

Thank you for purchasing Sega Rally 2. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.



WHAT'S RALLY?	2	SAVE & LOAD GAME	14
SAVING FILES	3	RECORDS	14
CONTROLS	4	CAR SETTINGS	15
STARTING UP	6	COURSES	16
GAME MODE	8	NAVIGATION	17
OPTIONS	10	CAR PROFILES	18
GAME DISPLAY	11	TECHNIQUES	20
REPLAY SCREEN	13	SEGA RALLY NETWORK RANKING	23

WHAT'S RALLY?

In medieval Europe, soldiers would compete to reach the castle in the quickest time... here the word rally was born. Rally driving takes place mainly on public roads, offering a vastly different experience to the maintained tracks of Formula 1. Racing at breakneck speed, over various terrain and through all weather conditions, the speed and adrenaline of rally racing has attracted fans from all over the world.

CARS

Production model cars are used as the base for selection.

COURSES

The surface of each course varies from tarmac to dirt and snow. Rally driving requires quicker judgment and a wider range of techniques than circuit racing. Because of this, the world's best drivers are said to be rally drivers.

CO-DRIVERS

To assist with the navigation of the course each car has a co-driver. Without their support even the most skilled driver would be unable to drive at such high speeds. Navigators have a great responsibility and are regarded as another driver – the co-driver.

SPECIAL STAGES

The shortest parts of rally driving are known as Special Stages (SS). Special Stages are held on closed sections of public road, each car driving at full speed ensuring this is the most exciting part of rally racing. One day of racing is made up over a number of Special Stages – the driver who has the fastest total time at the end of the day wins.

SPECTATORS

Because rallies are held on regular roads the whole course becomes a vantage point for spectators. With no seats or fences, spectators are free to stand where they wish to watch the rally drivers' quest for glory.

SAVING FILES

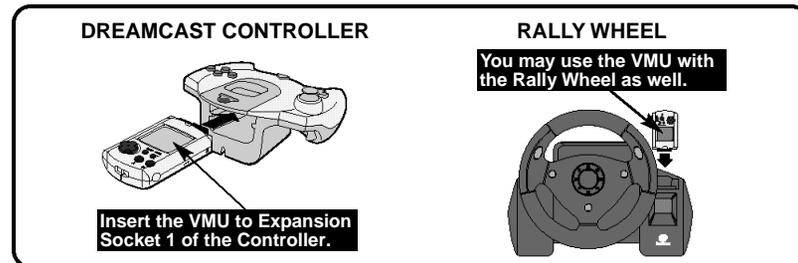
A memory card [Visual Memory Unit (VMU) sold separately] is required to save this game

After Finishing Play

Select "SAVE&LOAD GAME" from the Mode Select menu and make sure to save your game. It is also possible to save the game at the end of each race from the Result menu. This game does not save automatically, if the power is turned OFF before saving, your game files will be lost.

Continuing Play

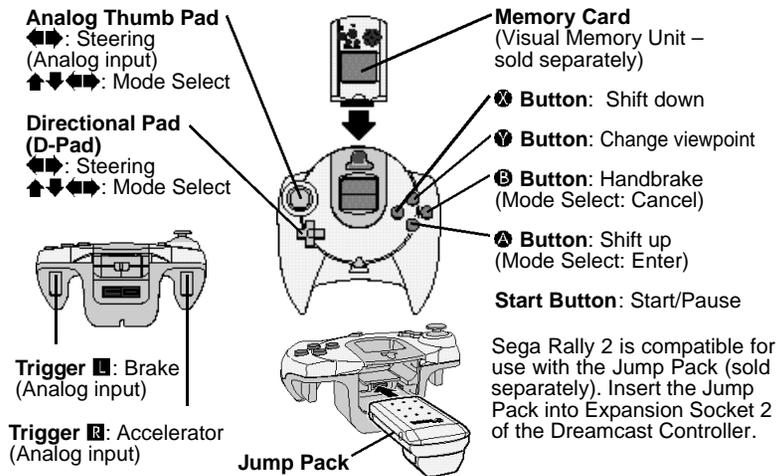
Be sure to insert a memory card into the controller before turning ON the Dreamcast (files will automatically be loaded from the VMU). Inserting the memory card after play has commenced could result in files from both the current game and saved files being lost.



SAVE CONTENTS	NO. OF BLOCKS USED	CAUTION
Game setting file61	While saving never turn the machine OFF, do not open the door on the Dreamcast, disconnect the Dreamcast Controller, Rally Wheel or VMU. Doing so may damage the saved file. It will not be possible to save a game file to the VMU if it already contains an active file.
(record + option data)		
Record viewer20	
Replay file (1 file per replay)66 Max	
Car Settings file (up to 20 cars)17	

CONTROLS

- ▲ Sega Rally 2 is a 1 to 2 Player game.
- ▲ Be sure to connect a controller to a Control Port, before turning ON the power.
- ▲ The button configurations can be altered (see Options p.10). The configurations shown on p.4 and p.5 correspond to Type A.
- ▲ It is possible to adjust the analog controls, see Calibration p.10.

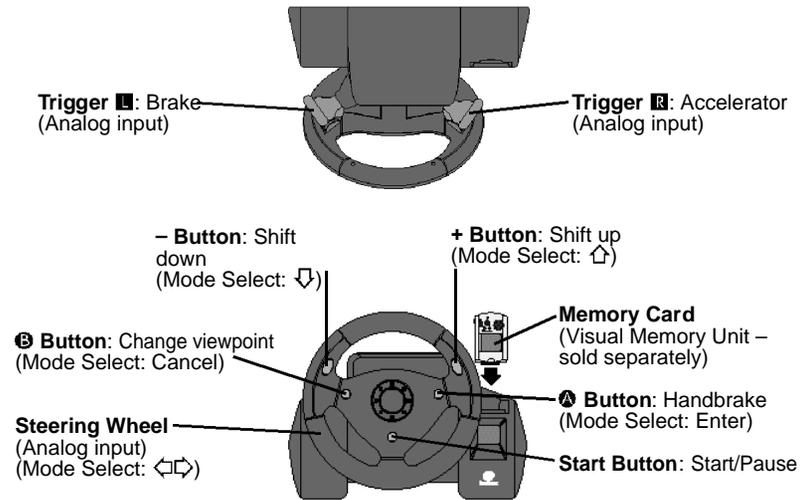


- ▲ Never touch the Analog Thumb Pad, Triggers L/R, Steering Wheel or the Levers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
- ▲ If the analog controls have been accidentally moved while turning the power ON, immediately turn the power OFF and ON, making sure not to touch the Dreamcast Controller or Rally Wheel.

4

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons on the Dreamcast Controller or the A, B and Start Buttons on the Rally Wheel.

RALLY WHEEL (Sold separately)



- ▲ Use the Rally Wheel for precise handling of the car.
- ▲ The Rally Wheel is not compatible for use with the Jump Pack.

5

STARTING UP

After turning ON the console, the Dreamcast will first check and download game files from the Visual Memory Unit. Once the title screen appears, press the Start Button to display the Mode Select menu. Use the Analog Thumb Pad/D-Pad to select a mode and press the Start/▲ Button to enter.



ARCADE.....p.8	OPTIONS.....p.10
10 YEAR CHAMPIONSHIP.....p.8	SAVE&LOAD GAME.....p.14
TIME ATTACK.....p.8	RECORDS.....p.14
2PLAYER BATTLE.....p.9	CAR SETTINGS.....p.15
	CAR PROFILES.....p.18

COURSE SELECT MENU (AP, TA, 2P)

Use the Analog Thumb Pad/D-Pad to select a course and press the Start/▲ Button to enter.



CAR/TRANSMISSION SELECT MENU (ALL)

Select a car and transmission (manual or automatic) – the number of gears vary, depending on the type of car. Use the Analog Thumb Pad/D-Pad to select and press the Start/▲ Button to enter.

In Time Attack mode the Car Settings menu will appear before the Transmission Select menu.



Legend:AP:Practice (Arcade),10YC:10 Year Championship, TA:Time Attack,2P:2 Player Battle, ALL:All Modes.

NAME ENTRY SCREEN (ALL)

Enter your race name (up to seven letters). This name will be displayed on the race screen while playing (except in Time Attack mode).



Analog Thumb Pad/D-Pad: Select letter; **ⓑ Button:** Return to the previous screen; **ⓧ/Ⓞ Button:** Delete letter; **ⓐ Button:** Enter letter; **Start Button:** Select "END", enter "END" to confirm entry name.

▲ In Time Attack mode the name entry screen will be displayed at the end of the race.



GAME SELECT MENU (TA, 2P)

Select the course (SS = Special Stage) you wish to race on and the number of laps.

Use the Analog Thumb Pad/D-Pad to select and press the Start/▲ Button to enter. In two player games the slower car boost window will appear after selecting the number of laps.

▲ On the extra course (SUPER SS) the slower car boost window will not appear.

ROAD INFORMATION SCREEN (10YC)

Displays the course layout and road conditions. Use the Analog Thumb Pad/D-Pad to select and press the Start/▲ Button to enter.



START RALLY Begin the race
CAR SETTINGS Display Car Settings, see p.15

GAME MODE

ARCADE

Select either CHAMPIONSHIP or PRACTICE mode.

CHAMPIONSHIP (Rule:TIME LIMIT)

Racing against 15 computer-controlled opponents, your goal is to finish each course before the time remaining reaches zero (failing to do so will result in game over). The time clock can be extended by passing various checkpoints throughout the course. Time remaining at the end of one stage is added to the time counter of the next.

PRACTICE (Rule:TIME LIMIT Variable: COURSE)

Select one of the four courses, and race against one computer-controlled car. You must finish before the time counter reaches zero.



10 YEAR CHAMPIONSHIP

Compete for the championship over a continued period of ten years. Starting from year one, each year you must complete the final course in order to progress to the next year. Over the period of one year you will race in different weather conditions and at different times of the day (morning, afternoon, evening, night). Achieve first position in any year to gain access to another type of car. Finish the race before the time counter reaches zero.

Rule:TIME LIMIT

Variable: AT/MT

Options:CAR SETTINGS

TIME ATTACK

A race to set the quickest time. It is possible to race on all 16 courses appearing in the 10 Year Championship. Cars acquired in the 10 Year Championship and customised cars can be used in Time Attack mode. All tracks will be raced in clear weather conditions.

Variable:COURSE(SS), 3 LAPS,FREE RUN, AT/MT

Options: CAR SETTINGS, GHOST CAR



2 PLAYER BATTLE

Two players compete against each other using a split screen. Use cars acquired in 10 Year Championship mode.

Variable: COURSE (SS),3 LAPS/5 LAPS, AT/MT
Options:TIMELAG,SLOWER CAR BOOST

Key to Variables & Options

COURSE

Select course, see p.6.

COURSE (SS)

Select a Special Stage (SS), see p.7.

3 LAPS/5 LAPS

Select whether to race 5 or 3 laps.

FREE RUN

Spend an unlimited amount of time on the stage of

TIMELAG

your choice. To exit, pause the game and select "EXIT". The first car to pass through the checkpoint sets the countdown clock in motion, the second car had better hurry or – game over!

AT/MT

Select automatic or manual transmission (depending on the car, you can select between 4, 5, 6, or 7 speed transmission).

SLOWER CAR BOOST

Select to boost the losing car's speed.

CAR SETTINGS

Customise your car, see p.15.

GHOST CAR

Race against an image of a car driving at the fastest recorded time in the replay file (see p.12). Exit via the Pause menu, disable in Options, see p.10.



GHOSTCAR

OPTIONS

Select "OPTIONS" from the Mode Select menu to display the Options menu.

▲ Select "DEFAULT" to restore any alterations to their original settings.



GAME SETTINGS SPEED

Display speed in KM/H or MPH (ALL)

DEFAULT VIEW DIFFICULTY

Change the default viewpoint of the camera (ALL)
Adjust the time added to the clock after passing a checkpoint (AC)

TIME COMPARE CO-DRIVER

Select to display time difference (AC, 10YC, TA)
Select either a male or female voice for the co-driver (AC, 10YC, TA) Enable or disable road icons (2P)

GHOST CAR VIBRATION STRENGTH RECORDS VIEWER

Enable or disable the ghost car (TA)
Adjusts the vibration strength of the Jump Pack (ALL)
Select to save the Record Viewer to the VMU

DEVICE SETTINGS TYPE A~C/EDIT

Use the Analog Thumb Pad/D-Pad to select from 3 different button assignments for the controller. Select "EDIT" to customise your own setting.

CALIBRATION

Adjust the analog controls. Use the Analog Thumb Pad/D-Pad to select the analog key you wish to adjust. Press the **A** Button to begin the adjustment and the **B** Button to set the maximum amount.

SOUND SETTINGS

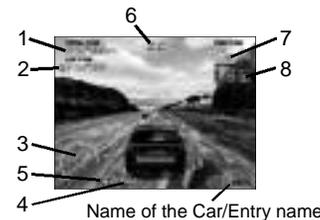
Select stereo or mono sound; listen to and set the volume level for background music (BGM), sound effects (SE), voice samples (VOICE); select the BGM for each stage.

▲ Sound settings cannot be saved.

Legend: AC:Championship (Arcade);10YC:10 Year Championship; TA:Time Attack; 2P:2 Player Battle;ALL:All Modes

GAME DISPLAY

The viewpoint of the car shown can be changed from the driver's view to the rear view, see p.4 and p.5.



- 1 Total time
- 2 Lap Time: Current lap time
- 3 Tachometer: Engine rpms
- 4 Speedometer: Current speed
- 5 Shift: Current shift
- 6 Remaining time
- 7 Position: Current position
- 8 Current stage's 3 best times

Tachometer designs are reproductions of the actual car.

TIME ATTACK SCREEN



2 PLAYER BATTLE SCREEN



- 9 Fastest Lap: Fastest lap on the current course
- 10 Car Record: Fastest recorded time of the current course
- 11 Course Record: Fastest recorded total time on the current course
- 12 Course Progress: Displays the players' progress through the race in 2 Player mode (car icon moves from left to right)

PAUSE MENU

Press the Start Button during play to pause the game and display the Pause menu. Use the Analog Thumb Pad/D-Pad to select and press the Start/△ Button to enter.



- CONTINUE** Return to the game (ALL)
- CHANGE COURSE** Return to the Course Select menu (AP, TA, 2P)
- CHANGE CAR** Return to the Car Select menu (AC, AP, TA, 10YC)
- CHANGE YEAR** Return to the Year Select menu (10YC)
- RESTART** Return to the start of the race (ALL)
- EXIT/END REPLAY** Return to the Mode Select menu/finish the replay (ALL)

Legend: AC:

Championship (Arcade);AP:Practice (Arcade);10YC:10 Year Championship; TA:Time Attack;2P:2 Player Battle;ALL:All modes

RESULT MENU

The Result menu appears after the race has finished. Use the Analog Thumb Pad/D-Pad to select and press the Start/△ Button to enter.

▲ The layout of the Result menu varies depending on what mode you are in.

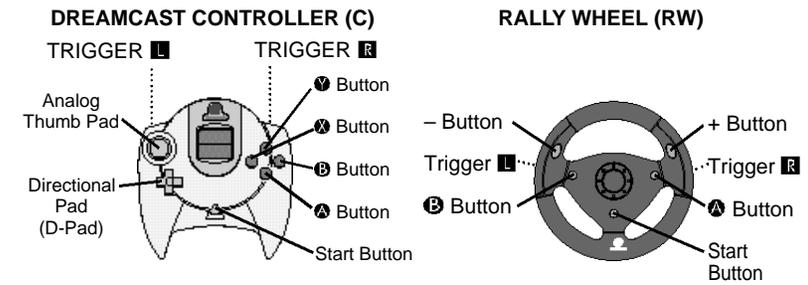


- EXIT** Return to the Course Select menu
- SAVE REPLAY** Save a replay file
- REPLAY** View a replay
- RETRY** Race the same course again
- SAVE GAME** Save game files

▲ A memory card [Visual Memory Unit (VMU) sold separately] is required to save this game.
 ▲ To save ranking information select "SAVE&LOAD GAME" from the Mode Select menu or "SAVE GAME" from the Result menu.

REPLAY SCREEN

To view a replay of your race, select "REPLAY" from the Result menu. Alter the camera angles using the following controls. For saved files it is also possible to select from the records screen.



CONTROLS	C	RW
REAR VIEW	△ BUTTON	△ BUTTON
FIXED VIEW	Ⓑ BUTTON	Ⓑ BUTTON
SIDE VIEW	× BUTTON	- BUTTON
CAR VIEW	Ⓨ BUTTON	+ BUTTON
MOVE CAMERA LEFT TO RIGHT (SIDE VIEW)/ CHANGE VIEWPOINT (CAR VIEW)	D-PAD ↑↓	TRIGGER R
METER DISPLAY ON/OFF	D-PAD ←→	TRIGGER L
ROTATE CAMERA (REAR VIEW)	ANALOG T-PAD	STEERING WHEEL
ZOOM-IN (REAR VIEW)	TRIGGER R	N/A
ZOOM-OUT (REAR VIEW)	TRIGGER L	N/A
PAUSE MENU (SEE P.13)	START BUTTON	START BUTTON

SAVE & LOAD GAME

Select "SAVE&LOAD GAME" from the Mode Select menu to display the Save & Load Game menu. Use the Analog Thumb Pad/D-Pad to select and press the **A** Button to enter. Select "SAVE" to store data in two files - the game setting file (record and option data) and the record viewer file (active file), to the VMU.



▲ A memory card [Visual Memory Unit (VMU) sold separately] is required to save this game.

▲ It will be impossible to save if the VMU already contains an active file.

RECORDS

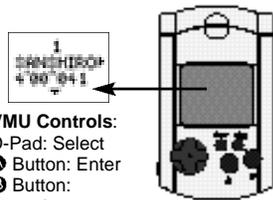
Select "RECORDS" from the Mode Select menu to display the various rankings for each mode and the ranking password.



▲ To view a saved replay from the Result menu, select the recorded time and press the **A** Button.

VIEW RECORDS VIA THE VMU

To save the record viewer to the VMU, the player must first go to the Record Viewer section in Game Settings and select "SAVE." It is then possible to view records from each mode and also the ranking password via the VMU.



Activating Record Viewer

Press the Mode Button to select the game mode (the spade symbol) and enter by pressing the **A** Button. This will activate the record viewer, once the Sega Rally 2 logo appears press the **A** and **B** Buttons simultaneously.

VMU Controls:
 D-Pad: Select
A Button: Enter
B Button: Cancel

CAR SETTINGS

Select "CAR SETTINGS" from the Mode Select menu, Road Information screen, or Transmission Select menu (Time Attack only) to customise your car.

Customised machines may be used in the Time Attack and 10 Year Championship modes. To load a customised car, select the same kind of car from the Car Select menu, go to the file system in Car Settings and select "LOAD".



CO-DRIVER

Select a male or female voice for the co-driver

TRANSMISSION

Select automatic or manual transmission

GEAR RATIO

Adjust the gear ratio

FRONT SUSPENSION

Adjust the front suspension

REAR SUSPENSION

Adjust the rear suspension

STEERING

Adjust steering response

BRAKE

Adjust braking response

TIRE TYPE

Select tire type

SELECT COURSE

Select course and condition for the Test Run

TEST RUN

Go for a test run

START RALLY

Start race

EXIT

Return to the Car Select menu

USER FILES

Load and save functions:

• LOAD FILE

Load saved files

• SAVE FILE

Save customised files

• DELETE FILE

Delete saved files



Customised machine name entry (up to 7 letters):

Analog Thumb Pad/D-Pad: Select letter

B Button: Return to the previous screen

X/Y Button: Delete letter

A Button: Enter letter

Start Button: Select "END", enter "END" to confirm entry name

▲ The icons of the Car Settings menu vary, depending on the mode.

▲ A memory card [Visual Memory Unit (VMU) sold separately] is required to save Car Settings files.

COURSES

Sega Rally 2 has a total of 17 courses (including the extra course).



DESERT
(SS1,SS2,SS3)

The sandy desert of the Sahara is the inspiration for this course.



RIVIERA
(SS1)

Based on the nightscape of Monte Carlo, this track is completely paved.



MOUNTAIN
(SS1,SS2,SS3)

Based on the winding mountain roads of Corsica, the tight corners of this course are sure to get your pulse racing.



MUDDY
(SS1, SS2,SS3)

The muddy roads found in tropical Indonesia are the base of this course.



SNOWY
(SS1, SS2, SS3)

The picturesque landscape featured here was based on the snow covered forests found in Sweden.



ISLE
(SS1, SS2,SS3)

This course is based on the landscape of Catalonia.

- ▲ Muddy and Isle tracks do not appear in Arcade mode.
- ▲ Completing the 10 Year Championship in 1st place will bring up the extra (Super SS) course.

NAVIGATION

When approaching a corner, an icon will appear along with a message from your co-driver.

▲ In a 2 Player game there is no message.

EXAMPLE:	ICON	MESSAGES				
		200	Long	Medium	Right	Maybe
		①	②	③	④	⑤

UNDERSTANDING ICONS



Slight Curve (BLUE)
Reduction in speed is mostly unnecessary.



Medium Curve (YELLOW)
A slight reduction in speed is necessary.



Tight Curve (RED)
A considerable reduction in speed is necessary.



Other (YELLOW)
Puddles, etc.

▲ The arrow on the signs display both the direction and degree of the curve.

UNDERSTANDING MESSAGES

- ① DISTANCE distance to the next corner (in meters)
- ② ASSISTANCE length of corner, necessity of caution, etc
- ③ BEND the tightness of the curve (easy, hard)
- ④ DIRECTION direction of the bend
- ⑤ BEND OPTION supplementary information about the bend

- ▲ You may change the voice of the co-driver from male to female. See p.10.
- ▲ Sometimes the messages may differ from what is written above. For more information, contact segarally.com.

CAR PROFILES

Select "CAR PROFILES" from the Mode Select menu to watch an introduction sequence accompanied by a narration for each car.

ARCADE ENTRY



▲ For each time you come first in any year of the 10 Year Championship, the number of cars available for selection will increase by one.

18

ADDITIONAL ENTRY



▲ There is also one additional car you can use (Fiat Seicento Sporting), but no profile will be given for this car.

19

TECHNIQUES

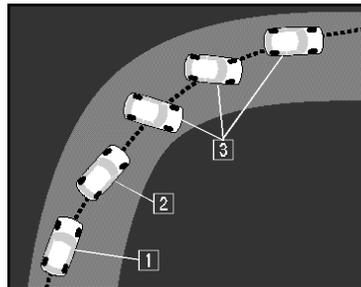
To achieve the fastest time possible, master the following basic techniques.

DRIFT

Used to negotiate tight corners. There are two kinds of drift – acceleration drift and braking drift.

ACCELERATION DRIFT

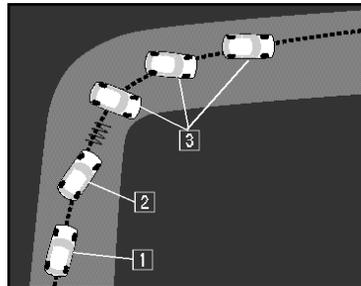
1. Ease off the accelerator.
2. While continuing to steer in the direction of the corner, step on the accelerator.
3. When the car begins to drift, turn the steering in the opposite direction to the corner, line up the body of the car with the road and ease off the acceleration.



BRAKING DRIFT

(More effective in tight corners than acceleration drift)

1. Ease off the accelerator.
2. Brake briefly, then while continuing to steer in the direction of the corner, step on the accelerator.
3. When the car begins to drift, turn the steering in the opposite direction to the corner, line up the body of the car with the road and ease off the acceleration.



HANDBRAKE

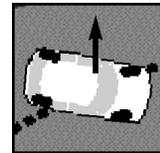
A new feature of Sega Rally 2 is the inclusion of a handbrake. Use the handbrake to lock the back tires, forcing the car to drift. This technique is particularly useful when negotiating hairpin corners.

Dreamcast Controller: **B** Button

Rally Wheel: **A** Button

DRIFT

If the car is experiencing oversteer entering a corner while travelling too fast or drifting, the rear wheels of the car may lock, and the player will lose control. If this situation occurs, steer the car in the opposite direction to which the car is travelling. Doing so will restore control of the car. This technique is known either as reverse or counter steering and is one of the core rally techniques.



TIRE GRIP

Try clearing corners using tire grip, i.e. without drifting

▲ It is faster to clear a corner using tire grip than drifting. Use tire grip to achieve a faster time.

PARTIAL ACCELERATION

When cornering, keep the level of acceleration at a level less than maximum. This technique will help keep tire grip around corners and areas where grip is poor.

TUCK-IN

While cornering, in order to maintain front tire grip, ease off the accelerator. This will help prevent understeer. This technique is especially useful for cars with front wheel drive.

UNDERSTEER	Results when the front tires have less grip than the rear. The effect is for the car to stray towards the outside of the track.	
OVERSTEER	Results when the rear tires have less grip than the front. The effect is for the car to stray towards inside of the track.	

TAKE THE CORRECT LINE

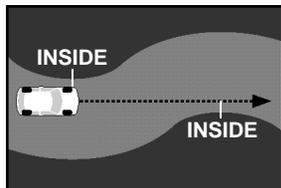
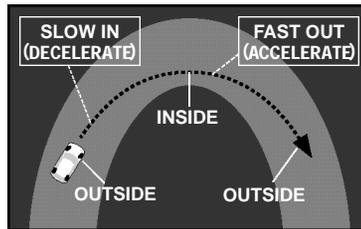
In order to save time on each course, it is important to take the correct line on corners. The main techniques are outlined below.

OUT-IN-OUT

Starting from an outside line, move in towards the corner and then back out to the outside. This will minimize speed reduction while cornering.

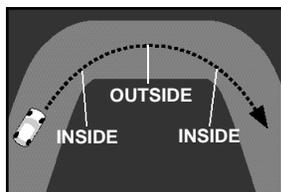
SLOW IN-FAST OUT

Decelerate in towards the corner, then accelerate out away from it. This technique helps reduce understeer.



S BENDS

Line up the first and second corners and try to drive as straight as possible to minimize the amount of turning and cut time.



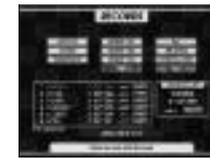
IN-OUT-IN

If two corners connect and are in the same direction, travel in towards the corner, out through the bend, then in towards the corner again. Doing so will save a lot of time.

22

SEGA RALLY NETWORK RANKING

View Sega Rally Network Ranking via Segarally.com. Gain access using the password shown on the records screen or VMU to view rankings for each mode, type of car, weekly and total records in real-time.



PASSWORD

Records screen or VMU

Credits

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of Sega Rally 2. Credits for the original development staff are listed in the game itself.

Sega of America Product Development

Localization Producer
Jason Kuo
Lead Tester
Fernando Valderrama
Assistant Lead
Ryan Roettele
Jason Mercer

John Golden

Sega of Japan Manual Product Staff

Writer/Editor/Translator
Michael Hanna

Writer
Mitsuaki Chono

DTP Operator
Makoto Nishino

Designer
Hayato Takebayashi

Supervisor
Kaoru Ichigozaki

Marketing

Associate Product Manager
Stacey Kerr
Director of Product Marketing

23

