

RCT2 Sounds

Much of the music for the game is stored in discreet files in the "Data" directory. (Copying and renaming the music files extensions to ".WAV" will allow you to listen to them with any WAV-player program. Files colored red are new to RCT2.

These "general music files" can be selected as theme music for rides other than the Merry-go-round (with the exception in RCT1 that Csx3.dat could only be selected for the Dodgems). The rides will repeat playing them continuously.

The 29 files are:

Csx3.dat = Dodgems Beat Style (0:28 min.)
CSS18.DAT = Roman Fanfare Style (1:35 min.)
CSS19.DAT = Oriental Style (1:55 min.)
CSS20.DAT = Martian Style (2:19 min.)
CSS21.DAT = Jungle Drums Style (1:49 min.)
CSS22.DAT = Egyptian Style (1:54 min.)
CSS23.DAT = Toyland Style (2:05 min.)
CSS25.DAT = Space Style (2:52 min.)
CSS26.DAT = Horror Style (2:01 min.)
CSS27.DAT = Techno Style (1:58 min.)
CSS28.DAT = Gentle Style (2:28 min.)
CSS29.DAT = Summer Style (2:53 min.)
CSS30.DAT = Water Style (1:55 min.)
CSS31.DAT = Wild West Style (2:10 min.)
CSS32.DAT = Jurassic Style (2:13 min.)
CSS33.DAT = Rock Style (2:01 min.)
CSS34.DAT = Ragtime Style (2:39 min.)
CSS35.DAT = Fantasy Style (2:12 min.)
CSS36.DAT = Rock Style 2 (1:41 min.)
CSS37.DAT = Ice Style (2:20 min.)
CSS38.DAT = Snow Style (1:54 min.)
CSS39.DAT = Medieval Style (1:25 min.)
CSS40.DAT = Urban Style (1:59 min.)
css41.dat = Organ Style (5:15 min.)
css42.dat = Mechanical Style (1:16 min.)
css42.dat = Modern Style (2:57 min.)
css44.dat = Pirate Style (1:33 min.)
css45.dat = Rock Style 3 (1:53 min.)
css46.dat = Candy Style (1:16 min.)

The "Fairground Organ Style" of music is a special case that can only be selected for the Merry-go-round. This theme style is actually a number of music files that are played randomly continuously. The fairground organ heard in the game is probably the 69-keyless Voigt organ formerly located at the Bressingham Steam Museum, UK.

The 13 files are:

Css4.dat = Children of the Regiment (3:04 min.)
Css5.dat = Heyken's Serenade (2:56 min.)
Css6.dat = In Continental Mood (5:57 min.)
Css7.dat = Wedding Journey (5:47 min.)
Css8.dat = Tales from the Vienna Woods (6:36 min.)
Css9.dat = Slavonic Dance (2:38 min.)
Css10.dat = *unused*
Css11.dat = Das Alpenhorn (2:39 min.)
Css12.dat = **Bella Bimba (1:02 min.)**
Css13.dat = The Blond Sailor (1:16 min.)
Css14.dat = Poet and Peasant (7:51 min.)
Css15.dat = Waltz Medley (3:46 min.)
Css16.dat = *unused*

Note that Css12.dat was originally *unused* in RCT1 (like Css10 and Css16).
Note also that the correct name for Css6 should be "La belle espagnole".

The following music files are unavailable for selection in a ride music selection pulldown list:

Css2.dat = "general guest sounds" (0:34 min.)
css17.dat = **"main title music" (1:28 min.)**
CSS24.DAT = "circus show sounds" (2:20 min.)

"circus show sounds" is the sound you hear coming from the Circus flat ride. "general guest sounds" is the sound you hear when the park fills up with peeps. "main title music" is the RCT2 theme music you hear on the Main Title screen (and resides on the game CD). Note that the RCT2 "main title music" is different from the css17.dat music that came with RCT1.

The game also allows you to create two of your own music files called "Custom Music 1" and "Custom Music 2" (which appear in the game like the general music files). These custom files are recommended to be in the format of a ".WAV file, PCM format, 22,050Hz, 8bit, Mono"; and to be accessible they must be placed in the "Data" directory before starting the game. The Custom Music 1 file must be named "CUSTOM1.WAV" and the Custom Music 2 file must be named "CUSTOM2.WAV" (see CUSTOM.TXT in the games Data directory for more details).

Custom music files are an excellent way to allow you to play the main title music (from either RCT1 or RCT2) on a ride, or one of your favorite "Fairground Organ" songs (e.g., copy one of the Fairground Organ Style dat files and rename it) on a ride other than the Merry-go-round.

Some of the music dat files that came with the game can also be directly swapped with equivalently named sound files of your own. In RCT1 all the music files could be replaced (especially nice with the "circus show sounds", as it allowed you to offer a different type of show for the Circus flat ride), but Chris Sawyer added anti-cheat code in RCT2 to prevent this. Fortunately some of the music files slipped past the QA team and can still be swapped. These files are:

Css2.dat = "general guest sounds" (0:34 min.)

Css3.dat = Dodgems Beat Style (0:28 min.)

css17.dat = "main title music" (1:28 min.)

css41.dat = Organ Style (5:15 min.)

css42.dat = Mechanical Style (1:16 min.)

css42.dat = Modern Style (2:57 min.)

css44.dat = Pirate Style (1:33 min.)

css45.dat = Rock Style 3 (1:53 min.)

css46.dat = Candy Style (1:16 min.)

Note: css41.dat – css42.dat are sensitive to play length and loop themselves accordingly. For instance, if the new song/sound is longer than the old one, it will stop at the time index of the old one and start over...so you never hear the end. On the other hand, if the new sound is shorter than the old one, it will play all the way through, loop to the beginning, then stop part way though when it reaches the original's length, and start the process all over again. So If you make a new recording, pad it to size.

Note: css17.dat is the only file not carried over from RCT1. Therefore you may want to replace the new "funeral dirge"-LOL theme music with the old RCT1 theme music (to enliven those "exciting"-LOL opening RCT2 sequences filled with shambling droopy headed depressed peeps).

Extra Stuff

Steve Franks has made available some Fairground Organ Music files that can be used to replace the RCT1 Fairground Organ Music (css4 – css16), as well as some "Upbeat jungle music" to replace CSS21.DAT. He also has a special file called "Monorail sounds" that is used to replace the unused Ccss10.dat (the Monorail sounds file simulates a P.A. announcement that a park patron might overhear during a lull between Band Organ songs).

"The Definitive RCT Reference Guide" contains some some WAV files of the games internal background sounds (Lift Chain, Miniature Train, Toilet Flushing, Scream 1, Scream 2, and Warning Noise).