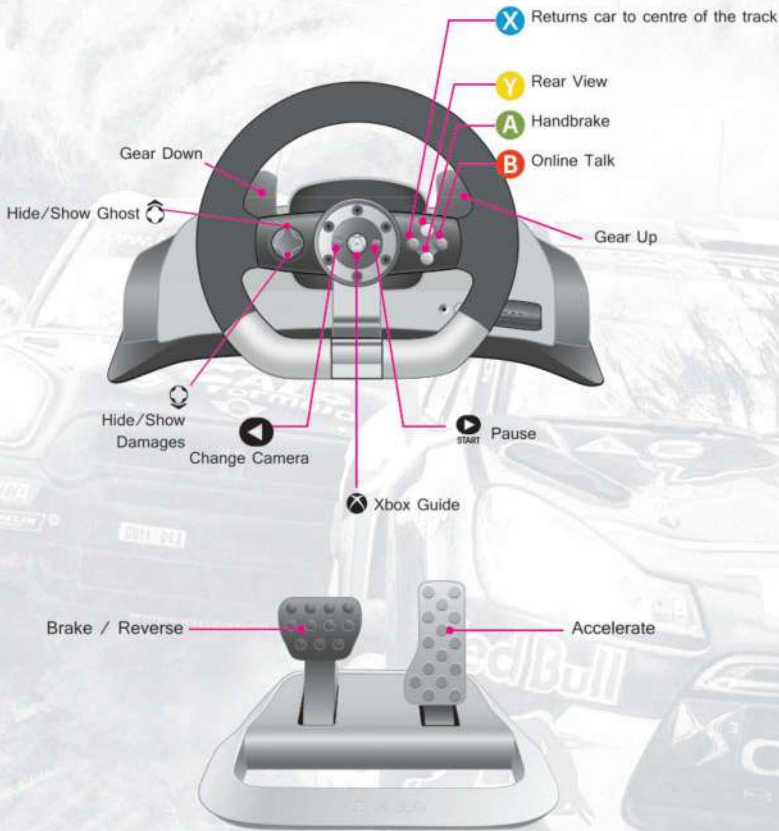
QUICK GUIDE TO GAME CONTROLS

Xbox 360 Controller



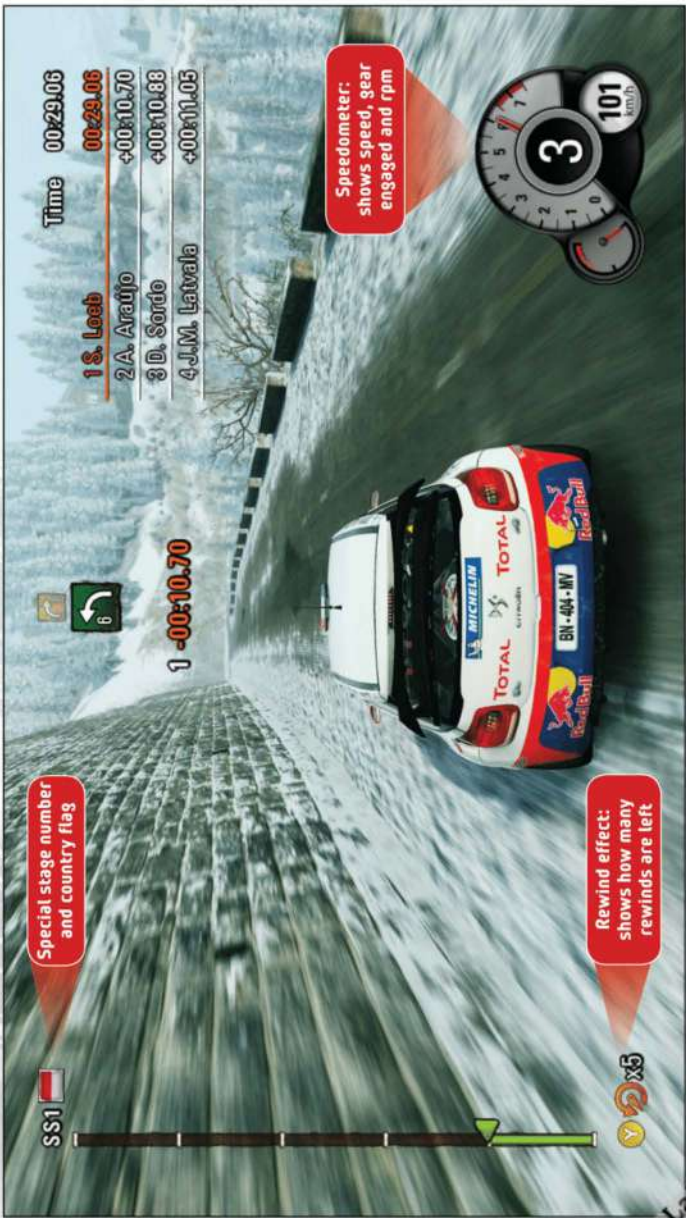
QUICK GUIDE TO GAME CONTROLS

Xbox 360 Wireless Racing Wheel



WRC 3 supports most controllers and various steering wheel peripheral devices. Please check with your peripheral manufacturer to ensure your device is compatible with this product.

GAME SCREEN



MAIN MENU

From here you can navigate easily between the various game modes and the many options that the WRC 3 FIA World Rally Championship offers you.



From left to right, you will find:

- **WRC Experience:** Race the WRC events as the most famous drivers in the world and reach victory.
- **Road to Glory:** 7 geographic areas, 7 promising young drivers to face, 1 great opportunity to challenge the WRC Aces: become the world of rally's new legend!
- **Multiplayer mode:** Compete against 15 other drivers and take first place in the online rankings.
- **Quick Start:** Ready steady go! Race a single random stage.
- **Extra:** In this area you can look at and manage your race images.
- **Options:** Change the game settings.

Rally car categories:

A brief overview of the car categories you can use in WRC 3 FIA World Rally Championship:

WRC: These cars are based on production models with turbocharged 1600cc four-cylinder engines. The result? High-powered cars that can reach 100 km/h in three seconds on any surface!

Class 2: This category was created to cut costs and to shorten development times. It includes less modified cars in line with the S2000 specification, equipped with powerful 2000 N/A engines.

Class 3: In this category you race in accordance with the Group N rules. There are turbocharged four-wheel drive versions of production cars like the Mitsubishi Lancer Evo and the Subaru Impreza WRX.

2000's: Created in the 2000s, these are modified production cars, with four-wheel drive, sequential gears, reinforced chassis and roll cages,

powered by turbocharged engines up to 2000 cc with antilag systems.

'90s: Group A dominated in the 1990s, 4WD turbo cars with improved power, torque and suspension. 1997 saw the arrival of the legendary Subaru Impreza WRC, the first car in the newly introduced World Rally Car class.

'80s: Weight reduced to the minimum, high-tech materials, no supercharger limits: this is Group B, the most powerful and indomitable cars that the world of rally has ever known.

'70s: Tighter rules for putting together rally cars were introduced in the 1970s. These are the first cars to follow these rules: a combination of glamour, history and speed.

2WD Pro: This category is made up of vehicles from the R3 and S1600 Groups. These are one step ahead of the R2 cars: still front wheel drive, but with a maximum engine torque of around 50-60 Nm more.

2WD Rookie: These Group R2 cars offer limited power and front wheel drive. Their characteristics make them fun to drive and allow for complete control of the car.

WRC Experience

If you want to practice the courses or just jump in and play, then the WRC Experience is for you. You have several options to choose from, firstly, the type of race you want to enter:

- **Single Stage Mode:** Each of the 13 rallies is made up of 6 special stages, choose the one you want!
- **Single Rally Mode:** Race in the special stages to set your lowest overall time;
- **Championship Mode:** A competition made up of a number of rallies. Earn points awarded on the basis of your final position in the single events: the driver with the most points at the end of the season is declared world champion!
- **Hot Seat:** The Hot Seat multiplayer mode lets you challenge up to three of your friends, taking turns in a Single stage, a Single rally, or an entire Championship. Take turns to race against each other's times. This is the essence of true rallying!



Road to Glory

The new frontier of rally competitions: a tour around the world in search of new talent capable of taking on the best drivers from the WRC head-to-head.

head. At the end of this season there is the Ultimate Battle, an exclusive event in which the eight best drivers in the world challenge each other to decree who is the real king of rally.

Seven of the participants have already been chosen from the WRC aces, but for the last participant the organisers want a new face, a rising star to grab people's attention and give the fans something to get excited about... are you ready to become the rally king? Prove it on the Road To Glory.

Work your way through the 7 geographical areas in the competition. Each area has its own rising star of rally: beat them in Head-to-Head races. Increase your reputation by impressing the public with daring manoeuvres and by mounting the podium.

Show what you're made of. In each of these areas there is already a rising star who is dominating the national races: beat all 7 of them to earn the right to participate in the Ultimate Battle.

Earning reputation doesn't just allow you to get ahead in your career, it also lets you build up a true collector's garage.

Unlock all the available cars, get new sponsors and liveries to personalise the bodywork, and get new modifications to improve performance on the Special Stages.

In the modifications section of the garage you can improve the performance of the cars by installing the kits you earn on the Road to Glory.

There are five different areas of the car to work on: Engine, Aerodynamics, Gears, Suspension and Brakes. Each kit influences the performance of the car in different ways, so choose carefully.



Multiplayer mode

The online WRC 3 FIA World Rally Championship multiplayer mode lets you challenge up to 15 other players. You can try your hand at a Single stage, a

Single rally (made up of two or more special stages), a Super Special Stage, or a Championship. In a Championship you race in a series of stages, one for each leg of the World Rally (up to a maximum of 13 successive legs).

The main screen of this mode displays various options, as outlined below:

Quick match

Select this option if you want to automatically join the first available game.

Quick Game - SSS

Select this option and the game will find you a new Super Special Stage race.

Custom match

This is a more complex version of the Quick match in which you can determine the characteristics of matches to search for. The available lobbies will be displayed and you can select which one to enter.

Create match

With the Create match option, you can create your own lobby and select the race type, race class, the maximum number of players and whether to limit the room to only your friends or allow access to everyone.

Leaderboard

Compete online, earn experience points by mounting the podium or by performing spectacular manoeuvres. Move up a level and show that you're the best by becoming number one in the player rankings and the fastest in every rally. Record Times: Here you can find your best times for each single stage: compare them with your friends' results to find out who's the fastest. Player Rankings: Compete in the three principal categories (WRC, Class 2, Class 3). Dominate as many rankings as possible to reach the pinnacle of the players' Hall of Fame.

EXTRA

In this area you can look at and manage your race images. You can also discover how much work went into making WRC 3 FIA World Rally Championship! (game credits).

OPTIONS

In this area, you can modify and customise the graphics, sound, game interface and control systems settings, including driving assists.

CAR SET-UP

Before each stage, you can set up your car to best suit the challenge that awaits you. You can save your custom set-up or load a pre-set one.

The following parameters can be modified:

Front and rear springs

Softer spring stiffness (SOFT) is better on bumpy roads for more stability, while harder spring stiffness (HARD) is needed to go faster on smooth roads.

Front and Rear Compression Dampers

Compression dampers reduce the speed of the spring compression. Hard compression (HARD) allows more accurate driving but makes the car unstable. Soft compression (SOFT) makes the car more stable but the driving is less accurate.

Front and Rear Rebound Dampers

Rebound dampers reduce the speed of the spring extension. Hard extension (HARD) allows more accurate driving but makes the car unstable. Soft extension (SOFT) makes the car more stable but the driving is less accurate.

Front and Rear Anti-roll Bar

The Anti-roll Bar controls the roll of the car. A harder roll bar (HARD) gives more accuracy to the driving, but the car is more jittery. A softer roll bar (SOFT) gives you less accuracy with driving, but the car drives more smoothly.

Rear Downforce

Low downforce (LOW) gives a high maximum speed, while a higher one (HIGH) gives more grip and traction.

Maximum Steering Angle

A higher steering angle value (HIGH) increases the steering angle at the expense of stability, while a lower value (LOW) reduces the angle but increases stability.

Brake Distribution

Brake bias determines car behaviour when turning. A higher braking power on the rear (REAR) leads to oversteering and makes drifting easier. A lower one (FRONT) gives the car more braking power, especially on flat surfaces, but leads to understeering.

Handbrake Power

Handbrake power adjusts the behaviour of the handbrake when you use it. Higher strength (HIGH) means more reactivity, while lower strength (LOW) allows for more precise control.

Final Drive Ratio

With a low ratio (WIDE) gears are longer for a higher max speed, while increasing the final ratio (CLOSE) gives you shorter gears for better acceleration.

Front and Rear Differentials

The front and rear differentials manage the spinning of the wheels on the rear and front axles. An open differential (OPEN) gives more traction, but the car is more difficult to drive and control. A locked differential (LOCKED)

gives less traction, but the car is easier to drive and control.

Centre Differential

The centre differential distributes the torque between the front and the rear axle. More torque to the front (FRONT) leads to the car understeering, while more torque to the rear (REAR) leads to the car oversteering.

Traction Distribution

This distributes the traction on 4WD cars. By giving more traction to the front axle (front) you have more stability but you risk understeering. If you give more traction to the rear axle (rear) you get greater speed but more oversteering.

Ride Height

The distance of the body of the car above the ground influences stability and roadholding. Reduce height (low) on smooth roads, and increase it (high) on uneven roads to help the suspension do its work.

DAMAGE AND REPAIRS

In WRC 3 FIA World Rally Championship you will soon learn that you always have to push yourself to the limit, whilst also being careful not to damage your car. Go off track once too often and the performance of your car may suffer drastically, making it less likely that you'll get a good time or even make it to the finish line!

There are nine main areas that can be damaged:

ENGINE

A properly working engine is fundamental to winning races. Damage can cause power loss, less acceleration, less speed and even engine breakdown.

GEARBOX

When the gearbox is damaged, some gear changes can become slower and some gears can even become unavailable.

WHEELS

Wheels are the point of contact between the car and the road. Damaging the tyres makes steering less precise, and makes the vehicle harder to drive.

BRAKES

Damaged brakes make it harder to stop the car and can change the balance while turning.

COOLING

A damaged cooling system makes the engine overheat and increasingly lose power.

SUSPENSION

Suspension can be damaged after violent landings or nasty crashes. If it is damaged the car loses stability while turning or over bumps.

STEERING

Damaged steering makes the car less responsive. During turns the car becomes harder to control and at lower speeds the car will tend to swerve.

ELECTRONICS

Damage to the electronic system causes problems for the visual instruments that show speed, rpm and gears: with semi-automatic gears the launch control system could malfunction as well.

BODYWORK

Damage to the bodywork makes the car more fragile and influences the aerodynamics of the car. Stability at higher speed can be compromised.

Even if you damage the car you don't have to withdraw. Between one Special Stage and the next you have your mechanic, and 60 minutes, at your disposal to repair your car and return to the race almost as good as new.

Depending on the damage sustained, the repair time required will differ: use this time wisely as you will only have one hour in which to make repairs. If you need more time, you will receive a time penalty on the next Special Stage. Alternatively, you can select the Automatic repair option and allow your mechanics to carry out the repairs in the time they have available.



REWIND AND REPLAY

WRC 3 allows you to stop the game after an accident and rewind the sequence of events. Rewind to a point before impact, re-enter the race, and change course to avoid the crash! The Replay feature allows you to view the replay at the end of any Special Stage completed offline (in Single Player mode as well as Multiplayer Hot Seat mode). You can use 9 different cameras and you can speed up or slow down the action: you can learn from your mistakes or savour a manoeuvre carried out to perfection!

CREDITS

MILESTONE

Game Director
Sébastien Pulićano

Producer
Marco Ferrari

Art Director
Giacomo Giannella

Lead Game Designer
Matteo Pezzotti

Lead Artist
Luca Naitza

Voice-Over & Localization
Marco Pante

Head of Game Designers
Ivan Zonca

Game Designers
Domenico Celenza
Luigi Crocetta
Nicholas D'Annunzio
Luca Simonotti
Alex Zucca

Track Designers
Domenico Celenza
Luigi Crocetta
Luca Simonotti
Alex Zucca

Racing Group Designers
Emanuele Mari
Simone Vettori

Senior Sound Designer
Luca Piccina

Technical Director
Christian D'Amico

AI Programmer
Krisztof Gustafsson

Lead 3D Programmer
Stefano Sperandei

Audio & Text Localisation by
Jinglebell
Communication srl
Carlo Forastieri
Alessandra Neve

Voice-Over Actors
Codriver:
Andrew Wincott
Narrator:
Alex Wilton-Regan
French
Codriver:
Martina Le Minoux
Narrator:
Laurence Bréhéret
Italian
Codriver:
Matteo Zanotti
Narrator:
Francesca Bielli
German
Codriver:
Markus Haase
Narrator:
Sabina Göde
Spanish
Codriver:
César Díaz
Narrator:
García Carbalido

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Umberto Vellone

Additional Game Designers

Alex Basilio
Andrea Basilio
Sébastien Capron
Daniele Sciarra
Matteo Scuticci

Head of Game Logic & Network Programmers

Luca Ferrari

Lead Game Logic Programmer

Gianluca Barbera

Game Logic Programmers

Davide Bertolotti
Mattia De Nadai
Gabriele Ferrari
Marius Ibanes
Antonio Licenti
Simone Usai

Lead Network Programmer

Stefano Pezzotti

Network Programmers

Stefano Peranzani
Simone Savio

Head of Development & Technology

Stefano Lecci

Technical Director

Christian D'Amico

AI Programmer

Krisztof Gustafsson

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Stefano Sperandei

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Ashish Rathod
Daniel Falta
Giorgia Lezzi
Umberto Vellone

3D Programmers

Rosario Leonardi
Giacomo Marchetti

Lead Physics Programmer

Stefano Lecci

Physics Programmers

Giuseppe Campana
Salvatore Fiducia
Federico Sauro

Camera Programmer

Giuseppe Campana

Lead UI & 2D Artist

Luca Fadigati

UI & 2D Artists

Daniela Danti
Paolo Lagana
Mirko Marassi
Guglielmo Miccolupi

In-Game Videos

Marco Paolo Brandani

Outsourcing Manager

Marco Calzolari

Data & Content Manager

David Yerkes

Data & Content Management

Luigi Tominio

Head of Art Direction

Mauro Ferrari

Head of QA

Masatomo Ueda

Lead QA

Vania Saporito

Lead Vehicle Artist

Giuliano Le Bocchiaro

Car Artists

Giorgio Bianchini
Elisa Consolini

Characters Models & Textures

Alessandro Cetrulo
Giovanni Bianchini
Jan Battista Vian

Technical Artists

Domenico Alessi

Lead UI & 2D Artist

Luca Fadigati

UI & 2D Artists

Daniela Danti
Paolo Lagana
Mirko Marassi
Guglielmo Miccolupi

Lead Vehicle Artist

Giuliano Le Bocchiaro

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Luca Fadigati

UI & 2D Artists

Daniela Danti
Paolo Lagana
Mirko Marassi
Guglielmo Miccolupi

QA Team

Nicholas D'Annunzio
Fabio Crist
Marco Joelle Nicolini

CEO

Virgilio Bivio Bordonaro

Development Executive

Andrea Martini

Projects Director

Simone Bechini

Outsourcing Development Manager

Fabio Paggiari

HR Manager

Mauro Notarberardino

HR Specialist

Alba Labagnara

Management Assistant

Martina Di Pontiano

Controller

Roberta Montio Compagnoni

Administration

Sabina Donghi

IT Manager

Marco Mazzaglia

IT

Andrea Bertoli
Alex Bizzotto
Andrea Costantini
Andrea Depauli
Luca Tarantino

PMO

Simone Paoletto

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Some Real Engine Sounds recorded with the assistance of V.A.M.A. Preparazioni s.n.c. Getmo Motorsport

WRC 3 FIA WORLD RALLY CHAMPIONSHIP

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Cars in the game may be different from the actual shape, colour & performance.

Please do not imitate the driving and vehicle movements shown in this game when driving a car in real life and remember: always wear a seat belt and drive safely.

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Michele Caletti

Alessandro Castrucci
Fabio Crist
Monica Fecchio
Ernest Adams

Production Babies

Diego Laganà
Matia Marassi
Emma Paoletto

Publishing Director

Luisa Bixio

Marketing Department

David Biotta
Mauro Mazzocchi
Claudia Castelnovo

Logistics & Operations

SOUNDTRACK

"Climbing Up" performed by Frankie Jonathan Bernstein published by ZFC Music [ASCAP] is made available by Universal Music Publishing Ricordi S.r.l.

"Roller" performed by Spreader published by Koka Media [SACEM] is made available by Universal Music Publishing Ricordi S.r.l.

"Slybrations" performed by Ben Dotson [BMI], Leonard Di Desiderio [BMI] and Mark Williams [BMI] published by Killer Tracks [BMI] is made available by Universal Music Publishing Ricordi S.r.l.

"Number of the Beats" performed by Lee Groves [PRS], Peter Maret [PRS] published by Atmosphere Music Ltd [PRS] is made available by Universal Music Publishing Ricordi S.r.l.

"Troublemaker" performed by Mathew Corbett [PRS], Mike Wilkie [PRS] published by Atmosphere Music Ltd [PRS] is made available by Universal Music Publishing Ricordi S.r.l.

"Trail of Fire" performed by Danny Wheeler published by Chappell Recorded Music Library Ltd [PRS] is made available by Universal Music Publishing Ricordi S.r.l.

"Black Bootstomp" performed by Chris Penny [BMI], Skinny Williams [BMI] published by First Digital Music [BMI] is made available by Universal Music Publishing Ricordi S.r.l.

"Meathead Mush-Up" performed by Henri Lanz, Skinny Williams [BMI], William Rappaport published by First Digital Music [BMI], ZFC Music [ASCAP]

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"Let it in McCarthy" performed by Danny McCarthy [ASCAP] published by Soundcast Music [ASCAP] is made available by Universal Music Publishing Ricordi S.r.l.

"Rompa Stompa" performed by Mark Vinten [BMI] published by Killer Tracks [BMI] is made available by Universal Music Publishing Ricordi S.r.l.

"Play the Beat" performed by Franck Fossey published by Koka Media [SACEM] is made available by Universal Music Publishing Ricordi S.r.l.

"Skrambled Hex" performed by Benoît Jégou, Didier Viseux [SACEM] published by Koka Media [SACEM] is made available by Universal Music Publishing Ricordi S.r.l.

"That Robojig" performed by Jason Zaffary [ASCAP], John Hunter Jr [ASCAP], Jonathan Slott [ASCAP] published by ZFC Music [ASCAP] is made available by Universal Music Publishing Ricordi S.r.l.

"Non Stop Body Rock Sweat Shop" performed by Skinny Williams [BMI], Timothy Kvasnosky [ASCAP] published by First Digital Music [BMI], ZFC Music [ASCAP] is made available by Universal Music Publishing Ricordi S.r.l.

TECHNICAL SUPPORT

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Vinn's Lair