

GT3 A-spec Driver's Manual




GRAN TURISMO™ 3

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Gran Turismo™ 3 A-spec Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
\$0.95/min. auto hints, \$6.95-\$16.95 for tips by mail
(subject to availability), \$5.00-\$20.00 for card recharge

Within Canada: **1-900-451-5757**
\$1.50/min. auto hints

Automated service is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday, 7AM–6:30PM PST.

PlayStation 2 Online **www.scea.com**

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

Contents

Getting Started 4	Game Screen & Controls 7	Arcade Mode 11
Simulation Mode 17	Replay Theater 23	Options 27
Skip Barber Racing Strategy 31	Credits 38	



NOTE: Some game screens in this manual may be from earlier versions of the game.

GRAN TURISMO™3

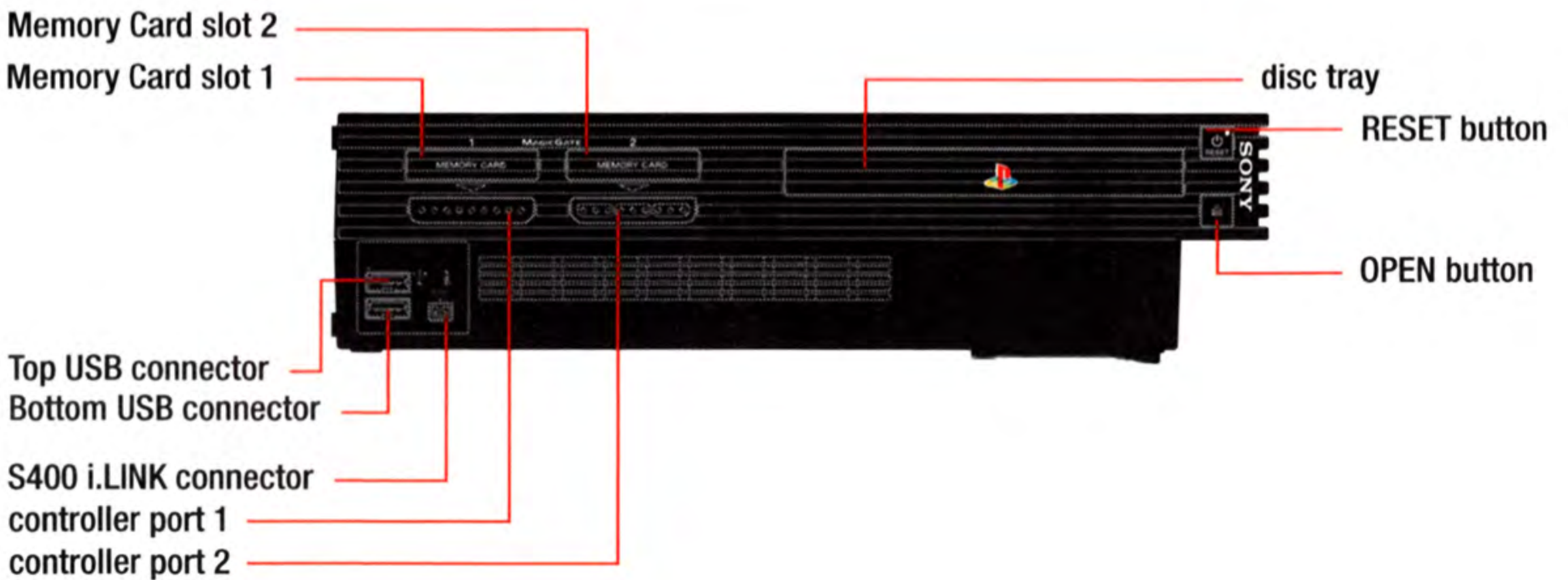
Getting Started

THE DRIVE OF YOUR LIFE™



PlayStation®2 Setup

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Gran Turismo 3 A-spec disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



Getting Started

Saving & Loading

In Gran Turismo 3, there are several types of data that can be saved and loaded on a memory card (8MB) (for PlayStation®2).

Game Data: Game Data keeps track of all game information including completion percentage, best times, simulation mode data, records, options and more. Game Data can be saved and loaded on the Main Menu screen or in My Home in Simulation Mode.

Replay Data: After each race, you can save replay data for future viewing. There are two types of replay data: Full-lap replays and Best-lap replays. While Full-lap replays can be saved after each race, Best-lap replays can only be saved after Time Trial, Free Run or Run & Settings in Simulation Mode's My Home. Replays can be viewed in Replay Theater or after each race.

Ghost Data: (Time Trial & Free Run Modes only) After each race, your performance can be saved as Ghost Data. When loaded on the same track, the ghost car will be projected during the race. The ghosted car lets you compare your current pace to the pace of the saved data.

Garage Data: Whether you want to race in Arcade Mode with your cars earned in Simulation Mode or you have different cars on different memory cards, Garage Data can be loaded to access vehicles on your memory card.

Game Screen & Controls

Menu Screen Navigation 8

Game Screen 8

Gameplay Controls 9

Replay Controls 9

Logitech GT Force Controls 10



Game Screen & Controls

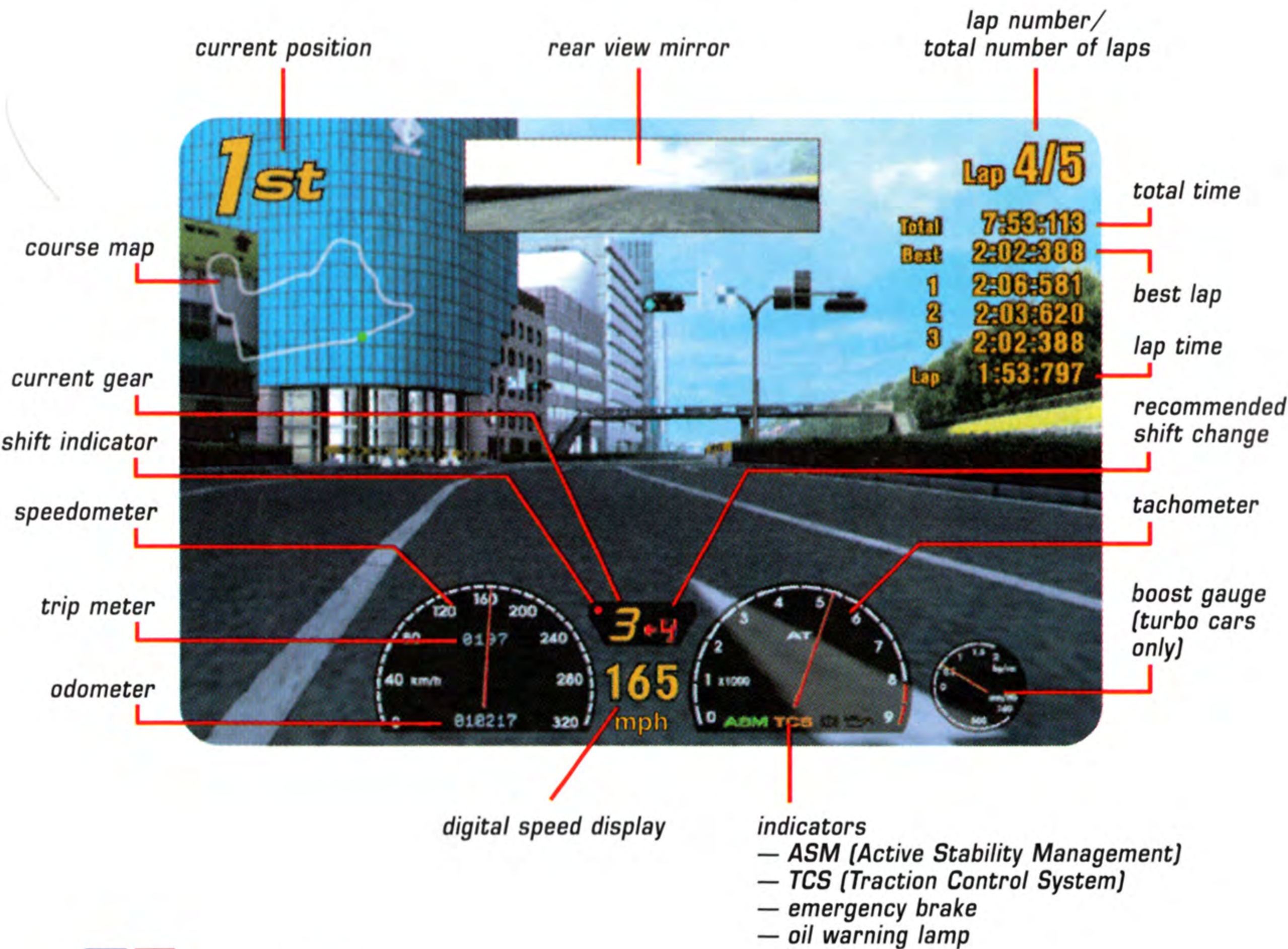
Menu Screen Navigation

The following chart lists the controls for navigating through menu screens.

	Move cursor
 or 	Enter
 or 	Cancel

Game Screen

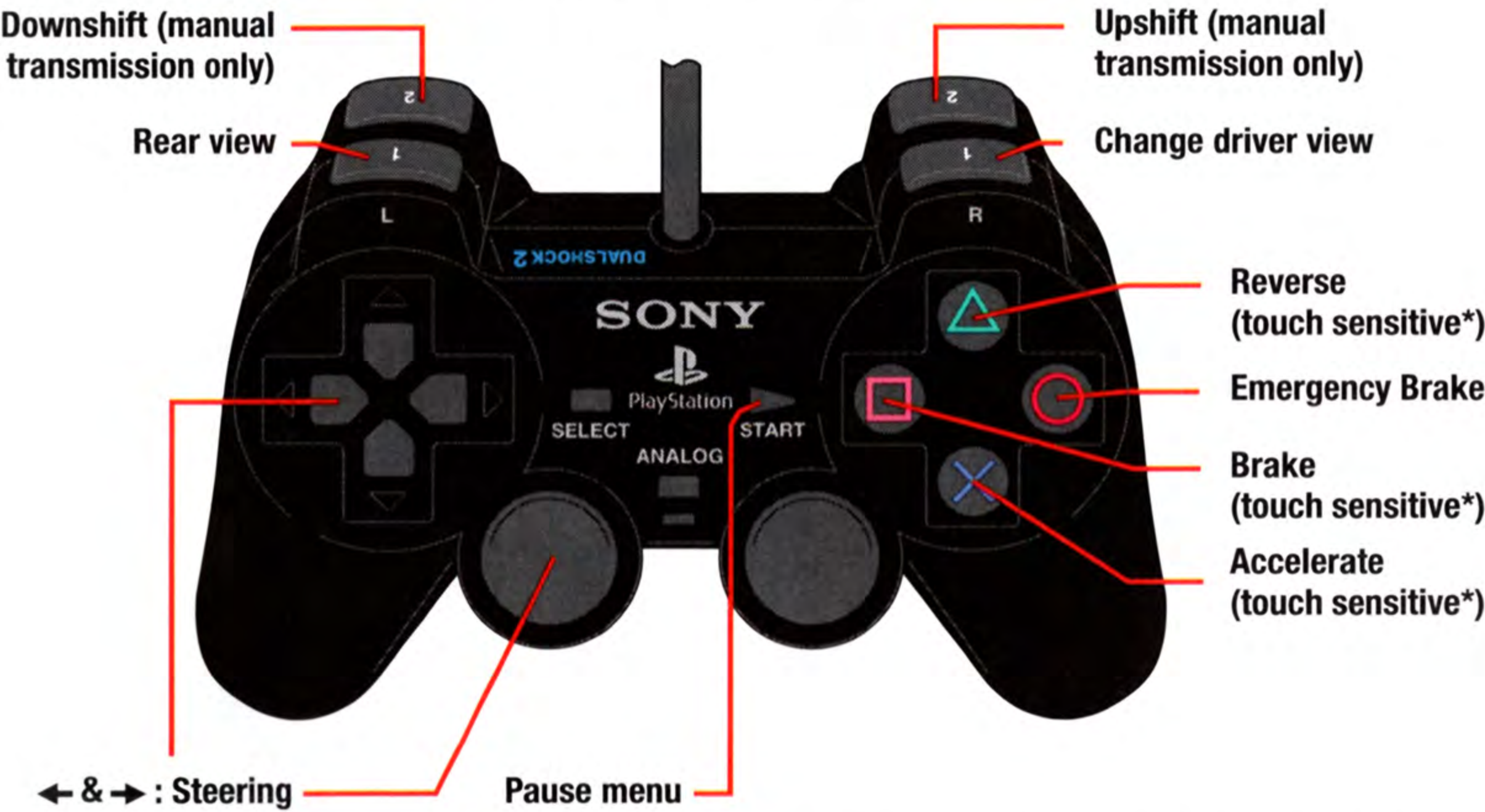
The game screen displays various types of information. The interface may vary depending on the selected driving view or type of car.





Gameplay Controls

The controls shown below are the default settings. You may customize your key configuration in the Options menu (p. 29).



*Touch sensitive controls respond to various degrees of pressure. For example, in the case of Gran Turismo 3 A-spec, the harder you press on the accelerator button, the quicker your car will accelerate.

Replay Controls

During the replay you will be able to switch the replay presentation and camera angles. Some replay presentations allow manual camera control. Below is a chart mapping the controls. (Replay options can be found on page 25.)

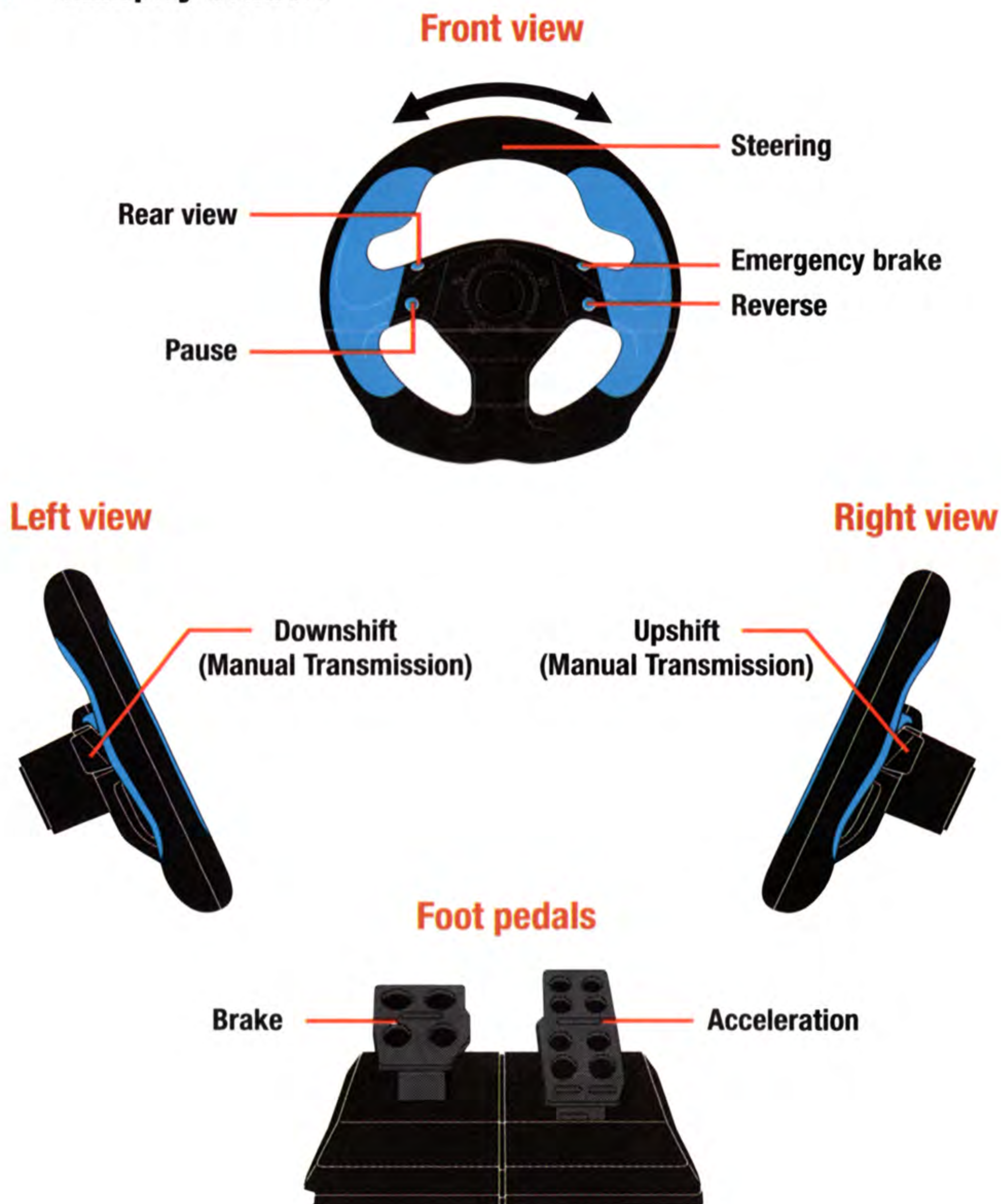
	Up or Down: Highlight primary vehicle
	Pause
	Toggle between different camera angles
	Left or Right: Toggle on-board camera views (on-board camera only)

Game Screen & Controls

Logitech GT Force Controls

With a GT Force steering wheel the controls are as follows.

Gameplay Controls



When installing a single GT Force steering wheel to the PlayStation 2, be sure to connect the USB connection to the top USB port. In 2 Player Battle (in Arcade Mode), two GT Force steering wheels may be used if both wheels are connected to the USB ports.

2

Arcade Mode

Arcade Mode Menu 12

Single Race 12

Time Trial 12

Free Run 13

2 Player Battle 13

Clear Status 13

Load Garage 13

i.LINK Battle 14

Beginning a Race 15

Pre-Race & Post-Race Menu Selections 16



Arcade Mode

Arcade Mode Menu

Arcade Mode provides instant access to several race modes. Single Race, Time Trial, Free Run, 2 Player Battle and i.LINK Battle all allow immediate racing with a variety of cars and tracks. As you progress through Arcade Mode, you'll have access to more tracks and cars.



Single Race

Single Race provides the quickest access to competitive racing. In the beginning, you must pick from the available assortment of vehicles and tracks. As you progress, more cars and courses will be made available. You can also select the level of difficulty that alters the aggressiveness of your computer opponents.



Time Trial

In Time Trial, the objective is to complete the course in the shortest amount of time. The fastest times will be saved to Records (p. 16). This is a solo race, so you don't have to worry about opponents interfering with your time. To help improve your time, Ghost Data (p. 16) can be loaded so you can compare your current pace with your record pace.





Free Run

Free Run allows you to drive on the course of your choice without worrying about times and other racers. This provides a great opportunity to learn the traits of each track. You will also be able to use Ghost Data (p. 16) to compare your current pace with the pace of record times on the track.



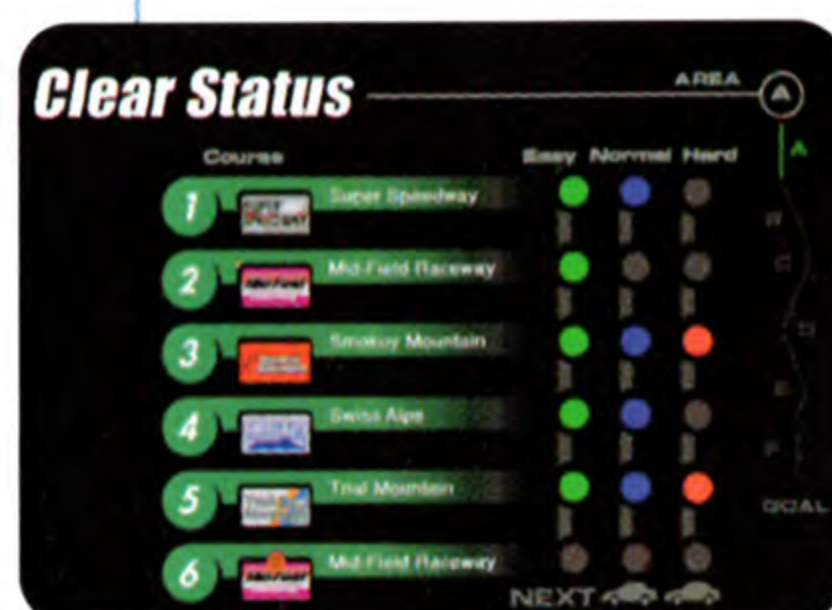
2 Player Battle

Use 2 Player Battle to compete head-to-head with a second player. The split screen race may vary from top/bottom to left/right depending on the selected Screen Setting (p. 28). You can also make racing adjustments to the race settings in 2 Player Battle options (p. 30).



Clear Status

Clear Status tracks your progress in Arcade Mode. As you progress, you'll unlock more tracks and cars.



Load Garage

This feature permits you to access your memory card for vehicles earned in Simulation Mode. Once loaded, you can participate in the Arcade Mode races with your customized cars (not available in Time Trial).

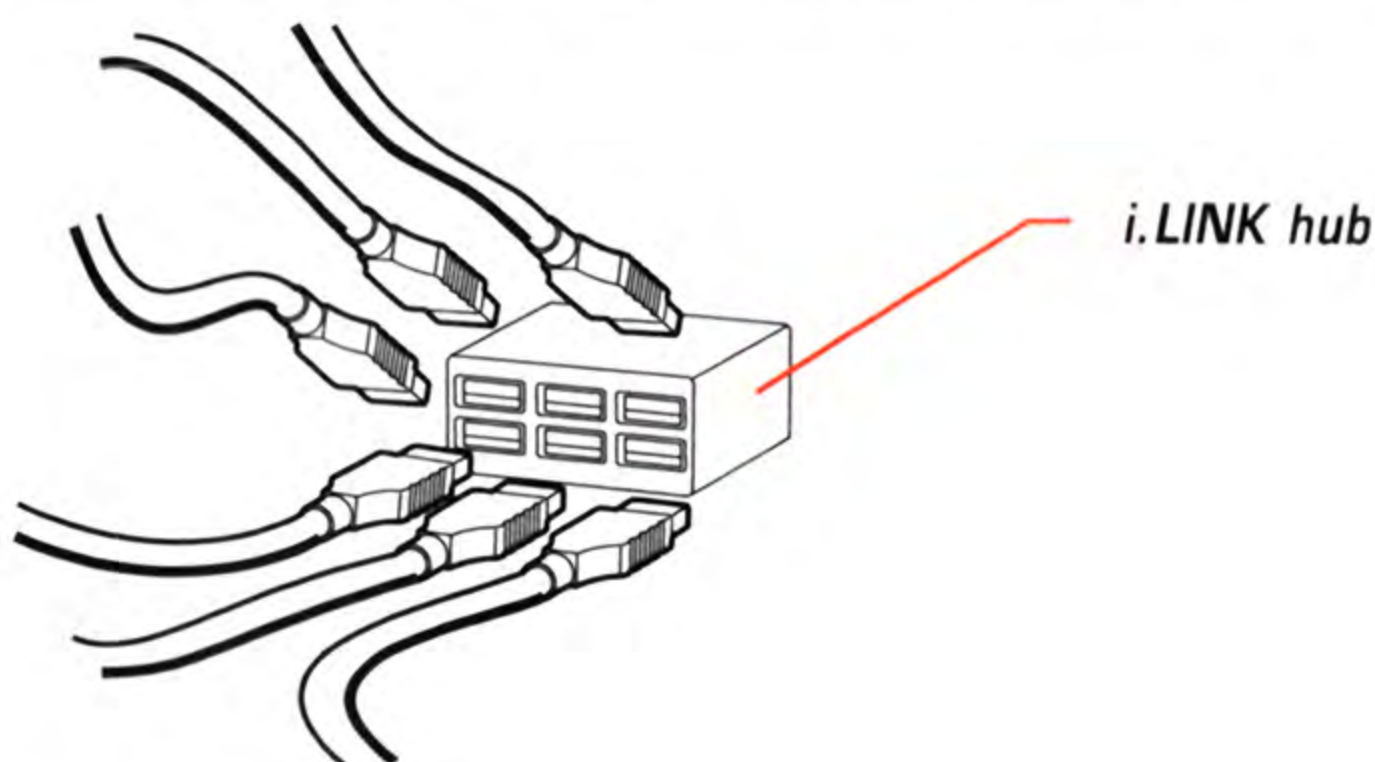
Arcade Mode

i.LINK Battle

This mode lets you use i.LINK cables to connect more than one PlayStation 2 to allow up to six players to race against each other.

Be sure to turn off the power to the PlayStation 2 when connecting an i.LINK cable to the PlayStation 2.

- To conduct an i.LINK Battle between two players using two PlayStation 2 consoles and two television sets, use an i.LINK cable (4 pin to 4 pin) to connect the S400 (i.LINK) ports on each PlayStation 2.
- To conduct an i.LINK Battle between three or more players using three or more PlayStation 2's and television sets, use a commercial i.LINK hub (6 pin with 6 ports) and i.LINK cables (4 pin to 6 pin) to connect the S400 (i.LINK) ports of each of the PlayStation 2's to the i.LINK hub.



Starting an i.LINK battle

After entering i.LINK Battle, a Machine ID will be designated for each of the PlayStation 2 consoles connected via i.LINK. Each console must select from the following to participate in the race:

- **Compete** — Allows you to race with other i.LINKed racers. Once a participant selects Compete, the remaining racers will have several seconds to join in.
- **Broadcast** — Watch the race as a spectator. During the race, you may control the camera. (See p. 9 for Replay Controls.)



Beginning a Race in Arcade Mode

Difficulty: (Available in Single Race only) Select the level of difficulty. The harder the difficulty setting, the more advanced and aggressive the computer opponent racers will be.

Track Selection: Select the course you wish to race on. There are two types of tracks, road and rally tracks. This screen will also inform you of the track surface, overall difficulty rating and course length.

Class Selection: The vehicles in Gran Turismo 3 are separated by different classes. Each class contains vehicles with similar capabilities.



C class – Economy and compact cars. These are great entry level vehicles to get you associated with the controls.



B class – Sports cars. These vehicles combine engine power and lightweight design for fast speed.



A class – High performance vehicles. Built for speed, these cars have excessive amounts of horsepower.



S class – Race models. These race cars are designed with the latest technology to handle the rigorous demands of high-speed racing.



Dirt class – Rally cars. Specifically designed to handle the conditions found on dirt tracks.



Home garage – Access your vehicles earned in Simulation Mode.



Guest garage – Access other vehicles on another memory card.

Car Selection: Once a class has been decided, select a car you wish to drive. The car selection screen also displays each vehicle's stats and ratings. Once you've selected your vehicle, the following options are available to you:

Color Options: Pressing up/down on the directional buttons/left analog stick on the car selection screen changes the vehicle color. Because each car manufacturer is different, you'll notice that the selection of color options varies.

Arcade Mode

Beginning a Race in Arcade Mode (continued)

Automatic or Manual: Select the car's transmission type. (See p. 9 for controls.)

Racing or Drift: Select to determine the vehicle's performance. If Drift is selected, the vehicle will have a greater tendency to slide through turns at high speeds, as in real life.

Pre-Race & Post-Race Menu Selections

In most Arcade Mode races, before and after each race you will have access to the following selections. The selection may vary depending on the type of race.



Race/Retry:
Begins the race.



Replay: Watch a replay of your last race. (See p. 9 for replay controls.)



Demo: Observe a computer controlled driver race the selected course. (See p. 9 for replay controls.)



Records: Records let you view the best times saved on each of the race courses.



Analyzer: Analyzer allows you to display Analyzer views of the best lap replays. (See p. 26 for details.)



Save Best Lap: Records statistics and replay of the best lap.



Load Ghost: (Available in Time Trial & Free Run modes) Once loaded, race against a ghost car to compare driving techniques.



Save Replay: Replays can be saved for future viewing in Replay Theater (See p. 24.)



Save Ghost: (Available in Time Trial & Free Run modes) After finishing a race, you can save your race data as a ghost car for future reference.



Options: Several options can be changed including key configuration, music selection, etc. (See p. 28.)



Exit: Exit to the Arcade Mode main menu.

3

16

17

Simulation Mode

My Home 18

Car Dealerships 19

License Center 19

Go Race 19

Tune Up 19

Machine Test 20

GT Auto 20

Beginning a Race 21

Pre-Race & Post-Race Menu Selections 22



Simulation Mode

Simulation Mode

Simulation Mode is the essence of Gran Turismo. At the start, you begin the game with an initial amount of credits (money). With credits you can purchase cars, upgrade parts, buy wheels, and even get an oil change. Once you have purchased a car, you're ready to race. While you'll have access to some races at the start, most races require licensed drivers. To obtain a license, a series of tests must be completed at the License Center. Also, most races have vehicle limitations, so make sure you have the right type of car. As you participate in races, you'll earn more credits. As you earn more credits, you'll be able to customize your car or buy new ones.

World Map: This map includes everything you need for the Gran Turismo 3 experience. The following pages explain the purpose of each area and what features are available to you.



My Home



My Home provides an area to review and alter information regarding your game data or vehicles.



Garage: Review the collection of vehicles you have won or purchased.



Game Status: Data including game completion, license tests and inventory can be reviewed in this area.



Trade: Trade or sell cars to another memory card.



Machine Settings: Adjust vehicles with customizable parts here. You can also install or uninstall parts to comply with race regulations.



Save Game: Save your current game stats.



Licensor Credits: Gran Turismo 3's success is attributed to our automotive partners who have provided us with an abundance of information and reference materials. You can find each company's trademark lines in this area.

Car Dealerships



Car dealerships from all around the world await your visit here. After deciding on a vehicle, you may also select its color. To further assist your purchase, view detailed information by selecting the Spec icon.

License Center



Most races require participating drivers to have various licenses. While all of the license tests can be found in this center, you must obtain the easier licenses before testing for the advanced licenses.

Each license requires completion in eight categories. There are three levels of completion: Bronze, Silver and Gold. Once all eight are completed, you will be rewarded the license and will be permitted to race in higher level races.

Go Race



Most of the time spent in Gran Turismo 3 is spent on these tracks. There are several events available to you in this area including rally, endurance and vehicle specific races. After each race you will be rewarded credits and other prizes depending on your final standings.

Tune Up



Customization is the key to success and the Tune Up area is where all the parts can be purchased. The following are the types of adjustments that can be made to all of the vehicles:

Suspension & Brake Parts: Improvements in braking and suspension can be made here for smoother and more responsive handling.

Engine & Air Management: Engine efficiency is important to maximize the potential of any engine. Parts and engine alterations can be purchased here.

Drivetrain: Here you can obtain advanced gears, shafts, and other parts that help distribute the engine's horsepower to the wheels.

Turbo: On some engines, turbo kits can be installed to help improve overall speed. These turbo kits provide a healthy dose of horsepower to the few cars that can benefit from it.

Simulation Mode

Tune Up (continued)

Tires: Because tires are the only part of the vehicles that touch the road, it is regarded as one of the most important parts. Several types of tires are available to handle different road conditions.

Stability Control/others: Modern technology has changed the racing industry. Computer parts and technological alterations can be acquired in this area to improve traction control, engine response and aerodynamics, to name a few.

Machine Test



Determine your vehicle's top speed and overall performance at this test course. Once you've mastered the art of customization and parts adjustment, this data will help determine where minor tuning is needed.

GT Auto



The following areas are available in GT Auto to maintain your car's performance and appearance.



Car Wash: After miles and miles of racing, you'll want to purchase a car wash to reduce the amount of drag and improve aerodynamics.



Oil Change: Once the oil-warning lamp appears, it's recommended that you change your oil. A regular oil change may improve overall car performance.



Wheel Shop: Customize the appearance of your vehicle by acquiring detailed wheels from several companies.

Beginning a Race in Simulation Mode (Go Race)

These feature races provide a variety of racing scenarios from long endurance races to competitive GT championships.



Race Stage Select: Several types of races are held here, all of which must be completed to finish the stage.



Race Event Select: Once the racing stage is chosen, you'll have to select which race to participate in. You can also view the race information for car restrictions, license requirements and available prize earnings.



Preview or Entry: To get familiar with the car and track conditions, select Preview to watch a race. Select Entry when you are ready to race.



Simulation Mode

Pre-Race & Post-Race Menu Selections

A variety of menu selections will be available before and after each race.



Race: (pre-race only) Begin the race.



Qualify: (pre-race only) Take a few practice laps and get acquainted with the course before racing.



Machine Setting: (pre-race only) Make any last minute adjustments to your vehicle depending on the various track conditions.



Records: (pre-race only) View the best times saved on each of the race courses.



Replay: (post-race only) Watch a replay of your last race.
(See p. 9 for replay controls.)



Save Replay: (post-race only) Replays can be saved for future viewing in Replay Theater (See p. 24).



Options: Several options can be changed here including key configuration, music selection, etc. (See p. 28.)



Exit: Exit to the previous menu.

4

Replay Theater

Replay Theater 24

Replay Options 25

Analyzer 26

Analyzer View Types 26



Replay Theater

Replay Theater

In Replay Theater, view previously saved race replays. There are several replay options to alter camera angles, music and interface. Analyzing your replays will help you realize certain driving habits and make you a better driver.



Size of Replay Data: The size of replay data is expressed in units of KB. Saving replay data for a single race requires, roughly, 50 KB in size. The size may be larger or smaller depending on the number of laps in the race.

Replay Selection: While you select your replay data you have the option to load the replay, copy the data to another memory card, delete the file or attach a short comment for future reference.



Replay Options

During any replay, press the START button to access Replay Options on the pause menu.



Mode: Select from the different types of replay presentations.



Normal: Normal playback



Video: Synchronized to music



Race: Wider angles on hot competition



Training: Playback with visible race lines

Target: Depending on the selected mode, you may choose the primary vehicle or other vehicles in focus during the replay. **Manual** allows you to select the focused car, **Top** highlights the leading vehicle and **Auto** randomly selects the vehicle.



Item: Select types of information you want to appear on the replay screen.



Sound: This toggles the music and sound effects on and off during a replay.

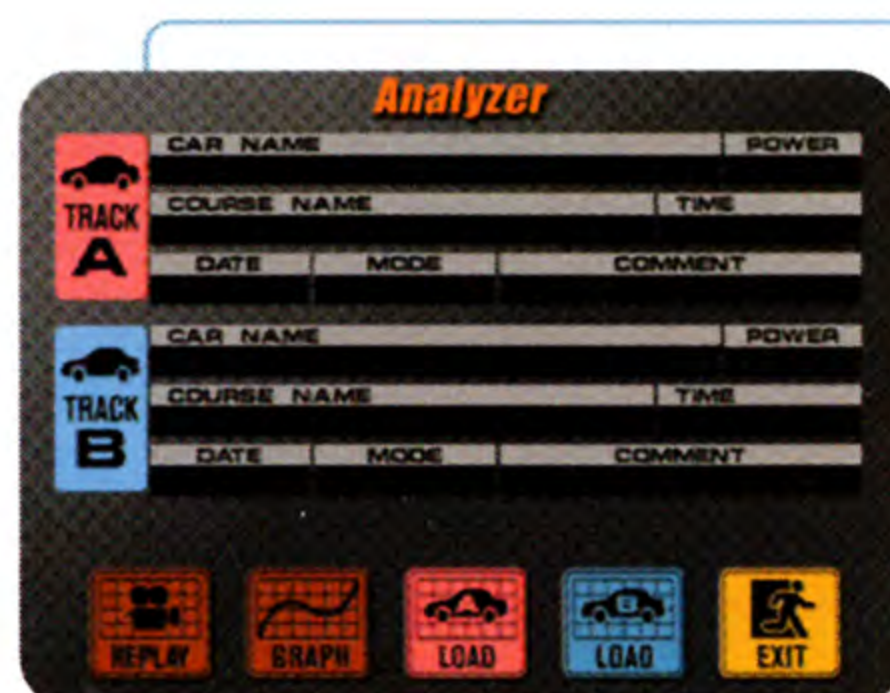


Replay Theater

Analyzer

Analyzer lets you examine data of a Best-lap or compare two separate saved Best-lap data.

Once the Analyzer menu appears, choose to load one or two separate Best-lap data saves. Data must be from the same track.



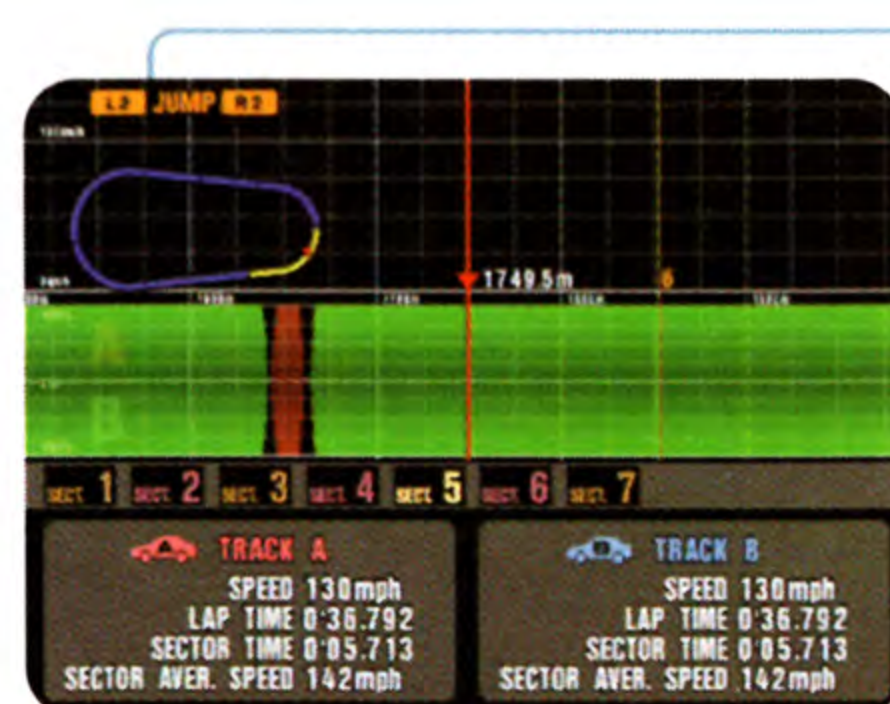
Analyzer View Types

When loaded, there are two view types to choose from. During any of the Analyzer views, use the left and right directional buttons to select a different area to replay.

Replay Analyzer: Select to playback a specific area on the replay. When pressing the START button, you can select the playback speed and repeat the replay.



Graph Analyzer: View statistics of the car during any part of the replay in graph form. The left analog stick changes the scale and the right analog stick scrolls the graph. When pressing the START button, you can select to turn on/off the speed, accelerator and brake graphs or view/hide graphs for cars A or B.



5

Options

26

27

Screen Settings 28

Sound Options 28

Music List 29

Vibration 29

Key Configuration 29

Arcade Race Option 29

2 Player Battle Option 30

Ghost Setting 30

GT Force Setting 30

Default 30



Options

Options

The following options will affect various aspects of gameplay. Each change will be saved to your game data for future use. Once finished in the options menu, press CANCEL to exit to the previous screen.

Screen Settings



If you have a television that supports a 16:9 screen ratio, you can change the screen to match the proportions. If not, 4:3 is recommended.

Sound Option



In this selection, you can adjust the audio on/off of the following:

- **Menu BGM:** Background music during menu navigation
- **Menu SE:** Menu screen sound effects
- **Race BGM:** Background music during gameplay
- **Race SE:** Gameplay sound effects
- **Replay BGM:** Background music during replays
- **Replay SE:** Vehicle sound effects during replays

Music List



Customize the selection or play order of your favorite songs. To remove a song from the playlist, highlight the song and press the X button. To move a song in a different location in the playlist, highlight the song, press the right directional button then move the selection up or down to the location desired and press the X button.

Vibration



Here you can enable or disable the vibration function on the DUALSHOCK™2 analog controller.

Key Configuration



Key Configuration allows you to customize the racing controls. To alter button assignments, select a control function and press left/right on the directional buttons/left analog stick to re-assign. You can also assign the left or right analog sticks to perform control functions.

Arcade Race Option



The following options affect the Arcade Mode race settings:

- **Transmission:** Selects the default transmission type.
- **Driving Assist ASM (Active Stability Management):**
When activated, reduces car spin.
- **Driving Assist TCS (Traction Control Systems):**
When activated, reduces wheel slip in high-powered cars.

Options

2 Player Battle Option



The following options affect 2 player battle event races in Arcade Mode.

- **Race Laps:** Sets the number of laps needed to complete a single race.
- **Tire Damage:** If enabled, tire damage occurs on all vehicles, requiring occasional pit stops when tire traction and handling response deteriorate.
- **Handicap:** Alters the starting positions of the two drivers to give advantage to a selected vehicle.
- **Slow Car Boost:** Provides the slower vehicle an additional speed boost to stimulate the competitive spirit.

Ghost Settings



Ghost Settings allows you to choose to update Ghost data automatically with the best times from Ghost data.

GT Force Setting (1 and 2)



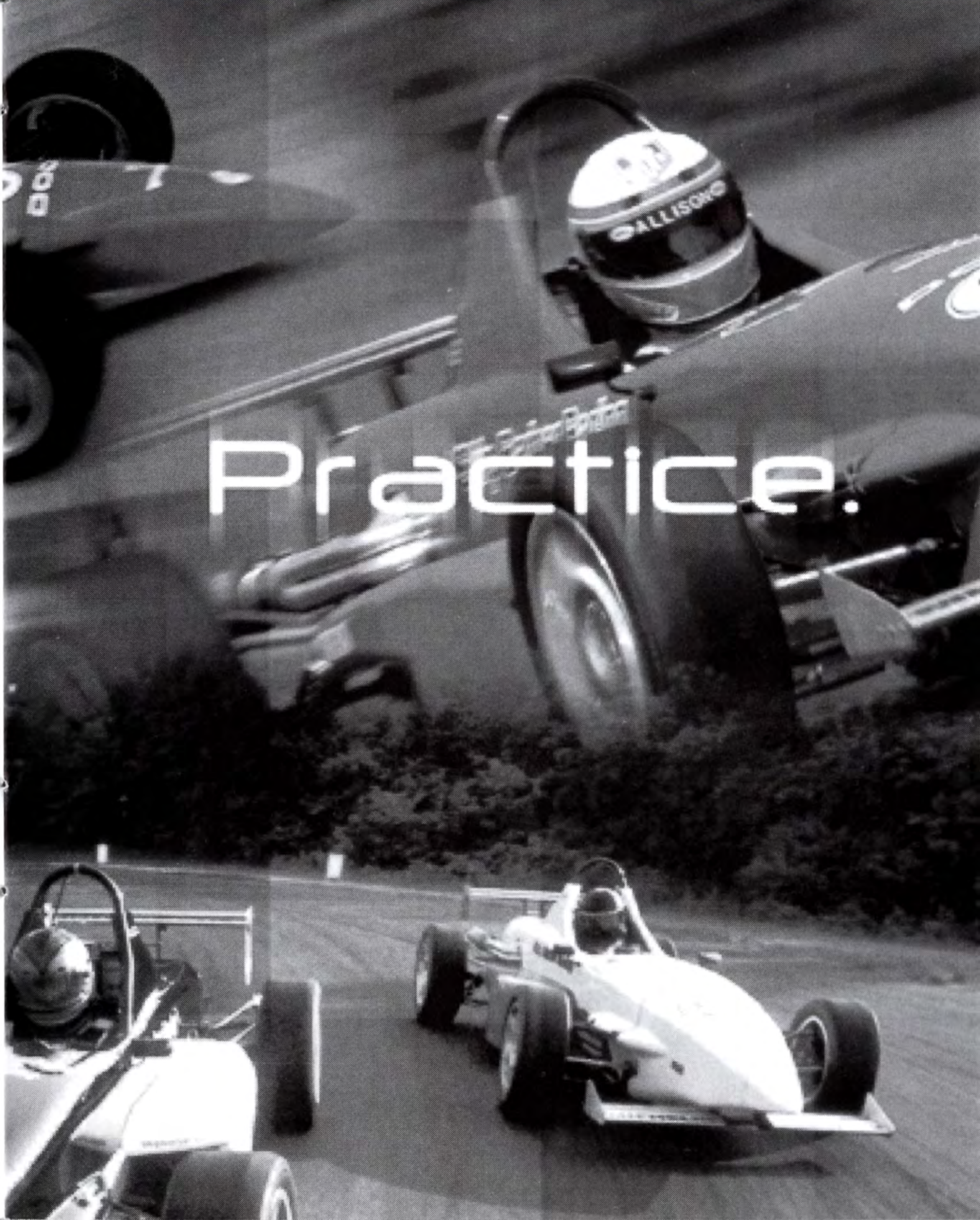
Adjusts the sensitivity of the GT Force steering wheel.
There are several pre-calculated settings to choose from.

Default



Selecting Default restores all option settings to the original configurations.

6

Skip Barber Strategy

Practice.

Skip Barber Strategy



Foreword

The sound of a racecar engine singing sweetly at the top of its rev range and its tires howling as they strain to maintain contact with the road coupled with the blur of the passing scenery is a sensory odyssey that would satisfy any adrenaline junkie's cravings. Yet contrary to popular belief, driving a racecar isn't just about standing on the gas pedal. It is an art, refined over time. It is a victory of the heart and mind over the irrefutable laws of physics. Piloting a racecar is like running on a treadmill with your heart rate at 150 beats per minute while you're threading a needle and solving a complex math problem at the same time. But you already know that.

The game you are about to play is as close as you can get without actually buckling the harness belts and pulling on a helmet. With such an intense racing experience awaiting, the creators of this game thought it would be a good idea that you get a little professional advice before endeavoring to experience its thrills. We at Skip Barber Racing School were only too thrilled and flattered to oblige. In over 25 years we've trained many of the biggest names in racing. In fact one-third of all the drivers taking the green flag at the Indianapolis 500 since 1983 have been Skip Barber trained.

Following in the pages of this manual, you will find a tutorial on the art and science of driving a racecar. It has been taken straight from the curriculum offered at Skip Barber Racing School, the Official Racing School of CART, and off of the pages of Skip Barber Racing School's book, *Going Faster!* It's the very curriculum that has made talented racecar drivers champions.

Read on, and soon you'll be "going faster!" than you ever thought possible.



The Fundamentals

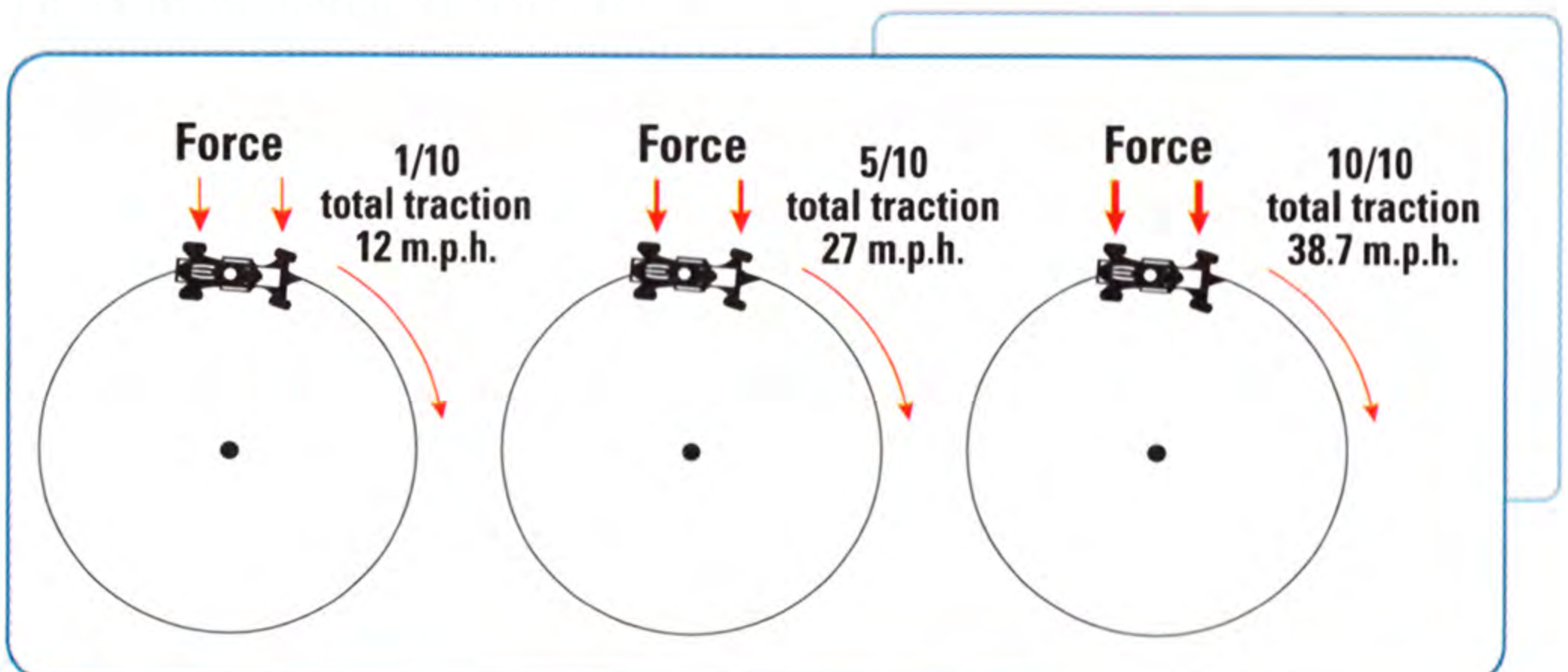
The Goal

The primary goal of a race driver is to cover the course, whether it's an oval or road course, in the minimum amount of time. Racing courses consist of straight-aways and corners. If we work on minimizing the time spent on the straight-aways, then analyze how to minimize the time spent driving through corners and slowing down, we can come up with a plan for reaching our goal of being the fastest driver on the racetrack.

The Limit

It is important to remember that a tire is the only physical contact a car has with the road. And, at any given time, that tire is only capable of 100% traction. When you accelerate, turn or brake, you begin dividing that traction between these three tasks. Under full acceleration, the tire is using 100% of its traction to move the car forward. If you want to use 20% of the tires' traction for acceleration, you will be left with 80% of the traction for cornering. The same scenario happens under braking. If you are using 80% of the tire's traction for braking, you will be left with only 20% traction for turning. Driving a racecar through a turn is a systematic compromise between these forces.

How do we determine the maximum speed of a turn? This question is entirely dependent on the maximum radius of the arc or the turn. As a car travels faster around a turn, the tires must work harder to maintain the line. If you increase your speed, but hold your steering input the same, the radius of the turn will increase. Therefore, as speed increases, the radius increases until the car is no longer able to stay on the road. At this point, you have exceeded the maximum speed for the turn.



As a car travels faster around a circular path, the tires use increasing amounts of their potential traction to force the car to continue to change direction

There are Three Basic Problems to Solve in Racing:

- 1) Driving on the best path (The Line)
- 2) Carrying speed away from the corners onto the straight-aways (Corner Exit Speed)
- 3) Efficiently slowing the car at the entry of a corner (Braking)

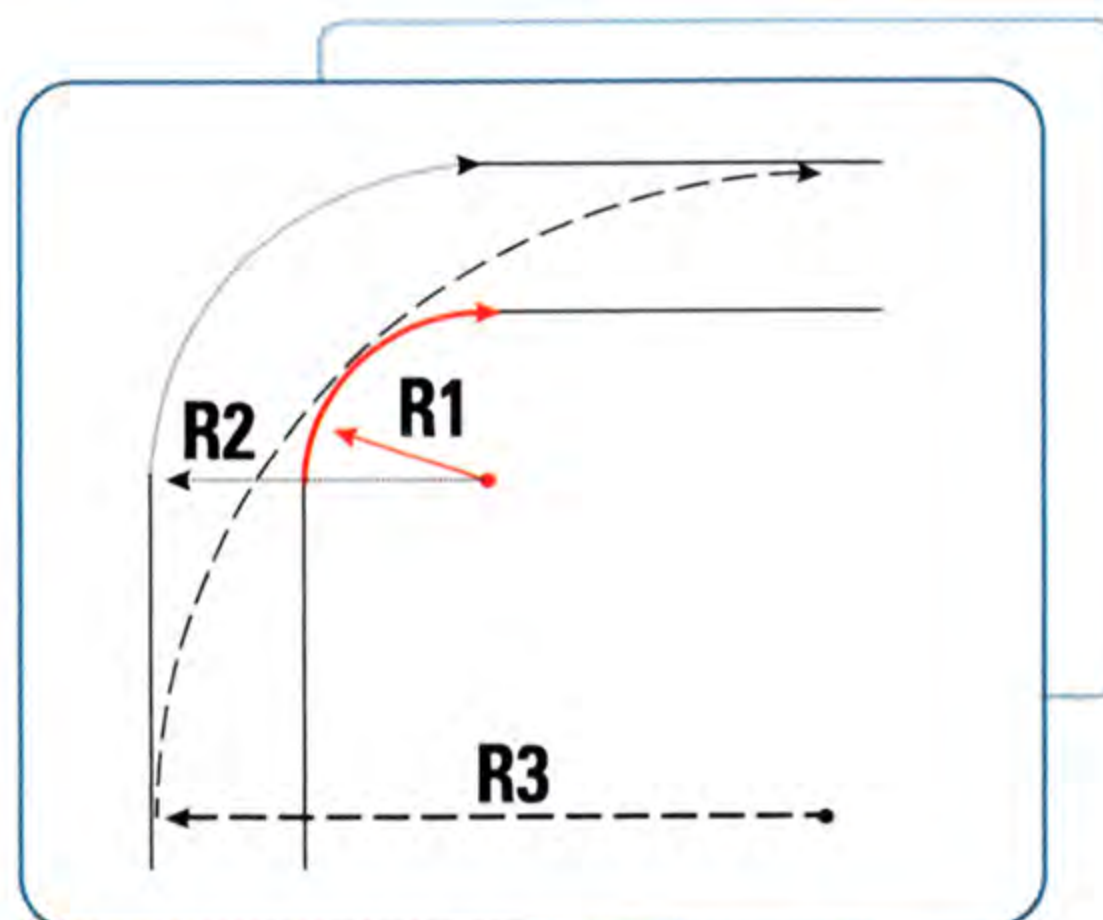
The Line

Simply defined, the line is the optimum path around a race-track. In corners, this path is usually the largest radius arc that can fit into the confines of the turn. The line can vary with track conditions and the type of racecar being driven.

As shown in the chart to the right, driving up to a corner, you have several choices about how to drive through it. You can

drive around the inside of the corner (see above), but you're restricted to the smallest radius possible (R1). You can make the radius through the corner bigger yet by driving around the outside of the corner (R2) — the radius of R2 is bigger than R1, so the maximum speed will be higher.

The best line, however, is to start the arc before the corner along the outside of the road, touch the inside edge of the road roughly halfway through the corner, and touch the outside edge of the road again at the exit. If you do this, you can use R3, clearly the biggest and best choice by a significant margin.



You can choose various paths through a corner, but only one yields the biggest radius: "The Line."

Corner Exit Speed

Corner exit speed is the speed at which a car is traveling at the track-out point of a corner and, consequently, the speed carried onto the following straight. A higher corner exit speed is critical to the time you can gain when accelerating down a straightaway. A higher exit speed equals a higher straightaway speed, which equals a shorter lap time! The maximum speed



you can carry through a corner is determined by the tires' traction and the line you drive through the corner. (Remember that the tires are only capable of 100% traction. Devoting all your traction to turning will leave you with no traction for braking or

accelerating.) At first, it would seem that the most efficient way through a turn would be to maintain the maximum speed that will allow the tires to maintain cornering traction.

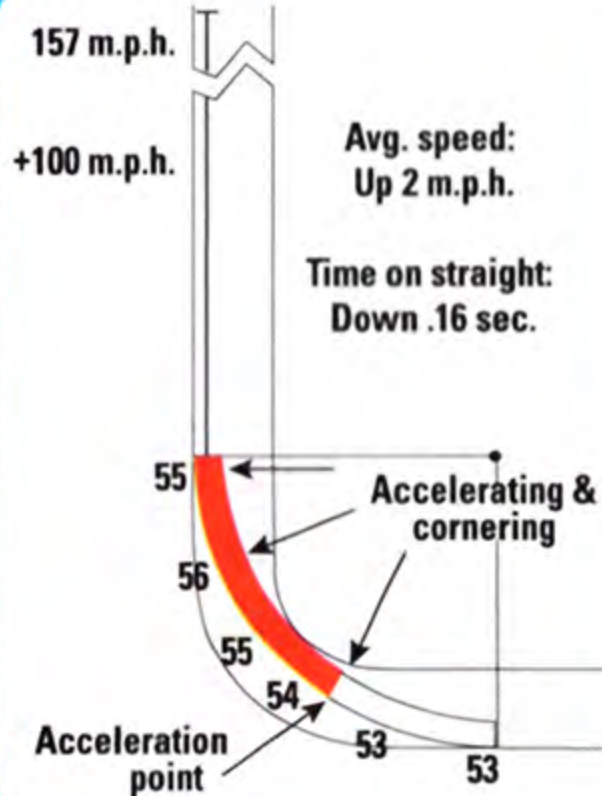
You could then start accelerating at the end of the turn. Whereas this will produce fast lap times, it is possible to go even faster. Here's how: by entering the turn a few miles per hour slower, you will be able to devote a small amount of your traction to acceleration before you have

exited the turn. This slightly earlier return to the accelerator will give you a longer period of acceleration, and in turn result in a faster overall speed at the end of the straight.

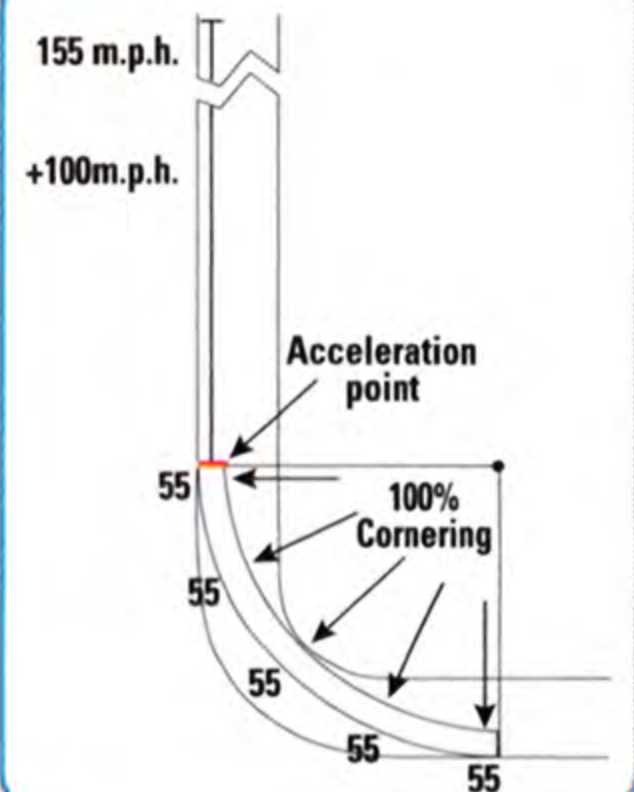
Braking

The third skill is learning how to slow the car for a corner and how to drive it from where the turn begins to the throttle application point. We call this phase of driving racecars "braking and entering."

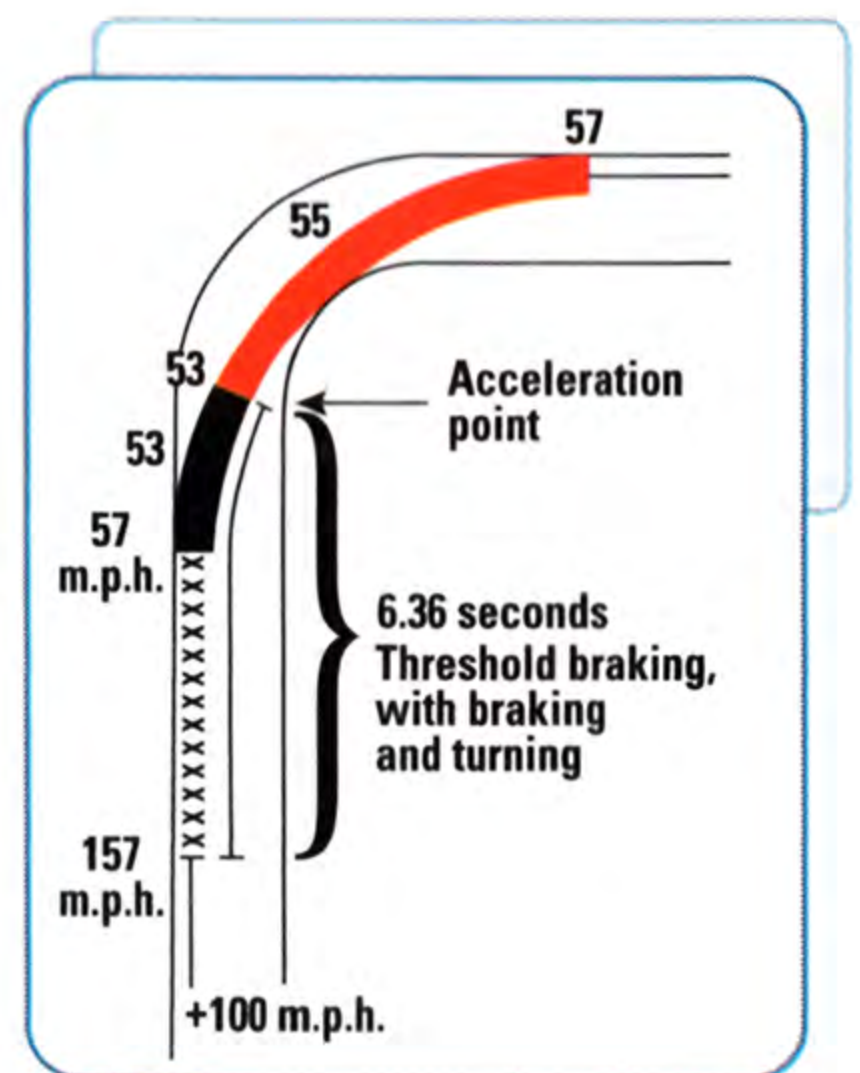
Remembering that a tire is only capable of 100% traction, it makes sense to do the majority of your braking in a straight line. This will get the maximum efficiency from the brakes. As you rapidly approach a turn, you should be holding the brake pedal at it's threshold — or braking at 100%. This means that if you brake at 101%, the tire will lock up and skid. Skidding is not good because you surrender control of the tires' traction and increase the overall distance to stop.



Maximum speed
accelerating
and cornering



100% cornering



Braking to gain speed

Braking (continued)

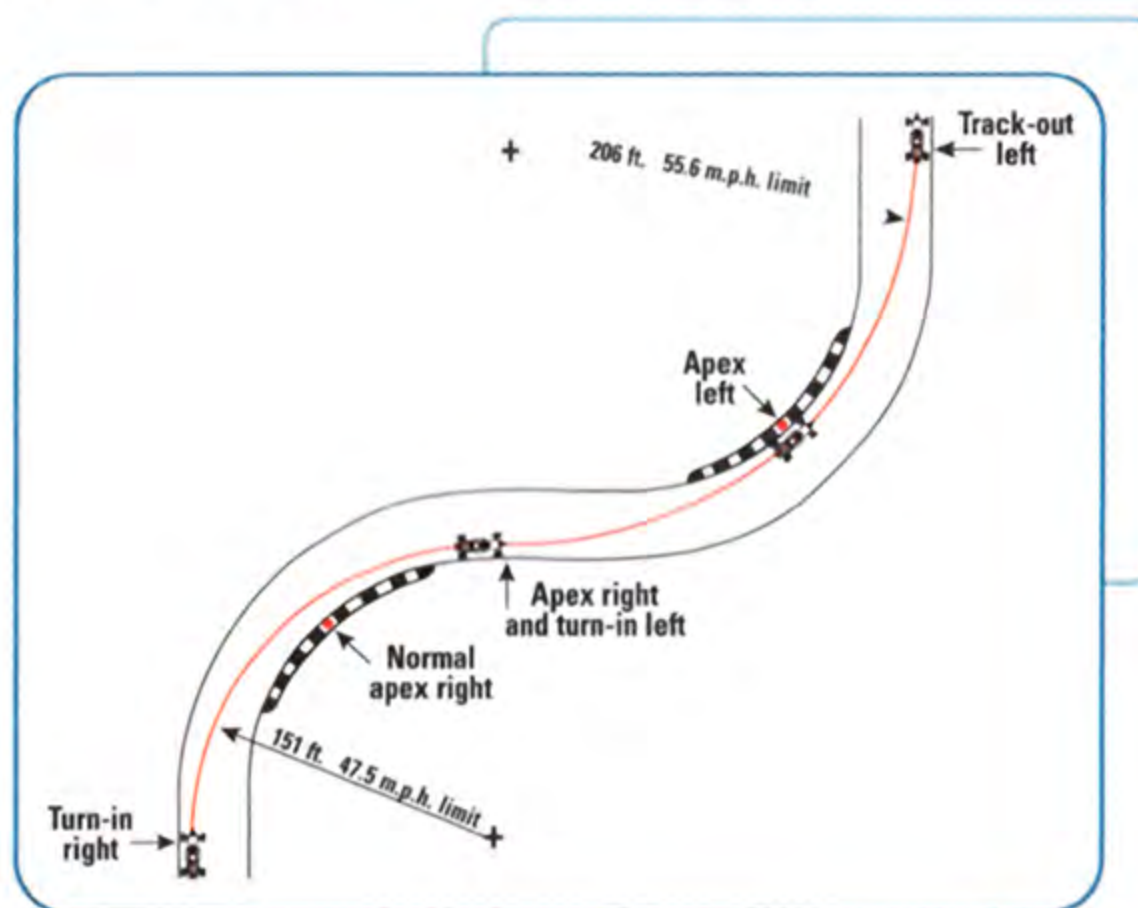
As the car approaches the entrance of the turn, if you want to continue to brake into the turn, you must relieve some of the braking grip so as to gain the ability to turn the car — remember the traction compromise? This is generally the most efficient way to enter the turn. It also smoothes out the transitions from braking to cornering to once again applying the throttle.

S-Turns or “Compromise Corners”

So far, we’ve been looking at each corner as if it were the only turn on the course. You can’t afford to make this assumption. In fact, not all corners are created equal. A particular corner’s placement on the course, where it leads to, and what precedes it, may also affect the line you choose to drive through the corner.

Taking into account all these different variables, you need to decide which

one of these corners will gain you the greatest advantage on lap time. We know that exit speed is of paramount importance, so if you commit to the first turn, your car might not be positioned to take advantage of the second turn. It is very important to base your strategy on how you can exit the turn leading onto the straight with maximum speed. Often, this means you will have to sacrifice, or “compromise,” the proper line of the first turn to be able to take full advantage of the second turn and exit onto the straight at the highest possible speed.



Identifying which of 2 connected corners are more important toward an overall lap time is key in deciding which to compromise

Passing

Passing may seem like nothing more than just putting your foot down and steering around the car ahead of you, but it’s not that simple. The uninformed observer misses the point that on the racetrack, everyone has their foot to the floor.

The most common method of passing is to out-brake your competition into a corner. By going “deeper” into the turn, you can gain a lead over your competitor, but remember that this will change “The Line” that your car travels.

When your competition comes back and passes you right after you passed them, it is called "The Double Pass."



Skip Barber

**Developed and Produced by
Polyphony Digital Inc.**

Producer

Kazunori Yamauchi

System Optimization

Seiichi Ikiuo

Graphic Optimization

Yoshihiko Kurata-Seji

Data Optimization

Takahito Tejima

Simulation Algorithm

Akihiko Tan

User Interface

Yuji Yasuhara

Support Programs

Norio Takama, Satoshi Kijima, Yasushi Uchiyama

Visual Effects

Takeshi Yokouchi, Daisuke Takeuchi, Shuichi Takano

Programming Tools

Nobuhide Ishibashi, Nobuo Sakai, Isao Shirai,
Junichi Kobayashi, Chiharu Nakano, Michitoshi Momose,
Kian Bee Ng, Masashi Fujita-Seji

Design Director

Yuichi Matsumoto, Masaaki Goto

Car Modeling Director

Keiichi Ashizawa, Yukari Sekizawa, Tadashi Terashima,
Nodoka Kinsho, Mutsumi Sakakibara

Car Modeling Staff

Youichi Inamura, Chinami Matsui, Madhab Ghose,
Tadashi Watanabe, Aiko Miura, Takayoshi Kawakami,
Yuichiro Kouno, Kento Minemura, Hiroyuki Saito,
Tomokazu Seki, Keiko Taira, Takuji Kagaya

Course Design Director

Hiroshi Samatsu, Shinobu Sawamura,
Takamasa Shichisawa

Course Design Staff

Youichi Takahashi, Tsubasa Yokoyama, Sanae Ebihara,
Takafumi Kagaya, Michiko Kusaba, Tomi Kambe,
Junichiro Kurata, Kouji Miyata, Takeshi Ikegami,
Satoru Takasugi, Akiko Yamazaki, Hiroshi Takeuchi,
Kazumichi Otsubo

FMV Director

Takamasa Shichisawa

FMV

Tatsuya Matsue, Hiroshi Kanzaki

Planner

Hiroataka Komiyama, Tomokazu Murase, Yasushi Taki

GUI Design Director

Hiroataka Imanishi

GUI Design Staff

Shichisawa Takamasa, Takuya Izumi, Kazuhiro Onizuka

Assistant to the Producer

Zaika Tei, Mayumi Suzaki

Production Environment Support

Masanori Hasegawa, Keisuke Takayama, Yasunori Aoki

Sound Producer

Masamichi Seki

Sound Design

Daiki Kasho

Engine Sound Recording

Kentarou Nakagoshi, Masao Kimura

Music Data Production

Kenmei Adachi

Engine Sound Tools

Youichi Ueda, Tomoyuki Hoshi, Naoki Tokiwa

Menu Music

Isamu Ohira

Advisor

Takashi Ohi, Shinsuke Saito, Yasuyoshi Yamamoto
Hiroyoshi Kato(NISSAN), Hiroshi Tamura(NISSAN)

Car Commentary

Manabu Kawaguchi, Shinsuke Saito, Takeshi Yasuhara

Production Cooperation

Seji Inc.

Executive Producer

Akira Sato

Legal and Business Affairs

Miki Shinagawa, Marian Toole, Birgit Zich, Shelly Gayner,
Taku Imasaki, Sean Kelly, Shiho Deruiter Miyazaki

Overseas Coordination

Katsuhiko Kanazawa, Masaaki Doi, Tsubasa Inaba

Artist Management

Mikio Aoki, Village-A Inc.
Hiroyuki Kanamori, Village-A Inc.

**Sony Computer Entertainment
America, Production**

Producer

Taku Imasaki

Assistant Producer

Kenneth Chan

Director, Product Development

Allan Becker

Credits

Director, Product Development

Connie Booth

Vice President, Product Development

Shuhei Yoshida

Senior Quality Assurance Lead

Christian Arends

Quality Assurance Lead

Phil Musil

Quality Assurance Analysts

Mike Cingolani, Charles Yang, Tim Brown,
Taek Yun, Kevin Keith, Brent Jalipa,
Marc Tsukakoshi, Joel Manzano

Director of Quality Assurance

Michael Blackledge

Senior Quality Assurance Manager

Ritchard Markelz

Project Manager

Nicole Nokes

Technical Coordinator

Ara Demirjian

Sony Computer Entertainment America, Marketing

Senior Manager, Product Marketing

Susan Nourai

Associate Product Manager

Mark Valledor

Public Relations Manager

Charlotte Panther

Public Relations Specialist

Ryan Bowling

Creative Services Manager

Quinn Le

Director, Product Marketing

Ami Blaire

Director, Promotions

Sharon Shapiro

Director, Public Relations

Molly Smith

Vice President, Loyalty and Channel Marketing

Marilyn Weyant

Senior Vice President

Andrew House

Promotions

Janeen Anderson, Donna Armentor, Ami Brown,
Aimee Duell, Blair Elliot, Johanna Legarda,
Natasha Mirosnkoff

Creative Services

Josh Bingham, Ed DeMasi, Peggy Gallagher,
Ted Jalbert, Jennifer Jones, Marie Macaspac

Loyalty and Channel Marketing

Jesse Caid, Michele Freeman, Jonathan Ries,
Cyril Tano, Kim Yuen

Director, Legal and Business Affairs

Shelly Gayner

Legal and Business Affairs

Brian Fukuji, Kerry Hopkins, Lisa Lunger,
Michelle Manahan, Sue Nopar, Susan O'Driscoll,
Riley Russell, Diane Tucker

Package & Manual Design

Brad Maur, CMB Design Partners, Inc.

Package Front Photography

Hunter Freeman, Hunter Freeman Studios

Translation

Alan Siegrist, Siegrist Translations

Yoshiteru Sagiya, Y's LLC

Script Editor

Carey Russ

Manual Strategy Guide

Jim Moore, Skip Barber Racing School

Music Consultant

The Forester Brothers, Tuff Break Entertainment

Thank You's

Jeff Adams, Ron Allen, Mark Allice, Shelley Ashitomi,
Skip Barber, Skip Barber Racing School Staff,
Gary Barth, Daniel J. Bauch, Nancy Berry,
Carisa Bianchi, Michelle Bravo, Jessica Brunelle,
Collete Bunton, Sevda Bulut, Pele Burgess,
Tina Casalino, Claudette Castillo, Steve Ceragioli,
Greg Chambers, Len Cicretto, Jeannine Deming,
Roy Dimalanta, Brian Dimick, Chuck Doud,
Scott Duchon, Ron Eagle, Ali Farrow, John Faust,
Allan Frankel, Butch Freedhoff, Jean-Francois Genoud,
Howard Grossman, Brian Hale, Heather Hampton,
Kaz Hirai, Ted Hoff, Barbara House, Jeff Hutchinson,
Ian Jackson, Grace Kao, Brett Kime, John Koller,
Chuck Lacson, Adrian Lanslois, Rich LaRocca,
Mark Lapid, Ed Loonam, Grant Luke, Hitoshi Machida,
Troy Mack, Osamu Matsuno, Jim Mazurek,
Kaytie Mandell, May Mesias, Todd Moeller,
Christine Mouchamel, Glenn Nash, Michelle Norrell,
Frank O'Malley, Michael Panico, George Richard,
Nikki Robbins, Debra Robins, Rick Rooney,
Maggie Rojas, Mike Rose, Sarai Sequeria,
Cynthia Sexton, Sig Sigworth, Rob Smiley,
Alex Stein, Fred Swan, Matthew Szymczyk,
Dovida Treiman-Seastrom, Jack Tretton, Joe Ward,
Lew Willig



Automotive Industry Partners

Cindy Araujo (Pennzoil Quaker State Company)
Carol Bais (The Goodyear Tire & Rubber Company)
Anthony Biondo (Equity Management Inc.)
Kenneth A. Bracht (BMW of North America, LLC)
Brandon Broxson (Panoz Auto Development Company)
Reeves Callaway (Callaway Companies)
Michael Clark (Pikes Peak International Hill Climb)
Gary F. Claudio (GM Racing/Corvette Racing)
Bill Cohrs (Exxon Mobil Corporation)
M. Neil Cummings (Carroll Shelby Licensing, Inc.)
Douglas R. Fehan (GM Racing/Corvette Racing)
Ali Ganjaei (Gulf International Lubricants, Ltd.)
Bruce I. Garfield (American Honda Motor Co., Inc.)
Jennifer Hilton (The Joester Loria Group)
John Hornickel (Bridgestone/Firestone, Inc.)
Keith Hughes (iDentify Licensing Management)
Debra Joester (The Joester Loria Group)
Ron Johnson (Saleen/Allen RRR Speedlab)
Jeremy Kenner (Carroll Shelby Licensing, Inc.)
Michael W. Kerbet (DaimlerChrysler Motors Corporation)
Tim Kerrigan (Red Line Synthetic Oil)
Helen Korniewicz (Chevron Corporation)
Linda Kosich (Texaco Refining & Marketing, Inc.)
Richard Kottle (Carroll Shelby Licensing, Inc.)
Pam Krebs (Robert Bosch Corporation)
Daniel Kreuger (Sports Car Racing Association of the Monterey Peninsula "SCRAMP")
Geoffrey Lockwood (American Honda Motor Co., Inc.)
Leslie Matt (Equity Management Inc.)
Kim Muller (Shell Oil Company)
John O'Neill (Equity Management Inc.)
Richard Purgason (Panoz Motor Sports Georgia, Inc.)
Mike Rachuy (Trademarking Resources)
Jennifer Ross (Equity Management Inc.)
Mike Sack (PPG Industries, Inc.)
Domingo San Felipe (Sociedad Anonima Espanola de Lubricantes)
Anne Schenkenberger (Gulf Canada Resources)
Alexander O. Schmuck (BMW of North America, LLC)
Pierre Shreiber (Oreca)
Paul Siegel (Pennzoil Quaker State Company)
Stephanie Talbot (Oreca)
John Voight (The Valvoline Company)
Kirk Weeks (GM Racing/Corvette Racing)
Wayne Wolfgram (Ford Motor Company)

Thank you to American Honda Motor Co., Inc. for use of the Acura CL Type-S for the package front.

Manufacturers

Alfa Romeo, Fiat, Lancia — Alfa Romeo, Fiat, Lancia, emblems and body designs are trademarks and/or other intellectual property of Fiat Auto S.p.A and are used under license to Sony Computer Entertainment.

American Honda Motor Co., Inc. — HONDA/ACURA corporate logos, "H" Logo, Caliper Logo, Accord, NSX, S2000, Integra, Civic, Prelude, Integra Type R, CR-X, Del Sol, CL, 3.2 CL, RSX, VTEC, emblems and body designs, video footage provided by American Honda and used under license to Sony Computer Entertainment.

Aston Martin — The trademarks Aston Martin, DB7 Vantage Coupe, V8 Vantage, and Vanquish are the property of ASTON MARTIN LAGONDA LIMITED and are used under license by Sony Computer Entertainment.

Audi — Audi, Audi logos, emblems and body designs are trademarks and/or other intellectual property of Audi AG and are used under license by Sony Computer Entertainment.

BMW — The BMW logo, the BMW wordmark and the BMW model designations are trademarks of BMW AG and are used under license.

Citroën — Citroën, Xsara, Citroën Sport and Citroën Chevron logo, emblems and body designs are trademarks and/or other intellectual property of Citroën Automobiles and are used under license by Sony Computer Entertainment.

Daihatsu — Daihatsu, Mira and Storia names, emblems and body designs are trademarks and/or intellectual property rights of Daihatsu Motor Co., Ltd. and used under license to Sony Computer Entertainment.

DaimlerChrysler — Dodge and Chrysler are registered trademarks of DaimlerChrysler. Dodge Viper and Chrysler PT Cruiser, including emblems and body designs of associated vehicles and tradenames are used under license to Sony Computer Entertainment. ©DaimlerChrysler.

Ford Motor Company — FORD TRADEMARKS USED UNDER LICENSE FROM FORD MOTOR COMPANY.

General Motors — General Motors trademarks used under license to Sony Computer Entertainment Inc.

Gillet Vertigo — "Alfa Romeo" is a trademark and is used with permission from Fiat Auto (Belgio) S.A.

Credits

Jaguar — The word "Jaguar", the leaping cat device and the characters "XKR" and "XJ220" are the trademarks of Jaguar Cars Ltd, England and are used under license.

Lister — "Lister" the Lister emblem and "Storm" are trademarks, the body design is the intellectual property of Lister Cars Limited all used under license to Sony Computer Entertainment.

Lotus — Lotus, Elise, Esprit and associated logos, emblems and body designs are trademarks and/or other intellectual property of Group Lotus Limited and are used under license to Sony Computer Entertainment Europe.

MAZDA — Mazda, MazdaSpeed, Demio, Mazda MX-5 Miata, RX-7 and RX-8 names, emblems and body designs are trademarks and/or other intellectual properties of Mazda Motor Corporation and used under license to Sony Computer Entertainment.

Mercedes-Benz — DaimlerChrysler, Three Pointed Star in a Ring and Mercedes-Benz are trademarks of and licensed courtesy of DaimlerChrysler AG and are used under license to Sony Computer Entertainment.

Mini Cooper — Mini, Mini Cooper and the Mini shape are trademarks of BMW AG and are used under license.

Mitsubishi — Mitsubishi, FTO, 3000GT and Lancer names, emblems and body designs are trademarks and/or intellectual property rights of Mitsubishi Motors Corporation and used under license to Sony Computer Entertainment.

Nissan — Nissan name and emblem are trademarks and/or intellectual property rights of Nissan Motor Co., Ltd. and used under license to Sony Computer Entertainment. All Nissan cars contained in this video game are used under license to Sony Computer Entertainment.

Pagani — "Zonda C12 and Zonda C12S" are trademarks and are used with permission from Pagani Automobili s.p.a.

Panoz Motor Sports — All manufacturers, cars, names, brands and associated imagery featured in this game are trademark and/or copyrighted materials of their respective owners.

Peugeot — Peugeot trademarks and logo and body designs are the intellectual property of Automobiles Peugeot and are used under license to Sony Computer Entertainment.

Renault — Renault cars appear courtesy of RENAULT, Société Anonyme.

Ruf — Ruf, RGT, CTR 2, 3400S, emblems and Ruf body styling equipment are trademarks and/or intellectual property of Ruf Vertrieb GmbH and used under license to Sony Computer Entertainment.

Shelby — SHELBY GT-350, SHELBY GT-500, SHELBY COBRA COUPE, SHELBY COBRA 427 S/C and SHELBY SERIES 1 are registered trademarks of Carroll Shelby Licensing, Inc. COBRA and the COBRA Snake design are registered trademarks used by CARROLL Shelby Licensing, Inc. under a worldwide exclusive license. The shape of the 427 S/C, Coup, and Series 1 vehicles is the proprietary traddress property of CARROLL Shelby Licensing, Inc.

Subaru — Subaru, Impreza, Legacy and STi names, emblems and body designs are trademarks of Fuji Heavy Industries Ltd. and used under license to Sony Computer Entertainment.

Suzuki — Suzuki, Suzuki Sport, Alto works, and Escudo names, emblems and body designs are trademarks and/or other intellectual property rights of Suzuki Motor Corporation and used under license to Sony Computer Entertainment. Any racing models of Suzuki cars, as appearing in this game cannot be purchased from Suzuki dealers. Suzuki Motor Corporation does not manufacture or sell this game product.

Tickford — "Falcon XR8" is a trademark and is used with permission from the Ford Motor Company.

Tommy Kaira — Tommy Kaira, ZZ II and ZZ S names, emblems and body designs are trademarks and/or other intellectual properties of Tomita Yumekoujyo Co., Ltd. and used under license to Sony Computer Entertainment.

Tom's — TOM'S name and emblems are trademarks and/or other intellectual properties of Tom's Co., Ltd. and used under license to Sony Computer Entertainment.

Toyota — Toyota, Lexus, Altezza, Celica, Chaser, Corolla, MR2, MR-S, Sprinter Trueno, Supra and Vitz names, emblems and body designs are trademarks of Toyota Motor Corporation and used under license to Sony Computer Entertainment.

TVR — TVR, Griffith, Speed 12, Tuscan and body designs are trademarks and/or other intellectual property of TVR Engineering Limited and are used under license to Sony Computer Entertainment.

Vauxhall — Opel — Astra, Calibra, Vectra, VX220, Speedster emblems and body designs are trademarks and/or intellectual property rights of Vauxhall/Opel and/or General Motors Corporation and used under license to Sony Computer Entertainment.

Volkswagen — Volkswagen trademarks, logo and body designs are the intellectual property of Volkswagen AG and are used under license to Sony Computer Entertainment.



Tuning Parts Manufacturers

Masterfit — “Masterfit” is a trademark and is used with permission from Vauxhall Motors Limited.

MINE'S — MINE'S name and emblem are trademarks and/or other intellectual properties of MINE'S WAVE CO., LTD. and used under license to Sony Computer Entertainment.

Mugen — Mugen name and emblems are trademarks of MUGEN Co., Ltd. and used under license to Sony Computer Entertainment.

NISMO — Nismo name and emblem are trademarks of Nissan Motorsports International Co., Ltd. and used under license to Sony Computer Entertainment.

RALLIART — Ralliart name and emblem are trademarks of Ralliart Inc. and used under license to Sony Computer Entertainment.

SiFo — SiFo name and emblem are trademarks and/or other intellectual properties of SiFo S.A./L'ecurie SiFo and used under license to Sony Computer Entertainment.

SPOON — SPOON and SPOON SPORTS name and emblems are trademarks and/or other intellectual properties of SPOON Co., Ltd. and used under license to Sony Computer Entertainment.

TRD — TRD name and emblem are trademarks and other intellectual properties of Toyota Technocraft Co., Ltd. and used under license to Sony Computer Entertainment.

In Game Brands

.be — “.be” is the trademark of Belgium and is used with permission from Ministère des Affaires Etrangères.

Alitalia — “Alitalia” is a trademark and is used with permission from Alitalia Linee Aeree Italiane S.p.A.

ARAI — ARAI HELMET name and emblem are trademarks and/or other intellectual properties of Arai Helmet, Ltd. and used under license to Sony Computer Entertainment.

Arcor — “Arcor” is a trademark and is used with permission from Mannesmann Mobilfunk

Atelia — “Atelia” is a trademark and is used with permission from Atelia.

AUTOBACS — AUTOBACS name and emblems are trademarks and/or other intellectual properties of AUTOBACS SEVEN CO., LTD. and used under license to Sony Computer Entertainment.

BBS — “BBS” is a trademark and is used with permission from BBS-Kraftshzeugtechnik AG.

Belcar — “Belcar” is a trademark and is used with permission from Belcar.

Bosch — © Robert Bosch Corporation 2000. Bosch is a trademark licensed by Robert Bosch GmbH, Germany.

BP — The BP IN SHIELD is a trademark and is used with permission from BP AMOCO p.l.c.

Brembo — “Brembo” is a trademark and is used with permission from Brembo S.p.A.

BRIDGESTONE (POTENZA) — BRIDGESTONE and POTENZA names, emblems and wheel designs are trademarks and/or other intellectual properties of Bridgestone Corporation and used under license to Sony Computer Entertainment.

Bridgestone/Firestone, Inc. — The FIRESTONE and FIRESTONE RACING trademarks are trademarks of Bridgestone/Firestone Research, Inc. and are used herein with permission.

CALSONIC — CALSONIC and CALSONICKANSEI names and emblems are trademarks and/or other intellectual properties of CALSONICKANSEI CORP. and used under license to Sony Computer Entertainment.

Castrol — Castrol and the Castrol logo are trademarks of Castrol Limited.

Chevron — Gulf — Gulf (the Word) and Gulf Orange Disc are trademarks used under license from Chevron U.S.A. inc.

DENSO — DENSO name and emblem are trademarks and/or other intellectual properties of DENSO CORPORATION and used under license to Sony Computer Entertainment.

DUNLOP — DUNLOP name, emblems and wheel designs are trademarks and/or other intellectual properties of Sumitomo Rubber Industries, Ltd. and used under license to Sony Computer Entertainment.

D2 — The ‘D2’ logo is a trademark and is used with permission from Mannesmann AG.

Elf — Elf logo licensed by Elf Aquitaine.

Elf/Total — “‘Elf’ and ‘Total’ are registered trademarks and are used with permission from Total Fina Elf S.A.”

Ellegi Motori — “Ellegi Motori” is a trademark and is used with permission from Ellegi Motori S.r.L.

ENKEI — ENKEI name, emblems and wheel designs are trademarks and/or other intellectual properties of Enkei Automotive Ltd. and Enbishi Aluminum Wheels Ltd. and used under license to Sony Computer Entertainment.

EXXON Mobil Corp. — The following are trademarks of Mobil Exxon Corporation: Exxon, Esso, Ultron, Superflo.

Credits

FALKEN — FALKEN name, logos and wheel designs are trademarks and/or other intellectual properties of THE OHTSU TIRE & RUBBER CO., LTD. and used under license to Sony Computer Entertainment.

GOODYEAR (and winged foot design) — Trademark of The Goodyear Tire & Rubber Company. Used with permission.

GT Association — All JGTC cars featured in this game are used under license from GT Association to Sony Computer Entertainment.

Gulf Canada Resources Limited — Gulf and the Gulf logo are used in Canada, the United Kingdom and Ireland under license from Gulf Canada Resources Limited.

Gulf (International Lubricants) — Gulf and the Gulf logo are trademarks of Gulf International Lubricants Limited and used under license to Sony Computer Entertainment.

Gulf (Sociedad Anonima Espanola de Lubricantes) — Gulf and the Logo are trademarks of SAEL for Spain and Portugal and used under license to Sony Computer Entertainment.

Kärcher — “Kärcher” is a trademark and is used with permission from Alfred Kärcher GmbH & Co.

LAGUNA SECA RACEWAY — “Laguna Seca Raceway” name, logo, image and likeness are trademarks and tradedress of the Sports Car Racing Association of the Monterey Peninsula and are used under license to Sony Computer Entertainment.

Lee Cooper — “Lee Cooper” is a trademark and is used with permission from Lee Cooper Belgium.

Magneti Marelli — “Magneti Marelli” is a trademark and is used with permission from Magneti Marelli S.p.A.

Materne — “Materne” is a trademark and is used with the permission from S.A. Materne-Confilux N.V.

Michelin — “Michelin” and the Tire Man Device (called Bibendum) are trademarks and are used with permission from Societe de Technologie Michelin & Michelin North America Inc.

Momo/Breed — “Momo” is a trademark and is used with permission from Momo Design s.r.l.

Motul — “MOTUL” is a trademark and is used with permission from MOTUL.

NIPPON MITSUBISHI OIL, NIPPON OIL, MITSUBISHI OIL — NIPPON MITSUBISHI OIL name and emblem are trademarks and/or other intellectual properties of Nippon Mitsubishi Oil Corporation and used under license to Sony Computer Entertainment.

Omega — Ωmega The Ultimate Lubricant name, emblem are trademarks and/or other intellectual properties of Magna Industrial Co., Ltd. and used under license to Sony Computer Entertainment.

ORECA — Oreca is a trademark of Oreca used under license to Sony Computer Entertainment.

Oz — “OZ Racing” is a trademark and is used with permission from O.Z. S.p.A.

PENNZOIL PRODUCTS CO. — Pennzoil® and Quaker State® are registered trademarks of Pennzoil-Quaker State Company.

Pirelli — PIRELLI and  are registered trademarks of PIRELLI S.p.A.

PPG Industries, Inc. — The PPG name and logo are trademarks of PPG Industries, Inc.

Promotic — “Promotic” is a trademark and is used with permission from Promotic S.A.

Radio Contact — “Radio Contact” is a trademark and is used with permission from Radio Contact S.A.

RAYS — RAYS, RAYS ENGINEERING, VOLK RACING, VOLK RACING WHEEL and FORGED MAG names, emblems and wheel designs are trademarks and/or other intellectual properties of RAYS COMPANY LIMITED and used under license to Sony Computer Entertainment.

Razo — RAZO name and emblem are trademarks and/or other intellectual properties of CAR MATE MFG. CO., LTD. and used under license to Sony Computer Entertainment.

RED LINE SYNTHETIC OIL CORP. — Red Line TM and Copyright ©1999 Red Line Synthetic Corporation.

RES — “RES” is a trademark and is used with permission from RES.

SEIKO — SEIKO name and logo are trademarks and/or other intellectual properties of Seiko Corporation and used under license to Sony Computer Entertainment. The timing data used in the game is generated by Sony Computer Entertainment using its own method and not by Seiko Corporation.

SHELL OIL CO. — The SHELL trademarks used herein are licensed property owned by Shell Oil Company, Houston Texas.

Sloggi — “Sloggi” is a trademark and is used with permission from Triumph International nv/sa.

Sonax — “Sonax” is a trademark and is used with permission from Sonax GmbH & Co. KG.

Speedline — “Speedline Corse” and “Speedline” are trademarks and are used with the permission of Speedline S.r.L



Telefonica — "MoviStar" is a trademark and is used with permission from Telefónica Servicios Móviles S.A.

TEXACO INC. — Texaco trademarks are used by permission of Texaco Refining and Marketing Inc.

Total — "TOTAL" is a trademark and is used with permission.

TRAMPIO — TRAMPIO and TOYO TIRE names and emblems are trademarks and/or other intellectual properties of Toyo Tire & Rubber Co., Ltd. and used under license to Sony Computer Entertainment.

THE VALVOLINE CO. — V® and Valvoline® registered trademarks. Used with permission from the Valvoline Company, a division of Ashland, Inc.

XANAVI — Xanavi name and emblems are trademarks and/or other intellectual properties of Xanavi Informatics Corporation and used under license to Sony Computer Entertainment.

YOKOHAMA (ADVAN) — YOKOHAMA and ADVAN names, emblems and wheel designs are trademarks and/or other intellectual properties of the Yokohama Rubber Co., Ltd. and used under license to Sony Computer Entertainment.

Gran Turismo 3 Music Credits

8 Stops 7 — "Satisfied"

(Evan Sula-Goff, Adam Powell, Alex Viveros, Seth Watson). Performed by 8 Stops 7. © 1999 Warner-Tamerlane Publishing Corp. [BMI], Eight Stops Seven Music [BMI], Yered Music [BMI] & Always Abby Music [BMI]. All rights on behalf of Eight Stops Seven Music [BMI], Yered Music [BMI] & Always Abby Music [BMI] administered by Warner-Tamerlane Publishing Corp. [BMI] (p) 1999 Reprise Records. Produced under license from Warner Bros. Records Inc. by arrangement with Warner Special Products. ALL RIGHTS RESERVED. USED BY PERMISSION.

Apollo Four Forty —

"Stop the Rock (Mint Royale Mix)"

Words and Music by Noko, Ian Hoxley, Trevor Gray & Howard Gray. Performed by Apollo Four Forty. © Reverb America Music Ltd. administered by Universal — Songs of Polygram International, Inc. [BMI]. Courtesy of Sony Music Entertainment, Inc. and Epic/550 Music by arrangement with Sony Music New Media Licensing. The URL address is www.apollo440.com. International Rights Secured. Not for broadcast transmission. All rights reserved. DO NOT DUPLICATE.

Dave Audé — "Go Gran Turismo"

Written and Produced by Dave Audé. Published by Superstar Maker Music [BMI]. Appears courtesy of Awestruck Productions. Guitar by S. Barry, Vocals by Camille & Mr. Nice Guy. Mixed by Steve Miller at The Still.

BT — "Mad Skillz — Mic Chekka"

(Brian Transeau) Performed by BT. © 2000 Warner-Tamerlane Publishing Corp. [BMI] & Embrace The Future Music [BMI]. Courtesy of Netzwerk Productions. ALL RIGHTS RESERVED. USED BY PERMISSION.

CiRRUS — "Break In"

Written by Aaron Carter & Stephen James Barry. Performed by CiRRUS. Published by Tola Music [ASCAP]. Appears courtesy of Moonshine Music.

The Cult — "She Sells Sanctuary"

(Ian Robert Astbury, William Henry Duffy). Performed by The Cult. © 1985 Tayminster Limited, Screenchoice Limited. All rights administered by Chappell & Co., Inc. [ASCAP]. (p) 1985 Beggars Banquet. Produced under license from Beggars Banquet by arrangement with Warner Special Products. ALL RIGHTS RESERVED. USED BY PERMISSION.

Elite Force — "Call It Brisco (And Why Not?)"

Words and Music by Simon Shackelton. Performed by Elite Force. © Junkbond Ltd. and Universal/MCA Music Limited administered by Universal-MCA Music Publishing, a division of Universal Studios, Inc. [ASCAP]. Courtesy of Derailed, Fused & Bruised, Play It Again Sam and P-Vine / Blues Interactions. International Rights Secured. Not for broadcast transmission. All rights reserved. DO NOT DUPLICATE.

Goldfinger — "99 Red Balloons (Adapted from '99 Luftballons)"

By Joern-Uwe Fahrenkrog-Peterson and Carlo Karges; English translation by Kevin McAlea. Performed by Goldfinger. © 1983 Edition Hate. All rights for Edition Hate in the U.S. and Canada controlled and administered by EMI April Music, Inc. [ASCAP]. All Rights Reserved. International Copyright Secured. Used by Permission. Courtesy of Mojo Records under license from Universal Music Enterprises.

Grand Theft Audio — "As Good As It Gets"

Words and Music by Ralph Jezzard, Richard Battersy and James Butler. Performed by Grand Theft Audio. © 2000 Universal Music Publishing Limited administered by Universal-Polygram International Publishing, Inc. [ASCAP]. (p) 2000 London-Sire Records Inc. Produced under license from London-Sire Records by arrangement with Warner Special Products. International Rights Secured. Not for broadcast transmission. All rights reserved. DO NOT DUPLICATE.

Credits

Grinspoon — "Champion"

Written by Jamieson P, Hansen J, Davern P. Performed by Grinspoon. Courtesy of Shock Music Publishing (Australia) Pty. Ltd. Courtesy of Universal Records under license from Universal Music Enterprises.

Jimi Hendrix — "Stone Free"

Written and performed by Jimi Hendrix.

© Experience Hendrix, L.L.C., Renewed. Courtesy of Experience Hendrix, L.L.C./MCA Records Under License From Universal Music Enterprises.

Judas Priest — "Turbo Lover"

By Kenneth Downing, Robert Halford and Glenn Tipton. Performed by Judas Priest. © 1986, 1988 EMI April Music, Inc., Crewglen Ltd., Ebony Tree Ltd. and Geargate Ltd. All rights controlled and administered by EMI April Music, Inc. [ASCAP]. Courtesy of Sony Music Entertainment, Inc. and Columbia Records by arrangement with Sony Music New Media Licensing. The URL address is www.judaspriest.com. All Rights Reserved. International Copyright Secured. Used by Permission.

Junkie XL — "Def Beat"

Written by Junkie XL. Performed by Junkie XL. Published by Roadcrew Music, Inc. c/o Careers-BMG Music Publishing, Inc. [BMI]. (p) 1997 The All Blacks B.V. Courtesy of Roadrunner Records, Inc.

Lenny Kravitz — "Again"

Written by Lenny Kravitz. Produced, arranged and performed by Lenny Kravitz. © 2000 Miss Bessie Music [ASCAP] (p) 2000 Virgin Records America, Inc.

Lenny Kravitz — "Are You Gonna Go My Way" (Gran Turismo Remix)

Written by Lenny Kravitz & Craig Ross. Produced and performed by Lenny Kravitz. © 1993 Miss Bessie Music [ASCAP] & Wigged Music [BMI]. Remixed by Daiki Kasho. (p) 2001 Virgin Records America, Inc.

Methods of Mayhem — "Crash"

By Tommy Lee. Performed by Methods of Mayhem. © 1999 EMI April Music, Inc. and Methods of Mayhem Music. All rights for Methods of Mayhem Music controlled and administered by EMI April Music, Inc. [ASCAP]. Courtesy of MCA Records under license from Universal Music Enterprises. All Rights Reserved. International Copyright Secured. Used by Permission.

Mötley Crüe — "Kickstart My Heart"

(Nikki Sixx). Performed by Mötley Crüe. © 1989 Sixx Gunner Tunes [ASCAP], Tommyland Music [ASCAP], Mars Mountain Music [ASCAP] & Blonde Baby Music [ASCAP] administered by WB Music Corp. [ASCAP]. Courtesy of Motley Records/Beyond Music. ALL RIGHTS RESERVED. USED BY PERMISSION.

Papa Roach — "Never Enough"

Written by T. Esperance, J. Horton, J. Shaddix, D. Buckner. Performed by Papa Roach. © 2000 DreamWorks Songs [ASCAP]/Viva La Cucaracha Music [ASCAP]. Worldwide rights for DreamWorks Songs and Viva La Cucaracha Music administered by Cherry Lane Music Publishing Company, Inc. [ASCAP]. Courtesy of DreamWorks Records under license from Universal Music Enterprises. International Copyright Secured. All Rights Reserved.

Powerman 5000 — "Supernova Goes Pop"

Music by Powerman 5000, Lyrics by Spider. Performed by Powerman 5000. © 1999 DreamWorks Songs [ASCAP]/Soulsuck Music [ASCAP]. Worldwide rights for DreamWorks Songs and Soulsuck Music administered by Cherry Lane Music Publishing Company, Inc. [ASCAP]. Courtesy of DreamWorks Records under license from Universal Music Enterprises. International Copyright Secured. All Rights Reserved.

Raekwon — "Determination"

Written by Cory Woods. Performed by Raekwon. Published by Careers-BMG Music Publishing, Inc. on behalf of itself and Wu Tang Publishing, Inc. [BMI]. (p) 2001 Loud Records.

Snoop Dogg — "Dogg's Turismo 3"

Written by Calvin Broadus and Meech Wells Performed by Snoop Dogg. Produced by Meech Wells. © 2000 EMI Blackwood Music, Inc. [BMI] and Meecharooni Music [BMI]. (p) 2000 Priority Records.

"Mirage", "Glowl", "Strike Breaker", "Obscure" and "Sky Scraper"

All Tracks Composed and Arranged by Daiki Kasho

WARNING: It is a violation of Federal Copyright Law to copy, duplicate or reproduce this Program or any portions of this Program, to synchronize this Video Game with video tape or film or to print the Composition embodied on this Video Game in the form of standard music notation without the express written permission of the copyright owner.



Experience Driving Realism

Experience the new level of realism in racing games. Force Feedback technology lets you feel the road, the car handling, the bumps...and if you're not careful, the wall.

Full-Size Wheel

4 Buttons

Rubber Grips

2 Wheel-Mounted Gear Shifters

Dual Clamping System

Realistic Pedals

Non-Slip Floorboard



GT FORCE

For the PlayStation®2 Computer Entertainment System

**Available @ www.playstation.com
or look for it at your local retailer**



USB Only

© 2001 Logitech. All rights reserved. Logitech, the Logitech logo and other Logitech marks are owned by Logitech and may be registered. All other trademarks are the property of their respective owners.

Dodge Different.



WORLD.COM

QUAKER
STATE

Learn.

Practice.

Play.

Learn. Skip Barber Racing School programs are available at over 20 tracks nationwide and taught by accomplished instructors. **Practice.** Hone your skills with seat time in the Formula Dodge R/T2000 in lapping sessions and advanced activities. **Play.** Compete in the Skip Barber Race Series, the largest amateur open-wheel championship in North America. **How far do you want to go?**



OFFICIAL RACING SCHOOL
OFFICIAL REGIONAL
AMATEUR CHAMPIONSHIP



800.221.1131
www.skipbarber.com

The Difference Between Winning and Losing



The Best Strategy Guides are from

VERSUS BOOKS™

Versus Books is honored to be the EXCLUSIVE strategy guide publisher for what will be the most intense, realistic and graphically superior racing title to have ever hit the gaming market.

Visit our website for our entire catalog
www.versusbooks.com

THREADZ

Equip yourself with the latest accessories.
Get the official Gran Turismo™ 3 gear.
Available exclusively at www.playstation.com and the
PlayStation Store at Metreon.

GR5 – Gran Turismo 3 Baseball Hat

\$12.99

Size: Adjustable

Color: Grey with black piping

Low profile, 100% cotton brushed hat with embroidered logo, sandwiched black piping on bill. Slide buckle closure backstrap.

GR7 – Gran Turismo 3 Long Sleeve Tee.

\$17.99

Size: Small-XLarge

Color: Navy with heather grey contrast 100% cotton jersey, navy long sleeve tee with heather grey top panel. Left sleeve has embroidered GT Gran Turismo 3 logo. Nothing on front and back of tee shirt



GR6 – Gran Turismo 3 Messenger Bag

\$29.99

Color: Dark navy

Medium size bag with flap closure. Rubber gripper shoulder pad on shoulder strap. Dual side cell phone pockets. Interior open sleeve pockets.

GRAN TURISMO™ 3

Gran Turismo is a trademark of Sony Computer Entertainment America Inc. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. © 2001 Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Gran Turismo 3 A-spec's Decode & Drive Sweepstakes Official Rules

NO PURCHASE NECESSARY. To obtain a free game piece (while supplies last) and official rules, send a self-addressed first-class postage pre-paid stamped envelope (WA and VT residents may omit return postage) to: GT3 Rules/Game Piece, 1407 Airport Road, Suite 2091, Monroe, NC 28110. Limit one request per envelope per household. Mechanically reproduced requests will not be accepted. Requests for free game pieces must be received by December 31, 2001.

HOW TO PLAY. Take game piece found in Gran Turismo 3 A-spec, visit www.scea.com, go to the Gran Turismo 3 A-spec's Decode & Drive Sweepstakes page, and place game piece against computer screen to see if you have a winning game piece. If your game piece indicates that you have won a prize (subject to verification), send the original game piece with your name, address and telephone number to: GT3 Winning Pieces, 1407 Airport Road, Suite 2092, Monroe, NC 28110. Sony Computer Entertainment America Inc. (the "Sponsor") must receive game pieces by January 31, 2002. For your protection, we suggest you send prize claims via certified mail, return receipt requested, and that you retain a photocopy of the potential winning game piece for your records. Game piece is subject to verification. Submitting a prize claim will constitute acceptance of, and compliance with these rules. Proof of mailing does not constitute proof of delivery. You are not a winner until your game piece has been timely received and verified by Sponsor. The submission of potential winning game piece is the sole responsibility of the participant, who assumes all risk of loss, damage, destruction, delay and/or misdirection to Sponsor. Winners shall be notified by mail and/or telephone. All materials submitted becomes the property of Sponsor and none will be returned. Sponsor is not responsible for technical, hardware or software failures of any kind, lost or unavailable network connections or failed, incomplete, garbled or delayed computer transmissions which may limit an entrants ability to participate in the contest. Sponsor reserves the right in its sole discretion to cancel or suspend this sweepstakes should virus, bugs or other causes corrupt the administration, security or proper play of this sweepstakes. Entries not satisfying these Official Rules will be automatically disqualified.

HOW TO ENTER SECOND-CHANCE DRAWING: If the grand prize is not claimed, a second chance drawing will be awarded in a random drawing conducted by Coresco, whose decision is final. To enter the drawing, send your name, address, telephone number and non-winning game piece to: GT3 Second Chance Drawing, 1407 Airport Road, Suite 2170, Monroe, NC 28110. All second chance entries must be received by January 31, 2002. The drawing will be held on or about February 14, 2002. Second chance entry winners will be notified by February 28, 2002. Odds of winning second chance drawing will depend on grand prize instant-winner game piece being unclaimed and the number of second-chance entries received. Limit one winner per household.

PRIZES: A total number of 5,102 prizes will be available. The total number of game pieces produced is 1,200,000, of which 5,102 are winning game pieces. One (1) grand prizewinner will win a \$500.00 a month car payment for one-year, which could be used for a car payment or other purposes (approximate retail value of \$6,000.00). Sponsor will award the prize in one lump sum in the form of a check payable to the grand prizewinner's name only. Odds of winning grand prize are 1,200,000 to 1. One (1) first prizewinner will win a trip for two to a Skip Barber Racing School closest to winner's home. The trip includes: round-trip coach class airfare for two from closest major airport to winner's home, hotel room (double occupancy) for two nights at hotel of Sponsor's discretion, \$100.00 spending money (in the form of a check payable to winner's name) and two 1-day vouchers to the Skip Barber Racing School (approximate retail value of \$2,150.00). First prize winner and guest must have a valid driver's license in order to accept prize. Minors with a valid driver's license must provide written parental consent. Winner and guest are responsible for all ground transportation, meals, gratuities, and any other expenses not specified herein. All travel accommodations will be at the sole discretion of Sponsor. Trip must be fulfilled within one year of acceptance of prize. Odds of winning first prize are 1,200,000 to 1. One hundred (100) second prizewinners will receive a Gran Turismo 3 A-spec branded fleece jacket and lunch cooler (approximate retail value of \$100.00). Odds of winning 2nd prize are 12,000 to 1. Five thousand (5,000) third prizewinners will receive a Gran Turismo 3 A-spec branded T-shirt (approximate retail value of \$10.00). Odds of winning third prize are 240 to 1. Sponsor reserves the right to substitute prize of equal or greater value if prize is unavailable. Prizes are non-transferable and no substitutions allowed. Please allow 8-10 weeks for delivery of prizes and/or travel documentation.

Sweepstakes & Warranty

ELIGIBILITY: Promotion is open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Where permitted by law, winner may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 14 days of receipt or forfeit prize. If the winner is a minor, then prize may be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree that Sony Computer Entertainment America Inc., and their affiliate companies, subsidiaries, parent companies, advertising and promotion agencies, and their respective officers, directors, employees, representatives and agents will have no liability whatsoever for and will be held harmless against any injuries, losses and damages of any kind alleged to or resulting in whole or in part, directly or indirectly, from acceptance, possession, misuse or use of any prize or participation in this game. Winner agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes (federal, state or local if any), or expenses that winners might incur as a result of this sweepstakes or receipt of prize.

WINNER'S NAME: To obtain the name of Grand Prize winner, send a stamped, self-addressed envelope to: Decode & Drive Sweepstakes Winner, 1407 Airport Road, Suite 2090, Monroe, NC 28110. Winner's name requests will be fulfilled within four weeks after all prizes have been awarded. Requests for winner's name must be received by February 28, 2002.

RESTRICTIONS: Void where prohibited or restricted by law. Any game piece that is forged, altered, defaced or tampered with in any way, or contains printing errors, or is obtained through other than official channels, is void. In the event that production, printing or other error cause more than the stated number of 5,102 winners, Sponsor reserves the right to terminate the promotion and award all prizes in a random drawing from among all eligible prize claims. Sole liability for any game piece containing printing or other errors is limited to replacement with another game piece while supplies last.

SPONSOR: Sony Computer Entertainment America Inc., Foster City, California 94404.

Limited Warranty

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either to repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404

www.scea.com

Gran Turismo™3 DECODE & DRIVE sweepstakes



Drive away with car payments for a year.

Or maybe it's a day at Skip Barber Racing School.

Then again, you might get to drive your friends crazy with a GT3-branded fleece & cooler set or T-shirt.

Thousands of prizes, thousands of winners.

Visit www.scea.com and click on the GT3 **Decode & Drive** link. Then hold your decoder game piece up to the screen and decode to see if you have won. Remember, you can't win if you don't play...



No purchase necessary. Sweepstakes ends 1/31/02. Open to US residents only. Void where prohibited. See www.scea.com or inside game manual for complete rules.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family Logo are registered trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.