



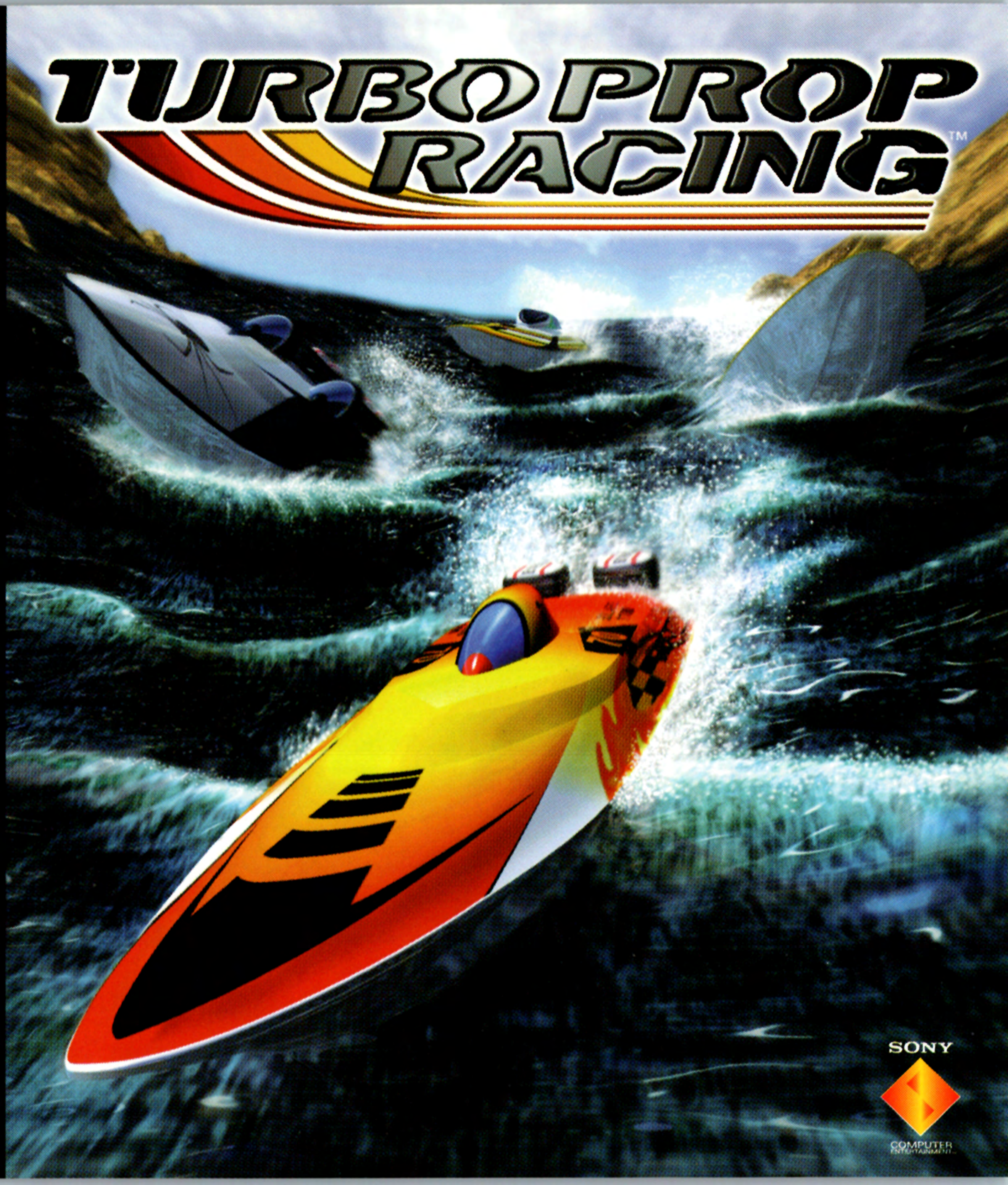
NTSC U/C

PlayStation®



SCUS-94229
94229

TURBO PROP RACING™



SONY



COMPUTER
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game console, may induce an epileptic seizure in these individuals. Certain conditions may induce 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 game 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.

HANDLING YOUR PLAYSTATION® DISC:

This compact disc is intended for use only with the PlayStation game console.

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 compact 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.

TURBO PROP RACING™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

\$0.95/min. auto hints, \$1.40/min. live, \$6.95–\$16.95 for tips by mail*, \$5.00–\$20.00 for card recharge
(*Subject to availability)

Within Canada: **1-900-451-5757**

\$1.50/min. auto hints

For US callers, game counselors are available 8AM–5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM–6PM Pacific Standard Time.

PlayStation Online www.playstation.com

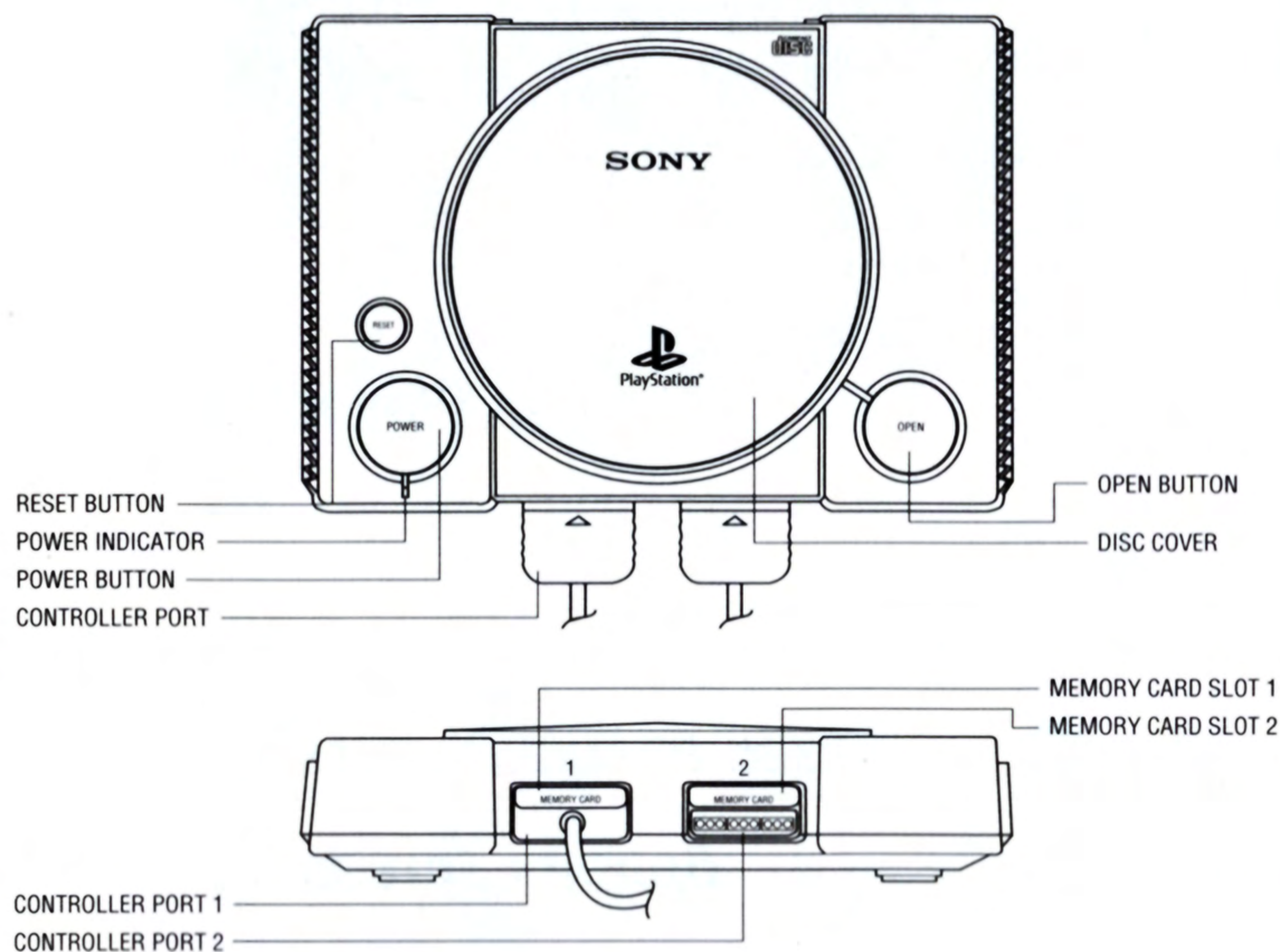
Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation game console.

TURBO PROP RACING™

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GETTING STARTED



Set up your PlayStation® game console and insert the Turbo Prop Racing™ disc as described in its instruction manual. Make sure the power is off before inserting or removing the CD. It is highly recommended that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

CONTROLLER OPERATION

Dual Shock™ Analog Controller

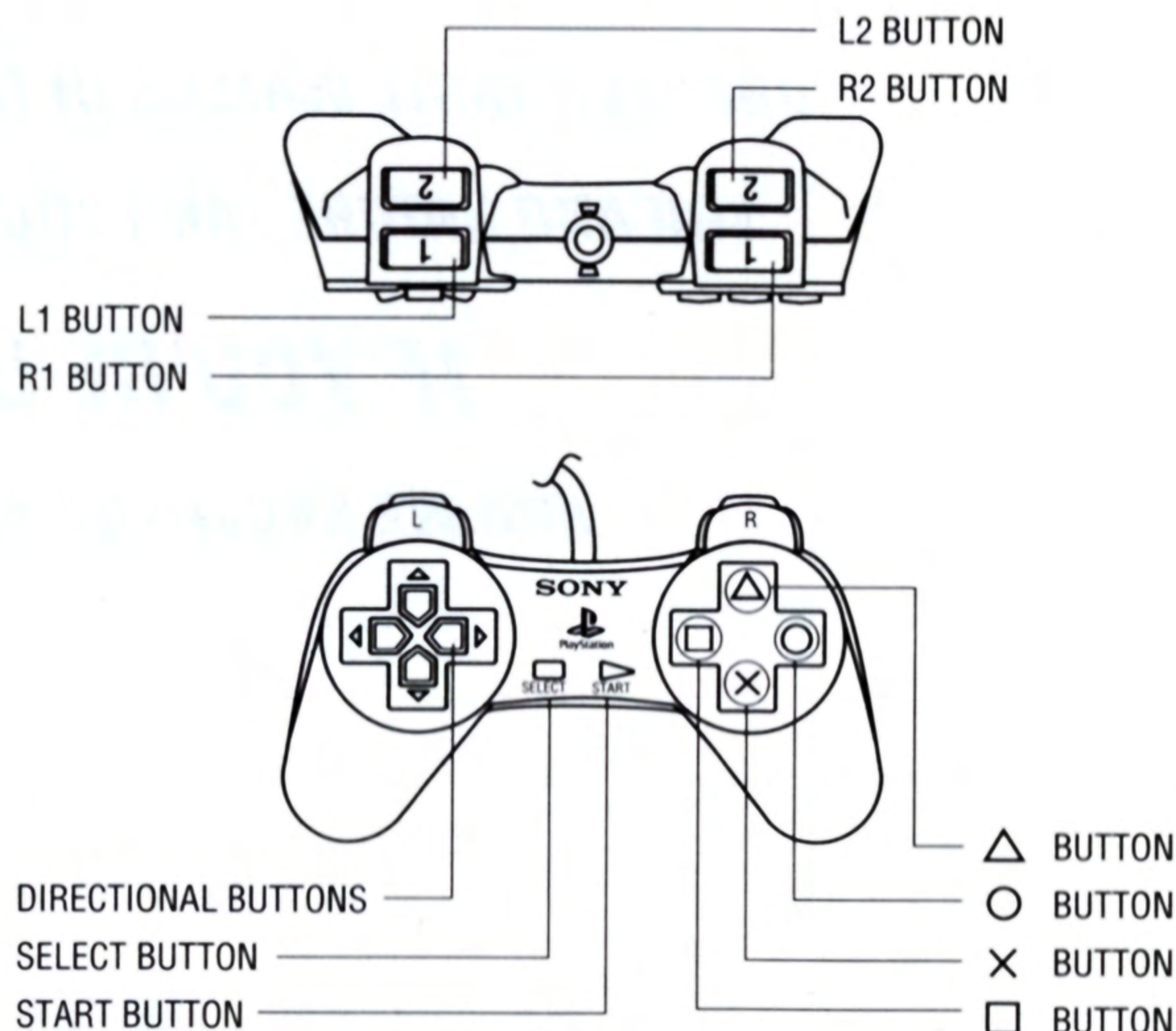


LEFT STICK Steer Right/Left

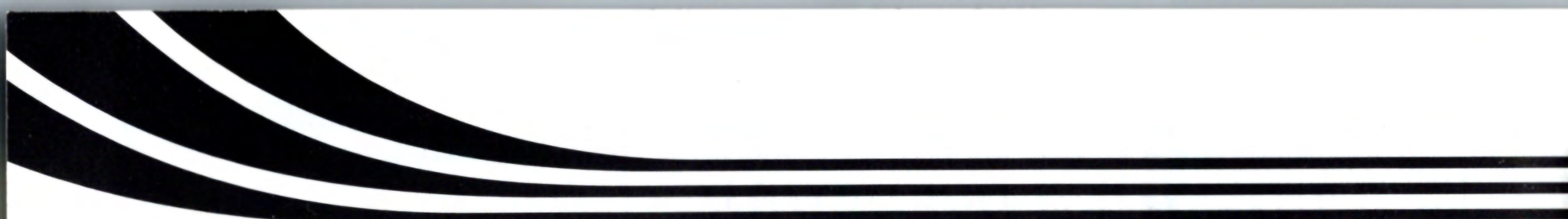
All other controls are the same as the digital controller.

Digital Controller

UP	No function
DOWN	No function
LEFT	Move boat to the left
RIGHT	Move boat to the right
	Activate turbo
	Press and hold to accelerate boat
	Activate turbo
	Brake/Reverse
L1	Bank boat to the left
L2	Bank boat to the left
R1	Bank boat to the right
R2	Bank boat to the right
SELECT	Change viewpoint
START	Press the START button to halt the game and bring up the Pause menu. Pressing the START button again will resume play.



NOTE: As you upgrade your boat's handling, the range of your boat's banking will increase.



INTRODUCTION

HOP ON BOARD AND HOLD ON TIGHT.

YOU'LL FEEL EVERY RIPPLE, WAKE, AND WAVE AS YOU STEER YOUR WAY THROUGH EVER-CHANGING CONDITIONS ON SOME OF THE MOST UNPREDICTABLE WATERS IN THE WORLD. IT'S A BATTLE BETWEEN YOU AND NATURE—AND YOU'LL EITHER WIN OR BE DEEP-SIXED.

IF YOU'RE UP TO THE CHALLENGE—AND WE KNOW YOU ARE—GATHER YOUR FELLOW RACING ENTHUSIASTS FOR AN INTENSE RACING EXPERIENCE. WHETHER YOU CHOOSE THE DAZZLING SAND BEACHES OF MIAMI, THE UNPREDICTABLE WATERS OF ALASKA OR ARIZONA, OR THE DEADLY CURRENTS OF COSTA RICA, PREPARE FOR FAST, HIGH-POWERED FUN.

MAIN MENU

From the MAIN menu, the following options are available:

1 PLAYER — *for more information see page 9*

2 PLAYERS — *see page 14*

3-5 PLAYERS — *see page 15*

OPTIONS — *see page 18*

NOTES: 2 PLAYERS and 3-5 PLAYERS modes will appear only if two Controllers are connected. Unless stated otherwise, pressing the ⊗ button will confirm a menu selection or advance you to the next menu. Pressing the △ button will cancel a menu selection or take you back to the previous menu.

A rolling demo will automatically load if the game is left on the MAIN menu. Once you've finished watching, simply press any button on either Controller to return to the MAIN menu.



GAME OVERLAY

Turbo Prop Racing is all about speed, power, energy, and most of all—fun! There are no complex rules or regulations to worry about, but to get the most out of the game it's best to understand this simple section. As you play, key information is relayed to you on-screen. In One-Player mode it looks like this:

Indicates your position out of the 16 competing racers.

Total time you have left to reach the next checkpoint.

Lap times

Lap Number/
Total Number of Laps

Total Time

Buoy Indicator. The bottom row fills with Yellow upgrade buoys, as they are collected. The top row displays the number of Red or Green buoys collected. (see page 8 for more info.)

Speedometer

Position of competing boats approaching from behind.



NOTE: The game overlay for the two/multi-player modes is similar to the One-Player overlay. The major difference is that the buoy indicator at the bottom left of the screen displays collected Red/Green buoys only.

IN GAME PAUSE MENU

Pressing the START button during a race will bring up the Pause menu with the following options:

CONTINUE Continues the current race.

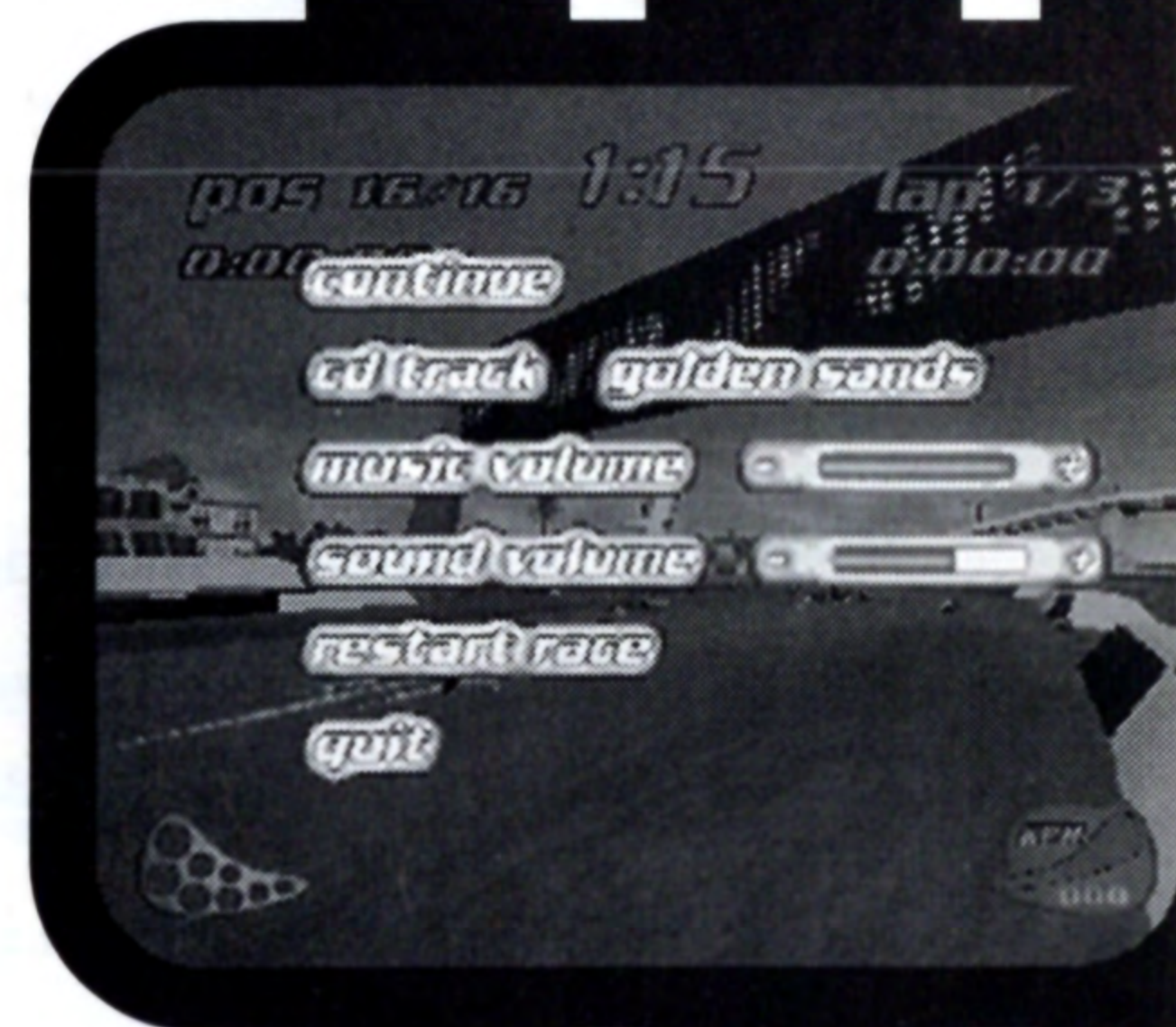
CD TRACK Alter between the various music tracks by using the LEFT or RIGHT Directional buttons.

MUSIC VOLUME Toggle by moving the slider left to right. Left means silence, Right means complaints from the neighbors, and something in the middle means a perfect compromise.

SOUND VOLUME Alter the speech and sound-effects level in the same way as the MUSIC VOLUME.

RESTART RACE Messed up? Simply choose the YES option to try again.

QUIT to the previous Menu Screen.



BUOYS

There are four different buoy types that you'll encounter throughout the course of Turbo Prop Racing. Buoys are collected by running over them.

GREEN LOCATION — All modes

Green buoys enable your boat's turbo boost to fire for a short time. Only three green buoys can be held at once. You are free to collect more to stop any opponent from collecting them, but they won't be registered. Green buoys are negated on a one-to-one basis by Red buoys.

RED LOCATION — All modes except One-Player Time Trial

Red buoys negate collected Green buoys on a one-to-one basis. If you fill the Green/Red bar with Red buoys, they will all disappear and you'll be penalized with a temporary loss of speed.

BLUE LOCATION — All One-Player modes except Time Trial

Blue buoys are rare, but are worth hunting down because they freeze your checkpoint time for a few seconds.

YELLOW LOCATION — One-Player One Race

Collect five Yellow buoys in One Race and finish in 1st place to activate the Bonus Track (see page 12).

ONE PLAYER

COMPETITION Initially, the only available options are ONE RACE or TIME TRIAL.

- **ONE RACE** A single race on any of the available tracks.
- **TIME TRIAL** Race the available tracks without opposition in order to beat those elusive track times! While playing, a wireframe "Ghost boat" will appear after one lap and reenact your last lap performance exactly. Keep a close eye on the Ghost boat and learn from your mistakes.

You can save your best times to a Memory Card but the Ghost boat will always play your best lap of the current session, not your ALL-TIME best. Therefore, if you load a previously saved Time Trial time, the record time will be displayed but you will not see the Ghost boat until your second lap, where it will reenact your last lap. Remember to save any records to a Memory Card, or they will be lost once your PlayStation® game console is turned off.

NOTE: Only Green buoys are placed in the Time Trial mode, so there's no excuse for not setting records! **Time Trial mode will continue indefinitely until you choose to quit.**

DIFFICULTY Choose between EASY, MEDIUM, or HARD by highlighting the option and using the LEFT or RIGHT Directional buttons. The harder the difficulty setting the tougher the opposition and the lower the allotted total and checkpoint time limits. Press ⊗ to confirm Competition mode and Difficulty.



name selection

0 1 2 3 4 5 6 7 8 9

a b c d e f g h i j

k l m n o p q r s t

u v w x y z | > end

player 1 cdr

back ok

TRANSFORMERS
RETURN OF THE FALLEN

boat selection



wavehammer

handl.

hull

back info ok

TRANSFORMERS
RETURN OF THE FALLEN

NAME SELECTION Using the Directional buttons, move the cursor over the desired letters. Press ⊗ to confirm letters and End to proceed to the next screen.

NOTE: Only four characters can be entered for a name.

BOAT SELECTION Only three boats are available at the start, but more are revealed as you progress through the game. Each boat has its own strengths and weaknesses, and you can assess these by examining the graph in the bottom right hand corner of the screen. The four colors represent different attributes of the boat:

- **YELLOW (SPEED)** — Refers to the top speed the boat is capable of reaching.
- **RED (ACCELERATION)** — Refers to how quickly the boat can reach its top speed.
- **PURPLE (HANDLING)** — Refers to how maneuverable the boat is in the water.
- **BLUE (HULL RATING)** — Refers to how stable the boat is. This feature cannot be upgraded—but there's more on upgrades later. Boats are grouped into hull ratings, and you'll notice that all three of the original boats have the same hull rating.

VIEW UPGRADES Pressing the ⊙ button marked INFO from the BOAT SELECTION screen will take you to the VIEW UPGRADES screen. Here, you can see in more detail the equipment and ratings of your selected boat.

From this screen, it is possible to test the selected boat and equipment on a unique course for a short time by pressing the  button. You'll proceed to the TEST UPGRADE screen where you can select which item of equipment you wish to test. Highlight a respective category such as SPEED by using the LEFT or RIGHT Directional buttons. Choose a piece of equipment from that category by using the UP or DOWN Directional buttons. The selected item will appear in the highlighted box, along with TEST. To test these upgrades, press the  button.

TRACK SELECTION Your goal is to place 1st in the three courses available from the start: GOLDEN SANDS MIAMI, WILD WATER CANYON, and GLACIER BAY ALASKA. You can choose to play the courses in any order but as you'll see from the TRACK LEVEL rating next to the highlighted course, things get progressively tougher—so try the easier tracks at first. Win any of the initial three courses and another course will be revealed. Win another of the initial three courses and another course will appear. Win the third and all six courses will appear.

We don't want to give too much away, but once you've beaten all the regular courses you'll be able to partake in a CHAMPIONSHIP where the goal is to place first in points at the completion of the event. A CHAMPIONSHIP involves racing all six tracks in succession. Complete all three CHAMPIONSHIP events and a special reward awaits!





TRACK INFO From the TRACK SELECTION screen, you can also get more information on each course by highlighting a course with the LEFT or RIGHT Directional buttons and pressing the  button to confirm. This takes you to a screen that displays a top-down view of the selected course, and the LAST RACE STATS and RECORD STATS (if any have been recorded).

Pressing the  button from this screen will take you to the RECORD TIMES screen where you can view the top 10, record laps, and the time trial record lap scores for whatever course you're currently viewing.

BONUS TRACK

The Bonus Track is activated in the One-Player mode by collecting five Yellow buoys and coming 1st in the ONE RACE mode. You can either race the Bonus Track immediately, or choose to race it later. If you fail the Bonus Track, you have the option to race it again, or you'll be returned to the TRACK SELECTION screen and, depending on difficulty level, you can try it again by highlighting the flashing BONUS icon at the bottom of the screen. Do this by using the DOWN Directional button and pressing the  button to confirm. Once you've successfully completed a course's Bonus Track, it will become unselectable.

At the start of the Bonus Track are three gates. Each of these is color-coded to correspond to an upgrade type as follows:

Yellow SPEED

Red ACCELERATION

Purple HANDLING

Steer your boat through the gate that relates to the area of your boat that you would most like to upgrade. The goal of the Bonus track is to hunt down five yellow buoys within the allotted time limit. The regular Green, Red, and Blue buoys are also featured from the One-Player game and work in exactly the same way.

If you fail to collect five Yellow buoys within the time limit, you have the option to race it again, or you'll be returned to the TRACK SELECTION screen. On EASY setting, you can retry the Bonus Track three times, on MEDIUM setting once, and on HARD setting—not at all!

If you complete the Bonus Track successfully, you'll be presented with a CONGRATULATIONS screen displaying which upgrade you've earned.

NOTE: You cannot play the Bonus Track when racing in a CHAMPIONSHIP. Once you've successfully completed the Bonus Track for a course, it will turn brown and become unselectable.



TWO PLAYERS

COMPETITION Choose ONE RACE or a CHAMPIONSHIP.

- **ONE RACE** A single race on any of the available tracks.
- **CHAMPIONSHIP** The goal is to place first in points at the completion of the event. A CHAMPIONSHIP involves racing all six tracks in succession.

CATCH UP Choose either YES or NO. Catch Up is a mode that gives trailing players a speed boost to help maintain the tension and competitiveness during the two/multi-player modes.

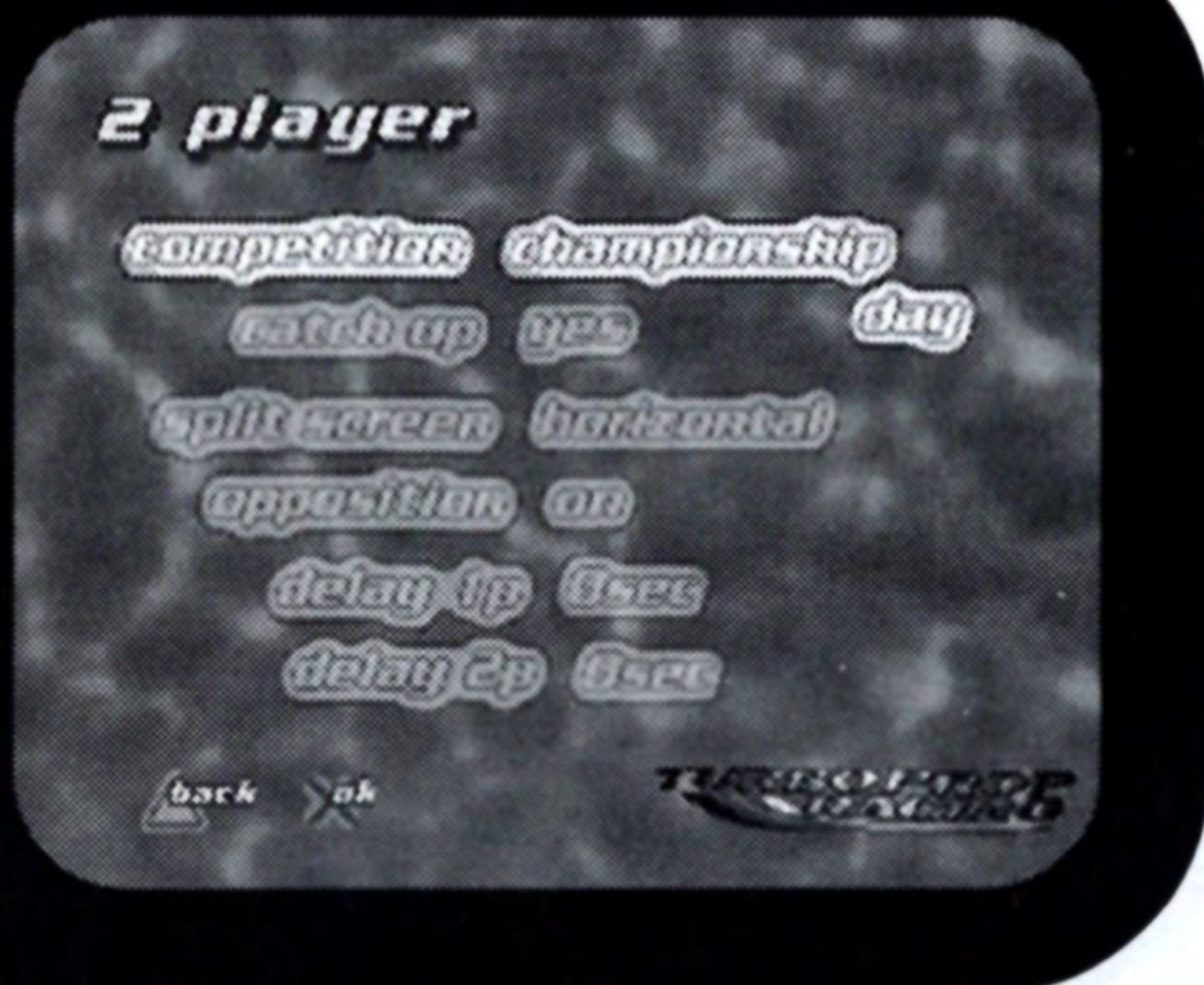
SPLIT SCREEN Choose to play the two/multi-player modes using either a HORIZONTAL or VERTICAL split screen.

OPPOSITION Choose to play with the computer controlled boats ON or OFF.

DELAY 1P/DELAY 2P Alter the start delay for each player between 0–10 SEC. Go ahead, give your gameplay-challenged friend a chance!

NAME SELECTION Both players' names are entered in exactly the same way as the One-Player mode. Once the first player has confirmed a name by pressing the ⊗ button, the second player can enter a name.

BOAT SELECTION Choose an available boat in exactly the same way as in the One-Player mode. PLAYER 1 chooses a boat first, then PLAYER 2. Both players are free to choose the same boat, which will be distinguished by different paintwork.



Then, depending on whether you've chosen to play ONE RACE or CHAMPIONSHIP, you'll proceed to either the TRACK SELECTION or CHAMPIONSHIP screens. On the TRACK SELECTION screen, you're free to choose any track on which to race, but in CHAMPIONSHIP mode the tracks will be played in order. From both these screens, you can access highlighted course information identical to that of the One-Player mode by pressing the  button.

THREE TO FIVE PLAYERS

Choosing this option will take you to the MULTI PLAYER menu. From here, you can select the following options:

COMPETITION Choose between MULTI-PLAYER LEAGUE, SUDDEN DEATH, or WINNER STAYS ON.

- **MULTI-PLAYER LEAGUE** Three to five players participate in a points-based championship. Players take turns competing, and it is randomized which player goes first.

The last screen before commencing is the MULTI LEAGUE championship table. At the end of each Championship race, you'll be returned to this table where points are awarded according to finishing positions from 1st to 8th place.

NOTE: When racing in a MULTI-PLAYER LEAGUE championship, the courses will be played in order.





- **SUDDEN DEATH** Continue to beat the lap time or lose! For instance, on the first lap you might have to complete a lap in 1.40 sec, the next in 1.35, and so on. Each competing player takes a turn racing, and at the end of the lap is returned to a table that displays the current lap time and whether the player has passed or not. If the player has passed, the box will display a check; if not, a cross.

Once all competing players have raced one lap, the remaining players then race another lap with a lower time limit—this varies according to difficulty level and how many laps have already been raced. Even when there is a winner, he or she can continue to play to aim for a new record and for even greater bragging rights!

Once you've selected Sudden Death mode, you'll proceed to the NAME SELECTION screen where names are entered in exactly the same way as the two-player mode, with each competing player taking turns to enter names. Now each player can choose a boat to race with and a course to race on from the BOAT SELECTION and TRACK SELECTION screens, respectively.

The final screen before commencing the Sudden Death round displays a chart across the top showing the next time limit to be raced and the competing players listed vertically down the chart.

- **WINNER STAYS ON** This is like the classic fighting game-style mode where two players battle over a single race, with the winner staying on and challenging a new competitor. At the end of a given number of rounds, a winner is declared and a Championship-style league table is displayed.
 - **SPLIT SCREEN** Choose to play using either a HORIZONTAL or VERTICAL split screen.
 - **CATCH UP** Choose either YES or NO. Catch Up is a mode that gives trailing players a speed boost to help maintain the tension and competitiveness during the two/multi-player modes.
 - **OPPOSITION** Choose to play with or without computer controlled opposition boats.

PLAYERS Choose between 3–5 competing players.

DIFFICULTY Choose between EASY, MEDIUM, or HARD. Note that the difficulty level corresponds to that of the One-Player game.

Once you've selected a gameplay mode, you'll be taken to the respective menu.



OPTIONS SCREEN



MEMORY CARD Selecting this option will take you to the MEMORY CARD screen where you can choose to either LOAD an old game or SAVE your current progress.

SOUND Choosing this option will take you to the SOUND OPTIONS menu.

- **MUSIC** You can select either STEREO or MONO.
- **SPEECH** You can select from ON, $\frac{1}{2}$, or OFF. Your selected option is confirmed by highlighting the relevant icon and using the LEFT or RIGHT Directional buttons.

NOTE: When selecting $\frac{1}{2}$, you will only hear the initial countdown.

CONTROLLERS Choosing this option will take you to the Controller screen where you can turn the Vibration feature of the Dual Shock™ Analog Controller ON/OFF. Or, if using the Analog Controller, you must calibrate your settings from this screen (see screen shot), then press the $\otimes$ button to confirm.

NOTE: When using the Analog Controller (RED Mode), the Left stick is used for steering instead of the Directional button.



DEAL UPGRADE

Once you've completed the Bonus Track successfully, it might be possible for you to start upgrading your boat by buying or selling new parts. If you go to the VIEW UPGRADE screen, you might notice a new icon marked DEAL. Pressing the ⊗ button from this screen will take you to the DEAL UPGRADES screen.

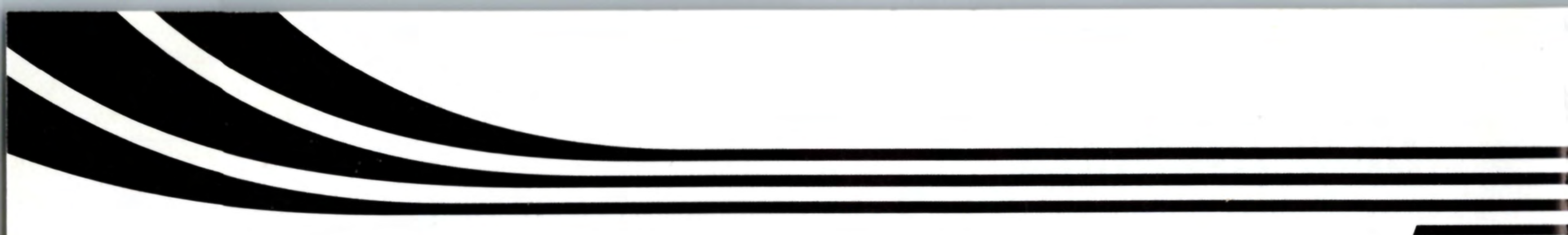
Notice how we've said "might." The simple rule is that you can only access the DEAL UPGRADES screen if your current boat meets either of the following two requirements:

1. One of its three upgrade categories is a Level 3 or above.
2. Two of its three categories are a Level 2 or above.

To start dealing items, you must select an item that you wish to upgrade. Choose one of the three categories by moving the Directional buttons left to right to highlight the desired upgrade category—SPEED, for instance.

Now press the ⊙ button. The SELECT ITEM TO UPGRADE text will be replaced with UPGRADING and OFFERED, complete with a picture of the current item you're selling. Now highlight which items you would like to trade. For instance, if you're looking to upgrade your SPEED, try selling one piece of ACCELERATION and HANDLING equipment. Sell a piece of equipment using the LEFT or RIGHT Directional buttons until the highlighted outline is under the desired equipment. Now press the ⊙ button and the word SELL will appear under it.





Once you've sold enough equipment, the picture in the OFFERED box will change to show the new item of equipment that you can now afford. To complete the deal, press the ⊗ button. You will be returned to the VIEW UPGRADES screen that now shows your new equipment, plus the downgraded areas where you've had to sell some items. To cancel the deal, press the ⊕ button.

NOTE: Each of the three upgrade areas has five levels of upgrade potential. However, not all boats can cope with all levels of upgrade. Look at the graph on the VIEW UPGRADES screen. You'll see that each of the upgrade areas has two ring styles.

- The full color indicates the level that the upgrade is at currently.
- The semi-transparent color indicates the maximum upgrade level this boat can handle.

NOTE: It's less complex than it sounds! Simply remember that trading takes place on a two-for-one basis; that is, by selling two levels of equipment, you can upgrade another area by one level.

EXTRA TRACKS

FRACTAL GENERATOR So, you've finished the regular game, huh? Now you can test your skills on more than one million randomly generated tracks!

On the TRACK SELECTION screen, keep pressing the RIGHT Directional button until the FRACTAL GENERATOR screen appears. You'll see four picture boxes, each of which represents different parts of the game's graphics that will be used to generate a unique course. Choose whatever graphic type you desire.

Now choose a SEED by pressing the  button. Select each character by using the LEFT or RIGHT Directional buttons. Select an individual seed number by using the Directional buttons to move the characters up and down. Remember to write down the details of your favorite seed so you can play it again in the future. If you don't want to choose a seed number, then press the  button to randomly generate a fractal track.



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166 CARS, 11 TRACKS, 1 CHECKERED FLAG

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You've never seen a racing game quite like this.

"Comprehensive and complex, this racing simulation is unrivaled." ★★★★★

- Next Generation



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