PlayStation

NTSC | U/C

PlayStation

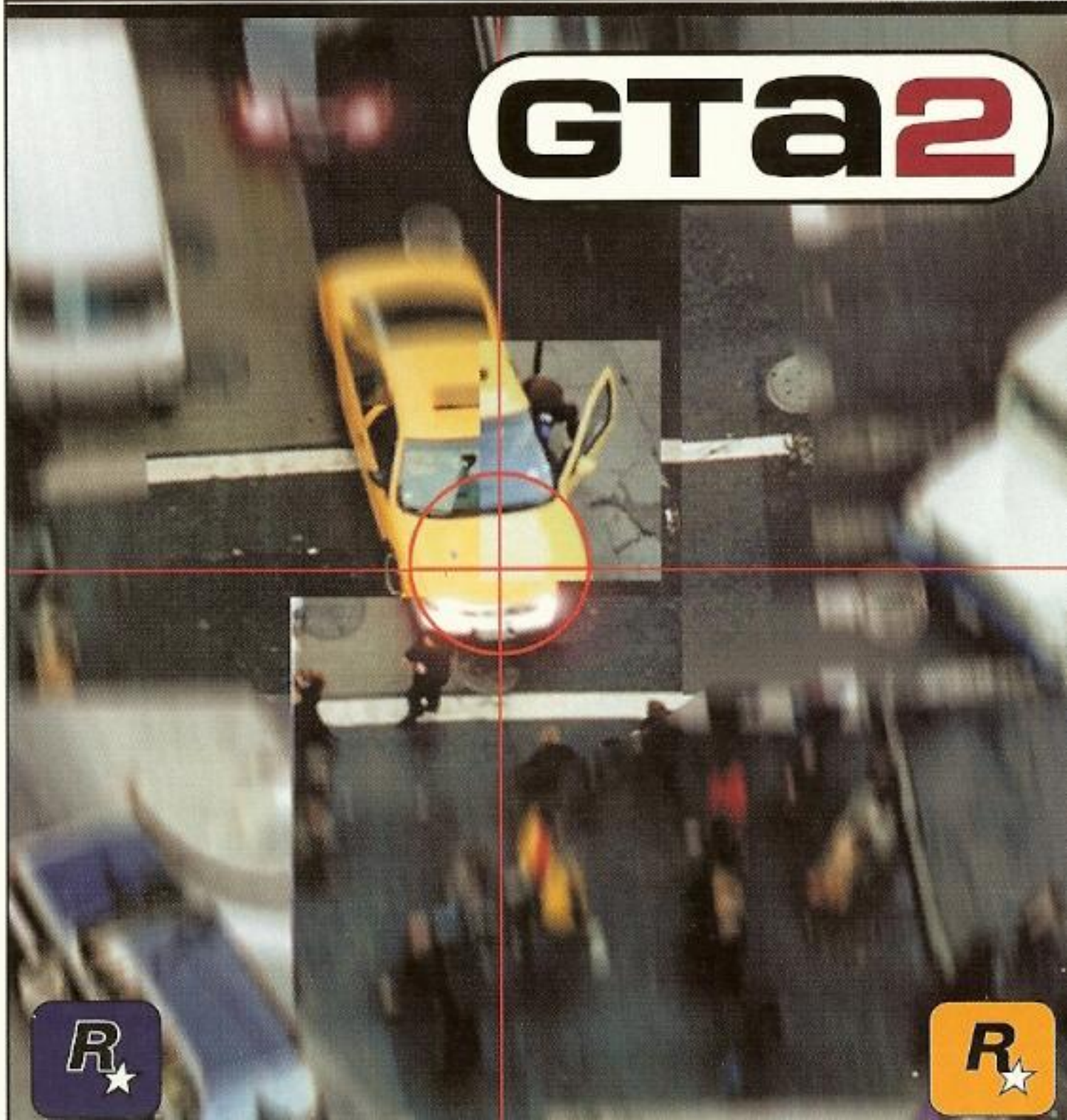
TEEN

T

CONTENT RATED BY ESRB

SLUS-00789CE

COLLECTORS' EDITION



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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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.



GTA2

TABLE OF CONTENTS

Welcome to GTA2	2
Getting Started	3
Loading a Saved Game	4
Save A Game	4
Options	4
Select A Character	5
Respect is Everything - How To Play	5
Who Lives Where	5
Gang Agenda	6
Law Enforcement	7
Getting Caught	7
Controls	8
A Typical Scene	9
Weapons & Arming the Car	11
Troubleshooting	11
Credits	12

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 STREETS 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.

Fuelled 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.

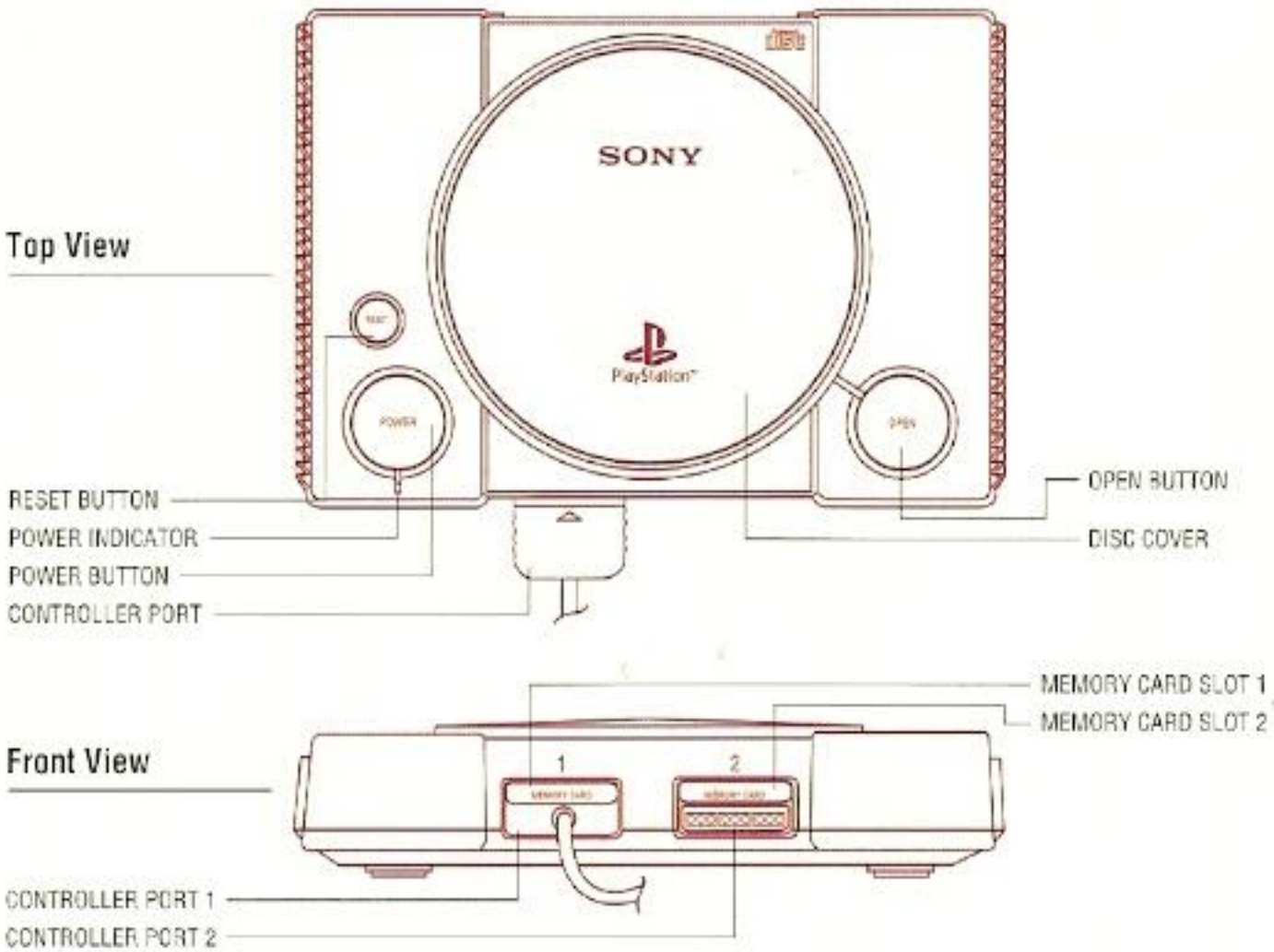
The only thing that's organized in this town is crime. Every shady activity from brewing moonshine to blackmailing politicians is controlled by one gang or another. Every neighborhood has local hoods that don't appreciate some new guy taking whatever he fancies. So you've got to make these gangs respect 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 Special Agents and the Army, should things get way out of control.

Things are going to get way out of control.

GETTING STARTED

1. Ensure your PlayStation is set up according to its instruction manual; plug in Controller 1 - and a Memory Card if you have one.
2. Ensure the power button is OFF before inserting the GTA2 disc, label side up, into the PlayStation.
3. Press the power button ON; the PlayStation logo will appear; when the Title Screen is shown you are ready to play GTA2.
4. If the Sony Screen or Title Screen doesn't appear, press the power button OFF; ensure your PlayStation is set up correctly and the GTA2 disc is properly inserted before pressing the power button ON again.
5. And remember! Always ensure the PlayStation 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

Insert a Memory Card with previously saved games into your Console. Select Load Game from the main menu and press the ✕ button. You will be presented with a list of saved games - unless the memory card is unformatted, in which case there are no files to load. Use the Directional buttons to highlight the file which you want to load and press the ✕ button. When you are prompted to load a new game, press the ○ button to confirm, or △ at any time to cancel. If you want to delete a previously saved game then press the ○ button then press the □ button. The game will prompt to confirm the action, press the △ button to cancel or the ○ button to confirm. Press the ○ button at any time to select a Memory card in another Memory card slot.

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 at the bottom of a bottle. Not in the prick of a needle. Not in the arms of a whore in the alley. But in faith. The big neon pink "Jesus Saves". Centered in each sector of the city you'll see a big neon sign displaying the message. Here you'll be able to save the game, have a drink, and come back later in your quest to be the best of the worst.

You can save your progress from the Character Selection screen onto a Memory Card by pressing the ○ button. Enter a name for the saved game by using the Directional buttons to change the letters or press the □ button to delete a letter. If you want to delete a previously saved game then press the ○ button. The game will prompt to confirm the action, press the △ button to cancel or the ○ button to confirm. Press the ○ button at any time to select a Memory card in another Memory card slot. If an unformatted Memory Card is inserted, the game will prompt you to format the Memory card. Press the ○ button to confirm the prompt to format a Memory card. All right already. Get Ready..

From the Title Screen, select Options to call up four new options.

OPTIONS

Use the Effects and Music options to change the volume balance of sound effects and music during play. While driving a car you can change the radio station you are listening to by pressing UP on the D-pad. Use Text to change the speed of text display during play.

SELECT A CHARACTER

Before you enter yourself into the action, you must choose your agent of defile. Every once in a while you'll want to save your position. By selecting a save position you'll be able to do this. Think of it like a safety deposit box that you can stash your valuables in. It's the only way to keep track of your felonious achievements and save your score.

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 SRS 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 Krishnas, 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.

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 cred 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 gang 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 went 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 how you want to control this bunch of degenerate psychopaths. Just one piece of advice - watch your back.

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 (and 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.

THE LAW

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.

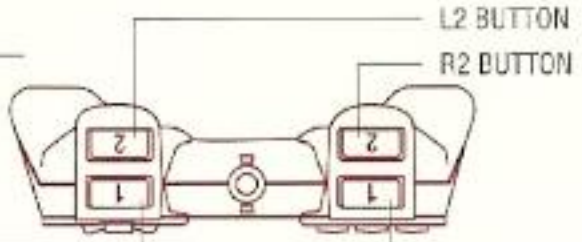
BEING SLOPPY & GETTING CAUGHT

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).

TAKE CONTROL

The functions of the PlayStation controller buttons can be reconfigured using the Controls option on the Title Screen.

Front View



Top View





DUAL SHOCK™ analog controller

TURN LEFT	- Left Directional Button
TURN RIGHT	- Right Directional Button
FORWARDS	- ⊗ button
ENTER/EXIT CAR	- △ button
BRAKE (JUMP)	- R1
BACKWARDS	- □ button
SPECIAL	- ○ button
NEXT WEAPON	- L1
PREVIOUS WEAPON	- L2
ATTACK/FIRE	- R2

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 News chopper flying high above the city. In OJ Cam. Here's what you can expect to see during play...



AREA NAME

BONUS MULTIPLIER

YOUR SCORE

WANTED LEVEL

LIVES

RESPECT-O-METER

WEAPON

PUBLIC TELEPHONE

CAR NAME

MISSION ARROW

ROLLER DOOR

MESSAGES

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 **Select** button 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 Handgun, Shotgun, Sub-Autometic Machine Gun, Assault Machine Gun, Flame Thrower, Rocket Launcher, Stun Gun, Molotov Cocktails, Grenades...or those things at the end of your arms.

ROLLER DOOR

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.

- For tech support, email us: support@rockstargames.com
- To subscribe to the Grand Theft Auto mailing list, send an email to: gta-subscribe-request@listserv.rockstargames.com
- To subscribe to the Rockstar Games mailing list, send an email to: subscribe@rockstargames.com

www.rockstargames.com/grandtheftauto

LOOK AFTER YOUR GTA2 DISC

Compact discs are robust but not invincible, so handle them with care.

- This disc contains software for the PlayStation; 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.

GAME CREDITS

A ROCKSTAR PRODUCTION
OF A ROCKSTAR NORTH
GAME

GTA2

DEVELOPMENT TEAM
NIGEL CONROY
ADRIAN HIRST
EMEL AKIAH

EXECUTIVE PRODUCERS
SAM HOUSER
DAVID JONES

PRODUCER
COLIN MACDONALD

TECHNICAL PRODUCERS
WAYNE SMITHSON
GARY J. FOREMAN

ROCKSTAR NORTH

LEAD PROGRAMMER
KEITH HAMILTON

LEAD ARTIST
IAN MCQUE

PROGRAMMERS
BRIAN BAIRD
IAIN ROSS
GRAEME WILLIAMSON
DAN LEYDEN

MAP EDITOR
SHAUN MCKILLOP

ARTISTS
MARTIN GOOD
ALISDAIR WOOD
ANDREW STRACHEN

DESIGNERS
STEPHEN BANKS
WILLIAM MILLS
BILLY THOMSON

AUDIO MANAGER
COLIN ANDERSON

AUDIO PROGRAMMING
RAYMOND USHER
ADRIAN HIRST
PAUL SCARGILL

SOUND EFFECTS
ALLAN WALKER
COLIN ANDERSON

ADDITIONAL SOUND
EFFECTS
FIONA ROBERTSON

MUSIC
CRAIG CONNER
STUART ROSS
PAUL SCARGILL
COLIN ANDERSON
BERT REID

ADDITIONAL MUSIC
MOVING SHADOW

BONUS LEVEL DESIGN
LORNE CAMPBELL
MIKE STIRLING

FRONT END DESIGN
JEREMY BLAKE

ADDITIONAL SUPPORT
ANDY SCOTT
BRIAN LAWSON
MIKE DAILLY
AARON PUZEY
DAVID PATERSON
ANDREW PATTERSON

ROCKSTAR NORTH
QA TEAM

QA SUPERVISOR
CRAIG ARBUTHNOTT

TESTERS
ALAN JACK
CRAIG FILSHIE
STEVEN TAYLOR
SEAN TAYLOR

TECHNICAL SUPPORT
KENNETH GIBLIN
JULIAN GLENDINNING
TIM EARNSHAW
NEIL MORTON

LANGUAGE LOCALISATION
SARAH BENNETT

DOCUMENTATION
MICHAEL KEILLOR

DEVELOPMENT MANAGER
JIM WOODS

CREATIVE MANAGER
GARY PENN

CREATIVE DIRECTOR
DAVID JONES

THANKS TO
STEVE HODGSON
AARON GARBUT
DONALD ROBERTSON
PAUL KUROWSKI
KEN FEE

PROGRAMMING SUPPORT
KEVIN HOARE
GREG BICK
ANDY BROWNBILL
RAY LARABIE

TAKE2 QA TEAM

LEAD TESTER
ADAM RABIN

TESTERS
EDDIE HAYDEN
CHRIS LACEY
LEE BROWN
GARY SIMS
PHIL RODKOFF
NICK HUGGINS
NICK SNEDDON
GREG MATHEWS
STEPHEN CRR
ED ZOLNIERYK
ADAM HOLBROUGH
BRIAN SHELTON
BLAIR RENAUD
PETE ARMSTRONG
SERGEI KUPREJANOV
JAY PENNEY
FLIP GRACZ
JIM THOMPSON
MARK LLOYD
TIM BATES
CHARLIE KINLOCH
JIM COLLINS
DENBY GRACE
LEE JOHNSON
KIT BROWN

JAMES CREE
ADDITIONAL QA TEAM

QA MANAGER
STEVE LYCETT

TEST SUPERVISORS
LEE CAMPBELL
PHIL ECKFORD

LEAD TESTERS
STEVE WOODWARD
ERIC NEILSON

TESTERS
MARTIN BERRIDGE
DANIEL WEBSTER
ERIC BOOKER
STEPHANO RIALLO
SAM ATTENBOROUGH
CHRIS PRITCHARD
CHRIS GREATBACH
RICHARD ARROWSMITH
JONATHAN WILSON
SIMON GILMAN
WAYNE MELLORS
LUKE WARHURST

CD TECHNICIAN
JAMES MCCARTHY

ROCKSTAR GAMES

PRODUCTION TEAM
JERONIMO BARRERA
TERRY DONOVAN
DAN HOUSER
JAMIE KING

ART DIRECTOR
JEREMY BLAKE

PACKAGING DESIGN
KAREN MUI
JUNG KWAK

PRODUCT MANAGER
MATT GORMAN

SPECIAL THANKS TO:
JEFF CASTENEDA
KEVIN GILL
JENN KOLBE
OYSTER PARTNERS

ROCKSTAR TESTERS
GREG DIMECH
RICH HJIE
NEIL MCCAFFREY

ROCKSTAR GAMES FRONT-END ANIMATION DESIGN
NEIL LANDSTRUMM
SCAN 2 GAME ARCHITECTS

GTA2 USES MILES SOUND SYSTEM. ©1991-1999 BY RAD GAMES TOOLS, INC.

GTA2 USES BINK VIDEO. ©1994-1999 BY RAD GAMES TOOLS, INC.

MUSIC

BULAMATARI - TAXI DRIVERS
(MR. CLARKE & KEY WILDE)
PERFORMED BY BULAMATARI
PRODUCED BY
THE REV. PETE FUHRY
© 1996 CLARKE/WILDE
PUBLISHED BY WORMHOLE
PRODUCTIONS
WWW.MRCLARKE.COM

FLYTRONIX - PENDULUM
(D. DEMIERRE)
ALL INSTRUMENTS - D. DEMIERRE
PRODUCED BY D. DEMIERRE
© 1998 MOVING SHADOW LTD.
PUBLISHED BY MOVING SHADOW
MUSIC

FLYTRONIX - PAST ARCHIVES
(D. DEMIERRE)
ALL INSTRUMENTS - D. DEMIERRE
PRODUCED BY D. DEMIERRE
© 1998 MOVING SHADOW LTD.
PUBLISHED BY MOVING SHADOW
MUSIC

EZ ROLLERS - SHORT CHANGE
(A. BANKS & J. HURREN)
ALL INSTRUMENTS -
A. BANKS & J. HURREN
PRODUCED BY A. BANKS &
J HURREN

ANNA - DO IT ON YOUR OWN
(C. CONNER)
VOCALS - ANNA STEWART
GUITARS + LAP STEEL -
STUART ROSS- ALL OTHER
INSTRUMENTS - CRAIG CONNER
PRODUCED BY CRAIG CONNER

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

PUSSYWILLOWS - REAL LOVE
(C. CONNER)
VOCALS - DONNA DOUGLAS &
CRAIG CONNER GUITARS - STU-
ART ROSS- ALL OTHER
INSTRUMENTS - CRAIG CONNER
PRODUCED BY CRAIG CONNER

THE ONE - SOUTHPARK
(C. CONNER)
VOCALS - IVAN THOMPSON
ALL INSTRUMENTS -
CRAIG CONNER
PRODUCED BY CRAIG CONNER

CONCR & JAY - VEGAS ROAD
(J. WEMYSS/C. CONNER)
VOCALS - JULIE WEMYSS

GUITARS - STUART ROSS
ALL OTHER INSTRUMENTS -
CRAIG CONNER

APOSTLES OF FUNK -
YELLOW BUTTER (S. ROSS)
ALL INSTRUMENTS -
STUART ROSS
PRODUCED BY STUART ROSS

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

STIKKI FINGERZ -
HOLDIN IT OUT FOR YOU
(MUSIC C. ANDERSON,
LYRICS P. MACKIE)
VOCALS - PAUL MACKIE
BACKING VOX - PAUL MACKIE,
COLIN ANDERSON & NEIL HORS-
BURGH
DRUMS - ANDY WHYTE
GUITARS & BASS -
COLIN ANDERSON
PRODUCED BY COLIN ANDERSON

TRACK 7 - I WANNA PHUNK
(TRACK 7)
PERFORMED & PRODUCED BY
TRACK 7
(P)+(C) 1999 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 CONNER

E=MC GOOD TIMES - JACKING IN
HILLTOWN (P. SCARGILL/ R. DE
NEGRO) VOCALS -
ROBBOTT DE NEGRO
ALL INSTRUMENTS -
PAUL SCARGILL
PRODUCED BY PAUL SCARGILL

REED - L.E.D. (S. ROSS)
ALL INSTRUMENTS
STUART ROSS
PRODUCED BY STUART ROSS

NUMB - HOW'S IT DONE
(S. ROSS)
ALL INSTRUMENTS - STUART
ROSS
PRODUCED BY STUART ROSS

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

STYLUS EXODUS - TOUCAN 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
MAMMARIES - 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) GUR-
NEY HAMMOND SOLO - STUART
ROSS - GUITARS, BASS & KEYS -
COLIN ANDERSON
PRODUCED BY COLIN ANDERSON

SPANGLY FEET - DAZED & CON-
FUZED (S. ROSS)
VOCALS - INNES RICARD
ALL OTHER INSTRUMENTS -
STUART ROSS
PRODUCED BY STUART ROSS

REV. ROONEY & THE ROCKSTA CHOIR - GOD BLESS ALL THE UNIVERSE (C. CONNER)
VOCALS - GERARD ROONEY
BACKING VOX - CRAIG CONNER & GARY PENN
GUITAR - STUART ROSS
ALL OTHER INSTRUMENTS - CRAIG CONNER
PRODUCED BY CRAIG CONNER

VOICE BOX - COMPUTER LUST (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 CONNER

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

TOYS ARE REAL - FLYMUTHA (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 CONNER

DD - BALL BLASTER (S. ROSS)
ALL INSTRUMENTS - STUART ROSS
PRODUCED BY STUART ROSS

TSUNAMI - F.A.G. FILTER (S. ROSS)
ALL INSTRUMENTS - STUART 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 PRODUCTIONS

NYC SESSIONS
DJS & COMMERCIALS

WRITTEN & DIRECTED BY
MICHAEL KELLOR

SOUND PRODUCER
CRAIG CONNER

VOICE OVER ARTISTS
GARY PENN
IAN FULTON
INES RICARD
BRUCE KRONENBURG
DANIEL MCDONALD
DAVID DEBLINGER
FRED NEWMAN
JILL TASKER
KIM BROCKINGTON
MELINA BRUIN
NEAL FEINBERG
SAIKO YOSHIDA
STEVE MILLER
LYNN LAMBERT
THANKS TO
SHELDON STEICER
KEVIN & NEIL AT ORGANIC STUDIOS NYC

GTA2 MOVIE

WRITTEN BY
DAN HOUSER

STARRING
SCOTT MASLEN AS CLAUDE SPEED

DOP BY
ROB BENEVIDES

EDITED BY
JOSH SCHWARZ

SOUND & MIX BY
ALLAN WALKER

TELECINE BY
COMPANY 3

MUSIC BY
CRAIG CONNER

DIRECTED BY
ALEX DE RAKOFF

PRODUCED BY
JAMIE KING

EXECUTIVE PRODUCER
SAM HOUSER

A ROCKSTAR PRODUCTION OF A ROCKSTAR NORTH GAME



LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

OUT NOW

grand theft auto

vice city

PlayStation®2

WWW.ROCKSTARGAMES.COM/VICECITY

SOUNDTRACK ALBUMS AVAILABLE EXCLUSIVELY ON EPIC RECORDS

WWW.VICECITYRADIO.COM

Rockstar Games, the Rockstar Games logo, Rockstar North and the Rockstar North logo are registered trademarks of Take-Two Interactive Software, Inc. Rockstar Games and Rockstar North are subsidiaries of Take-Two Interactive Software, Inc. All other marks and trademarks are properties of their respective owners. All Rights Reserved.

Licensed for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH ® PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.