GT Concept 2002 Tokyo-Geneva

E3, May 2002 – Sony Computer Entertainment Europe is pleased to announce the forthcoming release of Gran Turismo Concept 2002 Tokyo-Geneva, a lower-priced and more accessible accompaniment to the racing series that has dominated the world of console gaming since its first edition in 1998, selling more than 26 million units worldwide.

A highly accessible addition to the GT franchise set to broaden the appeal of the series, GT Concept is aimed at those who may find the investment of time and skill necessary to get the best out of the full Gran Turismo experience slightly daunting. It therefore abandons Gran Turismo Mode in favour of an instant-fix, arcade approach, which ensures that even the most inexperienced gamer can jump straight behind the wheel and accelerate away.

This doesn't mean that corners have been cut. If anything, many of the features of Gran Turismo 3 have been improved upon, with minor gameplay and graphical tweaks – until you've seen a car in Gran Turismo, you won't believe how good they can look in a game. And the whole game has been put together with the perfectionism and attention to detail that millions of petrol-heads now automatically associate with the Gran Turismo series.

It also means you still get the enormous variety of cars to drive that you've come to expect, with close to a hundred models to choose from, contributed by major manufacturers from Japan, Europe, Korea and the USA. In keeping with the game's title, however, a number of them are concept cars, of the type normally only seen at motor shows – the kind nobody usually gets to drive. As well as the awe-inspiring concept cars, there is the usual range of production models, as well as race-developed variations, full-on racing cars, rally cars and fantasy models.

You'll race on five courses, dotted about the globe, ranging from the Swiss Alps and the Tahiti-Maze to Tokyo's R246. As you progress, you'll also unlock four special bonuses. There is, of course, the 2-player mode to challenge friends, and if you have an i.LINK, you can prove your dominance in an improved 6-player mode.

With the attention to detail, handling and graphical sumptuousness that has made its sister series a legend, but with a much easier learning curve and

pick-up-and-play immediacy, Gran Turismo Concept is the high-speed, sophisticated but fun driving game for people who thought they couldn't handle Gran Turismo.

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Developer: Polyphony Digital Inc   **Genre**: Racing   **No. of Players:** 1-2 (1-6 with i.LINK)   **Platform:** PlayStation 2
Peripherals: Dual Shock ® 2 Analogue Controller, 8MB PS2 Memory card, i.LINK   **Release Date:** Autumn 2002