

SEGA RALLY 2

# SEGA RALLY

CHAMPIONSHIP™



SEGA®

EVERYONE  
TM  
**E**  
CONTENT RATED BY  
ESRB

51019



# **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

## **CAUTION**

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



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.

**SEGA RALLY 2**



**SEGA RALLY**™

**CHAMPIONSHIP**

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# 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**

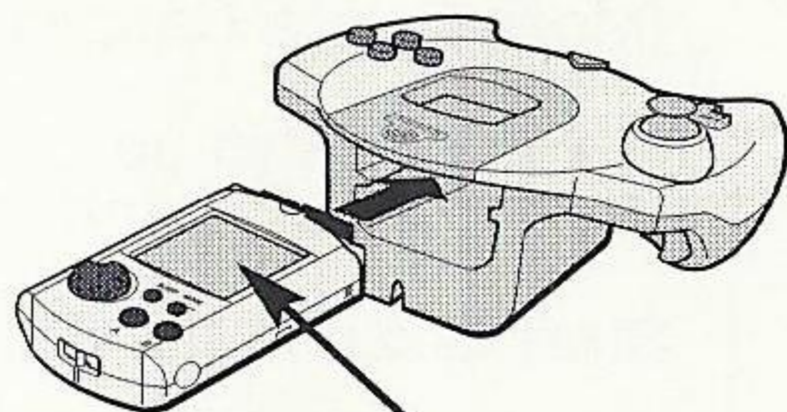
## After Finishing Play

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.

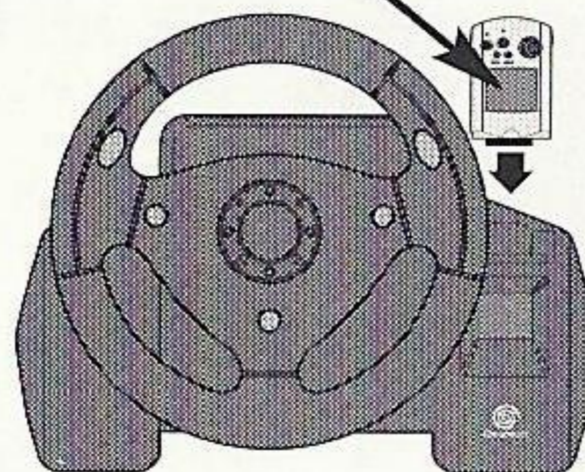
### DREAMCAST CONTROLLER



**Insert the VMU to Expansion Socket 1 of the Controller.**

### RALLY WHEEL

**You may use the VMU with the Rally Wheel as well.**



SAVE CONTENTS	NO. OF BLOCKS USED
Game setting file . . . . .	.61
(record + option data)	
Record viewer . . . . .	.20
Replay file (1 file per replay) . . . . .	.66 Max
Car Settings file (up to 20 cars) . . . . .	.17

### CAUTION

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.



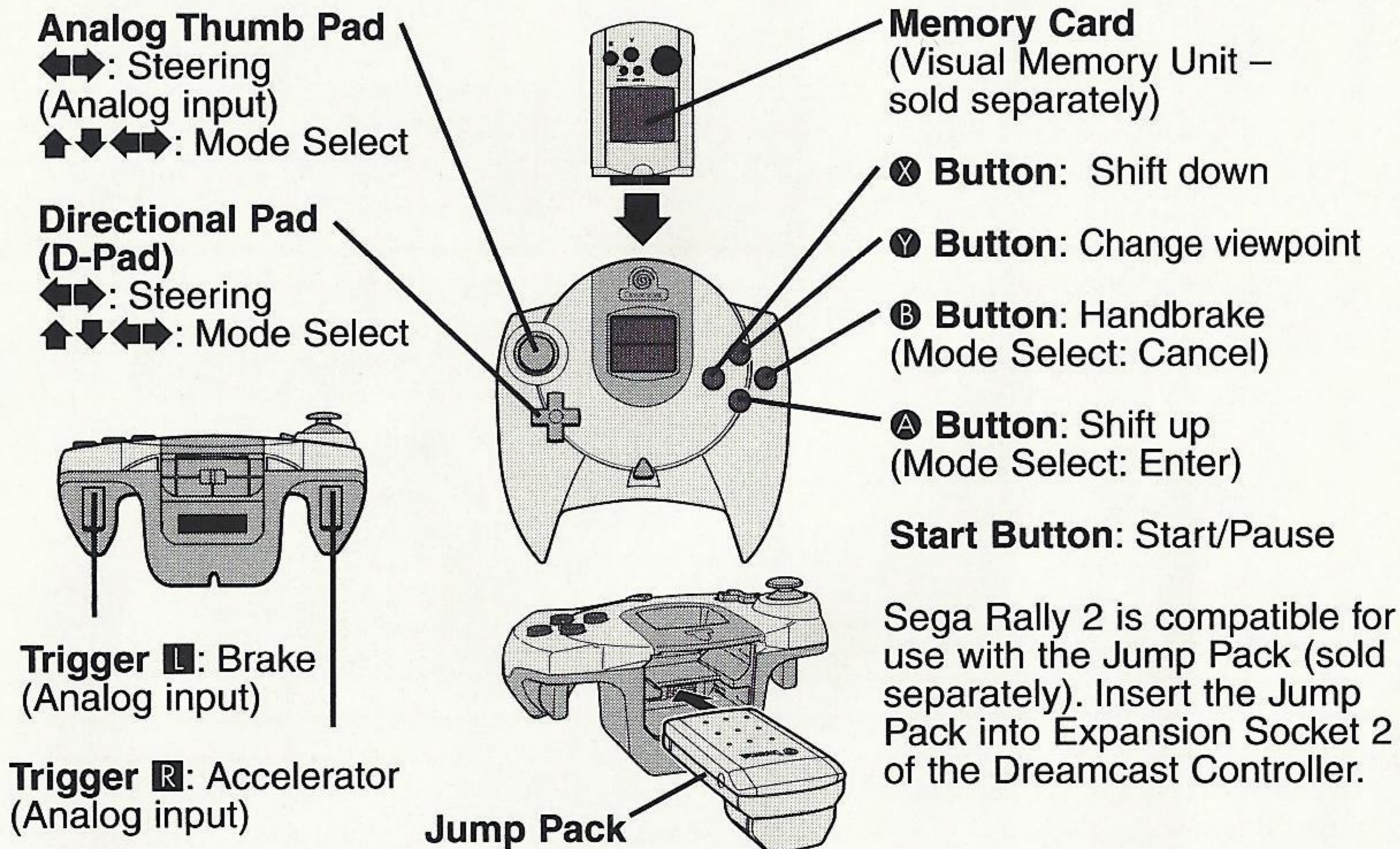
# CONTROLS

▲ 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.



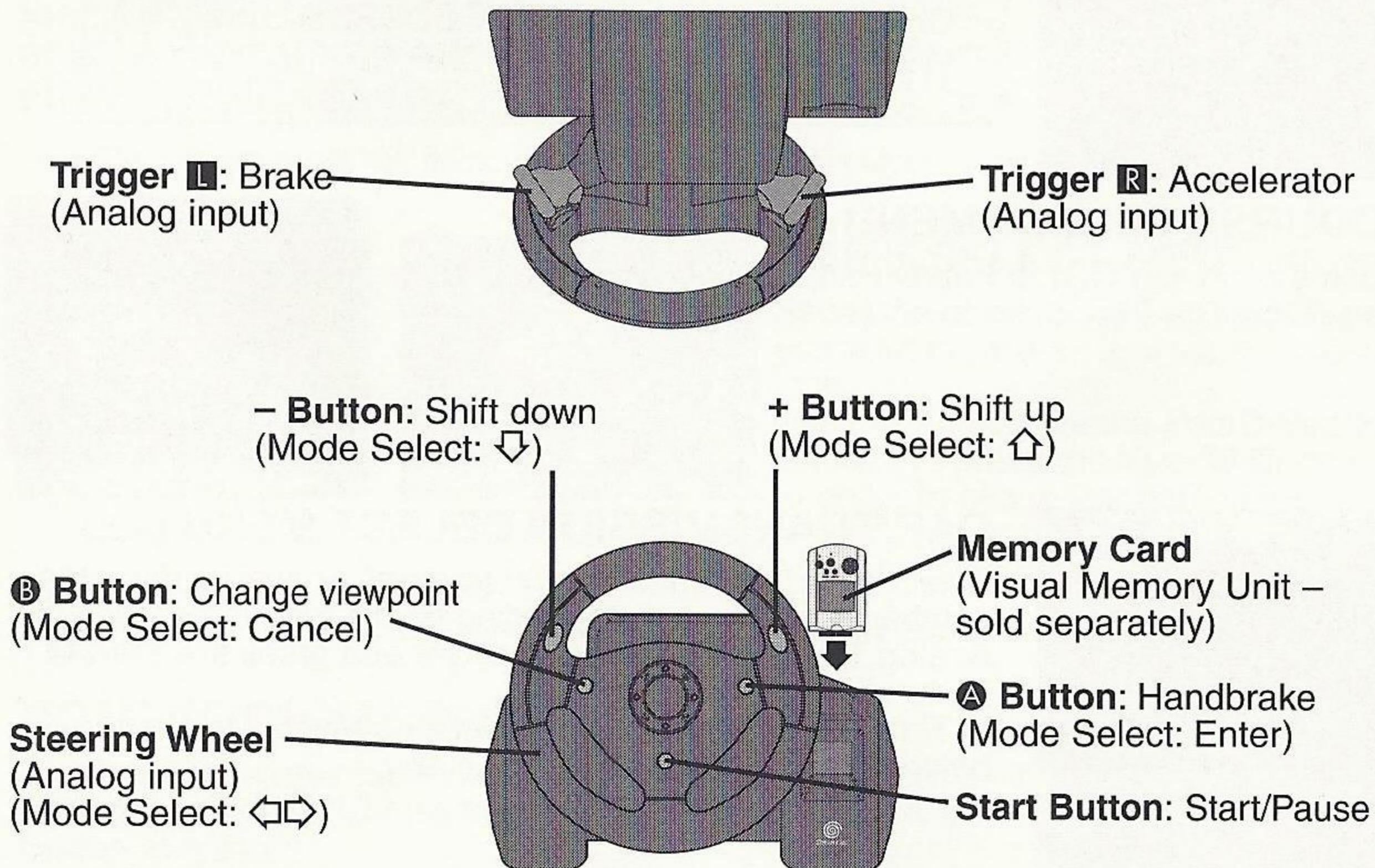
▲ Never touch the Analog Thumb Pad, Triggers **L/R**, Steering Wheel or the Levers **L/R** while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

▲ 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.



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.



# STARTING UP

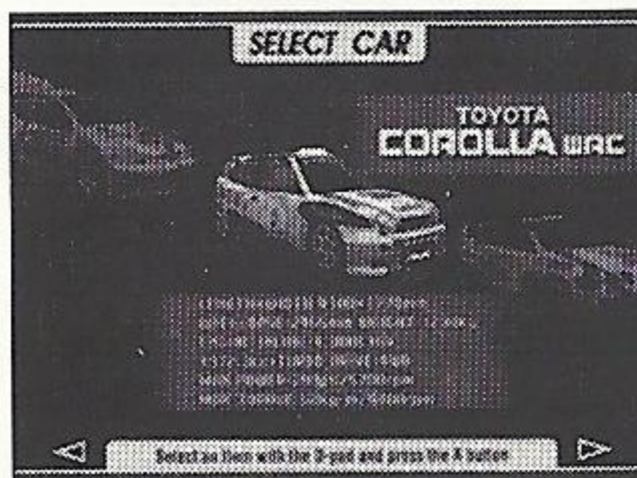
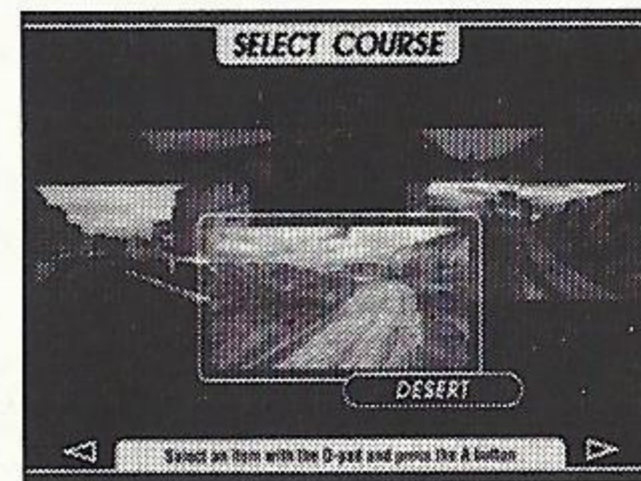
After turning ON the console, the Dreamcast will first check and download game files from the Visual Memory Unit. Once the title screen appears, press the Start Button to display the Mode Select menu. Use the Analog Thumb Pad/D-Pad to select a mode and press the Start/A Button to enter.



ARCADE .....	p.8	OPTIONS .....	p.10
10 YEAR CHAMPIONSHIP .....	p.8	SAVE&LOAD GAME .....	p.14
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2PLAYER BATTLE .....	p.9	CAR SETTINGS .....	p.15
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## COURSE SELECT MENU (AP, TA, 2P)

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

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



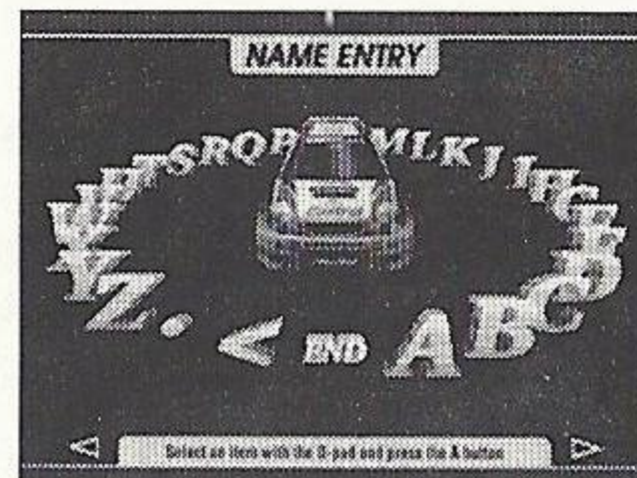
**Legend: AP: Practice (Arcade), 10YC: 10 Year Championship, TA: Time Attack, 2P: 2 Player Battle, ALL: All Modes.**



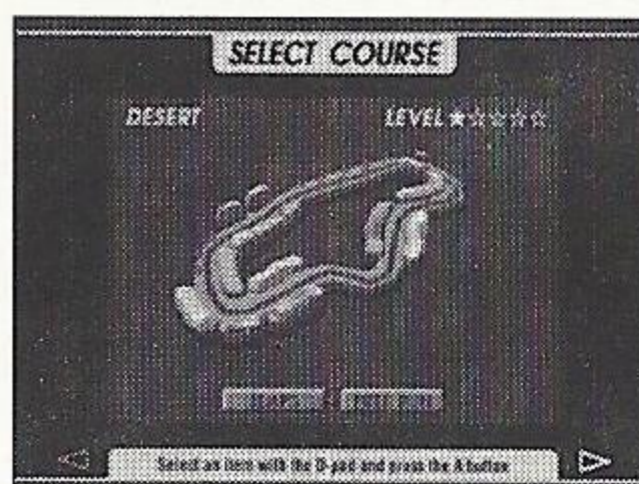
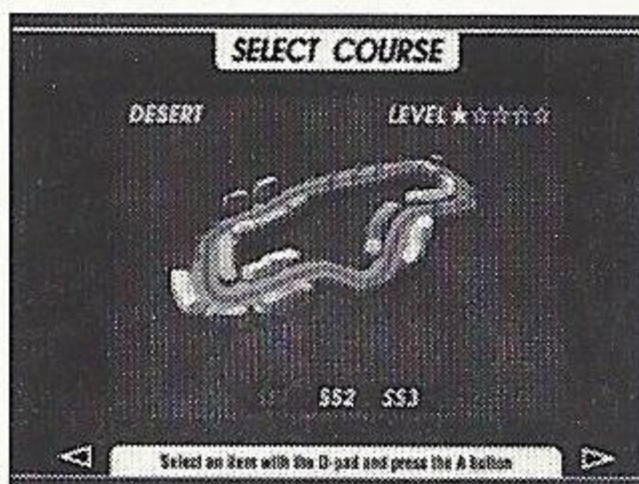
## NAME ENTRY SCREEN (ALL)

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; **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.



▲ 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/A Button to enter. In two player games the slower car boost window will appear after selecting the number of laps.

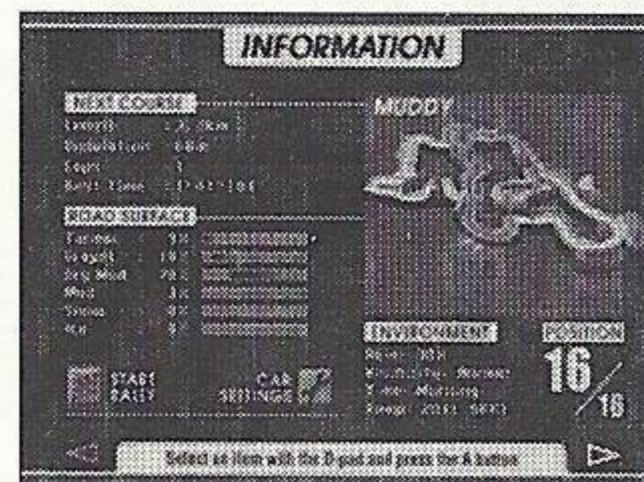
▲ On the extra course (SUPER SS) the slower car boost window will not appear.

## ROAD INFORMATION SCREEN (10YC)

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

**START RALLY**  
**CAR SETTINGS**

Begin the race  
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

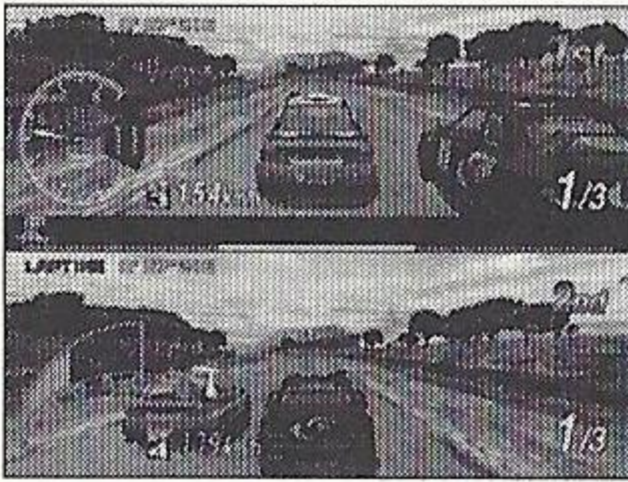
A race to set the quickest time. It is possible to race on all 16 courses appearing in the 10 Year Championship. Cars acquired in the 10 Year Championship and customised cars can be used in Time Attack mode. All tracks will be raced in clear weather conditions.

**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**  
**COURSE (SS)**

Select course, see p.6.  
 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**  
**CAR SETTINGS**  
**GHOST CAR**

Select to boost the losing car's speed.

Customise your car, see p.15.

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.



GHOST CAR



# 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.

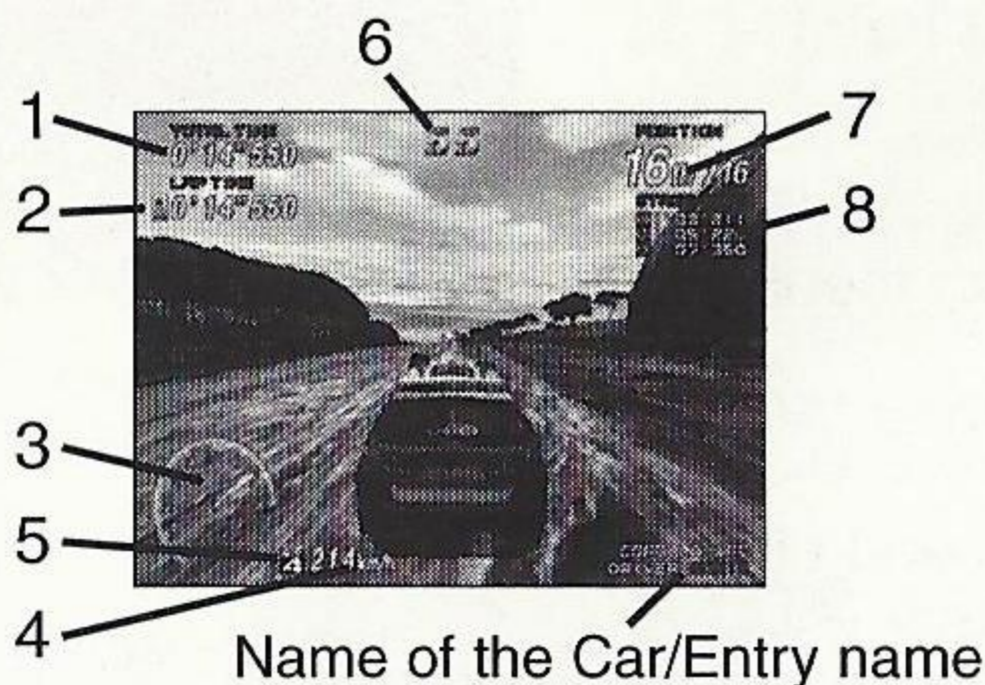
▲ Sound settings cannot be saved.

**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.



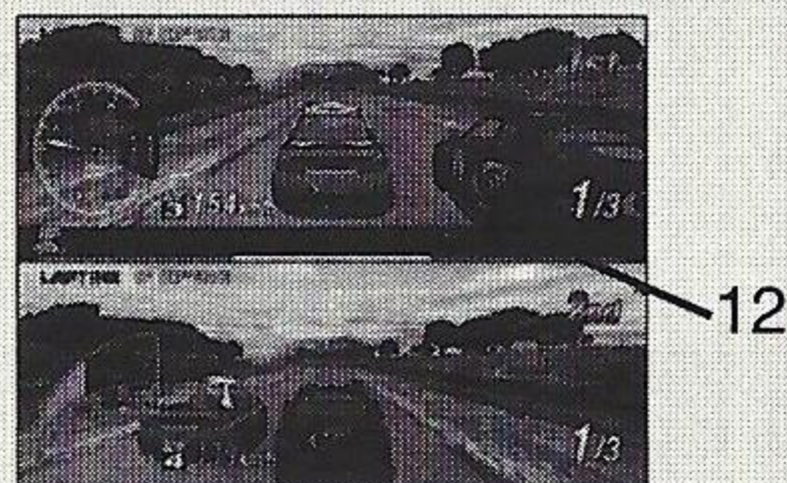
- 1 Total time
- 2 Lap Time: Current lap time
- 3 Tachometer: Engine rpms
- 4 Speedometer: Current speed
- 5 Shift: Current shift
- 6 Remaining time
- 7 Position: Current position
- 8 Current stage's 3 best times

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 using the current car
- 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/A Button to enter.

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

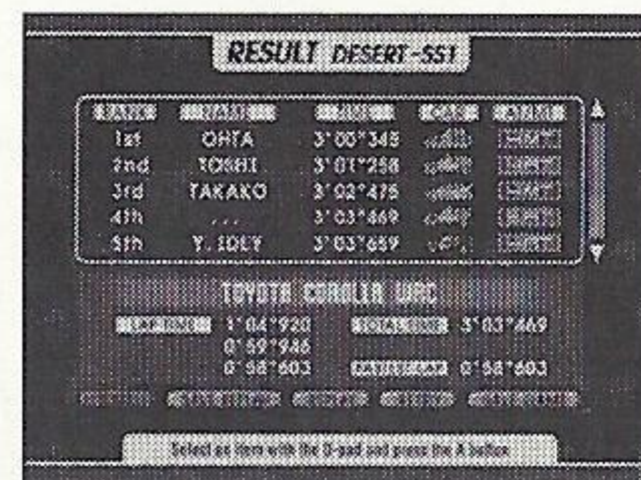
The Result menu appears after the race has finished. Use the Analog Thumb Pad/D-Pad to select and press the Start/A Button to enter.

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

<b>EXIT</b>	Return to the Course Select menu
<b>SAVE REPLAY</b>	Save a replay file
<b>REPLAY</b>	View a replay
<b>RETRY</b>	Race the same course again
<b>SAVE GAME</b>	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.

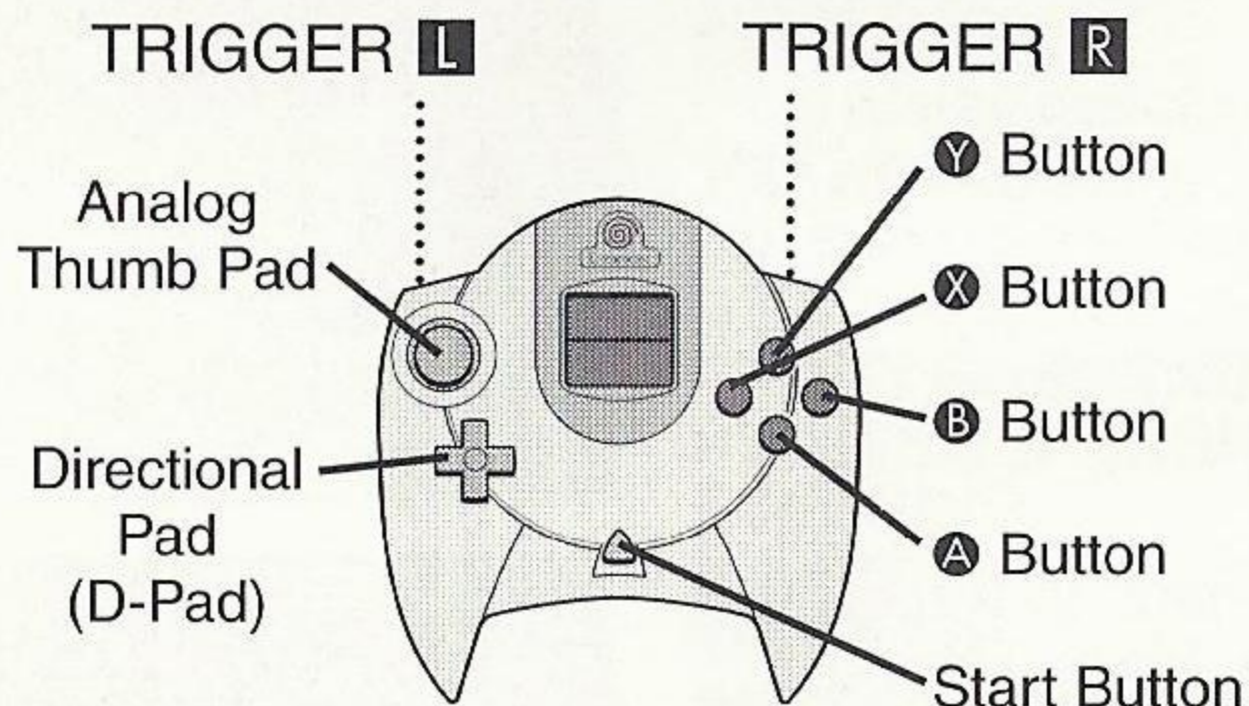




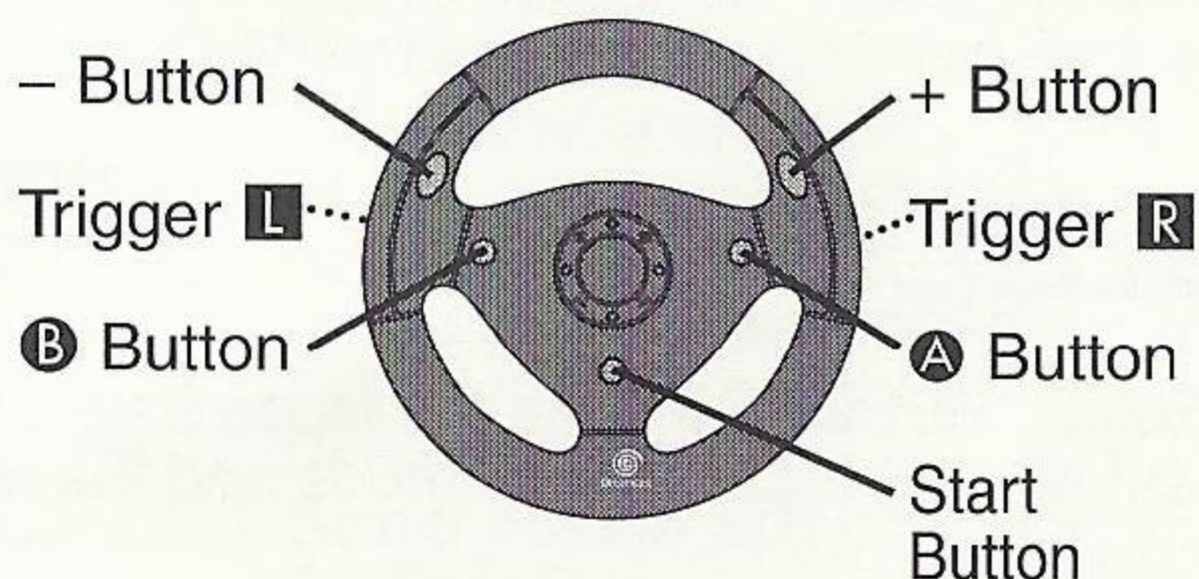
# REPLAY SCREEN

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.

## DREAMCAST CONTROLLER (C)



## RALLY WHEEL (RW)



CONTROLS	C	RW
REAR VIEW	<b>A</b> BUTTON	<b>A</b> BUTTON
FIXED VIEW	<b>B</b> BUTTON	<b>B</b> BUTTON
SIDE VIEW	<b>X</b> BUTTON	- BUTTON
CAR VIEW	<b>Y</b> BUTTON	+ BUTTON
MOVE CAMERA LEFT TO RIGHT (SIDE VIEW)/ CHANGE VIEWPOINT (CAR VIEW)	D-PAD <b>↑</b> <b>↓</b>	TRIGGER <b>R</b>
METER DISPLAY ON/OFF	D-PAD <b>←</b> <b>→</b>	TRIGGER <b>L</b>
ROTATE CAMERA (REAR VIEW)	ANALOG T-PAD	STEERING WHEEL
ZOOM-IN (REAR VIEW)	TRIGGER <b>R</b>	N/A
ZOOM-OUT (REAR VIEW)	TRIGGER <b>L</b>	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.

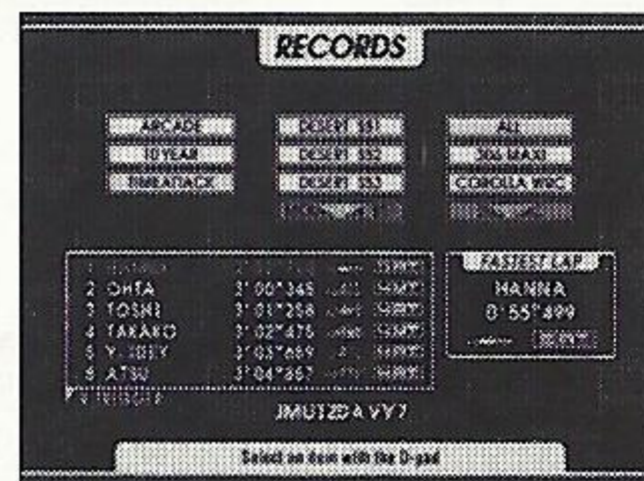
▲ It will be impossible to save if the VMU already contains an active file.



# 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.

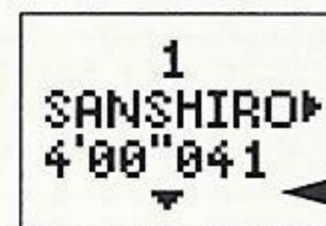


## VIEW RECORDS VIA THE VMU

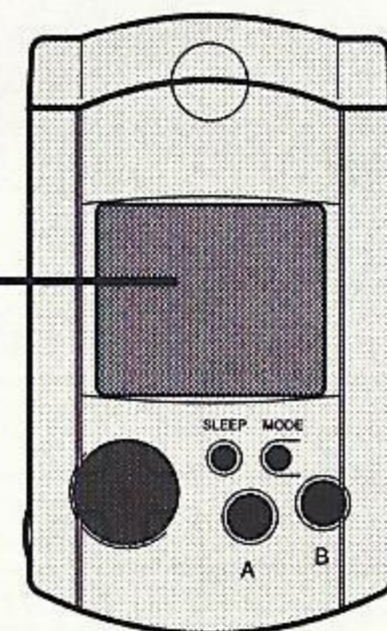
To save the record viewer to the VMU, the player must first go to the Record Viewer section in Game Settings and select "SAVE." It is then possible to view records from each mode and also the ranking password via the VMU.

### 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

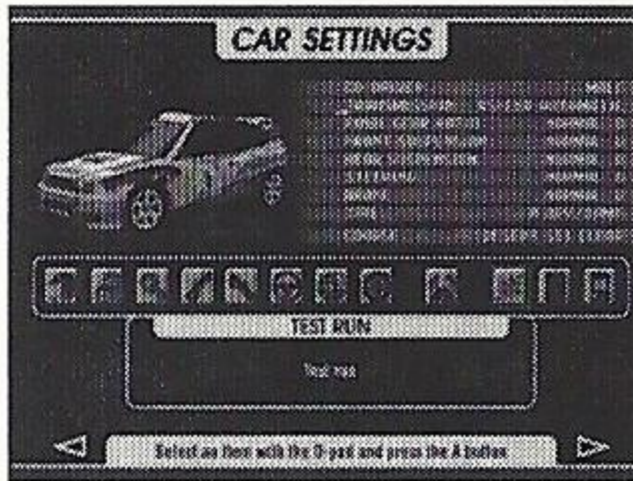




# CAR SETTINGS

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

## TRANSMISSION

## GEAR RATIO

## FRONT SUSPENSION

## REAR SUSPENSION

## STEERING

## BRAKE

## TIRE TYPE

## SELECT COURSE

## TEST RUN

## START RALLY

## EXIT

## USER FILES

- LOAD FILE
- SAVE FILE
- DELETE FILE

Select a male or female voice for the co-driver

Select automatic or manual transmission

Adjust the gear ratio

Adjust the front suspension

Adjust the rear suspension

Adjust steering response

Adjust braking response

Select tire type

Select course and condition for the Test Run

Go for a test run

Start race

Return to the Car Select menu

Load and save functions:

Load saved files

Save customised files

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.



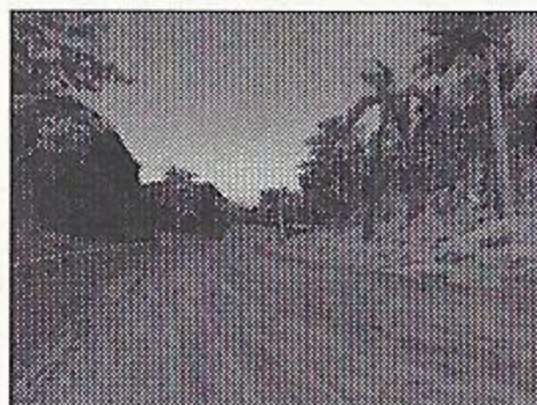
**RIVIERA**  
(SS1)

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



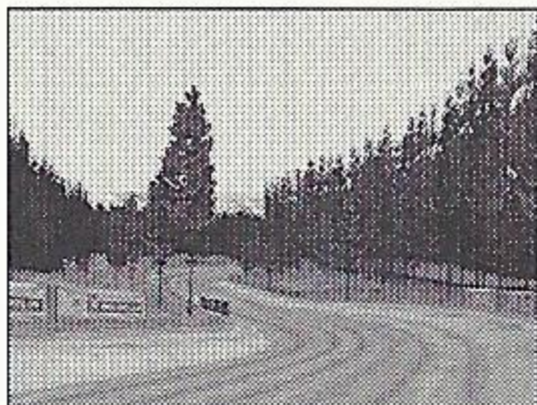
**MOUNTAIN**  
(SS1, SS2, SS3)

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.

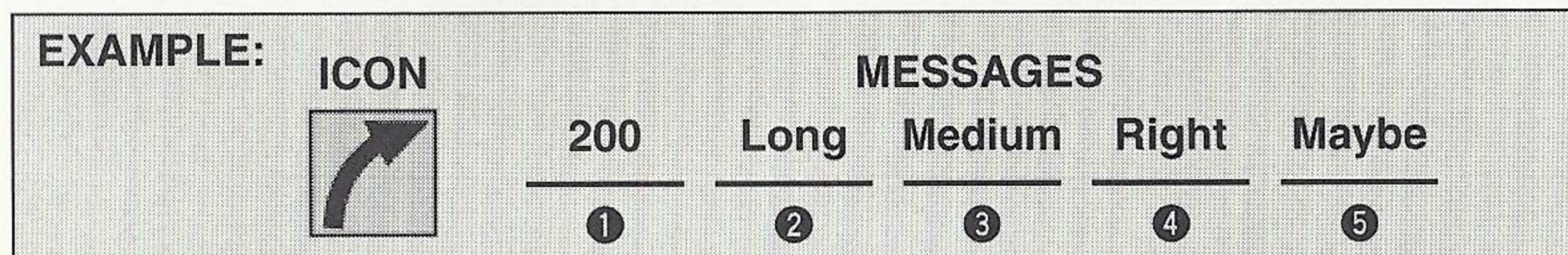
▲ Completing the 10 Year Championship in 1st place will bring up the extra (Super SS) course.



# 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.



## 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.

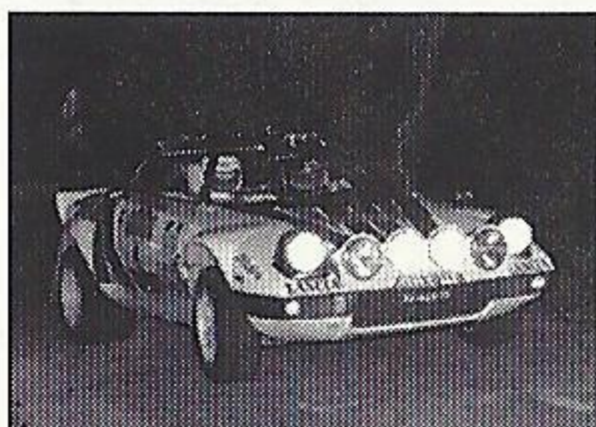
▲ Sometimes the messages may differ from what is written above. For more information, contact [segarally.com](http://segarally.com).



# CAR PROFILES

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

## ARCADE ENTRY



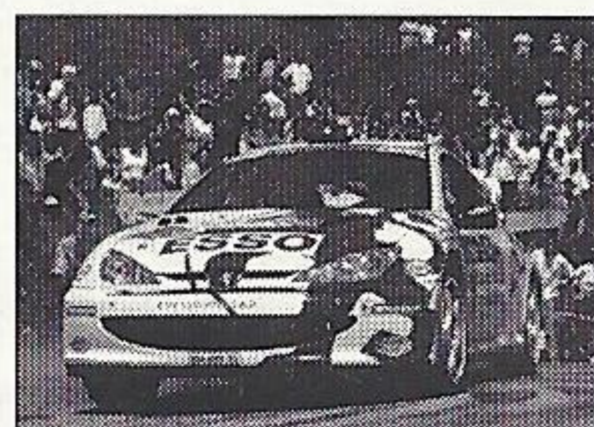
**LANCIA  
STRATOS HF**



**LANCIA DELTA  
HF INTEGRALE**



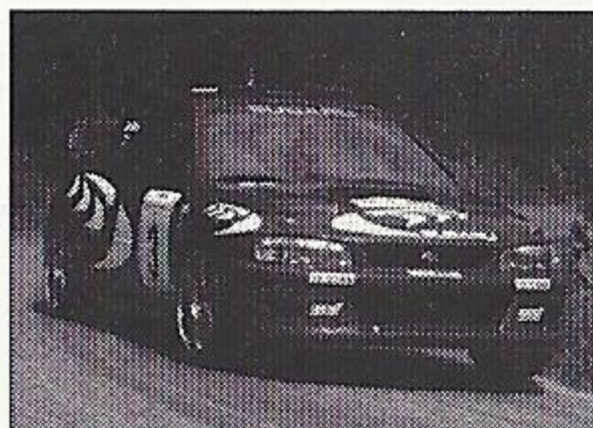
**MITSUBISHI  
LANCER EVOLUTION**



**PEUGEOT  
206 WRC**



**PEUGEOT  
306 MAXI**



**SUBARU  
IMPREZA WRC**



**TOYOTA CELICA  
GT-FOUR ST205**



**TOYOTA  
COROLLA WRC**

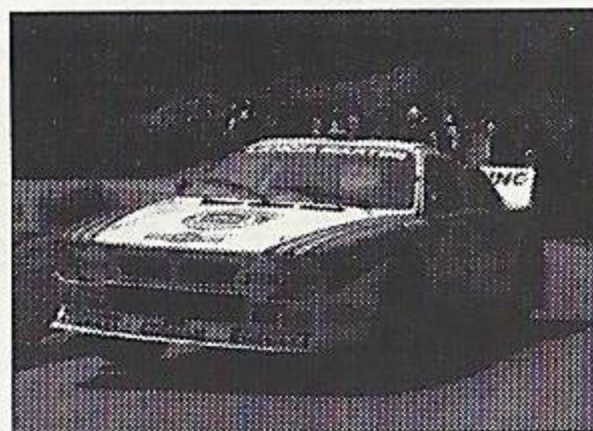
▲ For each time you come first in any year of the 10 Year Championship, the number of cars available for selection will increase by one.



## ADDITIONAL ENTRY



**FIAT 131  
ABARTH RALLY**



**LANCIA  
037 RALLY**



**LANCIA DELTA  
INTEGRALE 16V**



**MITSUBISHI LANCER  
EVOLUTION III <ADVAN>**



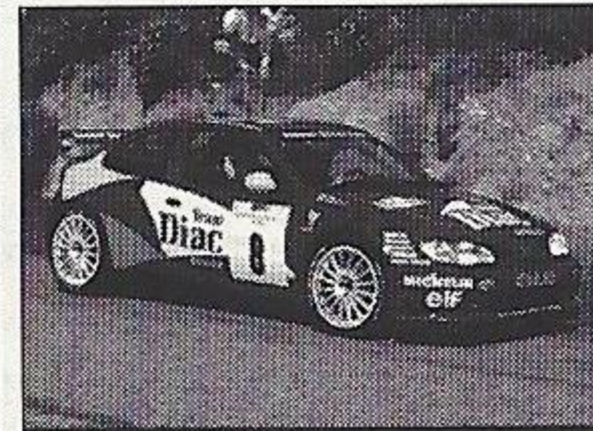
**MITSUBISHI LANCER  
EVOLUTION IV**



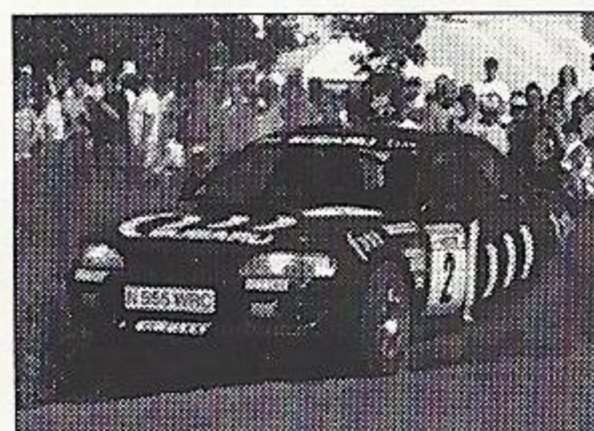
**PEUGEOT  
205 TURBO16**



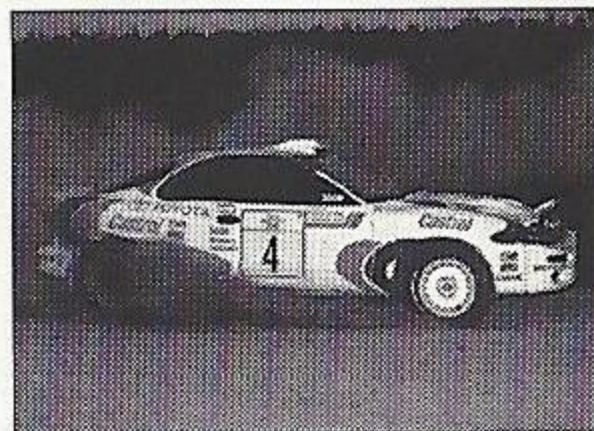
**ALPINE RENAULT  
A110**



**RENAULT  
MAXI MEGANE**



**SUBARU  
IMPREZA 555**



**TOYOTA CELICA  
GT-FOUR ST185**



**TOYOTA COROLLA  
WRC <TEIN>**

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



# TECHNIQUES

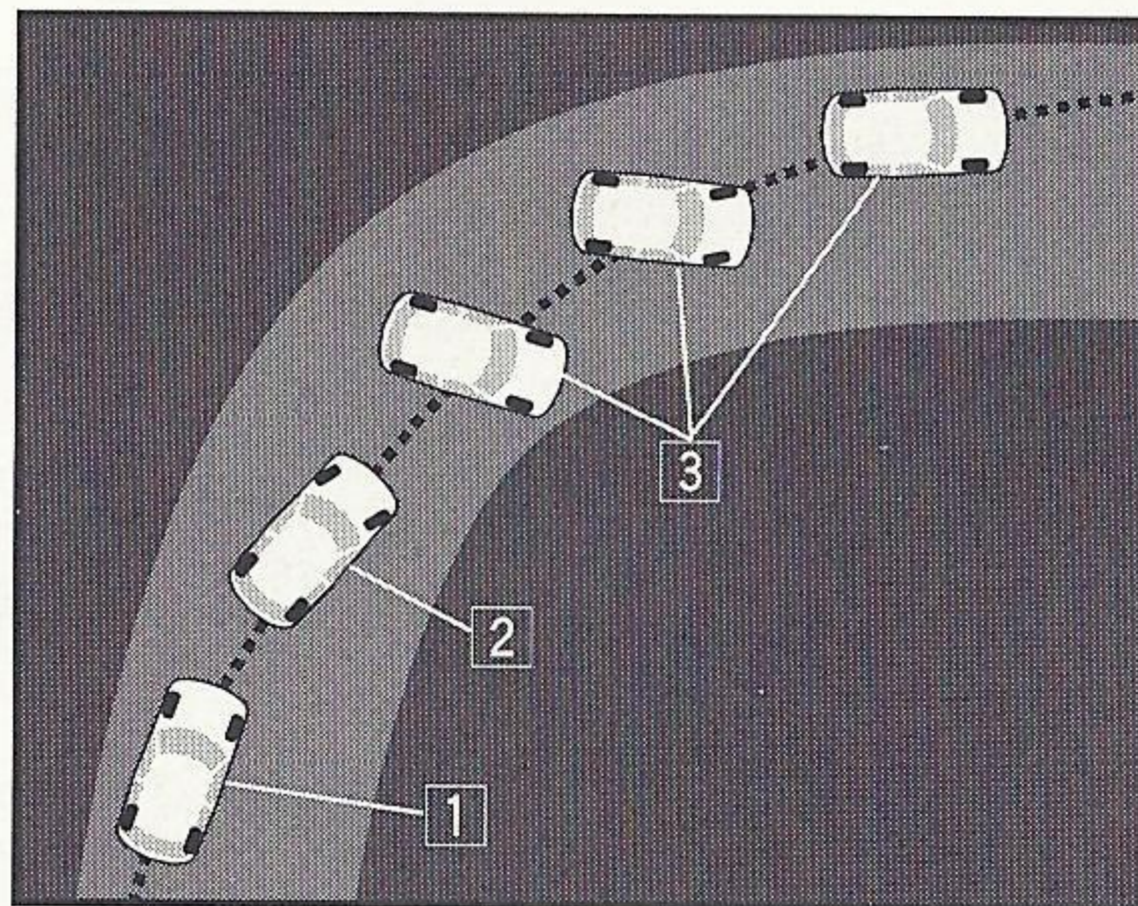
To achieve the fastest time possible, master the following basic techniques.

## DRIFT

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

### ACCELERATION DRIFT

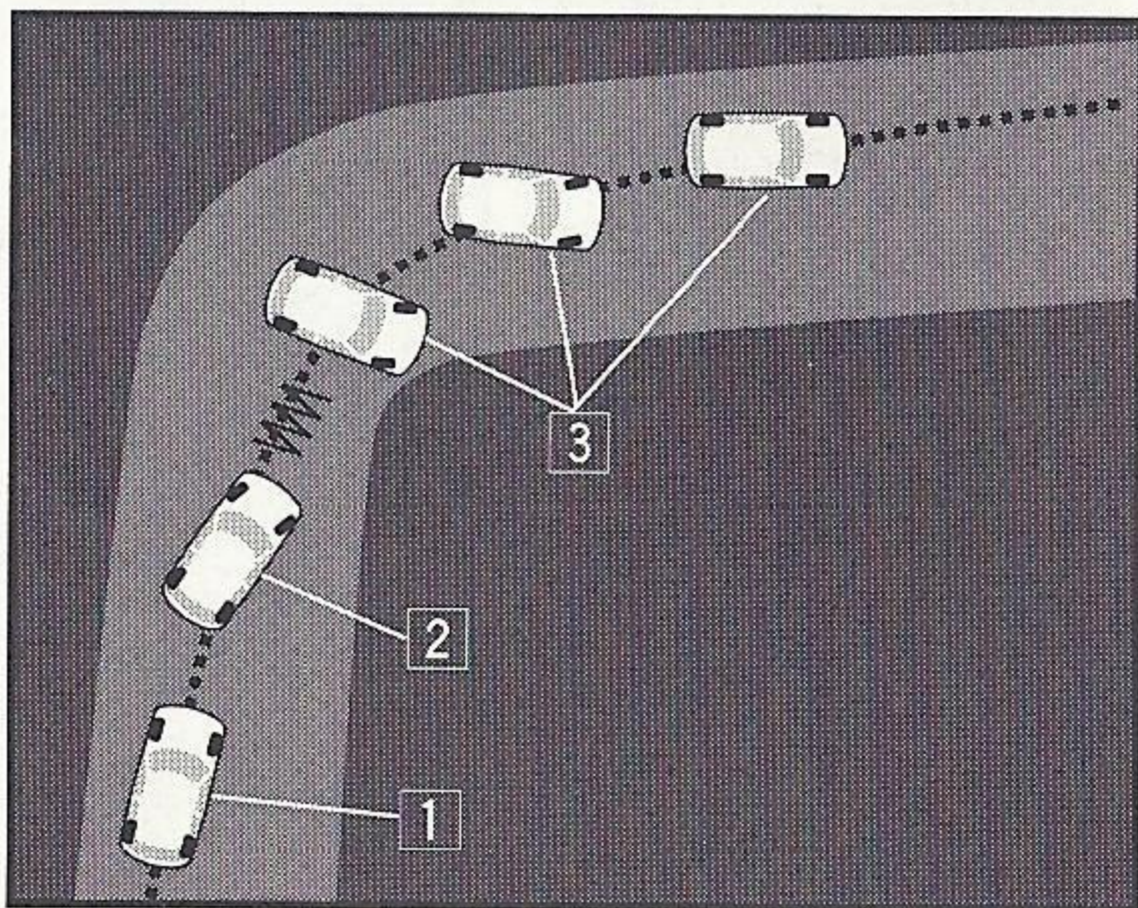
1. Ease off the accelerator.
2. While continuing to steer in the direction of the corner, step on the accelerator.
3. When the car begins to drift, turn the steering in the opposite direction to the corner, line up the body of the car with the road and ease off the acceleration.



### 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.

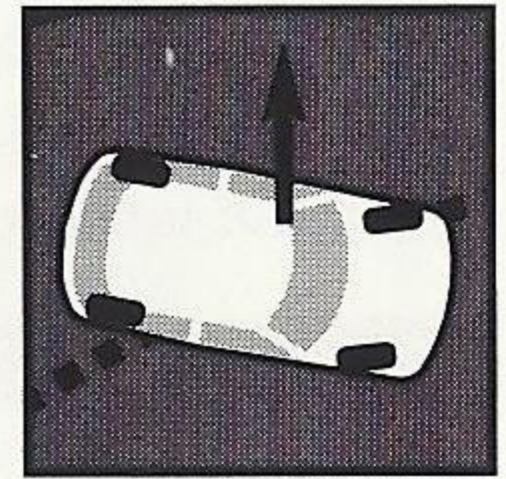
Dreamcast Controller: **B** Button

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

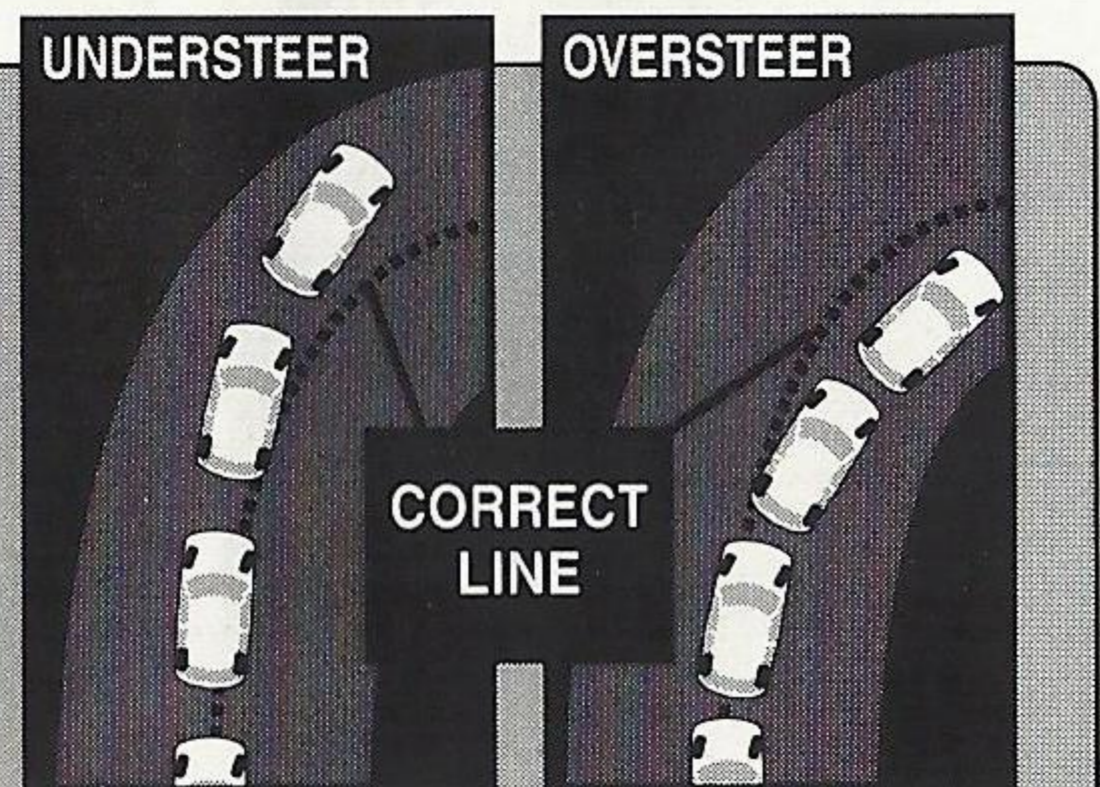
When cornering, keep the level of acceleration at a level less than maximum. This technique will help keep tire grip around corners and areas where grip is poor.

## 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

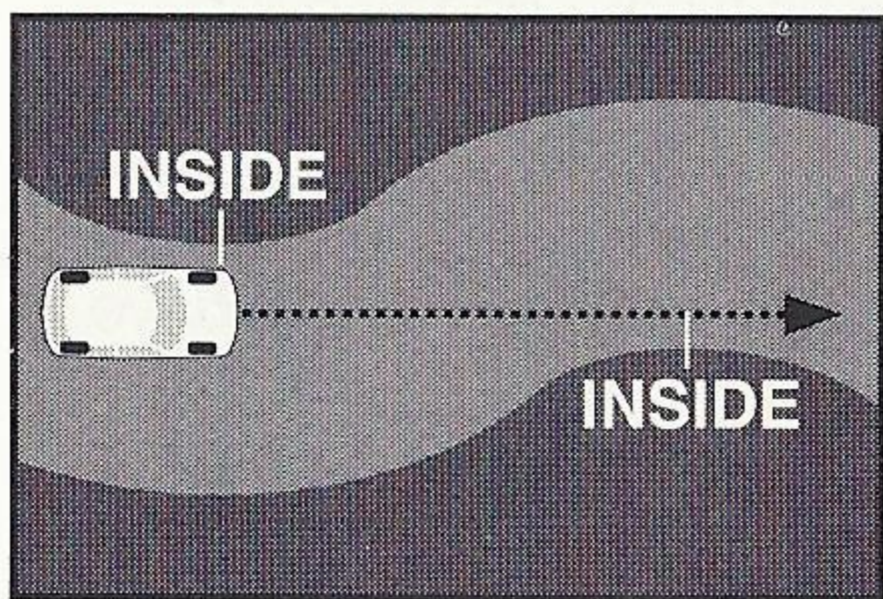
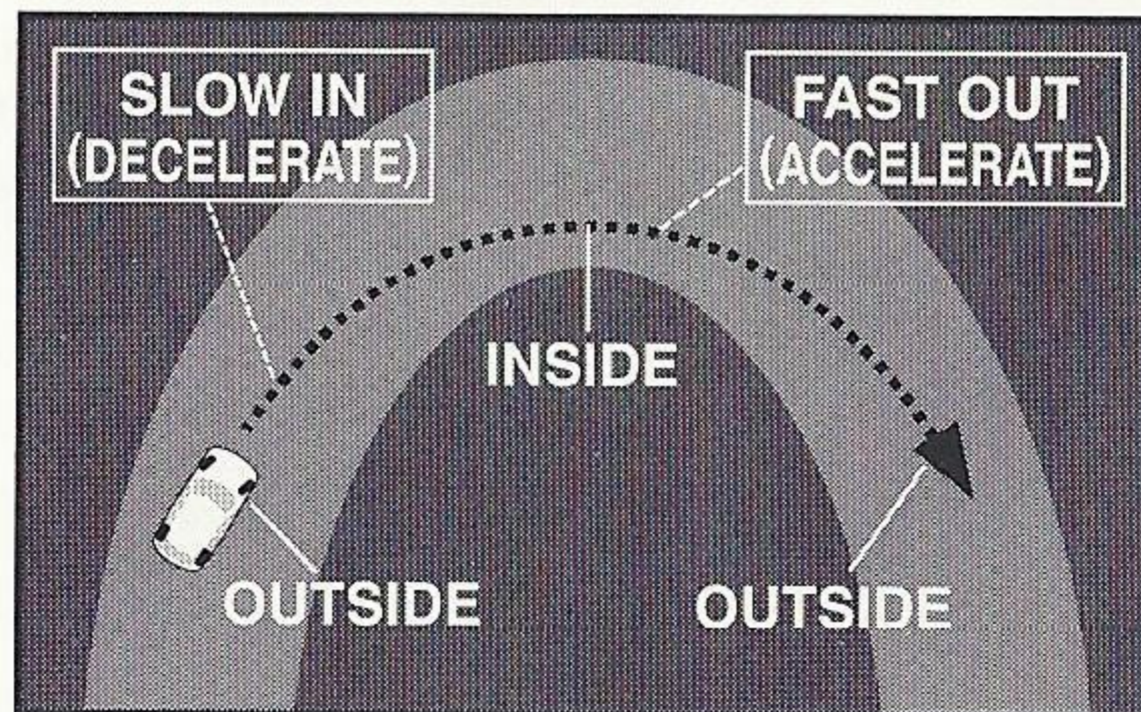
In order to save time on each course, it is important to take the correct line on corners. The main techniques are outlined below.

### 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.

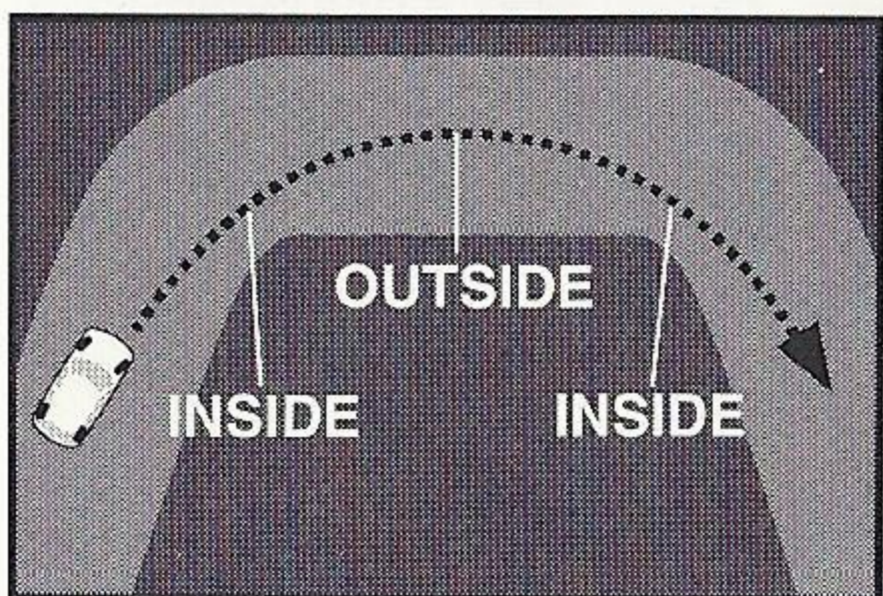
### SLOW IN-FAST OUT

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.



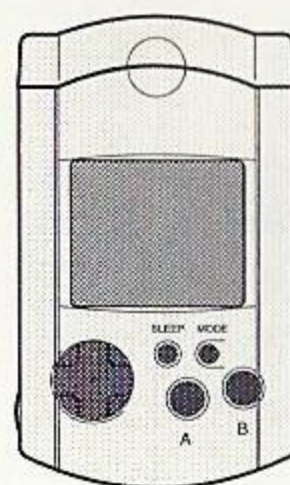
### IN-OUT-IN

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.



# 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.

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Supervisor

Kaoru Ichigozaki







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