

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using SegaDreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

GTA2

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If you want to imagine the future, imagine a boot stamping on a human face forever.

George Orwell:1984

Three weeks into the future. One teeming city. Seven street gangs. Unlimited criminal opportunity.

Society is in rapid decay. With the crime rate soaring and bio-chemical dependency in healthy proliferation, you are about to have the time of your life. The city is on the edge of collapse, with law and order beginning to break down completely. People are running wild, half-addled on food-additives and semi-legal pharmaceutical pills. A giant corporation controls every aspect of society, from entertainment to organ transplants. Everything is polluted, dirty, unpleasant. Life has never been cheaper.

Fueled with desire to make a dishonest dollar any way you can, there's a lot of work available from extremely amoral individuals looking for anyone who knows their stuff. With the police just beginning to lose their patience, this city is never going to be quite the same again.

The only thing that's organized in this town is crime. Every shady activity from brewing moonshine to blackmailing politicians is controlled by one gang or another. Every neighborhood has local hoods that don't appreciate some new guy taking whatever he fancies. So you've got to make these gangs respect you, and give you work. If you're any good they'll employ you, and eventually trust you enough to do some serious work. But if you screw up a job or double cross them, they'll treat you accordingly - like pet food. Do whatever you want, and work for anyone who will have you, but always be careful that the city doesn't bite back. You're not the only tough guy in town, and you're not the only guy looking to borrow vehicles without their owner's consent.

In the meantime, the police have not only become more aggressive, they've now got the help of the FBI and the Army, should things get way out of control.

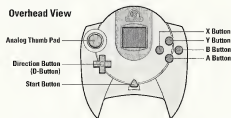
Things are going to get way out of control.

Getting Started

Grand Theft Auto 2 is a 1 player game. Before turning the Sega Dreamcast power On, connect the controller into the control parts of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



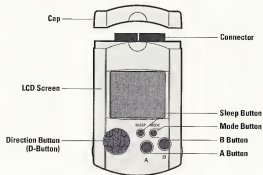
Never touch the Analog Thumb Pad or Triggers L/R while turning the Seg Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

1. Ensure your Sega Dreamcast is set up according to its Instruction Manual; plug Controller 1 into Control Port A - and a Visual Memory Unit (VMU) if you have one.
2. Ensure the Power Button is OFF before inserting the GTA2 Disc, label side up, into the Sega Dreamcast.
3. Press the Power Button ON; the Sega Dreamcast logo will appear; when the Title Screen is shown you are ready to play GTA2.
4. If the Main Menu or Title Screen doesn't appear, press the Power Button OFF; ensure your Sega Dreamcast is set up correctly and the GTA2 disc is properly inserted before pressing the Power Button ON again.
5. And remember! Always ensure the Sega Dreamcast Power Button is OFF before inserting or removing the GTA2 disc while the power is ON. It is also recommended that you don't insert or remove peripherals or Memory Cards once the power is turned on. Make sure you have enough free blocks on your Memory Card once the power is turned ON.

Loading a Saved Game

When you insert the VMU with previously saved files into your Sega Dreamcast, your game will be automatically loaded from the VMU. Unless the Memory Card is unformatted, in which case there are no files to load. From main menu choose resume saved status to load previous games.

VISUAL MEMORY UNIT (VMU)



Save A Game

When you've got a lot to lose and you need a place to hide from the Hell brewing in the outside world (largely due to you), there is one place you know you can turn. Not the bottom of a bottle. Not in the prick of a needle. Not in the arms of a whore in the alley. But in the eternal truth. The big neon pink "Jesus Saves". Centered in each sector of the city you'll see a big neon sign displaying this message. Here you'll be able to save the game, have a break, and come back later in your quest to be the best of the worst.

The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 94 blocks are required to save a game. Your progress is automatically saved for the game every time you die, complete a level or enter a building with the large neon "Jesus Saves" sign out side.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the Memory Card or disconnect the controller.

All right already. Get Ready...From the Main Menu screen, select Options to call up four new options.

Options

Use the Sound Volume and Music Volume options to change the volume balance of sound effects and music during play. You can change the speed of text display during play by selecting Text Speed. And selecting Control Configuration will give you the option to change the game controls to one of five different set-ups to best suit your style.

Who Lives Where

The Zaibatsu Corporation dominate illegal and semi-legal activity across the whole city. Nobody really knows that much about this shadowy monolithic company, but they are perpetually up to no good. In each level, they are joined by two other street gangs who fight against them and each other for control of the city.

- Downtown, the **Zaibatsu** compete with the **Yakuza** and the **Loonies**.
- In the city's Residential Zone, the **SAS** and the **Rednecks** fight the bad fight with all their might, with each other, and with the Zaibatsu.
- In Industrial areas, the police have to contend with **Russians** and **Hare Krishna**, along with trying to figure out what the Zaibatsu are up to.

Maps have been provided for you as a reference for on-the-fly assistance during your slash through the city.

Gang Agenda

There are seven major gangs who you'll have to work with and against, and each controls a different part of the city and is responsible for a different aspect of crime within this fully dysfunctional city.

- Amongst the gangs, the **Yakuza** are famed for their vanity - they want the latest and greatest in weapons, cars, and clothes.
- The **Rednecks** are religious nationalists that hate everyone and everything, from the comfort of their large trailer park complex. The **Rednecks** brew potent moonshine, hate anyone who's not like them and blow things up occasionally, usually on purpose.
- The **Russians** steal expensive American cars and weaponry to ship back home (they also control a huge underground organ and body-part smuggling operation). They also dominate the important contract killing industry.
- The **Hare Krishnas** loath technology - if you were always getting run over with nothing more to defend yourself than a tambourine, you'd hate it too. They steal guns and cars, and have them crushed and destroyed to rid the world of their peace breaking menace.
- The **SRS** represent a fringe faction of elite and disgruntled scientists, dedicated to imposing their own, dubious morality on the world. They'll fight anyone who doesn't believe in the ability of eugenics, genetic modification and euthanasia to build a better tomorrow.
- The highly disorganized **Loonies** have taken over the asylum and are gradually enforcing their bizarre irreverence on the world. They love anything that is anarchic and fun, and hate all forms of social control.
- Behind all this gang warfare there is the shadowy and mysterious **Zaibatsu**. A gigantic corporation, so large and powerful that it has become mostly political and runs the city behind the scenes.

RESPECT is EVERYTHING

You're a mongrel. No one knows you. No one trusts you. At the beginning, the only work going for a punk of your professional stature are the easy missions. To move the tough stuff and get the big money, you'll need to build some credit first.

In order to get a job or be employed by one of the gangs, you'll have to earn some RESPECT. To do this, you've got to perform and do things that the gangs like or will appreciate.

For instance, delivering a couple of very nice cars to the railroad terminal controlled by the Russians will make them respect you a little. If you killed a few Zaibatsu employees to get the cars - you're certain to get even more. Once you have respect from a gang they'll start to give you missions and jobs to do.

Of course, the downside of this is that the Zaibatsu will not be VERY impressed with you. Their animosity for you will affect how you move through the city. If the Zaibatsu want you dead, driving through one of their neighborhoods is not one of the brighter ideas. The more respect you get, the tougher and riskier the jobs will be - and the more cash you earn in return. Of course, you can always even things up. Rig a car with explosives and take it to the Russians, blowing them sky high and the Zaibatsu might - MIGHT just cut you some slack. They may even start giving you a few delivery jobs... It's completely up to you as to how you want to control this bunch of degenerate psychopaths. Just one piece of advice - watch your back.

Law Enforcement

In the eyes of the law you're a problem waiting to be dealt with - a boil in need of lancing waiting to be lanced, if you will. In this city, there are four levels of response from the Law. The Police are determined and aggressive, and bored of petty criminals trying to take over. If you cause enough damage without getting caught, SWAT teams will be called in to assist the police in your apprehension. They drive fast, and they shoot to maim. The Police, and SWAT teams when needed, are on duty in all three sectors of the city - Downtown, Residential and Industrial.

If you managed to evade this level of law enforcement in the Downtown sector, you will become officially classified as a danger to the public at large. Your actions through the Residential and Industrial sectors will be tracked under the jurisdiction and management of the Special Agents, should you become too much for the police and the SWAT teams to handle. These men are not messing about. They do not accept failure. They have 2 options: bring you in dead, or...no, they only have one option.

Even if the finest men in the land fail to apprehend you, the city will no longer allow people to run around, thinking they are above or beyond the law. Acceptable loss will be approved. In the Industrial Sector, the Army is brought in. One agenda: Seek and Destroy. Martial Law is declared, and for the average citizen caught in the wrong place at the wrong time, this is a little unfortunate. The Army will bring the city to a halt, hunt you down and send formal apologies to all the families of all those caught in the cross fire later. And remember - it's what you pay taxes for.

Desperate times call for desperate measures.

To be Successful, You've Got to Have Goals

At the start of each level you are told how many points you need to move on to the next area (the quickest way to score is to complete jobs for the Gangs). Earn enough points to finish a stage and your status is recorded - along with a string of performance-related statistics for good measure.

Being Sloppy & Getting Caught

When you are brought down in a gunfight, car explosion or other equally unpleasant demise you'll be taken to the nearest hospital where your body will be identified by no one, and you'll be stripped of all your gear. But you'll retain your Bonus Multiplier. But when you are arrested, you'll be taken to the nearest Police Station and allowed to re-enter the streets with your Wanted Level reset to zero... in exchange for all your weapons (your guns, your molotovs, your rocket launcher!) and half your Bonus Multiplier (the score you can keep).

Controls

The functions of the Sega Dreamcast controller buttons can be reconfigured using the Controls option on the Main Menu screen.

A button	Accelerate/Forward
Y button	Decelerate/Backwards
X button	Enter/Exit
Analog LEFT	Rotate LEFT
Analog RIGHT	Rotate RIGHT
Right Trigger	Brake/Jump
Left Trigger	Fire/Attack
D-Button UP	Previous Weapon
D-Button DOWN	Next Weapon
D-Button LEFT	Special (Horn)
D-Button RIGHT	Special 2 (Replay Message)
B button	Special 3 (Rotate Turret/Hose)
START button	Start/Pause

Note that the Brake button becomes a Jump button (for leaping vehicles, for example) when you are on foot. Plus! The Special button is so called because it's responsible for more than one function depending on the context...

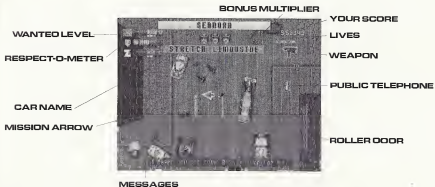
When on foot, press the Special button to make rude noises.

When in control of almost all vehicles, press the Special button to sound the horn.

When in a tank, press and hold the Special button then press the left or right arrow button to rotate the turret.

A Typical Scene

You are being watched. The perfidious activities and fugitive movements through the city are under constant observation courtesy of the DMA News chopper flying high above the city. In CJ Cam. Here's what you can expect to see during play...



AREA NAME: Your present location (note that a few areas have no name).

PAYPHONE: Walk over a ringing one to answer it - you might be given a job by one of the gangs. Depends what neighborhood you're in, little man.

RESPECT-O-METER: Who presently tolerates you and who wants you dead. Depending on who you're working for, you either have respect with a gang or you don't. If you've got it with one gang, then head to their neighborhood and get yourself employed. If you don't, you better mind where you stray. Find yourself in the wrong area with no respect and you'll get a pretty harsh hello.

MESSAGES: When you receive instructions the message text will appear at the bottom of the screen. You needn't be concerned about checking in. This is REAL organized crime. Don't worry about finding them, they'll find you. Press the D-button right to repeat the last message received.

WANTED LEVEL: The more crimes you commit, the more the cops want to bust your scrawny ass. This handy indicator shows just how careful you need to be.

YOUR SCORE: You earn points for every car you jack, every collision you have, every gang member you take out; every crime you commit.

BONUS MULTIPLIER: All points you score are multiplied by the Bonus Multiplier (which is incremented after every mission you successfully complete, so keep it up).

LIVES: You start with five, but extra ones are available.

GANG COMPASS: You'll be surrounded by 3 arrows - each color coded to one of the gangs organized in that part of the city. The arrows indicate the general direction of each gang. Once you begin to work for one of the gangs, the arrows will all turn the color of the gang you are now employed by. In the notch of these arrows will

be either green, yellow or red - indicating the direction of phones for easy, medium and hard mission phones, respectively.

MISSION ARROWS The purple arrow indicates the general direction of your intended target.

CAR NAME Displays the type of car you've "borrowed".

WEAPON Whatever you're packing. Be it a Glock, Shotgun, Sub-Automatic Machine Gun, Assault Machine Gun, Flame Thrower, Rocket Launcher, Stun Gun, Molotov Cocktails, Grenades...or those things at the end of your arms.

ROLLERDOOR Obviously, you can only drive through a door that is open.

Clips, Reloads and New Issue

As you complete missions for a particular gang, you may become somewhat unpopular with others. So to protect yourself, weapons will be issued to you by gangs to keep your ass in business. Each gang usually equips it's members with a certain non-discretionary "bargaining tool", all of which, when used correctly, are hard to argue with.

However, these weapons aren't infinitely loaded. They run out. And there are 2 ways you can get more ammo. Either you find some gang members known to carry that particular equipment issue, kill a bunch of them and stock up, or you can earn ammo for the delivery of stolen cars to some of the car crusher yards.

What D'ya Got Under the Hood?

There are a lot of crazy drivers out there, and in this city defensive driving has no limits. You can arm your currently occupied vehicle by taking it to a service shop. Provided you've got enough cash (sorry no checks or credit cards) you can equip your ride with everything from front mounted machine guns to rear ended mine dispersion devices.

Drive to survive. Drive to win.

Slow Down!

It pays to take a 10 minute break in every hour of play, so put the action on hold...

- Press the Start button to freeze the action - and see a reminder of how many points are required to complete the stage.
- Press the Start button while the action is frozen to resume play.

Troubleshooting

In the unlikely event that GTA2 refuses to work, contact our Customer Services Department at 410-923-9191 Monday - Friday between 9:00 AM - 5:00 PM EST excluding major holidays.

Look After Your GTA2 Disc

Sega Dreamcast Specific Discs are robust but not invincible, so handle them with care.

- This disc contains software for the Sega Dreamcast; never use this disc with any other machine as it could damage it.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.
- Try not to touch the underside of the disc with your fingers.
- If the underside of the disc is dirty, gently wipe it clean with a soft cloth; do not use any form of cleaning fluid as this will damage the disc's delicate surface.

Credits

A ROCKSTAR
PRODUCTION OF A
DMA DESIGN GAME

GTA2

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ADAM RABIN

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LEE BROWN
GARY SIMS
PHIL ROCKOFF
NICK HUGGINS
NICK SNECCON

GREG MATHEWS
STEPHEN ORR
ED ZOLNIERYK
ADAM HOLBROUGH
BRIAN SHELTON
BLAIR PENALDO
PETE ARMSTRONG
SERGI KUPREJANOV
JAY PENNEY
FLIP GRACZ
JIM THOMPSON
MARK LLOYD
TIM BATES
CHARLIE KINLOCH
JIM COLLINS
CENBY GRACE
LEE JOHNSON
KIT BROWN
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TEST SUPERVISORS
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PHIL ECKFORD

LEAD TESTERS
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ERIC NELSON

TESTERS
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STEPHANO RIALLO
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DESIGN

NEIL LANDSTRUMM - SCAN2
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MUSIC
BULAMATARI - TAXI DRIVERS
(M/R CLARKE & KEY WILDE)
PERFORMED BY BULA-
MATARI
PRODUCED BY THE REV.
PETE FUHRY
(P/M/C) 1998 CLARKE/WILDE
PUBLISHED BY WORMHOLE
PRODUCTIONS
WWW.MRCLARKE.COM

FLYTRONIX - PENQUILUM
(O. CEMIERRE)
ALL INSTRUMENTS - O.
CEMIERRE
PRODUCED BY O. CEMIERRE
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SHADOW MUSIC

FLYTRONIX - PAST ARCHIVES
(O. CEMIERRE)
ALL INSTRUMENTS - O.
CEMIERRE
PRODUCED BY O. CEMIERRE
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LTD.
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SHADOW MUSIC

E-Z ROLLERS - SHORT
CHANGE
WRITTEN & PRODUCED BY
A. BANKS & J. HURREN
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LTD.
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ANNA - DO IT ON YOUR OWN
(C. CONNER)
VOCALS - ANNA STEWART
GUITARS - LAP STEEL - STU-
ART ROSS

ALL OTHER INSTRUMENTS -
CRAIG CONNER
PRODUCED BY CRAIG CON-
NER

TESTING - MY TINY WORLD
(C. CONNER)
VOCALS - DEE FAULOS
GUITARS - ALLAN WALKER
ALL OTHER INSTRUMENTS -
CRAIG CONNER
PRODUCED BY CRAIG CON-
NER & ALLAN WALKER

PUSBYWILLOWS - REAL
LOVE
(C. CONNER)
VOCALS - CONNIE DOUGLAS
& CRAIG CONNER
GUITARS - STUART ROSS
ALL OTHER INSTRUMENTS -
CRAIG CONNER
PRODUCED BY CRAIG CON-
NER

THE ONE - SOUTH PARK
(C. CONNER)
VOCALS - IVAN THOMPSON
ALL INSTRUMENTS - CRAIG
CONNER
PRODUCED BY CRAIG CON-
NER

CONDOR S. JAY - VEGAS ROAD
(J. WEYMSS/C. CONNER)
VOCALS - JULIE WEYMSS
GUITARS - STUART ROSS
ALL OTHER INSTRUMENTS -
CRAIG CONNER

APOSTLES OF FUNK - YEL-
LOW BUTTER
(S. ROSS)
ALL INSTRUMENTS - STU-
ART ROSS
PRODUCED BY STUART
ROSS

DAVIDSON - ALL I WANNA DO
(DAVIDSON)
PERFORMED & PRODUCED
BY DAVIDSON
(P/M/C) 1998 APRICOT
RECORDS
PUBLISHED BY INCA MUSIC

STIKKI FINGERZ - HOLD ON IT
OUT FOR YOU
(MUSIC C. ANDERSON,
LYRICS R. MACKIE)
VOCALS - PALL MACKIE
BACKING VOX - PALL MACK
E. COLIN ANDERSON & NEL
HORSBURGH

DRUMS - ANDY WHYTE
GUITARS & BASS - COLIN
ANDERSON
PRODUCED BY COLIN
ANDERSON

TRACK 7 - I WANNA PHUNK
(TRACK 7)
PERFORMED & PRODUCED
BY TRACK 7
(P/M/C) 1998 APRICOT
RECORDS
PUBLISHED BY INCA MUSIC

NEGRO VS. CONNER -
SHOWIN' ME LOVE
(C. CONNER/ RAP BY R. DE
NEGRO)
VOCALS - ROBBOTT DE
NEGRO
ALL INSTRUMENTS - CRAIG
CONNER
PRODUCED BY CRAIG CON-
NER

E-MC GOOD TIMES - JACK-
ING IN HILTOWN
(P. SCARGILL/ R. DE NEGRO)
VOCALS - ROBBOTT DE
NEGRO
ALL INSTRUMENTS - PAUL
SCARGILL
PRODUCED BY PAUL
SCARGILL

REED - L.E.Q.
(S. ROSS)
ALL INSTRUMENTS - STU-
ART ROSS
PRODUCED BY STUART
ROSS

NUMB - HOWS IT GOIN
(S. ROSS)
ALL INSTRUMENTS - STU-
ART ROSS
PRODUCED BY STUART
ROSS

BERT REID'S GUITAR TRIO - A
COOL DAY IN DOWNTOWN
RECORDED AT ESCOBAR
JAZZ CAFE
ENGINEER - LINKNOWN

STYLLUS EXCLUS - TOLCAN
PIE
(C. ANDERSON)
BASS - BRIAN SOCHA
DRUMS - JOHN GURNEY
PIANO, ELECTRIC PIANO &
ORGAN - STUART ROSS
GUITARS & SYNTHS -
COLIN ANDERSON
PRODUCED BY
COLIN ANDERSON

TAMMY BONESS & THE
SWINGIN' MAMMIES - THE
DINER
(J. WEYMSS/ C. CONNER)
VOCALS - JULIE WEYMSS
GUITARS - STUART ROSS
ALL OTHER INSTRUMENTS -
CRAIG CONNER
PRODUCED BY
CRAIG CONNER

COW TASTES GOOD - SURF
CITY
(C. ANDERSON)
DRUMS - JOHN (ONE TAKE)
GURNEY HAMMOND SOLO -
STUART ROSS
GUITARS, BASS & KEYS -
COLIN ANDERSON
PRODUCED BY
COLIN ANDERSON

SPANGLY FEET - OAZED &
CONJUZED
(S. ROSS)
VOCALS - INNES RICARDO
ALL OTHER INSTRUMENTS -
STUART ROSS
PRODUCED BY STUART
ROSS

REV RODNEY & THE ROCKS-
TA CHAIR - GOD BLESS ALL
THE UNIVERSE
(C. CONNER)
VOCALS - GERARD RODNEY
BACKING VOX - CRAIG CON-
NER & GARY PENN
GUITAR - STUART ROSS

ALL OTHER INSTRUMENTS -
CRAIG CONNER
PRODUCED BY
CRAIG CONNER

VOICE BOX - COMPUTER
LIST
(S. ROSS)
ALL INSTRUMENTS -
STUART ROSS PRODUCED
BY STUART ROSS

FUTURE LOOP - GARAGE
ACID
(P. SCARGILL)
ALL INSTRUMENTS - PAUL
SCARGILL
PRODUCED BY PAUL
SCARGILL

STERLIN - STANDING ON MY
OWN
(C. CONNER)
VOCALS - CRAIG CONNER
GUITARS - STUART ROSS
ALL OTHER INSTRUMENTS -
CRAIG CONNER
PRODUCED BY CRAIG CON-
NER

ZONEBOYS - AMAZING
GRACE
(TRADITIONAL)
VOCALS - THE BOYS
PRODUCED BY CRAIG CON-
NER

TOYS ARE REAL - RLYMUTHA
(P. SCARGILL)
VOCALS - A. STEENKAMP
ALL INSTRUMENTS - PAUL
SCARGILL
PRODUCED BY PAUL
SCARGILL

4 HOW MUCH 4 - D2N
(C. CONNER)
ALL INSTRUMENTS - CRAIG
CONNER
PRODUCED BY CRAIG CON-
NER

IDD - BALL BLASTER
(S. ROSS)
ALL INSTRUMENTS - STU-
ART ROSS
PRODUCED BY STUART
ROSS

Tsunami - F.A.G. FILTER
(S. ROSS)
ALL INSTRUMENTS - STU-
ART ROSS
PRODUCED BY STUART
ROSS

SCRAPYARD MONGRELS - I
LOVE THIS FEELING (STONED
AGAIN)

(P. SCARGILL / A.
STEENKAMP)
VOCALS - A. STEENKAMP, I.
THOMPSON, C. CONNER
GUITAR - C. ANDERSON
PRODUCED BY PAUL
SCARGILL

MUSIC FOR GTA2 FILM INTRO
(C. CONNER)
VOCALS - ANNA STEWART &
ROBBOTT DE NEGRO
ALL INSTRUMENTS - CRAIG
CONNER
PRODUCED BY
CRAIG CONNER

THANKS TO
ERIC, ANDY & PAMELA AT
MEDIASPEC UK
PAUL AT PAW PAW PRODU-
CTIONS

NYC SESSIONS
DUJ & COMMERCIALS

WRITTEN & DIRECTED BY
MICHAEL KEILLDR

SOUND PRODUCER
CRAIG CONNER

VOICE OVER ARTISTS
GARY PENN
IAN FULTON
INNES RICARD
BRUCE KRONENBURG
DANIEL McDONALD
DAVID DEBLINGER
FRED NEWMAN
JILL TASKER
KIM BROCKINGTON
MELINA BRUIN
NEAL FEINBERG
SAIKO YOSHIDA
STEVE MILLER
LYNN LAMBERT

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STUDIOS NYC

GTA2 MOVIE

WRITTEN BY
DAN HOUSER

STAFFING
SCOTT MASLEN AS CLAUDE
SPEED

DDP BY
ROB BENEVIDES

EDITED BY
JOSH SCHWARZ

SOUND & MIX BY
ALLAN WALKER

TELEPHONE BY
COMPANY 3

MUSIC BY
CRAIG CONNER

DIRECTED BY
ALEX DE RAKOFF

PRODUCED BY
JAMIE KING

EXECUTIVE PRODUCER
SAM HOUSER

GTA2

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