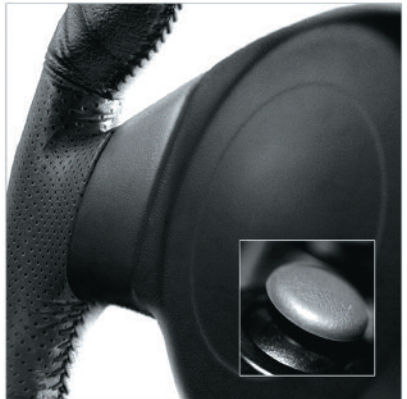


INSTRUCTION MANUAL



**READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card (8MB) (PlayStation®2) slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GRAN TURISMO™ 4

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday-Saturday 6AM-8PM and Sunday 7AM-6:30PM Pacific Standard Time.

GAME HINT GUIDE INFORMATION

PlayStation Underground Game Guides

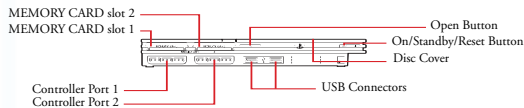
For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips and cool moves for games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service/ Technical Support Line.

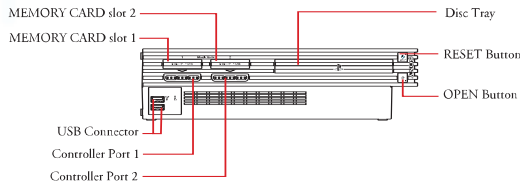
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PLAYSTATION®2 SET-UP

PlayStation®2 Computer Entertainment System (slim):



PlayStation®2 Computer Entertainment System (original):



Set up your PlayStation®2 computer entertainment system's according to the instructions provided with your systems instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up press the OPEN button and the disc tray will open. Place the Gran Turismo 4 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Dolby Prologic II

The sound output for Gran Turismo 4 is compatible to Dolby Prologic II

With the surround sound provided by Dolby Prologic II technology, players can feel opponents coming up from behind bringing further excitement to the race. see diagram for speaker set up.

To enjoy Dolby Prologic II features:

1) Connect PlayStation®2 console to an AV Amplifier

Players need to connect their PlayStation®2 console to an AV Amp equipped with a Dolby Prologic II decoder.

2) AV Amp set up

Activate the Dolby Prologic II function on the AV Amp.
Set the Dolby Prologic II mode to either GAME MODE
or MOVIE MODE

3) Option Settings

Boot Gran Turismo 4 † Options † Sound Output † Dolby Prologic II

For more details on Options, see page 30-31.

SAVING AND LOADING

In Gran Turismo 4, there are several types of data that can be saved & loaded to your memory card (8MB) (for PlayStation®2) as you progress through the game.

GAME DATA (2,500KB)

Game data is saved onto the memory card (8MB) (for PlayStation®2) automatically. Game data saves includes game progress information and option settings. Game data can only be saved onto a memory card (8MB) (for PlayStation®2) in memory card slot 1. Data other than game data can be adjusted to save elsewhere by adjusting the Option settings.

GARAGE DATA: Whether you want to race Arcade Mode with your cars earned in Simulation Mode or you have different cars on different memory cards (8MB) (for PlayStation®2), Garage data can be loaded to access vehicles on your memory card (8MB) (for PlayStation®2).

REPLAY DATA (approx 50KB)

After each race, you can save replay data from the race for future viewing. Replays can be viewed in Replay Theater.

GHOST DATA: After each race, your performance can be saved as Ghost Data. When loaded on the same track, the ghost car will be projected during the race. The ghosted car lets you compare your current pace to the pace of the saved data (Time Attack and Free Run/Practice modes only).

PICTURE DATA

In the new Photo Mode, you can save your favorite pictures from your GT4 photo shoots. This information is stored within Photo Data.

FILM DATA (50KB): "Pre Developed data" is stored here.

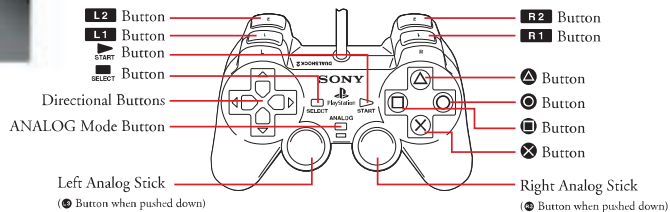
PHOTO DATA (250-500KB): Once your Film Data is "developed", your hi-res Picture Data can be found here.

GRAN TURISMO 3 PLAYERS

If your memory card (8MB) (for PlayStation®2) contains a gameplay save from Gran Turismo 3, you will be able to transfer a limited amount of credits in Gran Turismo Mode.

DUALSHOCK®2 ANALOG CONTROLLER

The LED (red) indicator will always be on (Analog Mode).
Vibration function can be turned on/off in the Options menu.



	Menu	Race
L1 button		Rear View
L2 button		Downshift (manual transmission only)
R1 button		Boost
R2 button		Upshift (manual transmission only)
D-Pad	Move Cursor	Steer
SELECT		Change View
START		Pause
○	Confirm	Emergency Brakes
×	Confirm	Accelerator
△	Cancel	Reverse
□	Cancel	Brake
Left Stick	Move Cursor	Steer
Right Stick		Accelerator/Brakes

Pressure Sensitive Buttons

Buttons used for acceleration, braking & steering are all pressure sensitive to provide a finer degree of control.

LOGITECH® DRIVING FORCE™ PRO

When using the Logitech Driving Force Pro, the following controls are:

	Menu	Race
Steering Wheel		Steer
Shift Knob		Shifts Gears (manual transmission)
L1 button		Downshifts (manual transmission)
L2 button		Rear View
R1 button		Upshifts (manual transmission)
R2 button		Boost
D-Pad	Move Cursor	Rear View/Side View
SELECT		Change Viewpoint
START		Pause
○	Confirm	Emergency Brakes
×	Confirm	
△	Cancel	Reverse
□	Cancel	
Accelerator	Confirm	Accelerator
Brake	Cancel	Brakes

LOGITECH® GT FORCE®

When using the Logitech GT FORCE®, the following controls are:

	Menu	Race
Steering Wheel	Move Cursor L/R	Steer
L button	Move Cursor Down	Downshifts (manual transmission)
R button	Move Cursor Up	Upshifts (manual transmission)
A button		Pause
B button		Reverse
X button		Rear View
Y button		Boost
Accelerator	Confirm	Accelerator
Brake	Cancel	Brakes

MAIN MENU

After the Opening Gran Turismo 4 movie plays, the Title Menu will appear. In the Title Menu the following selections are available.

ARCADE MODE - PAGE 8

In Arcade Mode, one to six players can quickly enter a race and enjoy the thrill of competition.

GRAN TURISMO MODE - PAGE 16

In Gran Turismo Mode, players can enter the world of Gran Turismo and experience the whole automotive experience by obtaining licenses, buying cars, making modifications and entering races.

OPTIONS - PAGE 30

Use the Options Menu to customize your various settings.

In the world of Gran Turismo, there are various ways for players to enjoy the excitement an automobile presents. A boundless world awaits you. Enjoy.

WANT TO RACE?

Players have a wide selection of cars to choose from, you can conduct simplified modifications/settings changes, and save replays, so it even suits the purpose of taking the range of cars for a test drive.

WANT TO LIVE IN THE GT WORLD?

In Gran Turismo Mode, players can enjoy the process of obtaining licenses or buying cars through this real life car simulation.

WANT TO MANAGE A RACE TEAM?

New to the GT franchise, the B-spec mode allows the player to become the race manager. By giving commands to the CPU driver, players can participate in races without actually driving themselves. B-spec can be selected in both Arcade mode and Gran Turismo mode.

WANT TO BE A PHOTOGRAPHER?

In "Photo Travel" located in the Gran Turismo Mode, players can take their favorite cars to places with beautiful scenery and conduct photo sessions. In "Photo Drive" or "Replay Theater" players can take photos of their car in motion.

WANT TO COMPETE?

In Arcade Mode, players can enjoy splitscreen "2P Battle", or by connecting their PlayStation®2 via LAN connectivity can enjoy a competition of up to 6 players in "Multi LAN Race".

ARCADE MODE

Arcade Mode Menu:

After players have selected "Arcade Mode" from the "Title Menu", the Arcade Mode Menu is displayed. In the Arcade Mode Menu, players can select from the following:

SINGLE RACE - PAGE 9

This is a single player mode.

TIME TRIAL - PAGE 14

This is a single player mode for players to challenge lap times.

2P BATTLE - PAGE 14

This is a split screen 2 player mode.

MULTI LAN RACE - PAGE 15

With the use of multiple PlayStation®2 consoles and LAN connectivity, up to 6 players can compete against each other.

HOW TO START A RACE

A race in the Arcade Mode will generally begin with the following steps. This may differ slightly depending on the game mode.

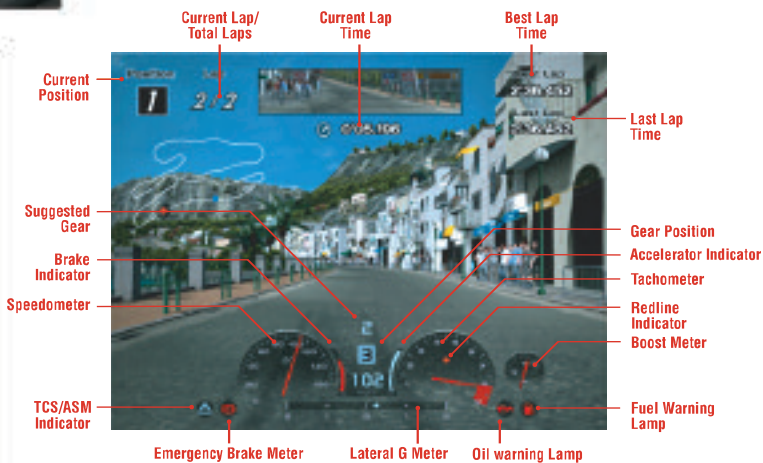
- 1) **Select Course** - By highlighting a course, players can view information such as; difficulty levels cleared, course maps, course length, and undulations.
- 2) **Select Car** - At the top of the screen, players can select how they wish to view the car selection screen. Once the car is selected, pick the color of your choice, transmission type, driving assist option and the type of tires to equip.
- 3) **Proceed to race from the race menu:** Select from either "A-spec" or "B-spec" and proceed to start the race. In the race menu, the following icons are displayed. (The icons displayed may change depending on game/race mode)

A-Spec	Start the race in A-spec mode – page 10
B-spec	Start the race in B-spec mode – page 11
Start Replay	Start the replay of the race that just took place
Save Replay	Save the replay from the race that just took place
Quick Tune	Conduct quick modifications to your car (Arcade Mode)
Machine Setting	Modify your car settings (Gran Turismo Mode)
Load Ghost	Load the best lap replay and display as ghost car
Records	Review various records
Analyzer	Display analyzer data for best lap replays
Option	Change various game settings
Exit	Exit from race

A-SPEC RACE EXPLANATION

By selecting "A-spec" in the race menu, players take on the role of a race driver.

The following information is displayed on the screen in an A-Spec race. (Race screen may vary depending on the race, type of car and option settings.)



B-SPEC RACE

By selecting "B-spec" in the race menu, players take on the role of a race manager, where you give commands to a computer controlled driver.

B-spec Race Flow:

In a B-spec Race, players can watch the race from either the Broadcast view (replay view) or the Race Monitor Screen (real time race info). You can toggle between the two screens at anytime during the race.

Commands

Players can give pace commands to their CPU driver on a scale between "Slow Down" to "Push", including "Overtake" and "Pitstops". The command window at the top of the screen will display in yellow, whichever command has been selected. To change the pace commands press **←/→** on the directional keypad. Press the **△** button to overtake the car in front of you, and the **⊙** button to make a pitstop.

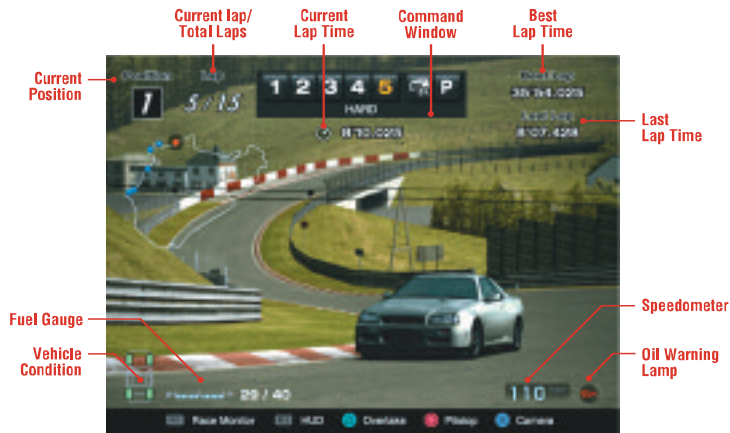
1	Slow Down
2	Relax/Cruise
3	Steady
4	Speed Up
5	Push
△	Overtake
⊙	Pitstop

Driver Profile

When playing in B-spec mode, the drivers' experience levels increase allowing them to drive faster and more precise. By driving on various tracks, the drivers' overall experience levels will increase. When experience levels have reached their maximum, try racing in other tracks, cars or different racing conditions. Players can review their driver profiles at the game status screen.

B-SPEC LIVE

Broadcast View Screen - This screen allows race managers to watch the race in real-time. It consists of the following information

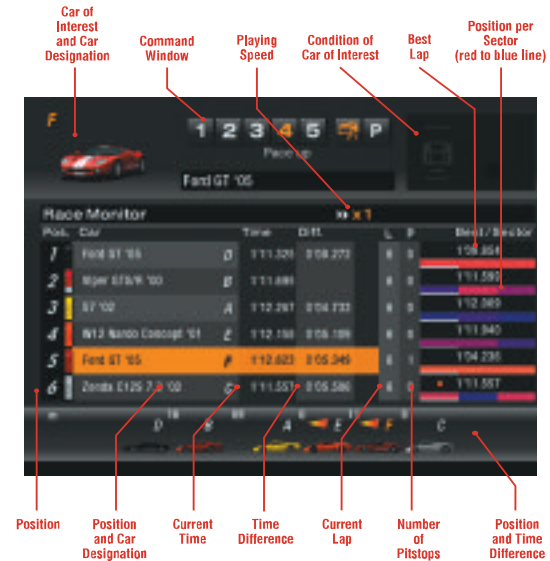


CONTROLS:

D-pad (↑/↓)	Change target car
D-pad (←/→)	Toggle through commands
R1 Button	Switch to Race Monitor (page 13)
R2 Button	Toggle Heads Up Display
○	Command Pitstop/ Cancel Pitstop
⊗	Toggle camera view
△	Overtake On/Off
START	Pause

B-SPEC RACE MONITOR

Race Monitor Screen - On the Race Monitor screen, B-spec players can oversee the statistics of the race to help determine commands to the driver. Players also have the option to speed up the race up to 5 times, in comparison the Broadcast View can only be viewed in real time. The screen shows the following:



CONTROLS:

D-pad ↑/↓	Change target car
D-pad (←/→)	Toggle through commands
L1 + D-pad	Adjust speed of progression
R1	Switch to Broadcast View (page 12)
○	Command Pitstop/Cancel Pitstop
⊗	Toggle through displaying Map/Lap Times
△	Overtake On/Off
START	Pause

TIME TRIAL

Take your favorite car to the track and try to beat your fastest lap times. Players cannot select “B-Spec” in Time Trial Mode. There are no limitations to the number of laps in Time Trial.

GHOST

When a best lap replay has been saved, players have the option of displaying the ghost image of their best lap. For example, displaying the ghost car's lap will help act as a target to further improve lap times. To display the ghost car, go to “Load Ghost” in the Race Menu and select the best lap replay. Players can only select the best lap time save data for the track they are driving on at the time. Press **↑** on the directional button to toggle the ghost car on/off.

2P BATTLE

This is a mode for two players to compete against each other on the same PlayStation®2 via split screen. To play, you must have two controllers plugged into the controller ports or USB ports.

2P BATTLE SCREENS

If the screen setting is on 4:3 the screen will be split horizontally, if the screen setting is set to 16:9, the screen will be split vertically. (see Options for screen settings)

ANALYZER

By displaying the analyzer data, players can use their replay data and study a race. From the analyzer display menu, load the best lap replay for A or both A and B, and once the display type is chosen, the analyzer will begin. When the best lap replay for both A and B are loaded, players can compare the driving that has been saved. Upon loading the analyzer for B, the best lap replay will have to be from the same course and same starting position as the data chosen for A.

Analyzer Sectors

You can also select a particular sector from the track and show the car's condition in a graph. Press **←/→** on the direction key to chose the sector you wish to view. Use the left analog stick to adjust the scale of the graph and the right analog stick to scroll.

MULTI LAN RACE:

You can connect up to six PlayStation®2 consoles in a LAN environment and compete with your friends in head to head competitions.

LAN SETUP:

For players to utilize this feature, all players need the following environment and equipment:

Standard Playing Environment

Each player will need the standard playing environment; a PlayStation®2 console, TV monitor, DUALSHOCK®2 analog controller or equivalent controller device and a copy of GRAN TURISMO 4.

Memory Card (8MB)(for PlayStation®2)

A PlayStation®2 Memory Card (8MB)(for PlayStation®2) is needed to save “your network set up file”.

Network Adapter (Ethernet)

In making use of a LAN environment, players need to connect via the network connector terminal. If do not have the SCPH-7000 PlayStation®2 model, you will need a Network Adapter (Ethernet/modem)(for PlayStation®2). If your PlayStation®2 is the SCPH-70012 model, the console is equipped with a network connector terminal, and you will not need either of the units explained above.

Ethernet Hub & Cables

Each of the PlayStation®2 consoles must connect to an Ethernet Hub via Ethernet cables. This will allow each of the consoles to connect with each other during the race.

Options Menu

Once you've set up all the equipment, adjust the LAN settings in the Options Menu under Arcade Mode options (see page 31). Follow the on-screen instructions to connect the amount of players connected to your LAN network (6 players maximum).

GRAN TURISMO MODE

After selecting "Gran Turismo Mode" at the Title Menu Screen, a map of the GT World will appear.

MAP MENU

In the map menu, players will find shops or events represented by icons per category.

Each icon has the following meanings:



HOME - PAGE 17

Home is where players can manage their car collection, check completion percentages and manage their photo images.



DEALERSHIPS - PAGE 20

Go to these locations to buy used cars, new cars and car parts.



LICENSE CENTER - PAGE 21

Complete a series of driving tests to obtain licenses required for racing.



EVENT - PAGE 22

Participate in a wide selection of races.



CIRCUIT - PAGE 24

Compete in track day events, amateur races and drive laps for photo sessions.



PHOTO TRAVEL - PAGE 26

Conduct photo sessions at your favorite locations.



REPLAY THEATER - PAGE 28

Manage and view replay data.



JUKEBOX

Playback music tracks heard during the race events.



GT AUTO

Change your car's oil, wheels or even get your car washed.

GETTING STARTED IN GRAN TURISMO MODE

In Gran Turismo Mode you can win credits by participating in races. Your credits can earn you new cars and modified parts so you can compete at higher levels.

1 - BUY A CAR

You can buy cars from dealerships around the world. Some races will have limitations on the types of cars for entry.

2 - BUY CAR PARTS/SET UP

Upgrade your car by purchasing car parts and adjust your car modification settings.

3 - OBTAIN LICENSES

Players will need to obtain certain licenses to participate in races. Once players have completed a series of driving tests, they will receive their license.

4 - RACE

Players can choose from a wide variety of race settings ranging from limitations on experience to car types.

HOME

Select from the following when you are at "Home".

Game Save – Players can save their game data.

Garage – Garage is where players can take care of and manage their automobile collection. By selecting a car from the list, you can view a larger image of the vehicle, view the specifications, change the car you are currently driving, or even sell the car.

Photo Lab (page 18) – Organize your collection of photos taken in the game.

Diary – View a record of your automotive career in Gran Turismo Mode.

Game Status – View your game play progression.

Driver Profile – Review the driver profile used for B-spec mode.

Trade – Buy and sell cars between two game play saves.

Option – Change various settings

PHOTO LAB

In "Photo Lab" players can view or manage their photos taken in "Photo Travel", or photos taken in "Photo Drive". Players can view, edit, and organize their Film and Photo Data that has been saved onto a Memory Card (8MB)(for PlayStation®2). Players should select from whichever memory card (port 1 or port 2) they have saved their film or photo data on. To change the memory card slot to load/save data, players should go to Lab Options in Lab Data Commands.





The following menu icons are available under the Photo Lab Screen.



- 1) Menu Folders
- 2) Thumbnails
- 3) Film Data/Photo Data Information
- 4) Lab Data Commands (page 19)
- 5) Exit



PHOTO LAB MENU








To the left of the Photo Lab Screen are the menu folders below. When a folder is selected, players can see the related files to the right of the screen. Here you can edit or manage files.

Film		Manage your Film Data – Pre-developed information/settings of recent photos.
Photo		Manage your Photo Data – Data developed from Film Data.
Slide Show		Create a slide show allowing you to view numerous photos consecutively.
Print		Players manage their print list to a compatible USB printer

LAB DATA COMMANDS

The following commands allow you to process, manage and display your Photo Lab.

Develop		Develop Film Data into Photo Data. (ie: dark room)
View		View selected Photo Data or Slide Show

Print		Print all Photo Data on the Print List
Add to Slide Show		Add Photo Data to Slide Show List
Add to Print List		Add Photo Data to Print List
Save to USB Memory		Add Photo Data to a USB memory stick*
Delete		Delete data from a memory card, Slide Show List or Print List
Change File Name		Change file name
Photo Lab Option		Change settings for Film or Photo Data

SLIDE SHOW LIST

The slide show list is a list for reviewing multiple photos. Once a Photo Data is selected and added to the Slide Show List, an "alias" of the Photo Data is created and added. Select and move the "alias" data to determine the order of viewing.

The photos on the Slide Show List are copies of your original photos, therefore deleting photos from your Slide Show List will not delete the original image saved onto your memory card (8MB) (for PlayStation®2). To completely delete your photos, go to the Photo Lab Menu, select the actual Photo to delete. When Photos have been deleted its "alias" will automatically be deleted from the Slide Show List.

PRINT LIST

The Print List is for players to use when they connect a Gran Turismo 4 compatible printer** and print out their Photos. Print List management is done using "alias" files as in the Slide Show List.

PRINTING PHOTOS:

First, select the Photo Folder from the Photo Lab Menu, and add the photo you wish to print to the Print List. Then, select the "Print" Folder in the Photo Lab Menu, select "Print" in the Lab Data Menu and the print set up screen is displayed. Players can select the print size, quality, frame and number of copies. All images on the Print List will be printed out.

*Compatible with the Sony MicroVault™ USB memory stick and most USB memory devices.

**Visit www.Epson.com/GT4 for a list of compatible USB printers.

DEALERSHIPS

CAR SHOWROOMS

There are a variety of car showrooms to visit - dealerships with new cars and car parts, used car shops and tuning shops carrying modification parts.

Buy a Car

When buying a car at a dealership, you can select the color of their car, but cannot when buying a used car. Also, the used car line-up will vary as you progress through the game.

Buy Parts/Modify

When you wish to buy parts or modify your car (such as reduce weight), you can select Dealerships or Tuning Shops from the Map Menu. Players can only buy parts for or modify the car they are currently driving. To change cars, players should go to their "Garage" located in "HOME".

LICENSE CENTER

The following are the types of licenses that can be obtained at the License Center.

B License (B)

A License (A)

International B License (IB)

International A License (IA)

Super License (S)

Once the license category is selected, players proceed to the license selection screen for each category.

LICENSE SELECTION SCREEN

Each icon will show the latest results for each test. The bottom of the screen lists the name for the license test, the car used, and the required times to beat. Once each test is passed, players proceed to the final exam for that specific category. By passing this test, players obtain their license for that category. The process is repeated for all 6 categories.

LICENSE TEST SCREEN

When players select a particular test, they reach the License Test Screen, which displays more details regarding the test they have selected. By pressing START, the test will begin.

LICENSE TESTS

During the License Test, players have the option to display a ghost car by pressing up on the direction button, and show the "best racing line" by pressing the **R3** button. Depending on the test, players may not have the option to use these guides. If players can complete their tests within the standard times, they will be awarded Gold, Silver or Bronze, depending on their results.

EVENTS

A number of “Events” are set up within the Map Menu. Each “Events” features different kinds of events. Each race has a regulation for entry (type of car, license required, etc). Events are structured around these race regulations and can consist of a range of multiple races.

TYPES OF EVENTS

Beginner Events	Events for novice players/drivers
Professional Events	Designed for more experienced players/drivers
Mission Events	Consists of races with multiple regulations
Special Condition Events	Events held on off-road or wet tarmac.
Endurance Events	Features races lasting long distances
Time Trials	Try to achieve best lap times in these events
Power and Speed Events	Events designed for hi-output, hi-powered cars.
Extreme Events	Race under extreme regulations

HOW TO START A RACE (PAGE 9)

From the Map Menu, proceed to the EVENT of your choice, then select the event or race you wish to participate in. For more information on the “Race Menu” see page 9.

Some races are designed for A-spec only, some for B-spec only. Players are rewarded credits by finishing a race with good results. Players can conduct pit stops to change tires or refuel during races.

RACE SETTINGS

SETTINGS

Players can save up to 3 different modification/car settings per vehicle (A, B and C). At the top of the screen select between Set A, Set B or Set C - conduct the changes or modifications to each category as you see fit. If players wish to change their vehicle’s parts settings, select the wrench icon to the right after the specific parts are equipped to the vehicle.


PIT STOP

When players make a pit stop, their car will go into “Auto Drive Mode”. Select from the following:

1) Decide on the maintenance conducted during the pit stop

Select the type of tires to change to, and whether or not you need to refuel. Once selections are complete, then select OK. Players need to choose which services they want and then press OK. If your car reaches the pit stop area before this, you will lose time in the pit lane and your race.

2) Review Pit Work

Once your car comes to a stop, a fuel gauge is displayed to the top of the screen and the pit work begins. If you have selected the refuel option and want to stop, press the  button. Once the pit work has been completed, you will return to the race.

CIRCUIT

There are a number of Circuits located in the Map Menu, categorized by track type. Select a track to display the Circuit Menu.

TYPES OF CIRCUITS

City Course	City Tracks from cities such as Tokyo, New York, or Hong Kong
World Circuits	Existing tracks such as Twin Ring Motegi (Japan), or Nurburgring Nordscheife (Germany)
Original Circuits	Fictitious tarmac tracks
Dirt & Snow	Tracks on dirt or snow
Driving Park	Tracks for practice such as Gym Khana, Test Course etc.

CIRCUIT MENU

The following selections are available in the Circuit Menu. Selections may vary depending on the track of choice.

Track Day - Players can participate in track day events. Other participating cars will vary.

Free Run – Drive solo on the track for practice. As in “Time Trial” in the Arcade Mode, players have the option to display a ghost car representing the best record lap.


Photo Drive – Put your car in motion to set up photo sessions.

Family Cup - Amateur races are held and organized by each track. No racing license is necessary, and it is free to participate in.

PHOTO DRIVE

Photo Drive sessions proceed as follows:



1) Drive

Select START at the Race Menu and decide on a point you wish to start. Begin driving from the starting point you selected. When you are finished doing the driving portion for the photo session, press .

2) Replay

Select “Start Replay” from the Race Menu to start the replay. See page 28.

3) Take Photos and Save

When your car has reached the point you wish to take photos, press  to pause the replay. Select the camera position and angle and press  to shoot. The photo is saved onto your memory card (8MB) (for PlayStation®2). For details see page 18. Saved photos can be reviewed at “Photo Lab” located in “HOME”. In “Photo Lab” players can also save images onto a USB memory stick or print out images. For details on “Photo Lab” see page 20.

CONTROLS DURING REPLAY

The following commands are possible during the Replay.





Directional button 	Select Target Car
	Switch to Photo Screen (pg33 for details)
	Cancel Replay/Pause

PHOTO SESSION CONTROLS

Press  during the Replay to start the photo session. The controls are as follows:


















D-pad 	Toggle Camera
Left Analog Stick	Adjust Camera Angle/Position*
Right Analog Stick ()	Zoom
Right Analog Stick ()	Camera Tilt
 + D-pad 	Adjust Exposure
 + D-pad 	Adjust White Balance
 + D-pad 	Adjust Aperture
 + D-pad 	Shutter Speed
	Toggle Horizontal/ Vertical Framing
	Shutter Button
	Change color filter
	Confirm Focus
	Return to Replay
	Quit Photo Session/Pause

PHOTO TRAVEL

Photo Travel allows you to take your car to any of the available locations and conduct photo shoots.




- 1) Choose the settings - Once the player has selected Photo Travel, select the location and conditions.
- 2) Decide on Car and Camera position - Drag and Drop the Car and Camera Icons into position.
- 3) Adjust the Camera Angle - Refer to the image in the view finder and decide on the camera angle, tilt, zoom, etc. You can also change the angle of the front wheels and filter effects.
- 4) Shoot and Save: Press the Shoot button to take a picture. The image will then be shown full screen. By pressing the  players can save the picture image to Photo Lab located in Home.

PHOTO SHOOTING

The following menu icons are displayed for Photo Shooting in Photo Travel Mode.

CONTROLS:

Basic Controls

Direction Key/Left Analog Stick	Move Cursor
 Button	Select/Confirm
 Button	Return/Cancel

Overall Map

 Button	Change Scale of Map
--	---------------------

While Positioning Car

 Button	Rotate Car on the spot
--	------------------------

Zoom/Aperture

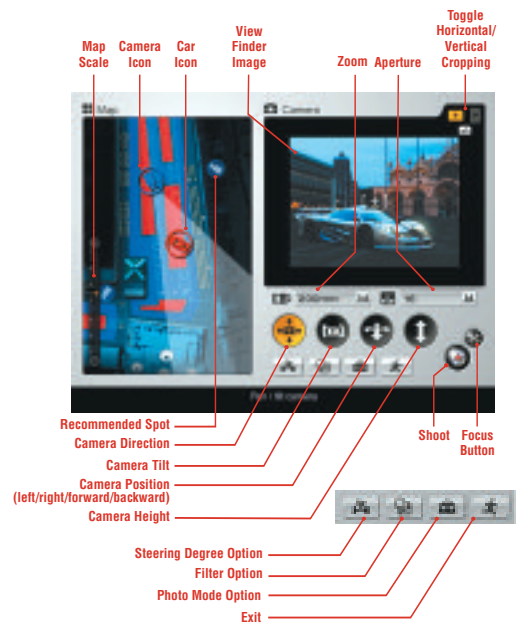
Direction   after selecting icon	Change settings
--	-----------------

Camera Direction/Position

Press  while on each icon + Direction Key	Change Settings
--	-----------------

PHOTO SHOOTING OPTIONS

The option menu found at the bottom right of the photo shooting screen allows players to make the following setting changes.



Steering degree angle: Adjust the steering angle for the car

Filter option: Change the color, contrast, or brightness filters.

Camera option: Modify your camera options (page 24)

REPLAY THEATER

In *Replay Theater*, you can review and manage replay data files on your memory card (8MB) (for PlayStation®2). To change the memory card (8MB) (for PlayStation®2) you wish to load, go to the *Replay Data Menu* and select *Replay Options*.






- 1) Replay Theater Folders
- 2) Thumbnails
- 3) Replay Data Information
- 4) Replay Data Commands
- 5) Exit

NOTE: Players can go to "Photo Drive" when they playback their replay saves by pressing **SELECT** (see pg 24 & 25). Players can fastforward the playback speed by pressing **L3** button on the controller, **L1** button on the Logitech® Driving Force™ Pro. Not supported on Logitech® GT Force®.







REPLAY THEATER FOLDERS

To the left of the *Replay Theater* Screen are the following menu icons. Once a menu icon is selected players can go into each area to edit their replay save files.

Demo		File management of Demonstration Replay saved onto the Gran Turismo 4 disc.
Replay		File management of players' replay save data
Playlist		Create your original playlist of replays (see page 29)

REPLAY DATA COMMANDS

To the right of the *Replay Theater* Screen are the following icons. Menu icons displayed may vary depending on the type of data.

Play		Play the selected replay data or playlist
Add to Playlist		Add selected replay data to playlist
Delete		Delete selected replay data from a memory card
Change File Name		Change the File Name for the selected replay data
Change order of Replay		Modify the play order of replay data
Replay Options		Change Replay Data settings

WHAT IS A PLAYLIST?

A playlist is a list for viewing multiple replays. The files on your playlist are copies, if you delete files from the playlist you can always go back to load the same replay data from your memory card (8MB) (for PlayStation®2). If you wish to delete replay data, go to *Replay Theater* Menu and select *Replay* and delete from there. Files that are deleted from the memory card (8MB) (for PlayStation®2) are automatically deleted from the playlist.

TYPES OF REPLAY DATA

There are 3 types of replay data

FULL: Full Lap Replay

Records the replay data of a race from beginning to end. Depending on the length of the race or time attack session, players may not be able to save all data.

BEST: Best Lap Replay

Saves only the best lap recorded in the race. You can also display the logger data or display ghost cars using the best lap replay data.

LICENSE: License Replay

Replay data from the License Tests are saved.

OPTIONS

Select "Options" from the title menu screen to display the Option Menu screen. You can also access "Options" from "Home" in Gran Turismo Mode, or from "Replay Theater". Players can select the following at the Options Menu.

GENERAL

RACE

- Transmission (Automatic or Transmission)
- Screen Display (Normal or Simple)
- Map Display (On or Off)
- Steering Display (On or Off)

REPLAY

- Playback Mode (Normal or Sync)
- Screen Display (On or Off)
- Memory Card slot (1 or 2)

SCREEN

- Aspect Ratio (4:3 or 16:9)
- Vertical Adjust (variable)
- Horizontal Adjustment (variable)
- Video Output (Normal, Progressive 480p or HDTV 1080i)

PICTURE QUALITY

- Racing Views (Brightness, Contrast, Saturation, Color Balance)
- TV Live Relay Views (Brightness, Contrast, Saturation, Color Balance)
- Sound
- Menu Music/SE (variable)
- Race Music/SE (variable)
- Replay Music/SE (variable)
- Slideshow music (variable)
- Sound Output (Mono, Stereo or Dolby Pro Logic II)

ARCADE MODE

ARCADE

- No. of Laps (variable)
- Tire Wear (None, Mild or Strong)
- Driving Aids (None, TCS only or TCS & ASM)
- Penalty (None, Speed Limiter & Forced Pit Entry)
- Time Limit (variable)

2 PLAYER BATTLE

- No. of Laps (variable)
- Tire Wear (None, Mild or Strong)
- Handicap (variable)
- Boost (None, Mild or Strong)

LAN SETTINGS

- Console Name (variable)
- Host (Yes or No)
- Style (Play, Live or Monitor)
- No. of Players (1 - 6)
- Replay Target (variable)
- No. of Monitors (1 - 10)
- Monitor Position (6 positions)
- Monitor Type (Normal or S type)
- Network Traffic (Heavy or Light)

NETWORK

- Auto Connection (Yes or No)
- Connection ID (1 - 16)

COURSE REGISTRATION (for Multi-LAN mode - variable)

PHOTO MODE

PHOTO LAB

- Shutter Sound (Type A - S)
- Memory Card slot (1 - 2)
- Memory Card images (Standard, Fine or Super Fine)
- USB flash drive images (Standard, Fine or Super Fine)
- Slideshow Effects (On or Off)
- Slide Display Time (variable)
- Transition Time (variable)

CONTROLLERS

VIBRATION

- DUALSHOCK 2 button config 1P
- DUALSHOCK 2 button config 2P
- Steering
- Driving Force Pro button config 1P
- Driving Force Pro button config 2P
- GT Force button config 1P
- GT Force button config 2P
- Driving Force button config 1P
- Driving Force button config 2P

MISCELLANEOUS

MISC

- Opening Movie (Always or Off)
- Demo Start Time (variable)
- Opening Movie Interval (variable)
- Autosave (Always or Restricted)

UNITS

- Distance (km or mile)
- Power (PS, HP, BHP, CH, kW, CV or PF)
- Torque (kgf.m, ft.lb or NM)

INTRO

As in any sport, the best performers make it look easy. It's no different with racing. The key to being fast (and conserving the hardware) is smoothness. Watch the in-car cameras from any auto racing discipline and you'll notice the guys at the front of the pack don't look as busy or nervous as those who follow. Yes, talent accounts for a large portion of their success, and, sure, much of their apparent effortlessness is due to a masterful set-up to run at that particular venue. However, there's more to it than that. The best drivers know how to take advantage of a good situation and that means finding the "best line" around the track, knowing when and how hard to brake, and how to get on the throttle sooner and longer than anybody else. Here are a few tips and tricks to improve your lap times and put the rest of the pack behind you.

IN THROUGH THE OUT DOOR

There are three fundamental truths to automobile racing: 1) make the straight portions of the track as long as possible, by 2) using all of the track (width) available, and the result will be 3) that going fast in the fast parts makes up more time and distance than going fast in the slow parts.

It may seem obvious, but studying a track map prior to getting in the car will help you tremendously. What this does is give a bird's eye view of the track enabling you to "draw" your line around the circuit. The trick is to trace your line in the direction opposite to the racing direction. Begin drawing the racing line from the end of the longest straight (the most important part of any circuit) as far back into the previous corner as is feasible, using as much track width as is possible. This way when you're racing, you'll be into wide open throttle (WOT) as long as possible; covering more of the track at the greatest possible speed. Continue your trace around the track (still backwards) with the same goal of making each straight portion as long as the track width allows. Keep in mind that other circumstances such as elevation (up- or downhill), camber (tilt), surface irregularities, track width, and "sacrificial" corners, may impinge on your ideal line which will need to be adjusted once the race begins. Sacrificial corners are those in which there may be a theoretically perfect line, but there is a more important, and thus necessary line which follows directly after it. In these cases, you'll need to sacrifice an entry for a better, faster exit. The exit onto a straight, for instance, takes precedence over the previous turn's line. After you've mapped out all your straights, then you can fine tune each corner's apex, connecting all the straights with as smooth and symmetrical a curve as you can, brushing the inside of each corner at the apex. This reverse-trace "best line" method isn't a mathematical fact or idiot-proof, just idiot-resistant and a good way to start thinking about optimizing your time at WOT.

GET A GRIP

Now that you've memorized your racing line, it's time to put that theory to the test. Vehicle configuration and dynamics play an important role in further fine tuning your line. If your car is front-, rear-, or all-wheel drive, it will dictate how to best enter and exit a corner, plus how soon and how hard you can get on the gas. Generally, rear-drive cars favor a wide-angled (obtuse) entry and a late apex where front-drive cars are able to go in at an acute angle with an earlier apex. If they're good ones, all-wheel drive cars can use either line but usually mimic that of a front-driver. (Keep in mind, we're talking about a couple feet difference on either side of the "ideal" apex and that other racing traffic may force a different line than the one you'd like to drive).

The reasons for these early/late apex differences are in how the cars put power to the road surface. In order to maximize traction, rear-drive cars need as much transferred weight on the rear axle as early as possible, and vice versa on front-drivers. The sooner you can maximize traction, the sooner you can go to WOT. Depending on the amount of power at your disposal and the type of tires on the car, you'll have to experiment with the rate at which you flat-foot the car out of the corners. Think "squeeze," not "hit" the gas

Tires are often the limiting factor in any racing equation. They're variously asked to accelerate, slow, and turn the car (and almost always a combination of two), but only have a limited amount of grip to offer at any given time. If one-hundred percent of a tire's available grip is being used for cornering, then zero percent is available for accelerating (or braking). There's an old visualization technique that helps explain how to best manage all the demands being made on each of the four tires already at their maximum grip levels. Imagine a two strings tied to the steering wheel at the 6 o'clock position. The other end of one string is tied to the brake pedal and the second to the throttle, both with a little slack. Pushing either pedal takes all the slack out of string so that the the steering wheel cannot be turned. Oppositely, turning the steering wheel pulls up on the pedals.

Now, if you're going dead straight, you can use up all of either strings' length by pushing either the throttle or the brake all the way to the floor. Now imagine you are in a corner that requires a great amount of steering which only gives you a little bit of slack left in the string to apply the throttle or brake. This is why you need to slowly undial the steering while simultaneously squeezing the throttle on. Same is true for braking while cornering. Get it? Run through all the possibilities and combinations of steering/gas/brake and imagine what the strings would allow. Remember smoothness is the key.

START YOUR ENGINES

With the basics of vehicle dynamics in your heads, the question remains: How do you remember all of it in the heat of battle? You won't. But if you remember just one thing, it should be smooth inputs make for fewer surprises. If you've ever turned an incredibly fast lap—way faster than your average—and don't even remember how you did it, you were in the zone and you were relaxed. Racing drivers often say that time slows down when they're going the fastest. Good luck and "Keep the rubber side down."

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Written & Produced by
Serge Souque
Directed by *Solstice Music International*
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THE ANTIODOTE VS SYNTHETIC MOON OVER THE CASTLE (GT-THEME-SHORT REMIX)
Written & Produced by *Serge Souque* & *Frederic Holzszewski*
Directed by *Solstice Music International*
www.solstice23.com

THE ANTIODOTE VS SYNTHETIC MOON OVER THE CASTLE (GT-THEME-LONG REMIX)
Written & Produced by *Serge Souque* & *Frederic Holzszewski*
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Performed by *Chronic Future*
Written by *M. Busse, B. Collins, B. Collins, B. Lee, and R. Breen.*
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(DEFSKY'S GREEN ABSINTHE DUB MIX)
Performed by *The Crystal Method*
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BREAK DOWN
Music by *daiki kasho* & *Alan Brey*
Words by *Alan Brey*
Arranged by *tsk*
Vocal *ch* (*Dakota Star*)

"CAR CRASH"
Performed by *Dirty Americans*
Written by *Dirty Americans*
Produced by *Paul Ebersold*. Mixed by *Skidd Mills* & *Paul Ebersold*. Published by *R2 Songs* [BMI] c / *Robot of the Century Music B.V.* © 2003 *The All Blacks B.V.* from the *Roadrunner Records* album *Strange Generation*.

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Performed by *Judas Priest*
Written by *Kenneth Downing, Rob Halford and Glenn Tipton*
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Additional production and remix by *Chris Vrenna* and *Clint Walsh*.
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GOOD DAYS BAD DAYS
Music by *daiki kasho*
Words by *Alan Brey*
Vocal by *Alan Brey*

HALLUCINOGEN BUBBLE'N TWEAK
Written by: *Produced by Simon Posford*
Directed by: *Solstice Music International*
www.solstice23.com

"HOLD THE BRAKES"
Music performed by *Apollo 440*
Written by *Noko/Gray/Gray*
Published by *SCEA Inc.* Courtesy of *Reverb Music*.
Produced by *Apollo 440* at *Apollo Control*, London. Assisted by *Ashley Krajewski*
Vocals performed by *Mary Byker*
Apollo 440 are represented by *XL Talent Partnership*

"HOT ROD HONEYMOON"
Performed by *Jeff Beck*
Written by *Jeff Beck, Howard Gray, Trevor Gray and Noko*
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"I DON'T CARE"
Performed by *The Roots*
featuring *Dom*
Written by *Ahmir Thompson, Tarik Collins, Frank Walker, Anthony Tidd, and Karl B. Jenkins*
Published by *Careers-BMG Music Publishing, Inc.* / *Grand Nagaz Music* [BMI] and *Frank Walker Publishing Designee, Anthony Tidd Publishing Designee* [PRS] and *Karl Jenkins Publishing Designee*.
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Performed, produced and written by *Will.i.am*
Executive Producer: *Will.i.am*
Co-produced by *Keith Harris*
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Written & Produced by *Ian Ion & Frank's*
Directed by *Solstice Music International*
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"LET'S ROLL"
Performed by *Bootsy & Friends*
featuring *D-M.A.U.B.*
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All Songs Composed by *Masahiro Andoh*
Sound Produced by *Doug Bossi* & *Vince Di Cola*

"MACHINE GUN"
(GRAN TURISMO 4 POP ROX REMIX)
Performed by *The Commodores*
Mixed by *Pop Rox* (*Duke Mushroom* & *The Freshmaka*)
Written by *Milan Williams*
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"MOON OVER THE CASTLE" ORCHESTRAL VERSION PROJECT
Composed by *Masahiro Andoh*
Orchestrated by *Keiichi Oku*
Original Lyrics by *Kazunori Yamauchi*
Italian Translation and Text Setting: *Alessandra Cattani & Et Bogas*

"NITRO"
Performed, produced and written by *Disselbly + Kaos*
Locals by *Mussinin*
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Written by *Scott Giacinto* and *Jason Blum*
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Written by *Ryan Maynes*
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Performed by *Less Than Jake*
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Written by *Noko/Gray/Gray*
Published by *SCEA Inc.* Courtesy of *Reverb Music*.
Produced by *Apollo 440* at *Apollo Control*, London. Assisted by *Ashley Krajewski*
Vocals performed by *Mae Delaney* & *Mary Byker*
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Written by *D. Lewis*
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Music by *daiki kasho* & *Alan Brey*
Words by *Alan Brey*
Vocal *ch* (*Dakota Star*), guitar played by *Kansei Miyaji* (*fade*), drums played by *ruji* (*fade*)

SOUL SUFFER
Music by *daiki kasho*
Words by *Alan Brey*
Arranged by *tsk*
Vocal *ch* (*Dakota Star*)

WICKED
Music by *daiki kasho*
Words by *Alan Brey*
Vocal *ch* (*Dakota Star*)

WHAT TO BELIEVE
Music by *daiki kasho*
Words by *Alan Brey*
Arranged by *tsk*
Vocal by *Alan Brey* & *ch* (*Dakota Star*)

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* 420W Total System Power.
 70W x 2 = 140W, all channels driven into full range, at or more than 10% THD.

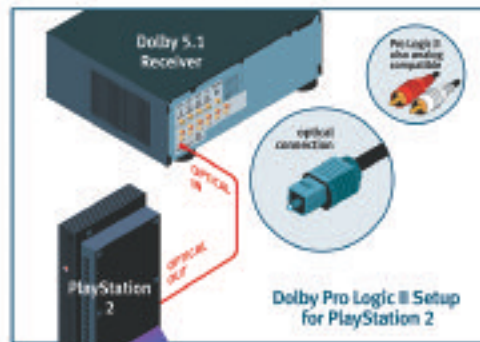
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Gran Turismo™4 is presented in Dolby® Pro Logic® II surround sound, allowing players to hear cars behind them—a true competitive advantage!

1. Connect the digital or analog audio output of the PlayStation®2 to an A/V receiver with Dolby Pro Logic II.
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Dolby Pro Logic II Setup for PlayStation 2



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