

# GRAN TURISMO 2

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**London December 1999** - Sony Computer Entertainment Europe announce the highly anticipated release of Gran Turismo 2 - the world's most advanced racing game. Continuing SCEE's tradition of bringing the most realistic and advanced videogames to the market, Gran Turismo 2 will launch across PAL markets on 2<sup>nd</sup> February 2000.

The original Gran Turismo is the best-selling racing videogame of all time - which to date has shipped over 7 million units world-wide. Building upon the winning formula that made GT a huge success, Gran Turismo 2 has been developed and produced by Polyphony Digital (a satellite company of Sony Computer Entertainment Inc.).

Gran Turismo 2 represents the evolution of the most comprehensive driving simulator. That includes at least 33 car manufacturers from all over the world, over 500 individual car models, at least 20 different tracks and around 60 license tests - from comparatively normal to challengingly difficult! Gran Turismo 2 also brings "The Real Driving Simulator" to the world of Rally Racing; realistic track simulation, real car physics and the superb DUAL SHOCK vibration effects that enthusiasts have not only come to expect - they now demand!

With a huge amount of European brands (more than 50% of the manufacturers appearing in GT2 are from here in Europe), Gran Turismo 2 offers all-new challenges to the player in a way that represents real life like never before. All PlayStation driving games are now obsolete.

## **Key Features:**

- New Rally courses, bringing the realistic GRAN TURISMO revolution to the Rally circuit.
- 20 new courses, including the celebrated Laguna Secca, licensed to GRAN TURISMO 2.
- Approximately 60 License tests to determine eligibility to compete in every competition.
- GRAN TURISMO enthusiasts can continue playing with GRAN TURISMO 2 without having to pass licence tests again - all GT1 licences saved to Memory Card will allow immediate access to comparative licences in GT2.
- 34 manufacturers from around the world, 8 from America, 6 from Japan and 19 from across Europe including Jaguar, Mercedes, BMW, Lotus, Alfa Romeo, TVR, Aston Martin, Nissan, Honda, Toyota, Mitsubishi, Chrysler, Ford, Rover, Chevrolet...
- Over 500 individual vehicles, including both road and race-model alternatives for many models
- Each car possesses individually tailored car physics and handling properties.

- Full maintenance, upgrade and valet service available. Buy, tune and trade parts to create the ultimate racing machines.
- Ultra-cool soundtrack featuring some of the top music artists with exclusive remixes and specially-recorded tracks.
- Replays so detailed they could be mistaken for a real televised race - the Replay Theatre allows you to watch replays again and again, enabling players to review their glorious victories or humiliating defeats and save the sequences onto a Memory Card.
- Full compatibility with the Analog Controller (DUAL SHOCK), offering the smooth handling and perfect precision that comes with analog control, but with the added dual frequency vibration - feel every bump and turn, and experience even greater sensation and realism.

Visit our dedicated website :

**[www.playstation-europe.com/GT2](http://www.playstation-europe.com/GT2)**

<b>Developer:</b> Polyphony Digital <b>Genre:</b> Racing Simulation <b>No of Players:</b> 1-2 <b>Peripherals:</b> Analog Controller (DUAL SHOCK), Memory Card
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