

Gran Turismo 4: First For Cars

A Century of Automobile History

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. Gran Turismo 4 packs in over 700 cars spanning over a century of automobile history. Recreated in perfect detail are a number of motoring firsts including the pick of the bunch as chosen by the team at Sony.

1. The first petrol automobile – Benz / Daimler – 1886

Karl Benz is generally accepted as the inventor of the motor car with the Benz 1886 Patent MotorWagen. Shortly afterwards that same year, Benz's fellow countryman Gottlieb Daimler took a stagecoach and adapted it to hold his patented internal combustion engine, thereby designing the world's first four-wheeled automobile, also found in Gran Turismo 4.

2. The first mass produced car – the Ford Model T – 1908

In October 1908, the Model T appeared on the market priced at \$950. Just 4 years after its introduction, ¾ of all cars on American roads were Model Ts. Eventually his mass-production techniques allowed for the manufacture of a Model T every 24 seconds.

3. The first all terrain car for the people – Citroen 2CV - 1949

Originally codenamed the TPV (Toute Petite Voiture), the 2CV was launched in 1948 to public ridicule for its heavy look and sad grey colour. Designed to cross agricultural fields while keeping a basket full of eggs intact, 2CVs start going on expeditions crossing France, climbing mountains and more. In 1958, 2 students took a 2CV more than 100,000kms round the world.

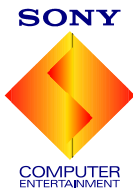
4. The first Supercar – the Mercedes 300SL Gullwing - 1954

The 300SL (3 litre Sport Lightweight) was originally designed as a race car, making its debut in 1952; it made an instant impact that included sweeping the board at Le Mans 24 Hours and at the Nurburgring. In 1957, the Mercedes 300SL Gullwing hit a record breaking top speed of 165mph.

5. The first American muscle car – Pontiac Tempest LeMans 1964 GTO

While other performance cars were full sized hardtops and sedans, the smaller Pontiac GTO with its powerful engine was essentially General Motors' (GM) attempt at the factory Hot Rod.

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However, the engineers had to get by GM's corporate policy prohibiting any intermediate sized car from having large engines. They did this by making the GTO an option on the Tempest/LeMans models. Launched in 1963 as the '64 model, the GTO's legend spread quickly and had a Top 40 song written about it by 'Ronny and the Daytonas'.

6. The first sub-5-second 0-60mph – the Shelby Cobra 427 - 1965

Impressed with light European models, Shelby, a former American race driver, convinced AC Cars of England to give him a body while he worked on Ford to supply him with their new V8 engine. This 1960's car could accelerate to 100mph in 10 seconds, a record that couldn't be beaten for 20 years.

7. The first "the car's the star" in Hollywood – the Alfa Romeo Spider Duetto - 1966

The 1600 Spider was launched in 1966 with a competition to find a name for it, 'Duetto' was declared the winner. In 1967, the Duetto went on to become a Hollywood star, featuring prominently in the Dustin Hoffman film 'The Graduate'. The film popularized the Spider so much that Alfa brought out a special 'Graduate' version for the US market

8. First road worthy car with a tank engine – the Jay Leno 'Tankrod' - 2003

Jay Leno's garage was missing a hot rod so when Randy Grubb, a glass artist with a taste for bizarre vehicles, turned up with the Tankrod, Leno was hooked. Grubb had taken a year off from making \$10,000 antiques-style French paperweights to create the Tankrod beast.

9. The first car to drive like a videogame – Audi TT DSG - 2004

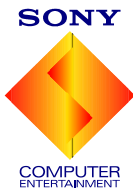
The 2004 model features a unique six-speed transmission called DSG, or direct-shift gearbox, which can be shifted automatically or manually via two small paddles on the steering wheel. The race-bred DSG maintains a permanent flow of power and with no clutch pedal to contend with, the Audi TT DSG drives just like a videogame.

10. The first car named after a video game – Nissan 350Z Gran Turismo 4 edition - 2005

The modern 350Z was inspired by the classic Nissan Z car, now 35 years old. Now Nissan is honouring the romance between modern car fans and the Gran Turismo series by launching a limited edition car named after GT4. Kazunori Yamauchi, GT4 director, says "The release of the Nissan 350Z Gran Turismo 4 Edition is interesting in the way that the virtual has led to a real product."

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

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

Notes to Editors

Sony Computer Entertainment

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 September 2004, over 39 million

PlayStation units had been shipped across these PAL territories, over 100 million worldwide. Between its European debut on 24 November 2000 and the end of September 2004, over 25 million PlayStation 2 units have been shipped across the PAL territories, over 74 million worldwide, 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.