CONTENTS

THE HISTORY OF "GRAN TURISMO" 2

GAME CONTROLS 4

GETTING STARTED 10

ARCADE MODE 12

SIMULATION MODE 18

REPLAY THEATER 28

OPTIONS 32

CREDITS 36

The game screens used in this manual are all from development versions of the game. There may be slight differences from actual game screens.

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THE HISTORY OF "GRAN TURISMO"

The term "Gran Turismo" is a direct Italian translation of "Grand Touring". Although it is applied to a class of automobiles today, it predates the automobile by a considerable amount of time. In England, as far back as the 17th Century, Peers of the Realm and members of wealthy families would go on long trips to travel the European continent. The journey was called the "Grand Tour", and it was an expected part of a young gentleman's education. The Grand Tour could last for several years, and was made by horse-drawn coach. Major Continental cities, including Paris, and historic landmarks were stops on the route. The very final destination was always Rome, the center for European art and culture since the Renaissance. There participants would socialize with their peers and scholars, and enroll in courses of academic study to pursue a classical education.

The carriages used for the Grand Tour acquired the name "Gran Turismo" in Italian. When automobiles replaced horse-drawn carriages as the conveyance of choice for Grand Tour participants in the early Twentieth Century, a certain type became popular. It was a fast and light two-seater, but more comfortable and well-appointed than a pure sports car. The genre reached its peak after World War II, when limited-production and specially-constructed two-seaters became popular with members of royalty, wealthy sportsmen, and movie stars. Many of these cars were raced, and the production car category in European racing became known as Gran Turismo, Grand Touring, or just plain GT. Regulations required two-seat interiors, spare tires, and luggage capacity, and, in the 1950s at least, GT-class racers could be and were driven to the track, raced, and driven home. Production-based racing classes are still known as "GT" classes in many racing series today.

MENU CONTROLS 6
DUAL SHOCK™ ANALOG CONTROLLER 6
STANDARD CONTROLLER 6

RACING CONTROLS 7
DUAL SHOCK ANALOG CONTROLLER 7
STANDARD CONTROLLER 7

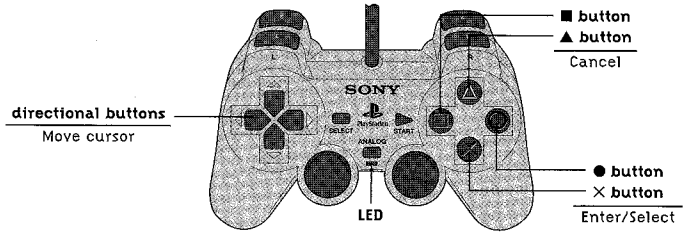
REPLAY CONTROLS 8
DUAL SHOCK ANALOG CONTROLLER 8
STANDARD CONTROLLER 8

GETTING STARTED 10
RACE SCREEN 11

MENU CONTROLS

DUAL SHOCK ANALOG CONTROLLER

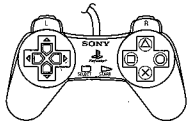
With a DUAL SHOCK analog controller, the same menu controls are used for both analog mode (with the LED on) and digital mode (with the LED off).



STANDARD CONTROLLER

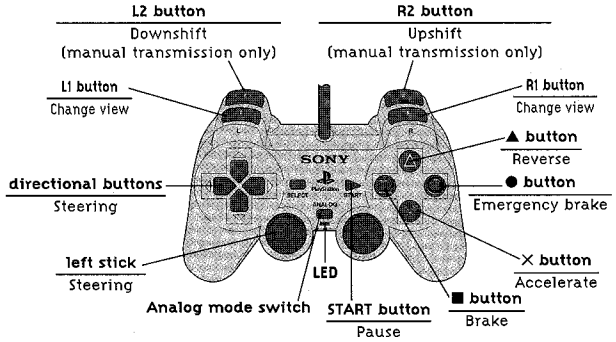
The standard controller uses the same button controls as the DUAL SHOCK analog controller.

NOTE: The same button controls are used on all menus.



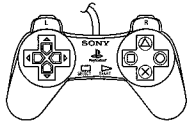
RACING CONTROLS

The controls shown on this page are the default settings, which you can change from the Options menu.



DUAL SHOCK ANALOG CONTROLLER

The DUAL SHOCK analog controller provides vibration feedback in certain situations and permits fine steering control using the left stick. Regardless of whether the LED is on or off, the vibration function is turned on or off in the Options menu. To use the left stick, set the controller to analog mode (with the LED on). In digital mode (with the LED off), the controls are the same when using a standard controller.



STANDARD CONTROLLER

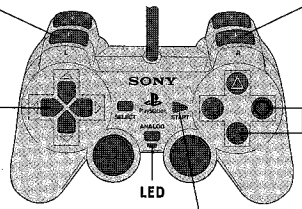
Except for steering, the standard controller uses the same button controls as the DUAL SHOCK analog controller. The standard controller has no vibration function and steering is controlled with the directional buttons.

REPLAY CONTROLS

You can enjoy race replays at the end of a race or by playing back saved replay data.

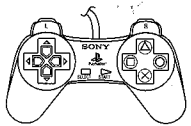
DUAL SHOCK ANALOG CONTROLLER

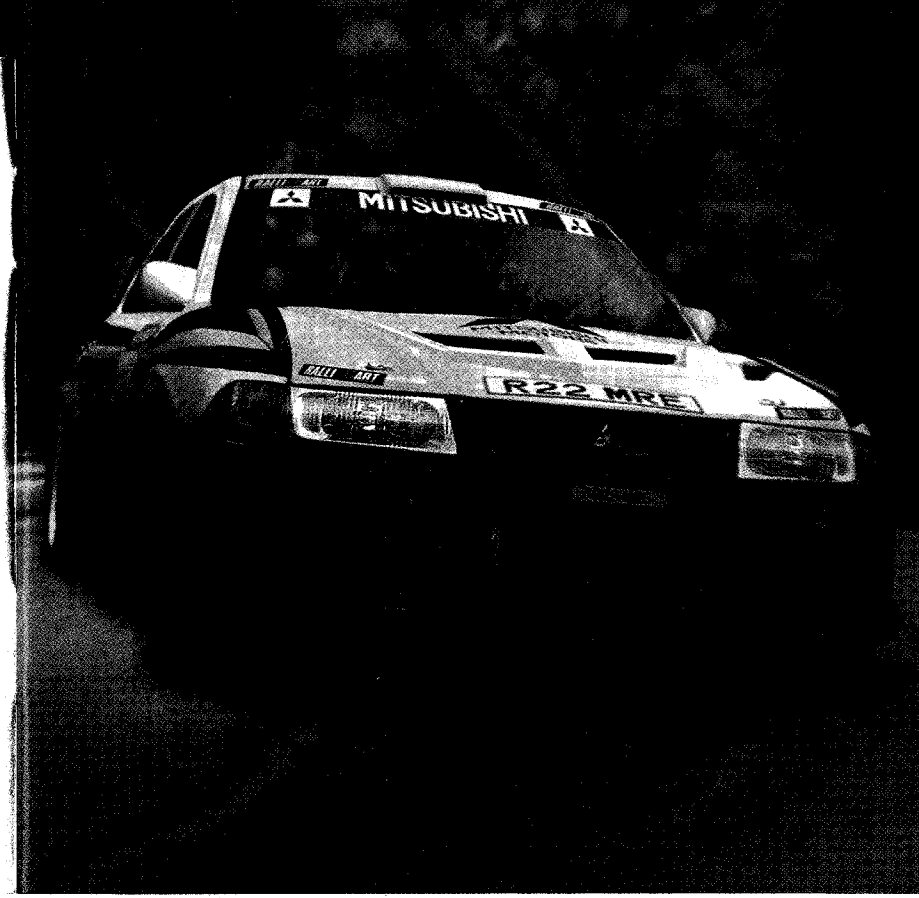
The replay controls used with the DUAL SHOCK analog controller are the same whether the controller is in analog mode (with the LED on) or in digital mode (with the LED off).



STANDARD CONTROLLER

The standard controller uses the same controls as the DUAL SHOCK analog controller.





GETTING STARTED

Gran Turismo 2 comes as a 2-disc CD-ROM set. Disc 1 is for the Arcade Mode. Disc 2 is for the Simulation Mode.

Load the correct disc for the mode you want to play into the PlayStation game console and turn on the power. After the opening movie plays, the Main Menu will appear. If a MEMORY CARD containing a saved game is present in MEMORY CARD slot 1, the game will be loaded automatically.

ARCADE MODE

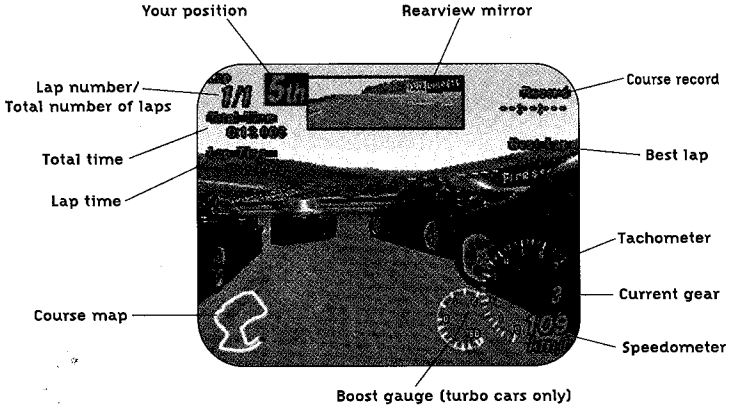
Arcade Mode offers immediate, realistic racing for one or two players. You can use the arcade cars as well as cars that have been purchased and modified in Simulation Mode.

SIMULATION MODE

Simulation Mode offers a realistic simulation of racing life for one player only. You can enter races, win prize money and use the money to buy and modify even more awesome cars.

RACE SCREEN

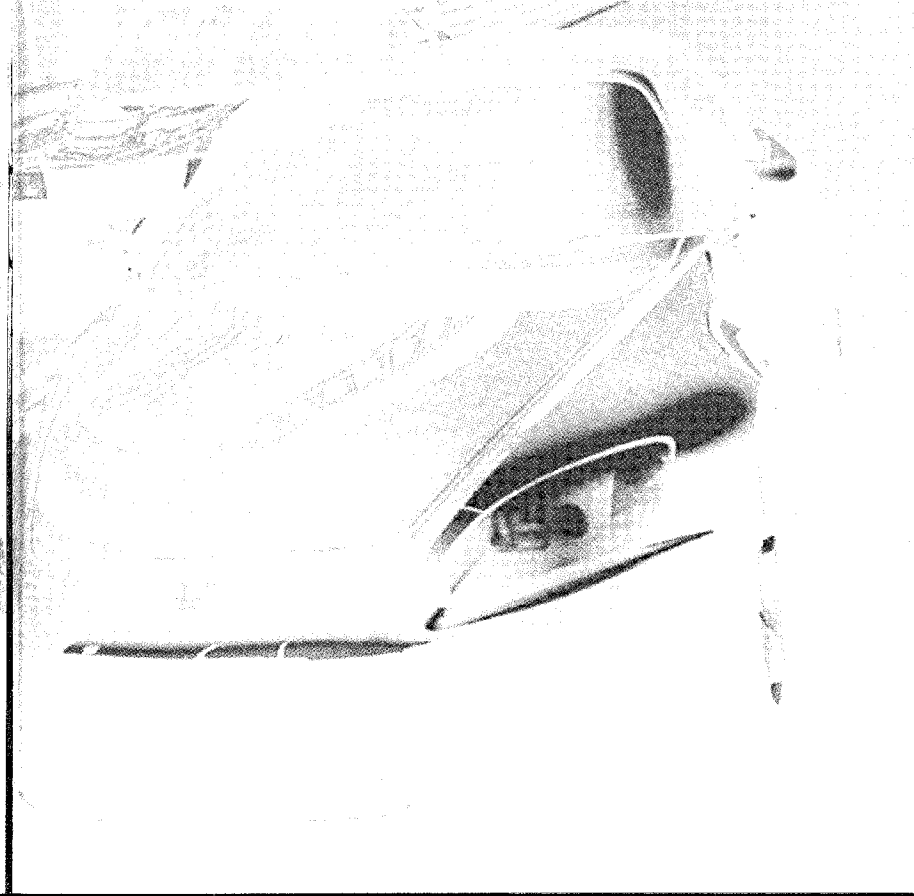
Various types of information are displayed on the race screen. The screen may differ slightly depending on the race or car.



MAIN MENU 14
START ARCADE MODE 14
REPLAY THEATER 14
OPTIONS 14
SAVE/LOAD GAME 14
COMMUNICATION 14

ARCADE MODE MENU 15
SINGLE PLAYER 15
TWO PLAYER BATTLE 15
BONUS ITEMS 15
LOAD GUEST GARAGE 15

HOW TO PLAY 16



MAIN MENU

Insert the Arcade Mode disc and turn on the power to display the Main Menu. The following menu items can be selected from the Main Menu.

START ARCADE MODE
This starts the Arcade Mode.

REPLAY THEATER
Play and manage replay data.

OPTIONS
Change various game settings.

SAVE GAME
Saves game data (4 blocks). Select the slot containing the MEMORY CARD in which you want to save your game. Saving a game saves all of the Arcade Mode, Simulation Mode and Options settings simultaneously. Only one game can be saved onto each MEMORY CARD.

LOAD GAME
Loads game data (4 blocks). Select the slot containing the MEMORY CARD with the game you want to load.

Loading a game loads all of the Arcade Mode, Simulation Mode and Options settings simultaneously. Only one game can be saved onto each MEMORY CARD.

COMMUNICATION
Use Communication to combine time records or buy and sell cars between two MEMORY CARDS. Insert the MEMORY CARDS containing saves in MEMORY CARD slots 1 and 2.

ARCADE MODE MENU

On the Arcade Mode Menu you can choose from the following modes.

SINGLE PLAYER
This is a racing mode for a single player.

- **ROAD RACE:** This is a road race held on paved roads.
- **RALLY:** This is a rally time trial held on unpaved roads.
- **TIME TRIAL:** In Time Trial mode, you race your car around the course alone, aiming to achieve the fastest lap time. It is also possible to display "ghost" data stored on a MEMORY CARD.
- **OPTIONS:** The Options menu lets you adjust various game settings

2 PLAYER BATTLE
In this mode, two players race against each other head to head. Both players select their own cars on a split screen. After both cars are selected, Player 1 selects the course and the race begins. The race takes place on a split screen.

BONUS ITEMS
As you progress through the Single Player Races, you will unlock the bonus items hidden on this screen behind the question marks.

LOAD GUEST GARAGE
This option loads Simulation Mode GARAGE data from MEMORY CARD slot 1 or 2 for Two-player racing. This data is used only for Two-player racing so it does not change the game in progress.

HOW TO PLAY

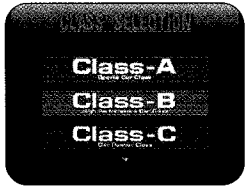
Racing in the Arcade Mode is generally as follows, but the sequence may differ slightly depending on the race mode.

SELECT A DIFFICULTY LEVEL

Select a difficulty level for the upcoming race.

SELECT A CLASS

Select the class of the race you want to enter. Only cars qualified for that class can enter the race. If you select HOME GARAGE, the cars in the Simulation Mode GARAGE on the MEMORY CARD will be displayed. The GARAGE cars will be entered in races corresponding to the class of each car. You can load your friends HOME GARAGE data by selecting "LOAD GUEST GARAGE."



SELECT YOUR CAR

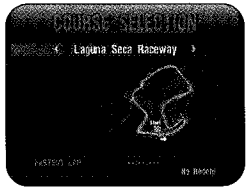
Select the car to use.

Use the (LEFT/RIGHT) directional buttons to select a car model and the (UP/DOWN) directional buttons to select the color. You cannot change the color of cars in the GARAGE.

After selecting a car, select the type of transmission (Automatic/Manual) and the car settings (Racing/Drift).

SELECT A COURSE

Use the LEFT/RIGHT directional buttons to select the course you want to race. The screen shows the course map and the best lap times for each course.



RACE/TIME TRIAL

The race starts once you select the course. You always start this race from the last position. Press the START button to pause your race, and select Exit to end the race.

AFTER A RACE/TIME TRIAL

Once a race is over, a replay will start.

When the replay is over or the START button is pressed during a replay, the following menu appears. Certain menu items may not appear depending on the race mode.

- **REPLAY:** Replay the most recent race.
- **TRY AGAIN:** Run the same race again with the same settings and conditions.
- **SETTINGS...(TIME TRIAL AND RALLY ONLY):** Change the settings for cars.
- **RECORDS:** View record times for each course.
- **GHOST...(TIME TRIAL AND RALLY ONLY):** View "ghost" data menus.
- **SAVE REPLAY:** Save replay data for the race just completed.
- **OPTIONS:** This menu lets you change various game settings.
- **EXIT:** Return to the Arcade Mode Menu.

MAIN MENU 20

HOW TO PLAY IN SIMULATION MODE .. 21

MAP MENU 22

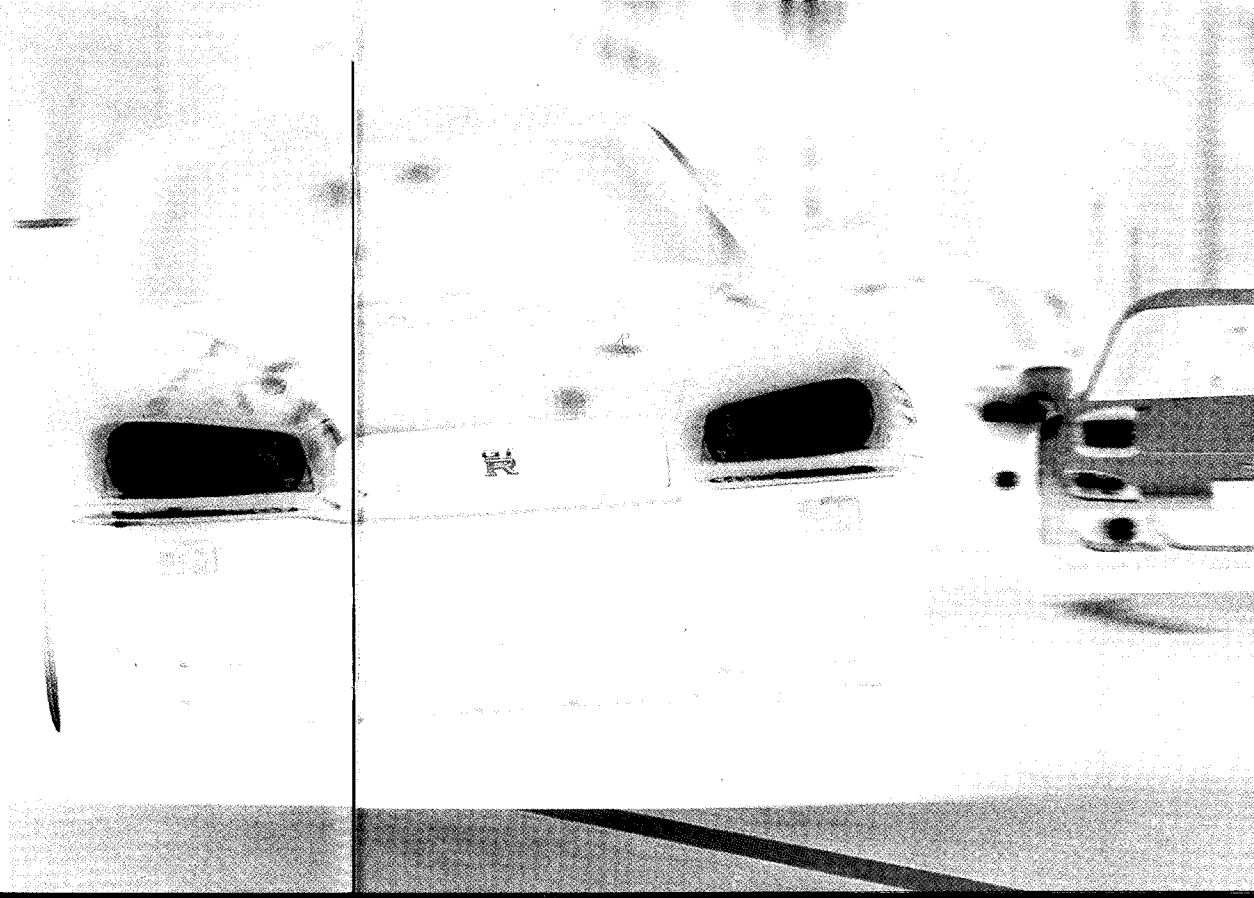
MY HOME 23

MANUFACTURERS 24

LICENSE 25

GO RACE 26

CAR SETTINGS 27



MAIN MENU

Insert the Simulation Mode disc and turn on the power to display the Main Menu. The following menu items can be selected from the Main Menu.

START SIMULATION MODE
This starts Simulation Mode.

REPLAY THEATER
Play and manage replay data.

OPTIONS
Change various game settings.

SAVE GAME
Saves game data (4 blocks). Select the MEMORY CARD in which you want to save your game. Saving a game saves all of the Arcade Mode, Simulation Mode and Option settings simultaneously. Only one game can be saved on each MEMORY CARD.

LOAD GAME
Loads game data (4 blocks). Select the slot containing the MEMORY CARD with the game you want to load.

Loading a game loads all of the Arcade Mode, Simulation Mode and Option settings simultaneously. Only one game can be saved on each MEMORY CARD.

COMMUNICATION
Use Communication to combine time records or buy and sell cars between two MEMORY CARDS. Insert the MEMORY CARDS containing games in both MEMORY CARD slots 1 and 2. You can also load license data from the original "Gran Turismo" game to exempt you from taking the license tests.

HOW TO PLAY IN SIMULATION MODE

In Simulation Mode, your objective is to collect prize money by winning races and then use that money to upgrade to better, faster cars in order to win more advanced races.

PURCHASING A CAR
You can buy a car from any of a large number of manufacturers. If your funds are limited, try looking at used cars.

GETTING A LICENSE
You need a racing license to enter most races. Once you have taken and passed all pre-set tests within that class, you will be issued a license.

RACING
Different races are held for drivers of various skill levels and types of cars. Good results in a race will win you prize money.

MAP MENU

Upon starting Simulation Mode the Map Menu is displayed. Move the arrow cursor to select one of the icons on the map. The following menu items can be selected from the Map Menu.

CITY
Moves to a city where manufacturers are located.

EXIT
Returns to the Simulation Mode main menu.

MY HOME
Here you check on the cars you own, change cars or check your progress in the game.

MANUFACTURERS
Here you can buy new or used cars or upgrade parts. You can also enter special races for cars of a single make.

WHEEL SHOP
Here you can buy rims for your car. Select a brand to display a list of the wheels you can buy.

LICENSE
Here you can obtain licenses required to enter races.

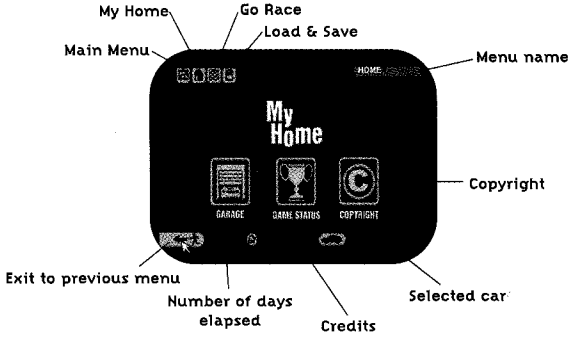
GO RACE
Here you can enter any of the various types of races.

MACHINE TEST
Here you can race a test course to check your car's performance and determine its limits.

CAR WASH
Your car gets dirty in races, so here you can wash and detail your car.

MY HOME

Here you check on the cars you own, change cars or check your progress in the game. The icons appearing around the edge of the screen have the following meanings. The same icons appear on each menu.



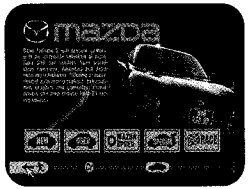
The following items can be selected from My Home.

GARAGE
View the cars you own in order to choose one from a list for the next race. From the list of cars, you can switch to that car or sell that car.

GAME STATUS
Check your progress in the game.

COPYRIGHT
Displays various copyright notices and other legal information.

MANUFACTURERS



From the Manufacturers menu, you can buy new or used cars or upgrade parts. You can also enter special races for cars of a single make. The following items can be selected from the Manufacturers menu. The items available on this menu vary depending on the manufacturer.

NEW/LINEUP
Purchase a new car. Select the desired car from a list and choose a body color.

USED CAR
Purchase a used car. Select the desired car from a list. You cannot change the body color of a used car.

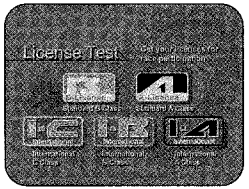
The used car inventory changes regularly, so it is a good idea to check back here often.

TUNE-UP SHOP
The Tune-Up Shop offers a variety of parts and services you can buy to upgrade your car's performance. Some parts have settings that can be adjusted.

SPECIAL MODEL
You can purchase specially tuned, authentic racing cars on this menu. The prices are exorbitant, but these high-performance vehicles outperform the mass-production models.

RACE
Here you can enter special races for cars made by the selected manufacturer. You must select a car that matches specific conditions in order to enter.

LICENSE



Obtain the licenses required to enter races from the License menu. You must pass a license test to obtain a license. If you pass the license test, you will be given a gold, silver or bronze cup depending on your test score. The types of licenses are listed below, and you must obtain them in order.

NOTE: In the menu you can insert a MEMORY CARD containing a saved "Gran Turismo" game in order to be exempted from taking a test for a license you've already obtained.

B CLASS
This license requires a mastery of basic automobile operation, and is the first license you must obtain.

A CLASS
Obtaining the A Class license expands the range of races you can enter.

INTERNATIONAL C CLASS
This license requires mastery of more competitive racing techniques and lets you enter international races.

INTERNATIONAL B CLASS
This license lets you enter major races.

INTERNATIONAL A CLASS
Obtaining an International A Class license lets you enter any race.

GO RACE

From the GO RACE menu, you can enter various races. Each race has specific conditions for entry such as the driver's license and car class. You can select one of the following race categories when choosing a race to enter.

GT LEAGUE
This is the official Gran Turismo championship league which holds races for drivers of various skill levels in different countries.

RALLY EVENTS
These are special-event races held on unpaved roads.

SPECIAL EVENTS
These special-event races include endurance races and races limited to specific models.

Once you have selected the race to enter, the following menu appears.

Start Race
Select this item to start the race. You always start this race from the last position. Press the START button to pause the race, and select Exit to end the race.

Test Run
Select this item to make a test run. To end your test run, press the START button to pause your race and select Exit.

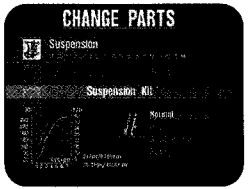
Car Settings
You can change or adjust the parts of the currently selected car.

Entry List
Displays a list of the cars entered in the same race.

Options
This menu lets you change game settings.

Exit
Abort the race and exit to the Map Menu.

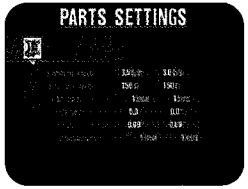
CAR SETTINGS



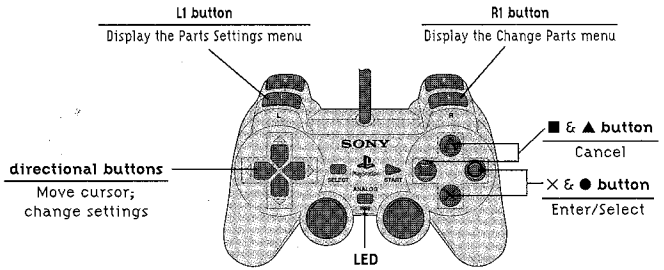
You can change or adjust the parts of the currently selected car. The following items can be selected.

CHANGE PARTS
Replace car parts.

PARTS SETTINGS
Change the settings of parts.

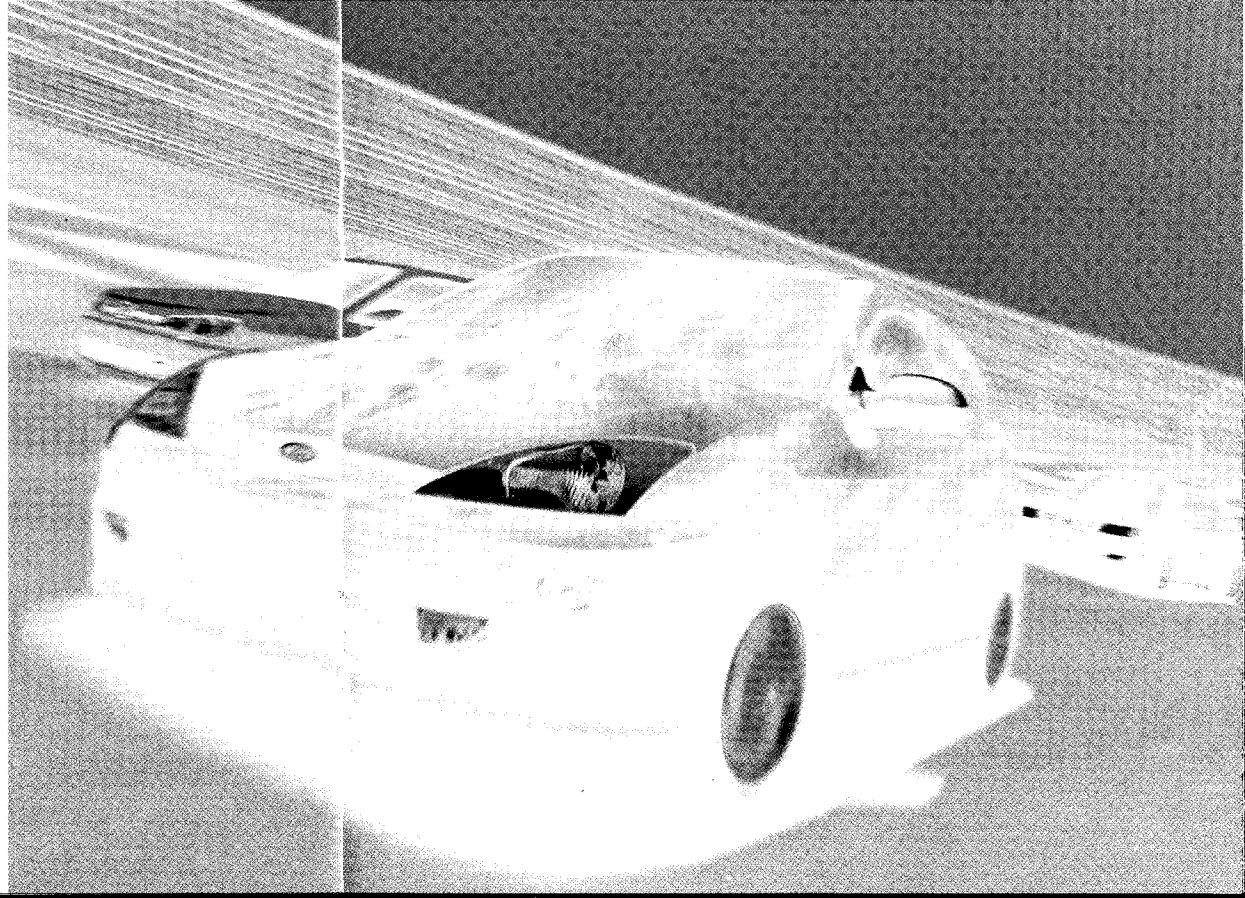


The controls used on the Change Parts and Settings screens are as follows.



REPLAY THEATER 30
LOAD REPLAY 30
RENAME & DELETE 30
COPY REPLAY 30
DEMONSTRATION 30

ABOUT REPLAY FILES 31



REPLAY THEATER

The Replay Theater menu presents options related to replay data stored on MEMORY CARDS. The following menu items can be selected.

LOAD REPLAY

Play race replays by loading files from a MEMORY CARD.

RENAME & DELETE

Change the title of a file or delete data.

COPY REPLAY

Copy replay data between MEMORY CARDS in slots 1 and 2.

DEMONSTRATION

Play pre-programmed racing replays.

ABOUT REPLAY FILES

The size of the replay files is indicated in units of sectors. The size of a file is roughly 30 sectors per lap in a race using a DUAL SHOCK analog controller, and roughly 15 sectors per lap when using a digital controller.

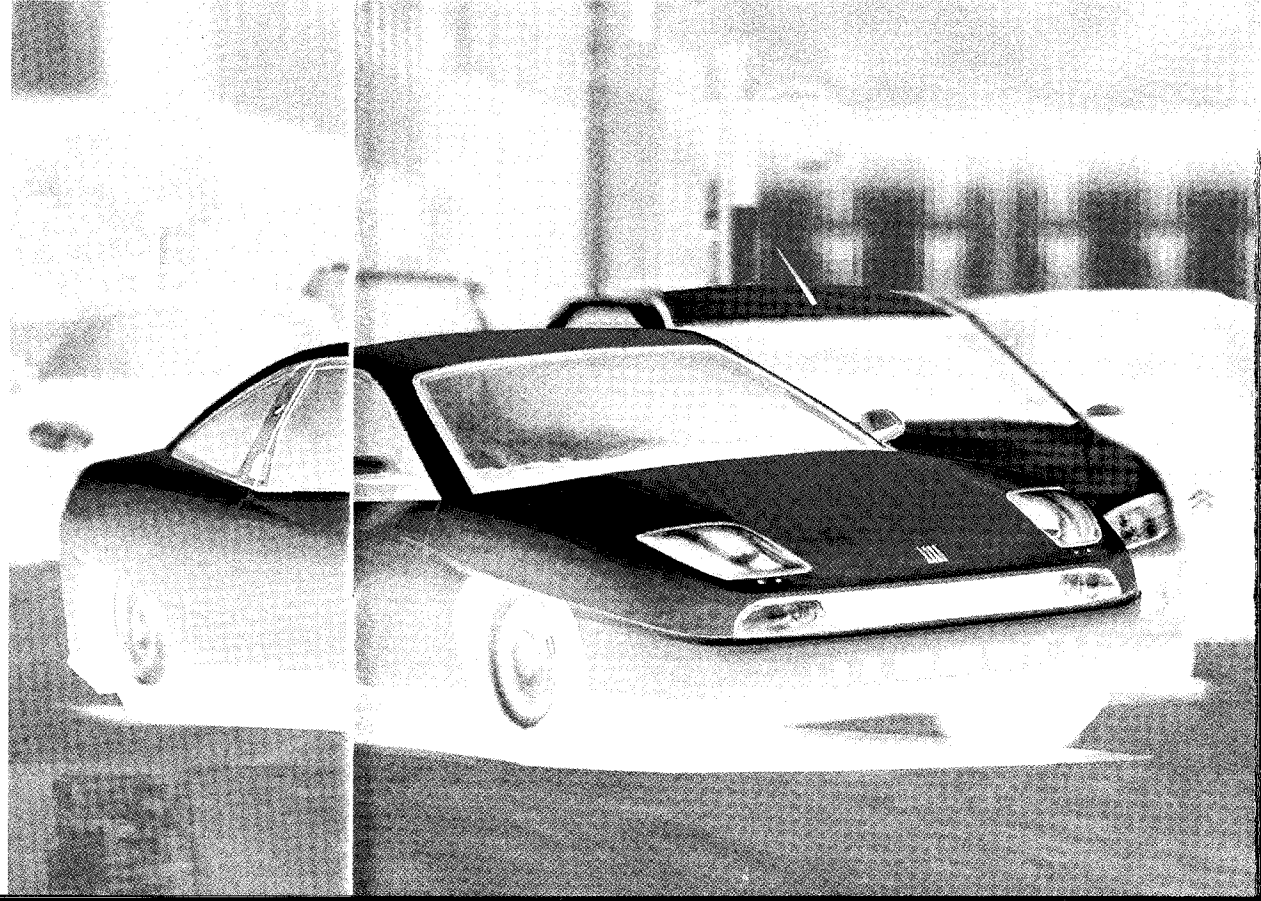
Only one replay file can be created on a MEMORY CARD and that file can accommodate as much replay data as the MEMORY CARD's capacity allows. If there are no pre-existing replay files on the MEMORY CARD, the game will create a new replay file using at least 3 blocks. 149 sectors of data can be saved with a 3 block replay file.

When saving replay data to a MEMORY CARD that already has a replay file on it, you can save as new data or overwrite existing data. If there is insufficient space on the MEMORY CARD, press the L1 and R1 buttons at the same time to bring up the Delete Replay screen, then delete unneeded data to make room for the new data to be saved.

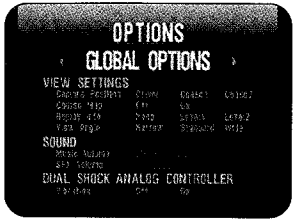
The Time Trial replay data is managed by each lap. Approximately the last three laps of the replay are saved. However, if one lap exceeds a certain length of time, the replay for the current lap will stop and the replay will skip to the start of the next lap.

When you race in Time Trial mode, the fastest lap is replayed as a "ghost" on the following laps. You can save "ghost" data on a replay file but "ghost" data can only be used on the same track in which the data was saved.

OPTIONS 34
GLOBAL OPTIONS 34
RACE OPTIONS 35
KEY CONFIGURATION 35



OPTIONS



The Options menu lets you change various game settings. Select the setting you want to change from the following screens.

GLOBAL OPTIONS

VIEW STATUS

Camera Position	View at the start of a race
Chase view	Type of third person view
Course Map	Course map display
Replay Info	Screen display during a replay
View Angle	Width of view of the race screen

SOUND

Music Volume	Volume of music during a race
SFX Volume	Volume of sound effects

DUAL SHOCK ANALOG CONTROLLER

Vibration	Vibration function on DUAL SHOCK analog controllers

Note: You can change the units on the Speed Display between MPH and KPH.

RACE OPTIONS

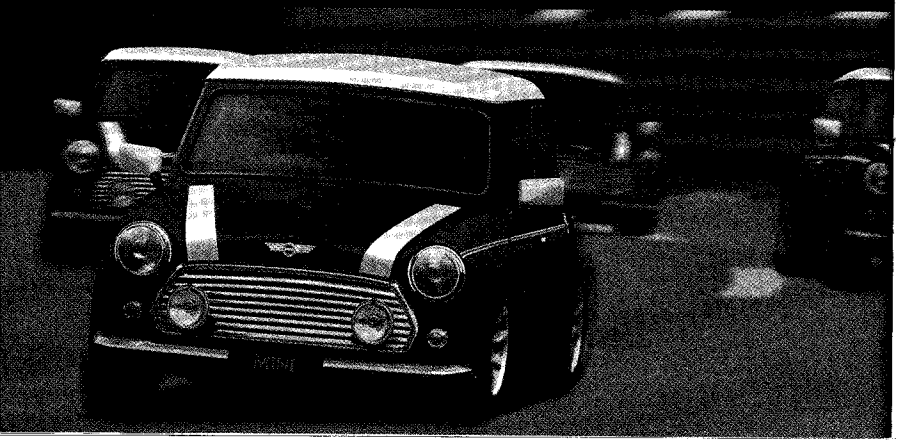
ARCADE RACE	Change various race settings in Single Player mode.
Race Laps	Number of laps in a race
Car Damage	Enable or disable damage to cars
2 PLAYER BATTLE	Change various settings in 2 Player Battle.
Race Laps	Number of laps in a race
Car Damage	Enable or disable damage to cars
Tire Damage	Enable or disable damage to tires
Handicap Start	Select an Offset Start point that will handicap a car's starting position
Slow Car Boost	Speed up the losing player's car

KEY CONFIGURATION

This screen lets you change the controls used in a race. Use the UP/DOWN directional buttons to select the control to be changed and then press the button you wish to set to that control. If you wish to set a directional button as a control button, press the directional button while holding down the START button.

Select Default to return to the default settings, or select Exit to end settings.

GAME CREDITS 37
MANUFACTURERS 42
IN-GAME BRANDS 46
MUSIC CREDITS 50



GAME CREDITS

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Producer	Kazunori Yamauchi
Main Programmer	Seiichi Ikiuo
Simulation Programmer	Akihiko Tan
Visual & GUI Programmer	Takeshi Yokouchi
Car Modeling Director	Yuichi Matsumoto
Course Design Director	Masaaki Goto
Sound Director	Masamichi Seki
Car Modeling Staff	Yuich Matsumoto Keiichi Ashizawa Hajime Sakai Yukari Sekizawa
Course Design Staff	Masaaki Goto Kazumichi Otsubo Sanae Ebihara Michiko Kitagawa Hiroshi Samatsu Shinobu Sawamura Takako Hirato
Data Management	Hirotaka Komiyama Tomokazu Murase Mayumi Suzaki
Tool Programmer	Takeshi Yokouchi Satoshi Kijima Nobuo Sakai

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Menu Design	Hiroshi Kanzaki Takuya Izumi
Game Design	Kazunori Yamauchi Takeshi Yokouchi Hirotaka Komiyama Tomokazu Murase
FMV	Takamasa Shichisawa Masaaki Goto Ryuji Nakayama Yasuharu Yoshizawa Raphael digit & studio
Sound Design	Masamichi Seki Shingo Okumura Daiki Kasho Kentaro Nakagoshi
Menu Screen Music	Isamu Ohira
Assistant to the Producer	Mayumi Suzaki
Business Affairs	Ryukatsu Son Miki Shinagawa
Overseas Coordination	Yoshiko Furusawa Miki Okai Maya Nakamura

SONY COMPUTER ENTERTAINMENT AMERICA

Producer	Taku Imasaki
Product Marketing Manager	Susan Nourai
Product Marketing Specialist	Mark Valledor
Creative Services Manager	Ronald Zaragoza
Senior Merchandising Manager	Peggy Gallagher
Merchandising Specialist	Josh Bingham
Public Relations Manager	Wendy Spander
Lead Analyst	Kenneth Chan
Assistant Lead Analysts	Ben Briones Christian Arends Christian Davis Trenton Haskins
Game Analysts	Armand Pilotin Charles Yang Conner Morlang Daniel Goh Demarlo King Eduardo Zamora Garrick Ozanne Ian McGuinness Lee Frohman Michael Chang Ryan Guevera Sean Refoua
Technical Coordinator	Sam Thompson
QA Manager	Charles DeLay Chris Caprio
Technical Supervisor	Chang F. Fadel

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Yoshiteru Sagiya (Y's LLC)
Helen Tsui-Brunton
Alan Siegrist
Bruce Talbot

Reference Manual Text & In-Game Scriptwriter
Carey Russ

Package & Manual Design
CMB Design Partners, Inc.

Package Front Design
TBWA Chiat/Day

Legal & Business Affairs
Kirsten Costello
Shelly Gayner
Kerry Hopkins
Lisa Lunger
Ninalei Morrison
Andrew Zaffron

Music Supervisors
The Forster Bros. for Tuff Break Entertainment

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