

Gran Turismo 4 – Reality Bites

Driving Heaven with 700 cars, more than 50 tracks and new tuning mode

Four years of development work comes to an end today as Sony Computer Entertainment Europe's eagerly awaited Gran Turismo 4 blasts onto the shelves. Pitched by designer Kazunori Yamauchi on his first day at Sony saying "I want to drive my own car on my television", GT4 today is the real driving experience...

Each track took six months to build and is accurate to within 15mm of the real thing

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Over 30,000 photos were taken of each track

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Each track has over 40km² modeled from aerial photographs, GPS satellite photographs, topographical maps and hand measurements

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Each car takes three months to build using 20 artists, and is based on more than 500 photos

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The cars' engines sound different according to the track surface

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Times on the real race tracks and the in-game ones have a $\pm 1\%$ time difference as experienced by genuine test drivers racing on both

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The Falken and Audi teams used GT to train drivers in advance of the Nurburgring 24 hours race in 2004

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The performances of professional drivers were measured on each track to build a database of timings for the GT AI to draw from

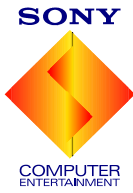
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Each car make and model can be identified purely from the sound of the engine

And...

It would take one year to drive each car for fifteen minutes on each track, and that's excluding personal pit stops and getting your licenses!

More/...



The Gran Turismo series has sold over 36 million copies and GT4 continues where Gran Turismo 3 A-Spec left off. Fuelled by game designer Kazunori Yamauchi's passion for cars, GT4 has taken producers Polyphony Digital four years to develop and is the largest video game ever made. It would take more than 120 days of playing 24-hours non-stop just to sample each car on every track for just five minutes.

More information about Gran Turismo 4 can be found at www.granturismoworld.com

Notes to Editors

For more information about Gran Turismo 4, please contact your local PR Manager.

Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PS one and PlayStation 2 software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. At the end of December 2004, over 39 million PlayStation units had been shipped across these PAL territories, over 101 million worldwide. Between its European debut on 24 November 2000 and the end of December 2004, over 29 million PlayStation 2 units have been shipped across the PAL territories, over 81 million world-wide, making it one of the most successful consumer electronic products in history.

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More information about PlayStation products can be found at <http://www.scee.com> and www.playstation.com.

About Polyphony Digital Incorporated

Polyphony Digital Inc., based in Tokyo, is known for the design and development of the "Gran Turismo" software series for PlayStation, PS one, PlayStation 2 consoles. "Gran Turismo" is the most successful game franchise over the last ten years, and is known for its benchmark setting game design quality and as the pioneer of car physics simulation technology. As of the end of September 2004, the "Gran Turismo" software franchise has sold over 13 million copies across Europe and over 37 million copies worldwide.