Cheats & Modifications

It might be a short game with its identity deeply rooted in the arcades, but that doesn't deprive it from having a ton of secrets, and some modifications along with it that will definitely help you out on making your experience that much better!

Cheats

Alternate variants for some cars

Steps to follow:

1. Go into the car selection process
2. Highlight your car of choice
3. Before pressing *Enter* to select the car, **hold down** the *Page Up* button until the gear select screen shows up

Notes:

The following table describes which cars do have an alternate variant and which ones are:

Original	Unlock
Subaru Impreza (GD) (WRC - 1999)	Subaru Impreza (GD) (WRC - 1998)
Toyota Corolla (E110) (WRC - 1998)	Toyota Corolla (E110) (APRC - 1998)
Mitsubishi Lancer Evolution VI (CP9A) (WRC - 1999)	Mitsubishi Lancer Evolution V (CP9A) (WRC - 1998)
Toyota Celica GT-Four (ST-185) (WRC - 1993)	Toyota Celica GT-Four (ST-185) (WRC - 1992)
Lancia Stratos HF Stradale (*Tipo* 829) (WRC - 1977)	Lancia Stratos HF Stradale (*Tipo* 829) (WRC - 1975)

Unlock all cars (except Kerolla WRC)

Steps to follow:

1. Go to the "Press Enter to Start" screen
2. Type in the following code: *iwanttodriveallcars*

Notes:

You will hear a sound when the code has been entered correctly.

Unlock all years in the 10 Year Championship

Steps to follow:

1. Go to the "Press Enter to Start" screen
2. Type in the following code: *iwanttoplayallyears*

Notes:

You will hear a sound when the code has been entered correctly.

Unlock everything (minus the Kerolla WRC) and mark as completed all years in the 10 Year Championship

Steps to follow:

1. Go to the "Press Enter to Start" screen
2. Type in the following code: *ilovesegarally2andsega*

Notes:

You will hear a sound when the code has been entered correctly.

Unlock Kerolla WRC

Steps to follow:

1. Go to the "Press Enter to Start" screen
2. Type in the following code: *kerokerokerokerokero*

Notes:

You will hear a sound when the code has been entered correctly.

Modifications

Play with Ford Escort

Like the Windows version, the Dreamcast port of the arcade game offers some exclusive cars, like the Ford Escort (and this one in particular is only present in the *japanese* version, making it more rare). Well now, it is possible to play with the car in its glory on the best version of the game!

Download: Link

Steps to follow:

1. Copy the mod's contents inside the root folder of the game

Notes:

The mod at the moment only covers the model, reflections, and car's logo and manufacturer during the car selection screen. Since it is implemented in-game by replacing the Kerolla WRC car, the car's shadow is the one given for the Kerolla WRC, alongside the car name during races and replays.

Remove SafeDisc protection

Disc swaps are pretty much gone by today's standards. But Sega Rally 2 wasn't released when that was the case, and sadly the original crack done by *CiFE* is considered lost media (pretty wild considering that it is a scene crack!). So, in order to avoid having to deal with mounting the second CD, here is what you have to do.

Prerequisites:

- Any hex editor

Steps to follow:

1. Open with the hex editor the file called *SEGA RALLY 2.exe*
2. Change the following bytes in the offset **000269C0**:

Byte	Old value	New value
06	0F	90
07	8C	90
08	3C	90
09	FF	90
0A	FF	90
0B	FF	90

3. Change the following bytes in the offset **00026B60**:

Byte	Old value	New value
08	E8	90
09	55	90
0A	11	90
0B	06	90
0C	00	90

Notes:

This patch only works for the original European and American releases of the game, so it will not work for the Spanish release (the Japanese one is not confirmed to include SafeDisc as DRM).

Restore the music

Again, we are dealing with another issue caused by this being a really old game. Now we are talking about restoring the capabilities of playing the music, which was done by streaming the audio from the second CD. Nowadays, the API that supports said feature has been made incompatible since the **NT kernel** was released by Microsoft (*Windows XP* if we look only into their consumer line of products). Luckily, there are several programs that can help us out in solving this issue.

Prerequisites:

- An audio rip of the second CD of the game, where all files must follow the naming structure of ***TrackXX***, where *XX* stands for the **track number**
- DxWnd

Steps to follow:

1. Create a folder called *Music* at the root path of your game's installation folder
2. Put the CD rip inside said folder
3. Open **DxWnd**, and select the menu called *Options*, and then *Extended mode*
4. Once that's done, now add the executable called *SEGA RALLY 2.exe* onto the list of games for the program
5. Now open the menu that configures its options, and modify the *Path:* option to the file called *LAUNCH.exe* from the game
6. From the same menu, select the submenu called *CDAudio*
7. After that, select the option *Use audio files*
8. Save the configuration

Notes:

While it is true that exists a program called _inmm.dll, which it is definitely easier to use, its latest build doesn't work for Sega Rally 2, not to mention that it latest version it is dated from 2006, while DxWnd is a much more capable program that is actively maintained. There is also a program called ogg-winmm, but sadly only supports ogg files, which is a lossy codec.

Revision #17
Created 2023-04-06 12:31:36 UTC by R21
Updated 2024-10-05 23:43:20 UTC by R21