// Translation notes: Please refer to GT1 manual for advice. Please leave words within << >> marks bilingual. Words in " " denote sections or phrases found elsewhere in the manual and should be translated exactly to match.

// Design notes: Please remove all << >> marks during layout, but leave in all "" marks. Replace text in [ ] with corresponding button shape or with directional arrow.

a1)
// Following Legal line to appear at the bottom of the Language/Logo page:

a2)
# <<GRAN TURISMO 2>> SOFTWARE MANUAL

**GRAN TURISMO 2** is the World's most advanced racing game. This game was carefully designed to create the simulation of real race-car driving.   Just about every racing nuance imaginable has been incorporated to deliver the most heart-pounding physics and realistic experience.

When hitting the racetrack, smoothness is the key to doing well. Sudden steering, braking, or acceleration inputs should be avoided. On pavement, tyre-smoking slides may look spectacular, but a car that is sliding is slower than one that is not, and damages its tyres. (Sliding is more acceptable for off-road racing.) Different cars will handle and react differently. Proper suspension set-up, including tyres, springs, shock absorbers, and anti-roll (sway) bars, is important. As is the case with real race-cars, there are no "driver aids" in GRAN TURISMO 2. This means no systems that make it easier for the driver to maintain control in difficult conditions, such as anti-lock brakes, traction control, and stability control systems.

a3)
## <<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>>. See the relevant sections later on in this manual for more information.

a4)
# SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the GRAN TURISMO 2™ disc for the mode you wish to play and close the Disc cover.   Turn the PlayStation® ON at the POWER button.

//box-out

> **Do not insert or remove peripherals or Memory Cards once the power is turned on.** Make sure there are enough free blocks on your Memory Card before commencing play. If a Memory Card containing game data is inserted into Memory Card slot 1, the data will be automatically loaded on start-up.

// end box-out

a5)
# SELECTING A LANGUAGE
Use the directional buttons to highlight your language and press the [CROSS] button to select the language and advance to the Main Menu. PLEASE NOTE: It is not possible to change your language in-game after this point.

b1)
# HOW TO PLAY GRAN TURISMO

## i) USING AN ANALOG CONTROLLER (DUAL SHOCK)

// pic of Analog Controller (Dual Shock) with full labels (consult existing documents for localised versions)

**MENU OPERATIONS**

| | |
|---|---|
| Directional buttons: | MOVE CURSOR |
| [CROSS] button: | SELECT / CONFIRM |
| [CIRCLE] button: | SELECT / CONFIRM |
| [TRIANGLE] button: | CANCEL |
| [SQUARE] button: | CANCEL |

b2)
**RACING OPERATIONS**
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 |
| [CROSS] button: | ACCELERATE |
| [CIRCLE] button: | HAND-BRAKE |
| [TRIANGLE] button: | REVERSE |
| [SQUARE] button: | BRAKE |
| 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>>.

b3)
## ii) USING A neGcon™
// pic of neGcon with labels

When using a neGcon™, refer to the instruction manual supplied with the neGcon and remember to configure the Analog settings correctly via the "OPTION" menu.

**MENU OPERATIONS**

| | |
|---|---|
| Directional buttons | MOVE CURSOR |
| I button: | SELECT / CONFIRM |
| A button: | SELECT / CONFIRM |
| II button: | CANCEL |

| | |
|---|---|
| B button: | CANCEL |

b4)
**RACING OPERATIONS**

| | |
|---|---|
| Twist: | STEER |
| I button: | ACCELERATE |
| A button: | HAND-BRAKE |
| B button: | REVERSE |
| II button: | BRAKE |
| L button: | REAR VIEW |
| R button: | CHANGE VIEW |
| [DOWN] directional button: | SHIFT DOWN A GEAR (MT only) |
| [UP] directional button: | SHIFT UP A GEAR (MT only) |
| START button: | PAUSE |

**NOTE:** For operating instructions, refer to the instruction manual supplied with your neGcon™. The configurations above are the default settings, and can be changed on the <<OPTION>> menu.

c1)
# REPLAY MODE

During replays, either post-race or via the <<REPLAY THEATER>>, you can change the view or the car being tracked. Use this feature to analyse your own racing style objectively and compare it to other drivers.

c2)
**REPLAY OPERATIONS:  ANALOG CONTROLLER (DUAL SHOCK™)**

| | |
|---|---|
| [UP]/[DOWN] directional buttons: | CHANGE CAR BEING TRACKED |
| START button: | END REPLAY |
| L1 button: | PLAY PREVIOUS LAP (<<TIME ATTACK>> only) |
| R1 button: | PLAY NEXT LAP (<<TIME ATTACK>> only) |

c3)
**REPLAY OPERATIONS: neGcon™**
| | |
|---|---|
| [UP]/[DOWN] directional buttons: | CHANGE CAR BEING TRACKED |
| START button: | END REPLAY |
| L button: | PLAY PREVIOUS LAP (<<TIME ATTACK>> only) |
| R button: | PLAY NEXT LAP (<<TIME ATTACK>> only) |

c4)
**CAR SETTINGS**
On the car settings menu, use the L1/R1 buttons to switch between <<CHANGE PARTS>> AND <<ADJUST SETTINGS>>. When using a neGcon™, use the L and R buttons.

// start new page
d1)
# THE MAIN MENU

// screenshot of 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. |

d2)
# THE RACE SCREEN

The screen composition may vary slightly according to the type of race you are playing or the type of car you are driving, but as a rule game screens will contain most of the following elements:

- POSITION
- LAP NUMBER / TOTAL LAPS
- TOTAL TIME
- LAP TIME
- COURSE MAP
- COURSE RECORD
- BEST LAP
- TACHOMETER
- CURRENT GEAR
- SPEEDOMETER
- BOOSTMETER (Turbo cars only)

**NOTES:** The rear view mirror is available in the In-Car view only. On the course map, your position is indicated in red, and your opponents' positions are indicated in green.

e1)
# <<REPLAY THEATER>>

**REPLAY FILES**
The size of replay files is displayed in units called SECTORS. You can allocate 3 to 15 Memory Card blocks depending on the amount of free blocks there are on your Memory Card.

**NOTE:** Depending on the type of peripheral you are using, and the amount of laps selected, the number of sectors required for a save will vary. This may also affect the length of the replay – some races might not be replayed in their entirety.

e2)
**SAVING REPLAY FILES**
When there is no replay data saved to a Memory Card, you can create replay data. You will need a Memory Card with a minimum of 3-15 free Memory Card blocks available. Depending on the size of your replay data you might require an additional Memory Card for your normal race mode saves.

e3)
**REPLAY THEATER MENU**

This menu is for managing replay files saved onto Memory Cards. You can use it to replay a race, to change the title of a file, or to delete a file.

| <<LOAD REPLAY>>: | Load and play replay files – you can select <<RACE>> or <<TIME ATTACK>> replays. Note that the <<TIME ATTACK>> replay will play just your last 3 laps. |
| --- | --- |
| <<RENAME & DELETE>>: | Change the name of your data file or delete data. |
| <<COPY REPLAY>>: | Copy replay data between Memory Cards in Memory Card slot 1 and Memory Card slot 2. |
| <<DEMONSTRATION>>: | The GRAN TURISMO 2 discs contains various replay files which can be used as a reference to improve your driving skills or watched like a movie simply for the fun of it. Here you can select a pre-recorded replay file from the game Disc. |

f1)
# <<OPTION>>

This menu contains sub-menus relating to game settings and operations. Select the option you require from the following menus:

## <<GLOBAL OPTION>>

A screen for race settings, music and Controller settings.

| <<CAR DAMAGE>>: | Set car damage. Please note, switching car damage on will affect your driving performance but NOT the appearance of your vehicle. |
| --- | --- |
| <<REPLAY INFORMATION>>: | Set information displayed on the screen during replay. |
| <<DEFAULT INFORMATION>>: | Set the view at the start of a race. |
| <<CHASE VIEW>>: | Set chase characteristics of the <<DISTANT>> camera view. |
| <<COURSE MAP>>: | Set course map display. |
| <<VIEW ANGLE>>: | Set the breadth of the race screen viewpoint. |
| <<GHOST TYPE>>: | Set "Ghost" type. |
| <<RACE BGM>>: | Select volume of back-ground music during races. |
| <<SOUND EFFECT>>: | Set volume of the sound effects. |
| <<SPEED DISPLAY>>: | Set speed display. |
| <<VIBRATION>>: | Toggle vibration function of Analog Controller (DUAL SHOCK) <<ON>> or <<OFF>>. |

f2)
### <<ANALOG SETTING 1P / 2P>>
In this screen you can adjust the neGcon™ settings, including the operation of the steering, the accelerator and the brake in-game. Please note: This is an option for the analog capabilities of the neGcon™ and NOT the Analog Controller (DUAL SHOCK). Should you wish to adjust your Analog Controller (DUAL SHOCK) settings you may do so through the <<BUTTON CONFIGURATION>> option.

Select the item you want to adjust using the UP and DOWN directional buttons and change the settings using the LEFT and RIGHT directional buttons. Pressing the R button allows you to set the sensitivity for the item selected.

f3)
### STEERING
<<CENTRE>>: Set the centre position of the steering wheel.
<<MARGIN>>: Set the amount of play for the steering wheel
<<MAX>>: Set the maximum position of the steering wheel

f4)
### ACCELERATION
<<MARGIN>>: Set the amount of play for the accelerator
<<MAX>>: Set the maximum position of the accelerator

f5)
### BRAKE
<<MARGIN>>: Set the amount of play for the brake
<<MAX>>: Set the maximum position of the brake

f6)
**<<BUTTON CONFIGURATION>>**

This screen alters the Controller configuration settings during the game. Select the item you wish to change using the UP & DOWN directional buttons and press the button you would like to set for that function. If you are using an Analog Controller (DUAL SHOCK), set the Analog mode switch ON (LED indicator lights up RED). You can now change the settings of the items marked with arrow marks on the screen using the LEFT & RIGHT directional buttons.

Keep the START button pressed and move the directional buttons to set the button operations. Selecting <<DEFAULT>> returns you to the normal button settings, whilst selecting the <<EXIT>> icon finishes button configuration selection.

| | |
|---|---|
| <<STEERING>>: | Steering wheel operation |
| <<ACCELERATION>>: | Accelerator |
| <<BRAKE>>: | Brake |
| <<REVERSE>>: | Reverse |
| <<SIDE BRAKE>>: | Hand-brake |
| <<SHIFT UP>>: | Shift up |
| <<SHIFT DOWN>>: | Shift down |
| <<REAR VIEW>>: | Rear-view mirror |
| <<CHANGE VIEW>>: | Change view. |

f7)
**<<ARCADE OPTION>>**
This screen is for settings in the <<ARCADE MODE>>.

| | |
|---|---|
| <<SINGLE PLAYER OPTION>>: | For changing settings for <<SINGLE PLAYER>> races. Set the No. of laps and configure the level of tyre wear (for <<ROAD RACE>> only). |
| <<2 PLAYER BATTLE OPTION>>: | For changing settings in the <<2 PLAYER BATTLE>> mode. In addition to the <<SINGLE PLAYER>> options you can also set the <<SLOW CAR BOOST>>, an assist function for slow players, and configure the <<OFFSET START POINT>>, a handicap setting for the players' start points. |

g1)

# DISC 1 – <<ARCADE MODE>>:

Select <<START GAME>> from the Main Menu to open the <<ARCADE MODE>> menu.

g2)
## SELECT YOUR RACE MODE
On the <<ARCADE MODE>> menu, you can choose from two racing modes – <<SINGLE PLAYER>> or <<2PLAYER BATTLE>>. You can also access <<GOODIES>> and <<LOAD GUEST GARAGE>> menus (consult the relevant sections in this manual for more information). Use the UP/DOWN directional buttons to highlight an option and press the [CROSS] button to confirm the selection.

g3)
**<<SINGLE PLAYER>>**
On this menu, you can choose from the following game options:

| | |
|---|---|
| <<ROAD RACE>>: | Arcade-style racing on road-based tracks. |
| <<DIRT RACE>>: | Rally-style racing, off-road. |
| <<TIME ATTACK>>: | In this mode, your car races around the track alone to gain the fastest lap-time possible. It is possible to display Time Attack replay data as a "Ghost" car. Please consult the section on "Ghost cars" for more information. |
| <<OPTION>>: | Choose various game options. |

Here, the <<ROAD RACE>> mode is used as an example to explain the flow of gameplay in the <<ARCADE MODE>>. For more information, see the individual sections on each option throughout this manual.

g4)
## <<LEVEL SELECTION>>
Select the level of difficulty for the race – choose between <<EASY>>, <<NORMAL>> and <<HARD>>. When playing for the first time, try the <<EASY>> beginner's level. Now you need to select the car you want.

g5)
## <<CLASS SELECTION>>
Select the class you wish to enter. The cars which can enter each class are denoted. If you have saved cars from the <<GARAGE>> in <<GRAN TURISMO MODE>> to a Memory Card, you can select <<GARAGE>> and use these cars to enter races corresponding to their respective car classes.

Use the UP/DOWN directional buttons to highlight an option and press the [CROSS] button to confirm the selection.

**<<CLASS-A>>:**      Sports Car Class
**<<CLASS-B>>:**      High Performance Car Class
**<<CLASS-C>>:**      City Runner Class
**<<HOME GARAGE>>:**    Select a vehicle from your own "Garage" of cars (via Memory Card slot 1).
**<<GUEST GARAGE>>:**  Choose from the "Garage" of another player (via Memory Card slot 2).

g6)
## <<CAR SELECTION>>
// screenshot of car selection screen with boxout to one side and line-outs pointing to relevant sections of screen

Once you select the car to you wish to drive, cars of similar rank are automatically selected as the rival cars that you will race against. The performance graph uses a rating system to rate three aspects of car performance: <<WEIGHT>>, <<MAX POWER>> and <<MAX TORQUE>>. The bar-charts in the bottom-left corner of the screen rate the car according to <<MAX SPEED>>, <<HANDLING>> and <<ACCELERATION>>.

g7)
## <<TRANSMISSION>> SELECTION
Here, indicate the type of gear-type you want:
<<AT>>:           Automatic transmission
<<MT>>:           Manual transmission

g8)
## <<SETTINGS>> SELECTION
Select the driving style for your car. When racing to achieve the fastest time possible, select <<RACING>>. For flashier driving, select <<DRIFT>>. Press the [CROSS] button to make your selection:

g9)
## <<COURSE SELECTION>>
Use the LEFT/RIGHT directional buttons to select the course you wish to race on and press the [CROSS] button to confirm the selection:

Next, you'll advance to the Starting Grid. **You're now ready to race!**

g10)
# RACING
This is a two-lap race against five rival cars. You automatically start this race in the last position each time and the race ends as soon as two laps are completed.

**PAUSE MENU**

During a race, press the START button to open up the Pause Menu. Use the [UP] / [DOWN] directional buttons to highlight either <<CONTINUE>> or <<EXIT>>. Press the [CROSS] button to <<CONTINUE>> and return to the current race; press the START button to select <<EXIT>> and quit the current race.

g11)
**<<REPLAY>>**
The most recent race is replayed. The replay can be stopped by pressing the START button.

**SETTING A <<NEW RECORD>>**

When the record time or the best lap time is broken, then the <<NEW RECORD>> screen appears. Should you break a record, a Name Entry screen will appear; enter your name by moving the cursor to each letter or character one at a time. Select <<END>> to finish. Records can be checked by consulting the Course Selection screen and inspecting each track individually.

g12)
# AFTER THE RACE

**POST RACE MENU**
This menu appears after the end of each race. To return to the <<ARCADE MODE>> menu, select <<EXIT>>. The options available may vary according to the type of race you compete in.

| | |
|---|---|
| **<<REPLAY>>:** | The most recent race is replayed. |
| **<<TRY AGAIN>>:** | Run the same race again under the same settings and conditions. |
| **<<SETTING>>:** | Appearing in <<TIME ATTACK>> mode only, you can adjust the setting of your <<SUSPENSION>>, <<TIRE & WHEEL>>, <<BRAKE>>, <<DRIVETRAIN>>, <<ENGINE>>, <<MUFFLER/AIR CLEANER>> and <<OTHERS>>. For more information on the individual parts, please consult the GRAN TURISMO DRIVING STRATEGY GUIDE later on in this manual. |
| **<<RECORD>>:** | Check your best times here. |
| **<<LOAD GHOST>>:** | Once you have attempted a <<TIME ATTACK>> race and saved your "Ghost" (a driver that will race exactly according to your performance in the race), you will be able to load in the "Ghost" to race against in subsequent <<TIME ATTACK>> races. |
| **<<SAVE REPLAY>>:** | Saves the replay data for the current race. |
| **<<OPTION>>:** | Adjust your game settings. |
| **<<EXIT>>:** | Return to the <<ARCADE>> menu |

h1)
# OTHER MODES AND MENUS

## <<TIME ATTACK>>

In the <<TIME ATTACK>> mode, your car races around the course alone, the objective being to achieve the fastest lap time possible. As in the <<SINGLE RACE>> mode, begin by selecting your class, car and course. When the pre-race menu appears, select <<START>> to begin the race.

| | |
|---|---|
| <<START>>: | Start <<TIME ATTACK>> race |
| <<LOAD GHOST REPLAY>>: | Loads ghost data |
| <<EXIT>>: | Returns you to the <<ARCADE>> menu |

h2)
**GHOST CARS**
A "Ghost" car is a rival car that is transferred onto the course from replay data. When replay data is loaded to generate ghost cars, they will race against you in the <<TIME ATTACK>> mode as solid incorporeal rival cars that pass through you car without impacting against it.

Only replay data from a race run in the <<TIME ATTACK>> mode and on the same course as the one you have selected can be used to generate ghosts.

In <<TIME ATTACK>> mode, if you press the START button, the game will pause and bring up the Pause menu, where you will be able to select the <<GHOST CAR ON/OFF>> option. During a race, peripherals which have a SELECT button can use it to toggle the Ghost car on and off – peripherals without a SELECT button e.g neGcon should use the Pause Menu to switch the Ghost car on and off.

h3)
# <<2 PLAYER BATTLE>>

In this mode, two players race against each other, each using a separate Controller. Players select their respective class, car, transmission and settings on a split screen that is divided horizontally. After each selection is entered, Player 1 selects the course and the race begins.

h4)
**RACE SCREEN**
The race takes place on a horizontally split screen. Each player can change the view independently of the other player, but the rear-view mirror does not appear in either view.

h5)
# <<GOODIES>>

This lets you check on how much of each course you have cleared in the <<SINGLE RACE>> mode.

h6)
# <<LOAD GUEST GARAGE>>

For racing purposes, "GARAGE" information from <<GRAN TURISMO MODE>> can be read from Memory Card slot 1 or Memory Card slot 2. As this information is just for racing, the game data will not be updated.

h7)
# <<LOAD GAME>>/<<SAVE GAME>>

> **Caution:** Do not remove the Memory Card while an operation on this menu is in progress. Doing so may result in the loss of data on the Memory Card or cause the game to malfunction. It is advised that you do not insert or remove Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

It is possible to load and save game data. Note that loading or saving game data will change all <<OPTION>> settings, and all data in the <<ARCADE MODE>> and the GRAN TURISMO mode to the settings that were originally saved onto the Memory Card.

h8)
**<<LOAD GAME>>/<<SAVE GAME>>: THE FLOW OF OPERATIONS**
Select the Memory Card slot you wish to access. The contents of the Memory Card in that Memory Card slot are displayed. To load data from or save data to this Memory Card, select <<YES>>. To cancel without loading or saving data, press the [TRIANGLE] button.

Game data for the <<OPTION>> settings, <<ARCADE MODE>> and <<GRAN TURISMO>> mode are all written to a single game data file occupying 4 Memory Card blocks, and only one game data file can be stored on a single Memory Card.

// start new page
j1)

# DISC 2 – <<GRAN TURISMO MODE>>

The GRAN TURISMO mode allows you to experience the realism and thrill of authentic auto racing. Savour the joy of winning a race in a car customised by you to your own specifications.

## STARTING THE GAME
From the Main Menu, select <<START GAME>> to bring up the map screen. Scattered across the map, surrounding the player's <<HOME>>, are dealerships, each carrying a list of models for that individual car manufacturer. Click the appropriate icon and step into the world of GRAN TURISMO.

### RESUMING PLAY
If you have stored data from a previous <<GRAN TURISMO>> mode race onto a Memory Card, you can resume play where you left off. Simply use the directional buttons to highlight <<HOME>> on the map screen and press the [CROSS] button to enter, then select the <<LOAD&SAVE>> icon from the next menu. Pick <<LOAD>>, then use the LEFT or RIGHT directional buttons to highlight the Memory Card you wish to load from (<<MEMORY CARD 1>> or <<MEMORY CARD 2>>).

j2)
## MAP MENU
// screenshot with following para to one side

The Map Menu 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.

j3)
# GRAN TURISMO: THE FLOW OF GAMEPLAY

In the GRAN TURISMO mode, 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.
Here, a tutorial describes the flow of gameplay in the GRAN TURISMO mode.

**i) PURCHASING A CAR:** You must purchase a car in order to race. Because of the low number of credits you start with, begin by looking at a <<USED CAR>>. Of course, once your financial standing improves, you can start buying new cars. 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. Upon taking and passing the predetermined test, you will be presented with a license. See the section on Licenses for more details.

**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.

j4)

# i) BUYING A CAR

You'll have to <<BUY>> a car in order to race. Use the directional buttons to move the cursor to one of the <<CITY>> icons to progress to a dealership menu. From here you can select a dealer and go on to purchase a car.

j5)
## SELECTING A CAR TO BUY
After you select <<BUY>>, a list of all currently available car models appears. To select the car you want to buy, move the cursor up or down to highlight that car.

Align the cursor and press the [CROSS] button. As the inventory of used cars changes regularly, it's a good idea to check back here frequently.

Next, the car you have selected appears. Examine the <<SPEC>> and <<INFO>> screens and decide whether or not you want to purchase the car. To <<BUY>> the car, highlight the <<BUY>> icon and press the [CROSS] button.

**NOTE: Car colour cannot be changed when buying a used car.**

j6)

# ii) TAKING YOUR LICENSE

After purchasing a car, the next step is to obtain a racing license. All licenses are obtained on the <<LICENSE>> menu, reached via the Map menu. This is an overview of the general flow of operations for taking your license test, but for a more detailed explanation, please consult the <<LICENSE>> section later on in this manual.

## TAKING A LICENSE TEST
A license test comprises a number of preliminary tests and 1 final test. Unless you take and pass the preliminary tests (starting at the top of the Test List), you cannot take the final test, which is at the bottom of the Test List. When you select a test, a description of the test appears.

j7)
## ABOUT THE TEST DESCRIPTIONS
This screen gives the test instructions and the requirements for passing. Read the text carefully before taking the test. Once you select the type of transmission you want (AT or MT), the test begins. Press the [CROSS] button to enter your selection.

• The preliminary tests do not have to be taken in the order in which they appear on the Test List, but taking them in this order will enable you to refine your driving skills.
• When taking a license test, you will use a car prepared especially for testing purposes.
• After taking the test, a cup commensurate with your test performance will appear in the column of tests from the Test List that you have passed.

j8)
## Viewing the Test Results after passing a test
The results screen appears once the test is completed. There are three levels of passing performance. In ascending order, they are: BRONZE, SILVER and GOLD. In other words, GOLD is awarded to drivers who demonstrate the best possible performance on the test. To return to the post-test menu, press any button.

j9)
## Viewing the Test Results after failing or retiring

After failing or retiring, press any button to proceed to the post-test menu, just as you would do after passing the test.

- You can also retake a license that you have already passed to improve your grade.
- Even if you fail a preliminary test, you can still take the next preliminary test (though you cannot take the final test until you've passed all the others).
- Selecting the <<EXIT>> icon does not delete the pass status information.

j11)
# iii) SELECTING THE TYPE OF RACE

After successfully obtaining a license, you are now ready to enter a race. Select <<GO RACE>> from the Map Menu. Then, depending on the license(s) you have, select the category of race you wish to enter.

**<<TEST RUN>>**
This is the last test run of the course before the final race. Take advantage of this opportunity by reviewing any mistakes you made during the qualifying runs and by changing to final race settings, for instance.

**<<START RACE>>**
At last it's time for the finals. Here you compete for 1st place with 5 rival cars.

k1)
# MENUS – a quick summary

**i) MAP MENU**
On the Map Menu, each separate menu is represented with an icon and a name. To bring up a menu, simply click on the menu's icon.

**ii) <<HOME>>>**
For viewing the cars you have purchased, displaying your car changes and record times, and loading and saving game data.

**iii) <<CITY>>**
This menu is used for buying new and used cars and tune-up parts, and for selling the currently selected car.

**iv) <<LICENSE>>**
For obtaining the licenses you need to enter races.

**v) <<GO RACE>>**
Select this menu to enter any of the various types of races, including 2-player races.

**vi) <<MACHINE TEST>>**
Race a test course to check your car's performance and determine its limits.

**vii) <<CAR WASH>>**
When your car gets dirty from racing, click here to wash it and get it clean for the next race.

m1)
# <<HOME>> MENU
From the Map menu, use the directional buttons to highlight the <<HOME>> icon and press the [CROSS] button to enter. From here you can select cars from your garage, check your game status and view copyright information.

m3)
# CAR DEALERSHIPS

At the car dealership you can buy new and used cars, tune-up parts, and register to enter races which are specifically for only one make of car. The options you can select from the car dealership are as follows. According to the manufacturer, there may be options that are unavailable.

| | |
|---|---|
| <<NEW / USED / LINEUP>>: | Purchase a new or used car here. The label for this option changes according to the dealership you have selected. NOTE: You cannot change the colour of a used car. The stock of used cars will change regularly. |
| <<TUNE>>: | Again, the label for this option changes according to the dealership you have selected, but the icon remains an image of a spanner throughout. Here you can purchase various types of parts and have your car tuned here. Depending on the parts it may also be possible to change the settings. |
| <<SPECIAL>>: | This is where specially tuned authentic racing cars can be purchased. The prices may be exorbitant, but these advanced machines far outperform the mass-production models. |
| <<RACE>>: | Starts a race only for the type of manufacturer's car which is being selected. You can only enter if you are in a car that meets the requirements. |

j1)
# <<GO RACE>> MENU

| | |
|---|---|
| <<GT LEAGUE>>: | Race in Official League competitions |
| <<DIRT EVENT>>: | These are racing events held on off-road tracks. |
| <<SPECIAL EVENT>>: | Unique racing events |

m1)
## <<MACHINE TEST>>
This is for testing your car's performance, such as acceleration and top speed.

m2)
## <<CAR WASH>> MENU
When your car gets dirty from racing, bring it here to get it clean. Select <<WASH!>> to give your car the complete valet service – one service costs 5,000 credits.

WASH!

**NOTE:** Whilst dirt does not affect a car's performance, it will be visible on your car in the replays if you do not enter it for a valet service.

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For more information, please consult the following section – the GRAN TURISMO 2 DRIVING STRATEGY GUIDE.

// insert Driving Strategy section here

// Insert credits here