ARCADE & GRAN TURISMO MODES: There are two distinct game styles in GRAN TURISMO 2, presented on separate discs. Disc 1 contains the **ARCADE** mode, a quick-start entry into GRAN TURISMO racing. This is the best starting place for novices. It can be played by one or two players. Experienced drivers might want to go straight to the **GRAN TURISMO** simulation mode on disc 2. You can enter races, win more money and buy or tune your own cars. In addition to the cars that are provided, cars bought or tuned in the GRAN TURISMO MODE can also be used in the ARCADE MODE. Work your way through this mode to access more cars and tracks.

HOW TO PLAY GRAN TURISMO

If you are using an Analog Controller (DUAL SHOCK), GRAN TURISMO™ 2 can be played using the directional buttons or the left stick. When using the left stick, ensure the ANALOG mode switch is on (the LED will light up Red). The vibration function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the Options menu.

Directional buttons / left stick:	STEER / MOVE CURSOR ON MENUS
[CROSS] button:	ACCELERATE / SELECT, CONFIRM ON MENUS
[CIRCLE] button:	HAND-BRAKE / SELECT, CONFIRM ON MENUS
[TRIANGLE] button:	REVERSE / CANCEL ON MENUS
[SQUARE] button:	BRAKE / CANCEL ON MENUS
L1 button:	REAR VIEW
R1 button:	CHANGE VIEW
L2 button:	SHIFT DOWN A GEAR (MT only)
R2 button:	SHIFT UP A GEAR (MT only)
START button:	PAUSE

The configurations above are the default settings, and can be changed on the OPTION menu. To unpause the game, select CONTINUE from the Pause menu. To end the race from the Pause menu, select GAME END.

THE MAIN MENU: The structure for the Main Menu remains the same regardless of which game mode you decide to play. To make a selection from the Main Menu, use your directional buttons or the left stick of your Analog Controller (DUAL SHOCK) to highlight an option, then press the [CROSS] button to confirm the selection. The Main Menu contains the following sub-menus:

START GAME MODE: Enter the Game-Mode Menu.
REPLAY THEATER: Play and manage your replay data.
OPTION: Change various game settings.
SAVE GAME: Save your current scores and settings to Memory Card.
LOAD GAME: Load previously-saved game data from a Memory Card.
COMMUNICATION: Records can be integrated and cars bought and sold between two sets of game data. Select from the menu to mix your car data from one Memory Card to another, check on Record Data, Trade cars or load your licenses from GT1. This saves you from having to retake comparative tests in GRAN TURISMO 2.

MAP MENU

The Map Menu on the GRAN TURISMO Simulation disc lets you move to any of the various menus shown just by using the directional buttons to move the arrow icon over to the appropriate menu and pressing the [CROSS] button to select. The category of each menu is indicated by its icon. Select the EXIT icon (the picture of a man and an arrow) to return to the Main Menu.

CITY:	Select this to make selections from a second map, which presents the various selections of dealerships depending on which CITY menu to activate.
EXIT:	Return to the Main Menu.
HOME:	Check the cars you currently own, car changes and game records.
WHEEL SHOP:	Buy wheels. Select a brand to see the choice of wheels available to you.
LICENSE:	For obtaining the licenses you need to enter races.
GO RACE:	Use this menu to enter any of the various races open to you.
MACHINE TEST:	Race a test course to check your car's performance and determine its limits.

CAR WASH: Used for cleaning cars that have become dirty during racing.

CREDITS: You begin a new game with a limited amount of credits (Cr). Start out by looking for a USED CAR that you can afford with this number of credits. After each race, drivers are awarded prize money commensurate with their performance. This prize money can be saved up to BUY parts and other cars.

GRAN TURISMO DISC 2: THE FLOW OF GAMEPLAY

On disc 2, the objective is to collect prize money by winning races and then use that prize money to upgrade to better, faster cars in order to win the more advanced races.

i) PURCHASING A CAR: You must purchase a car in order to race. You can then choose to race this car immediately or allow it to be stored in your garage.

ii) GETTING A LICENSE: A racing license is needed to enter most races. Each licence has a number of tests that must be passed to gain the licence.

iii) RACING: The races are divided into different skill levels and different types of cars. The more difficult the race, the higher the prize money, so the objective is keep moving up to harder and harder races.