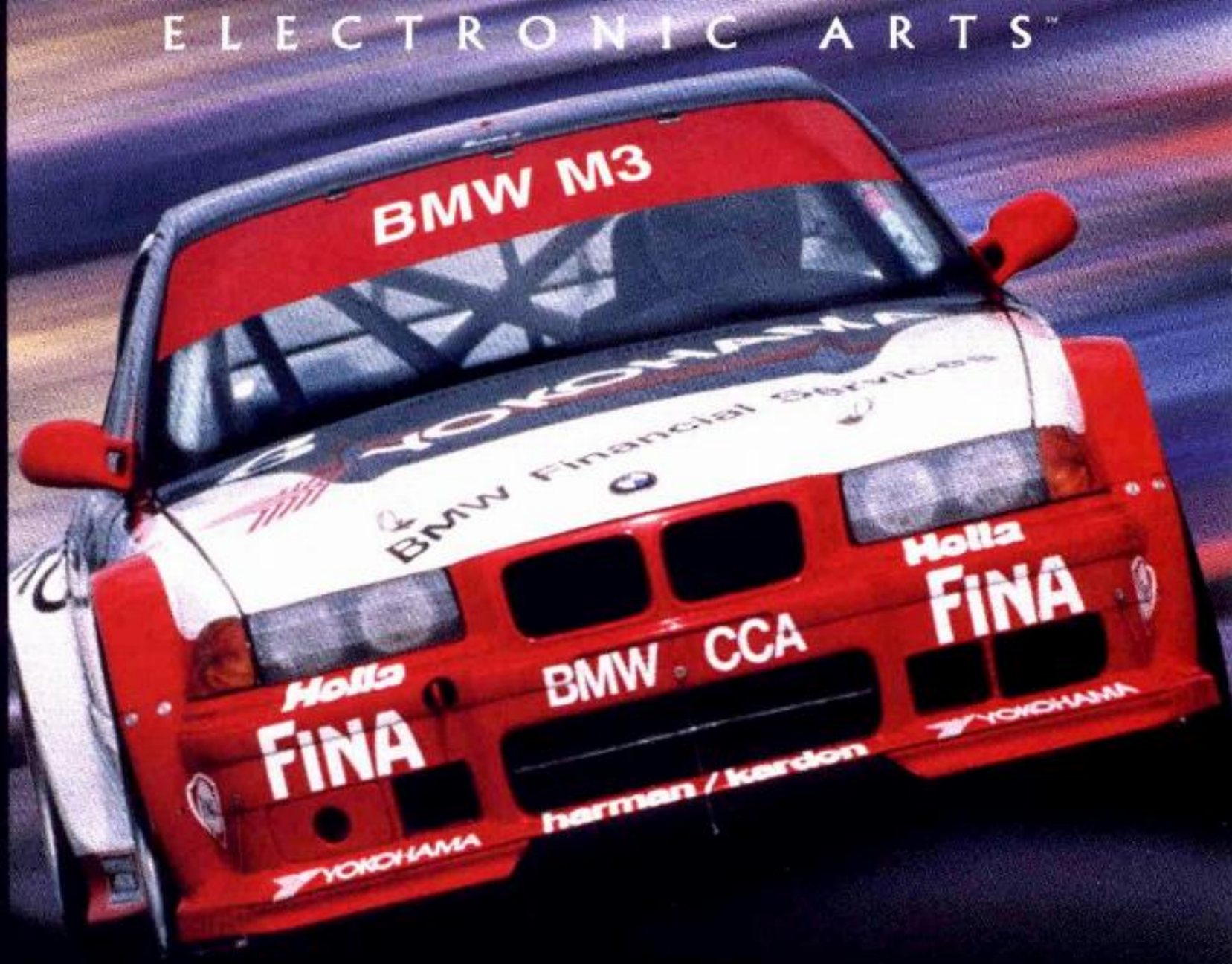
ELECTRONIC ARTS™

PlayStation®

NTSC U/C

PlayStation®



SPORTS CAR GT™

HIGH-SPEED RACING IN THE WORLD'S FASTEST SPORTS CARS

EVERYONE

CONTENT RATED BY ESRB

SLUS-00655

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DEFAULT CONTROLS

DIGITAL CONTROL

Steer Left/Right	D-Button ↔	Shift Forward/Reverse	**L2** (under 30 mph)
Accelerate	✖	Change View	**R1**
Brake	■	Rear View	**R2**

ANALOG CONTROL

Steer Left/Right	**L** Stick ↔	Shift Forward/Reverse	**L2** (under 30 mph)
Accelerate	**R** Stick ↑ or ✖	Change View	**R1**
Brake	**R** Stick ↓ or ■	Rear View	**R2**

➲ To customize these controls, ➤ *Options* on p. 8.

➲ If you choose Manual Transmission (➤ *Tuning* on p.12), press **L1**/**L2** to shift gears up/down.

INTRODUCTION

Sports Car racing is the pinnacle of production car performance, and nowhere is the excitement level higher than at the GT Series. The three-tiered GT Series delivers blistering, white-knuckle racing where drivers race the world's most exciting sport cars at speeds in excess of 200 mph.

Sports Car GT puts you on the fast track to the GT Series championship. Buy a car and enter at the qualifying stage. Race well, and you'll earn money that you can spend to modify your car. When you qualify on each course, you can enter the GT-3 series. Continue through the ranks to GT-2 and, finally, GT-1 where the competition is stiffer, the tracks are tougher, and proper car tuning becomes as critical as racing itself.

Sports Car GT Features:

GT Series Cars

BMW M3, Callaway C7, Callaway C12, Lister Storm, Mosler Raptor, Panoz Esperante, Panoz GTR-1, Panoz Q9, Porsche 993, Porsche 911, Porsche 911-GT1, Saleen S-281, Saleen SR, and Vector M-12.

GT Series Tracks

Mosport Park, Road Atlanta, Sebring International Raceway, Desert Speedway, Laguna Seca Raceway, plus two fantasy courses.

For more info on this and other Electronic Arts titles, visit EA on the web at www.ea.com.

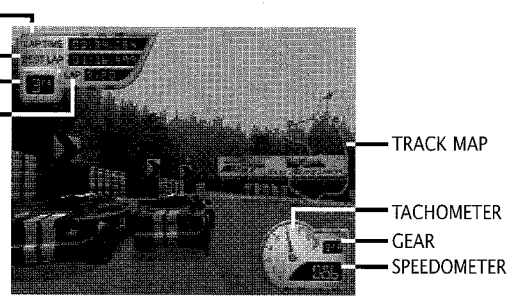
ON THE TRACK

If you want to jump right into the action, your first order of business is to take one of these machines down to the track and begin pushing the performance envelope.

EA TIP: Don't overrev the engine before the race starts. If your tach is too high when your car locks into first gear, you'll burn your tires and lose valuable ground.

TO START A RACE WITH DEFAULT SETTINGS:

1. At the Main menu, select ONE PLAYER.
2. From the One Player options, select ARCADE.
3. At the Arcade screen, select START. The race loads.
   - ✦ You'll start out driving a BMW M3 in a field of six cars. The race is a three-lap challenge in the GT-3 class at Mosport Park.
   - ⊃ For information on race modes and options, ➤ *Setting up a Race or Season*, next page.



⊃ For driving commands, ➤ *Default Controls* on p. 4.

THE PAUSE MENU

You can access the Pause menu at anytime to take a break or quit the race.

➤ To pause a race, press **START**. The Pause menu appears.

RESUME RACE	Get back to the racing action.
EXIT RACE	Exit the current race.
VERTICAL/HORZ. SPLIT	Toggle between a vertically or horizontally split screen. (Two Player mode only.)

SETTING UP A RACE OR SEASON

Menu Controls

Highlight a menu item	D-Button ↕
Cycle options and toggle choices	D-Button ↔
Select highlighted item or option	✖
Return to previous menu	▲



MAIN MENU

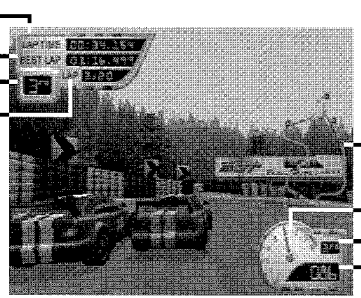
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To start a race with default settings:

1. At the Main menu, select ONE PLAYER.
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3. At the Arcade screen, select START. The race loads.
   - ✦ You'll start out driving a BMW M3 in a field of six cars. The race is a three-lap challenge in the GT-3 class at Mosport Park.
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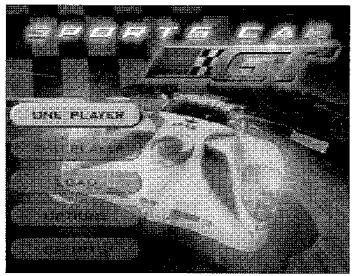
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SETTING UP A RACE OR SEASON

Menu Controls

Highlight a menu item	D-Button ↕
Cycle options and toggle choices	D-Button ↔
Select highlighted item or option	✖
Return to previous menu	▲



MAIN MENU

This is where your *Sports Car GT* race setup begins. The Main menu offers the following five options:

ONE PLAYER Race against highly-competitive computer-controlled cars in Season and Arcade modes or take on the clock and attempt to rewrite the record books in Time Trial mode (➤ p.10).

TWO PLAYER Challenge a friend in one of three different modes: Head to Head, Pace Car, or Pink Slip mode (➤ p.15).

LOAD Load a game featuring your customized car (and bankroll) and race it in any game mode.

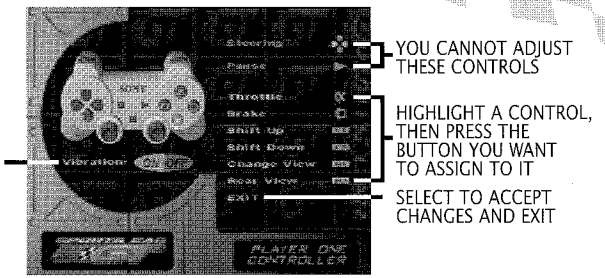
NOTE: You must have previously saved a game to a memory card (➤ *Save Game*, p.13).

TO LOAD A GAME:

1. Insert the memory card that contains the game you want to load.
2. At the Main menu, select LOAD. The Memory Card screen appears, displaying the stats of the currently saved game.
3. Select LOAD PLAYER, then choose YES from the prompt. The game loads.
4. Press ✖ to continue, then select EXIT to return to the Main menu.

OPTIONS Adjust game options.

NOTE: Default Options appear in BOLD type throughout the manual.



SFX VOLUME: Set the volume level for in-game and menu screen sound effects.

BGM VOLUME: Set the volume level for in-game and menu screen background music.

PLAY BGM: Listen to the background music tracks.

Default View: *Sports Car GT* features three driving views. Choose the one you want to begin each race with.

CAR DAMAGE: Toggle ON/**OFF**. When ON, all cars sustain damage with each impact. Car performance deteriorates as damage increases.

CHASE ARROWS: Toggle ON/**OFF**. When ON, arrows indicate pursuing cars. Arrows change from green to red as distance decreases.

CREDITS Roll the credits for a list of the speed demons who made this game.

ONE PLAYER

➲ When you select ONE PLAYER from the Main menu, the One Player menu options appear.

SEASON

A *Sports Car GT* season consists of four rounds of GT racing. You begin in the qualifying class, and you must place in the top-three on each course to progress through the levels, culminating with the GT-1 class. Along the way, you'll win cash which you must use to upgrade your car and purchase better cars.

You begin with $50,000 for the purchase of your first car. You can purchase an expensive car and hit the circuit, or purchase an inexpensive car and put the extra money toward upgrades right away.

➲ When you choose SEASON from the One Player menu options, the Class Select screen appears.

Class Select Screen

Choose the GT class you want to race. If you are beginning your first season, only the GTQ Class is available. More classes become available as you earn them by progressing through the season.

➲ When you choose the class you want, the Paddock screen appears.

Paddock

The Paddock is the garage area where you will maintain and upgrade your car. From the Paddock screen, you can also save your progress. If you are beginning your first season, your first order of business is purchasing a car. To do this, you must visit the Car Shop.

➲ When you're ready to race, select START. The Race Preview screen appears.

CAR SHOP

SELECT CAR: After you buy a car, choose SELECT CAR to return to the Paddock screen.

BUY CAR: Cycle to the car you want, then press ✖ to buy it. When the prompt appears, choose YES to confirm.

SELL CAR: If you own a car and want to buy a different one, but you need cash, you can sell your current car. The resale value appears on the screen.

CARBON COPY: If you have memory cards inserted into both memory card slots, you can purchase a car that's saved on memory card 2 at a discounted price. The copy is saved to memory card 1.

MODIFICATIONS

Any modification you make to your car will increase its performance and value, but some may suit your driving needs better than others. Once you buy an upgrade, you can install or remove it as you wish.

BRAKES: Upgrade your brakes for increased stopping power at high speeds. Essential for control into tight hairpin turns.

SUSPENSION: Upgrade the suspension for a more stable ride around the circuit, keeping your tires in firm contact with the road.

EXHAUST: Upgrading the exhaust system increases overall horsepower by raising your engine's efficiency level.

ENGINE: Upgrade your engine for increased acceleration at high RPMs, resulting in higher top speed.

GEARBOX: Upgrade the gearbox to increase the efficiency of power delivery. The high end gearbox offers adjustable gear ratios.

AERO KIT: An aero kit reduces drag and increases downforce for a more stable, aerodynamic ride.

TIRES: Increases grip and gives you the option to equip your car with rain tires for races on wet tracks.

TUNING

Each *Sports Car GT* track has unique features that must be addressed in the Paddock. For optimum performance, tune your car to each track.

NOTE: You must modify your car in order to tune it, and some features require several upgrades before tuning is available.

BRAKES: If you like to slide through turns, increase rear bias to make your car oversteer. For a tighter setup, increase the braking bias to the front.

SUSPENSION: Tune harder for a stiff ride, resulting in better handling on smooth surfaces, or softer on rough surfaces where tires tend to bounce off the road and lose their grip.

RIDE HEIGHT: Lower the car to lower its center of gravity. This results in better handling on flat tracks, but be careful not to overdo it on rolling courses.

TRANSMISSION: Select automatic transmission for accelerate-and-brake driving or manual transmission where you must shift through the gears.

GEARBOX: Tune for speed on tracks with long straightaways where speed is the key. Tune for torque where acceleration out of the turns outweighs top speed.

DOWNFORCE: Reducing downforce reduces drag, increasing speed at the cost of stability. Increase downforce to improve handling when you can sacrifice top speed.

TIRES: Soft composition tires have larger contact patches with the road, providing more grip. Harder compound tires have less grip, allowing for more drift. Rain tires have tread for greater control on wet tracks.

SAVE GAME

Saved information includes your car with upgrades, bankroll, records, completed tracks and series, and options. You may save only one game to a memory card.

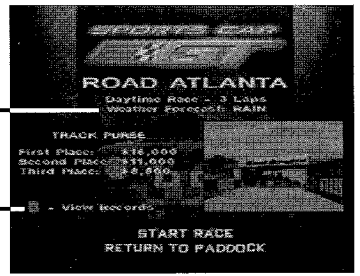
NOTE: Never insert or remove a memory card while loading or saving files.

START

Go to the Race Preview screen, and prepare to race.

Race Preview and Recap Screens

The Race Preview screen appears before the start of each race, providing a track summary.



- To begin racing, select START RACE. (For driving commands, ➤ *Default Controls*, p. 4.)
- To return to the Paddock to adjust your car or save your game, select RETURN TO PADDOCK.

✦ Following each race, the Results screen appears. If you post a new record, you're prompted to enter your initials.

➲ To enter your initials, D-Button ↕ to cycle letters and D-Button ↔ to move to the next letter. When you're done, press ✖ to confirm.

✦ If you think you can place higher, select RETRY at the Race Recap screen to run the race again. You have only three retry chances per season.

ARCADE

An Arcade race is a stand-alone challenge that you can configure any way you want.

➲ When you select ARCADE from the One Player menu options, the Arcade screen appears.

➲ From the Arcade screen, select a car and track, set the race length, choose the field you want to compete against, then select START to begin racing. (For driving commands, ➤ *Default Controls*, p. 4.)

NOTE: If you have a season saved to your memory card, you may use any additional cars and tracks earned in Season mode.

✦ Following the race, the Results screen appears. Press ✖ to return to the Arcade screen.

TIME TRIAL

Time Trial lets you take the customized car you saved in Season mode and go after the track records. This is also a good time to run some practice laps and fine tune your car.

➲ When you select TIME TRIAL from the One Player menu options, the Time Trial screen appears.

NOTE: You must have purchased a car in Season mode in order to select TIME TRIAL. (➤ *Load*, p. 8.)

Time Trial Screen

At the Time Trial screen, you can prepare for your next run by tuning your car, selecting a track, and viewing the records you're going up against.

➲ When you're ready to continue, select START. The Race Preview screen appears.

SELECT CAR Choose the car you want to put to the test.

TUNE VEHICLE Tune your car for the track and current weather conditions. (➤ *Tuning*, p. 12.)

SELECT TRACK Choose the track you want to challenge. Pay close attention to the Race Preview information.

NOTE: If you have a season saved to your memory card, you may use any additional tracks earned in Season mode.

VIEW RECORDS This is your competition. Master the tracks, and watch the numbers fall.

START Begin racing. (For driving commands, ➤ *Default Controls*, p. 4.)

✦ Following the trial, the Results screen appears. Compare your results to the records. If you post a new record, you're prompted to enter your initials.

➲ To enter your initials, D-Button ↕ to cycle letters and D-Button ↔ to move to the next letter. When you're done, press ✖ to confirm.

TWO PLAYER

➲ When you select TWO PLAYER from the Main menu, the Two Player menu options appear.

NOTE: You must have a controller connected to each controller port in order to select TWO PLAYER.

HEAD TO HEAD

Configure a race any way you want, and challenge a friend to a one-on-one race.

- ➲ When you select HEAD TO HEAD from the Two Player menu options, The Head to Head Challenge screen appears.
- ➲ From the Head to Head Challenge screen, select the cars and track you want, set the race length, then select START to begin racing. (For driving commands, ➤ *Default Controls*, p. 4.)

NOTE: If you have a season saved to your memory card, you may use any additional cars and tracks earned in Season mode.

- ✦ Following the race, the Results screen appears. You can race again or return to the Head to Head Challenge screen.

PACE CAR

Pace Car races are similar to Head to Head races, but you and a friend are joined by an experienced computer driver. Beating your buddy is one thing, but keeping up with the pace car requires expert driving skills.

- ➲ When you select PACE CAR from the Two Player menu options, The Pace Car Challenge screen appears.
- ➲ Set up and run your race just as you would in Head to Head mode.

PINK SLIP

A Pink Slip race is just like a Head to Head race, but you must race with cars saved in Season mode. At the end of the race, the loser's car is deleted from his or her memory card and saved to the winner's memory card.

- ➲ When you select PINK SLIP from the Two Player menu options, The Pink Slip Battle screen appears.
- ➲ Set up and run your race just as you would in Head to Head mode.

NOTE: Each player must select a car that the other player doesn't already own. This raises the reward, as the winner receives a brand new car.