

**D1 PROFESSIONAL DRIFT
GRAND PRIX SERIES**



WARNING: 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 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 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 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 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.

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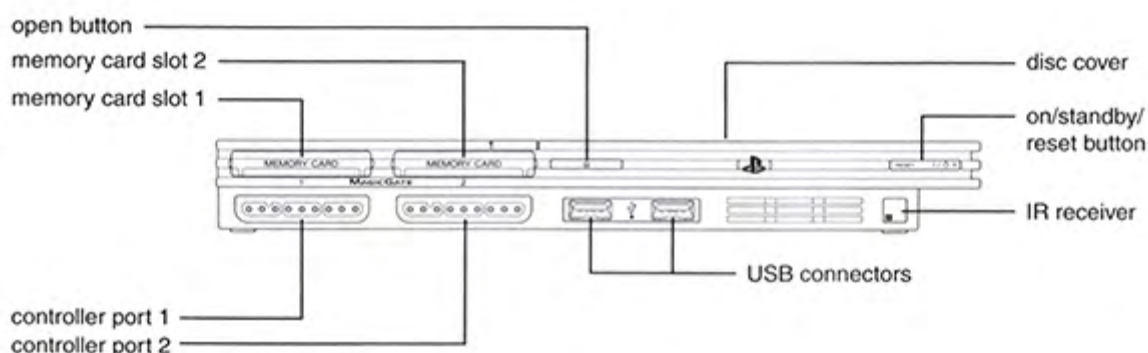
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its 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 *D1 Grand Prix* 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 other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

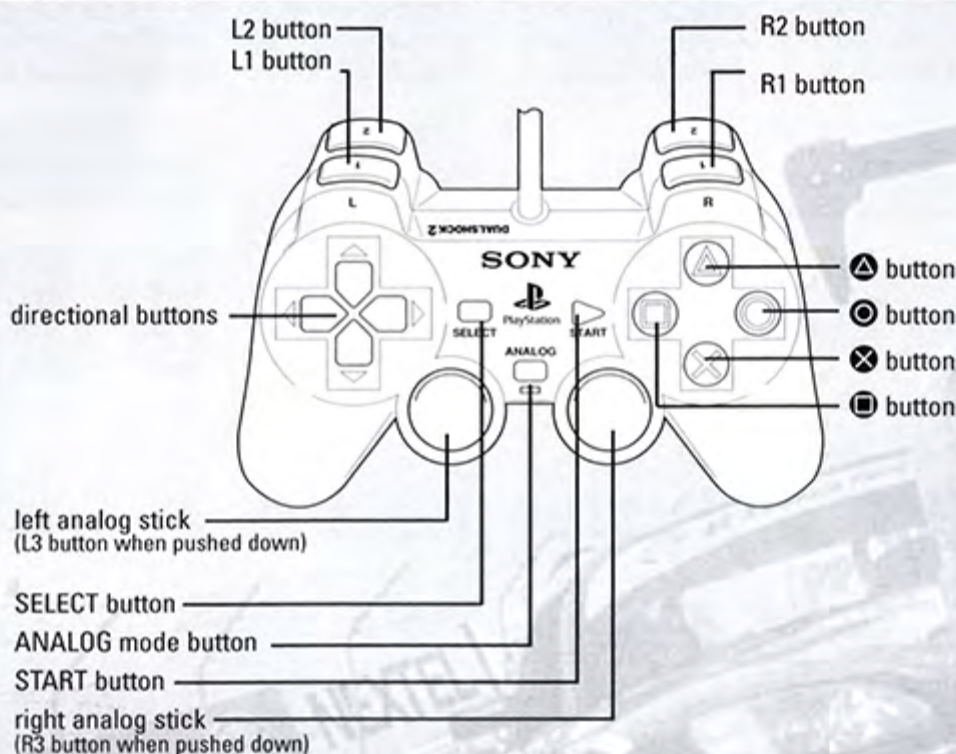
MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

You can use a DUALSHOCK®2 analog controller or *Driving Force*™ (963257-0403) or *Driving Force*™ Pro (963293-0403) steering wheel controllers to play *D1 Grand Prix*.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons/left analog stick

right analog stick

× button

□ button

△ button

○ button

R1 button

L1 button

R2 button

L2 button

START button

SELECT button

Handling/Move cursor

Accelerator/Foot brake/Reverse

Accelerator/Accept (on menus)

Foot brake/Reverse

Back view/Cancel (on menus)

Flash lights

Clutch kick

Hand brake

Shift gears up/Fast-forward replay

Shift gears down/Slow-mo replay

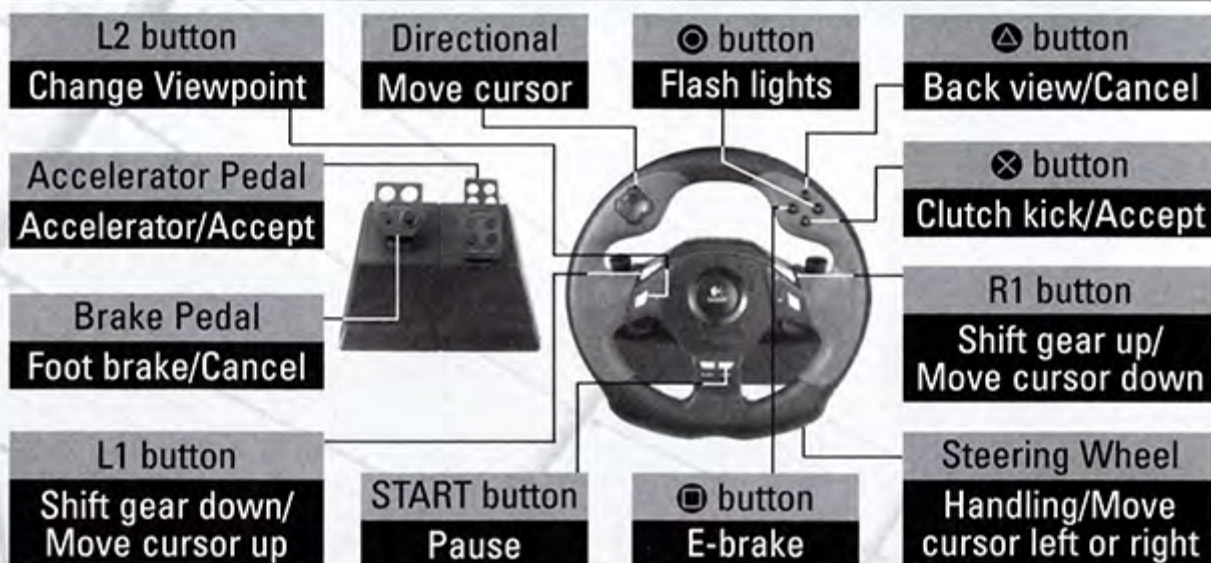
Pause

Change viewpoint

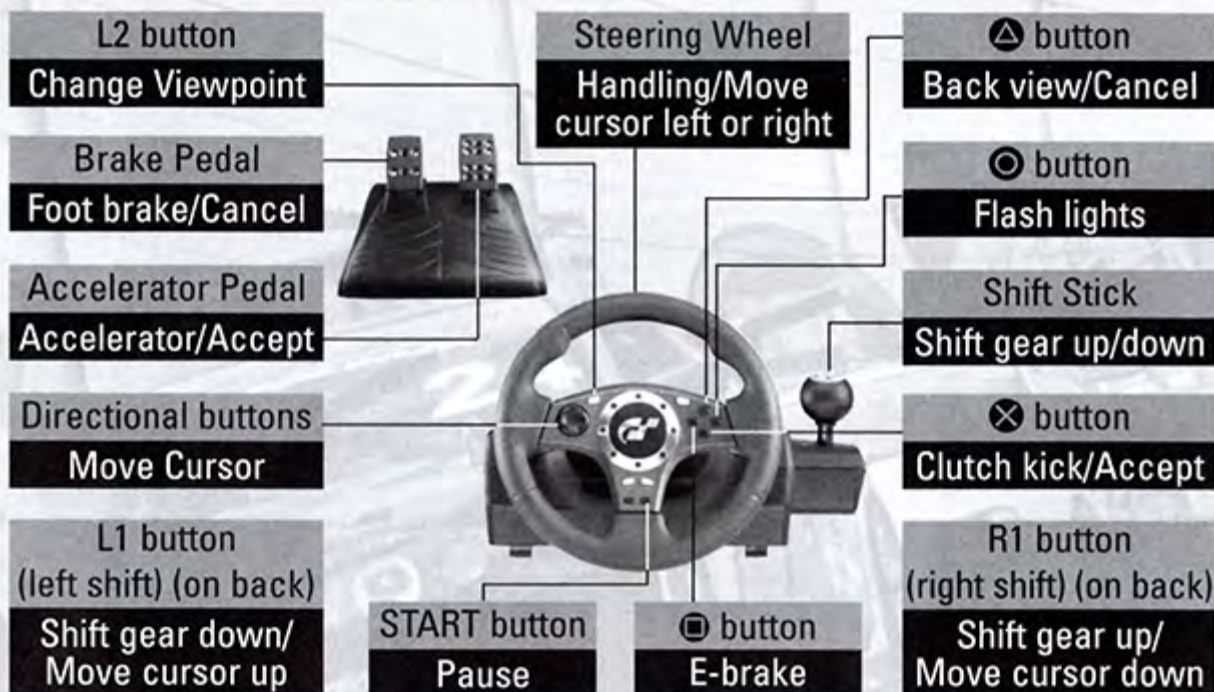
- When playing single player, insert the controller in controller port 1.
- The DUALSHOCK®2 analog controller will always be in analog mode (mode indicator: red) and cannot be changed to digital mode.
- The DUALSHOCK®2 analog controller controls above are the default settings. Control settings can be changed under **Controller** in **Options** from the game menu.
- The vibration function can be turned ON/OFF under **Vibration** in **Options** from the game menu. See page 15.

GAME CONTROLS

DRIVING FORCE™ (LPRC-10000) STEERING CONTROLLER



DRIVING FORCE™ PRO (LPRC-11000) STEERING CONTROLLER



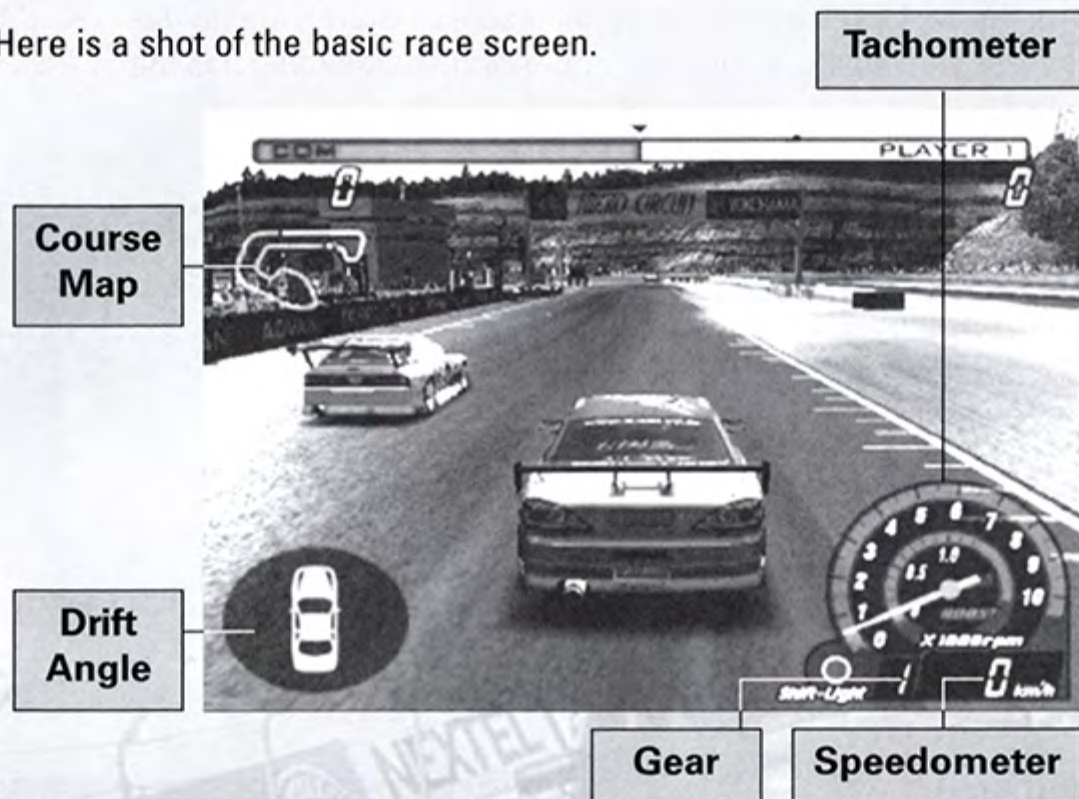
- When using the *Driving Force™* or the *Driving Force™ Pro*, be sure to read the manual provided with each product beforehand.
- You must attach the *Driving Force™* or the *Driving Force™ Pro* directly to a USB connector on the PlayStation®2 console prior to turning on the power. Never disconnect them while the power is turned on.
- When using a single *Driving Force™* or the *Driving Force™ Pro*, you must connect it to the top USB connector (when the PlayStation®2 console is placed horizontally). You cannot use a USB hub.

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THE RACE SCREEN

Here is a shot of the basic race screen.



Course map – The sections displayed in orange are the sections of the track you'll be driving on.

Drift Angle – The angle of the car's body in relation to traveling directly forward.

The appearance of the screen changes slightly depending on the game mode.



RACE VIEWPOINTS

Press the **SELECT** button during the game to cycle through the following viewpoints during the race. The default setting has the camera behind the car at a distance.

Drift View

A view that remains close constantly behind the car. Really brings home the feeling of drifting.



Hood View

The hood is displayed, giving you the awesome feeling of being in the driver's seat in a real D1 race.



Driver's 1st Person View

A viewpoint from the driver's seat. This viewpoint gives you the greatest feeling of speed.



GAME MODES



Turn on the power to the PlayStation®2 console and insert the *D1 Grand Prix* disc correctly. Once the game loads, the opening movie will be displayed and then the game menu screen.

If a memory card (8MB) (for PlayStation®2) with *D1 Grand Prix* save data is inserted in MEMORY CARD slot 1, the game data will automatically be loaded.

D1 Series

The main mode in *D1 Grand Prix*. Enter the *D1 Grand Prix* series and race to become champion.

Quick Race

Play Time Attack, Battle, Survival and X-Treme modes.

Time Attack

Race on every course that appears in the game. Try to get your best possible time.

Battle

Go one-on-one vs. an opponent and course of your choice. You can select 1P vs. COM or 1P vs. 2P.

Survival

Race against a sequence of rivals, aiming to survive as long as you can.

X-Treme

The ultimate bonus mode.

D1 Theater

Choose to either view the bonus movies you have obtained from other modes or view replay data.

Replay Data

View replay data previously saved to a memory card (8MB) (for PlayStation®2).

Movie Data

View unlocked bonus movies

Options

Alter various controller and game settings, including music volume, voices and effects during the game.

Load/Save

Load or save game data.

D1 GRAND PRIX RACE RULES

Technique is everything in the *D1 Grand Prix*!

A "D1 Grand Prix" is a one-on-one drift battle. Victory is determined by performing aggressive and beautiful drifts. Defeat each opponent in the tournament stage to win. To reach the tournament stage, you must first be within the top 16 in the solo run preliminaries. A tournament battle is one participant pursuing the other, with each taking a turn to be in the lead position. The total results from the two rounds determine the winner. Points are awarded by the judges under the four following categories.

(1) SPEED



The faster your speed when entering a corner and during a drift, the higher your points. When racing in the lead position, push the pedal to the metal to keep the rival chasing after you as far away as possible!

(2) ANGLE



The larger the angle during a drift, the higher your score. Use the display in the bottom left corner of the screen to check your drift angle.

(3) DISTANCE



The longer you hold the drift and the further you drift, the more points you'll get.

(4) CUTTING INTO OPPONENT'S INSIDE



If you can get your front nose into your opponent's inside line when pursuing your rival, you'll get even more points. However, if you bump into your opponent's car, you'll lose points, so watch out!

D1 SERIES

In D1 Series, you enter the Grand Prix and aim to become the series champion. First you race solo runs in the preliminaries. If you finish in the top 16, you can enter the tournament. Your placing in the tournament earns race points, with the series champion being determined by total race points.

(1) ENTRY

Continue Continue a Grand Prix series you have already entered.

New Series Start a new D1 Grand Prix series.

(2) SERIES SELECT

Select a series to participate in from the 2001 to 2005 series.

Select **Custom** to create an original player series with the 12 courses in any order.

(3) CAR SELECT

Professional Select a D1 pro driver's car.

Expert Select a fully tuned car from your garage.

Beginner Select a lightly tuned vehicle designed for beginner drivers.

(4) D1 SERIES MENU



Race Proceed to the race.

Car Select Select a car. **Note:** You will be unable to change your car once the series has started.

Tuning Adjust car settings.

Rankings View series schedule, ranking and points.

Save Save game data.

Skip Round Abandon the current round and proceed to the next.

Exit Suspend the series and return to the game menu.

GAME MODE DESCRIPTIONS

FLOW OF THE RACE

Preliminaries Race solo and aim to finish in the top 16.



RANK	NAME	POINT
1	T.YOSHIOKA	100
2	N.YANAGUCHI	99.7
3	R.MIY	99.4
4	PLAYER 1	99.4
5	Y.MIYAZAKI	99.3
6	H.KAMIMOTO	99.1
7	T.UENO	99.1
8	T.MATSUDA	98.9
9	A.KURO	98.9
10	S.TOMIKUDA	98.8
11	Y.KAZAMA	98.3
12	R.PETTY	98.0
13	D.ZAMURAI	97.5
14	A.PFEFFER	97.4
15	Y.KOGUCHI	96.9
16	K.MAEDA	96.7

RANK IN!!

Tournament The tournament consists of one-on-one pursuit battles. Play through and aim for the top.



SERIES SCHEDULE OVERVIEW

2005 Series

IRWINDALE DAIBA SUGO INTERNATIONAL AUTOPOLIS EBISU FUJI 2005 TSUKUBA

2004 Series

IRWINDALE SUGO KART EBISU AUTOPOLIS DAIBA EBISU TSUKUBA

2003 Series

TSUKUBA BIHOKU SUGO KART FUJI 2003 EBISU SEKIAHILLS TSUKUBA

2002 Series

BIHOKU EBISU SUGO KART TSUKUBA EBISU SEKIAHILLS NIKKO

2001 Series

EBISU NIKKO BIHOKU EBISU NIKKO

POINTS OVERVIEW

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th+
20pt	18pt	16pt	14pt	12pt	10pt	8pt	6pt	4pt	2pt	1pt

TRAINING

When you first start to play, after selecting D1 Series mode, only Training mode will be available. Watch all the training videos to proceed.

The training videos are unlocked one after the other. Some require you to pass a test run to move on to the next video.

TIME ATTACK

In Time Attack mode your aim is to achieve the fastest lap time for each course. You can continue to race laps as many times as you want until you press the START button to end the race from the Pause menu. First you'll select a course, weather conditions and a car.



TIME ATTACK MENU

Race	Start the time attack.	Beginner	Select a lightly tuned car aimed at the beginner driver.
Course Select	Change the currently selected course.	Tuning	Change car settings.
Car Select	Change the currently selected car.	Result	View previous time attack results.
Professional	Select a D1 pro driver's car.	Save	Save game data.
Expert	Select a fully tuned car from your garage.	Exit	Select to exit Time Attack and return to the game menu.

TIME ATTACK SCREEN

Best time and Lap time

Your best time is displayed at the top, and your last three lap times are displayed below that.



BATTLE

In Battle mode you can select an opponent and a course to battle in. You can select COM (computer) or 2P (player 2) as an opponent. There are two criteria you can choose from to decide the battles. Select **Drifting Battle** to have the driver who achieves the most drift points be the winner, or **Normal Race** for the first across the finish line to be the winner.



BATTLE MENU

Race

Once you've decided the race rules, select this to proceed to the Battle.

Tuning

Change car settings.

Course Select

Select to change the course. After selecting a course, choose Dry or Wet conditions.

Car Select

Select the cars all racers use.

VS Select

Select COM or 2P. (2P can only be selected if a second controller is inserted into controller port 2.)

Professional

Select a D1 pro driver's car.

Expert

Select a fully tuned car from your garage.

Beginner

Select a lightly tuned car for beginners.

Battle Type

Change the battle type.

Exit

Exit Battle mode.

BATTLE SCREEN

1P race screen

2P race screen

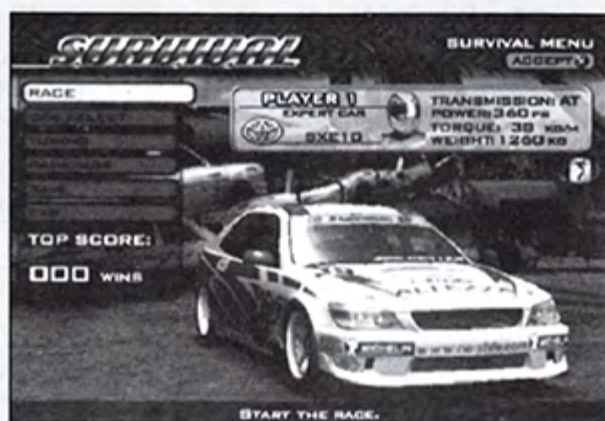


1P vs. COM screen



SURVIVAL

In Survival mode you must race against and defeat as many rivals as you can. The D1 Grand Prix rules are used, with each driver racing ahead and then behind and the driver with the most total points is the winner.



SURVIVAL MENU

Race

Select this to proceed to the Battle.

Car Select

Select the car you will use.

Expert

Select from a fully tuned car from your garage.

Beginner

Select a lightly tuned car aimed at the beginner driver.

Tuning

Change car settings.

Rankings

View records for Survival mode.

Save

Save game data.

Exit

Select to exit Survival mode and return to the game menu.

CONTINUING

Defeating certain opponents in Survival mode awards you extra "continues." Even if you're defeated, you can try again so long as you have continues remaining.



X-TREME

In X-Treme mode you will be challenged to take on missions that require extreme control of your car.



X-TREME MENU

- Select Game** Choose which X-Treme game you wish to play.
- Car Select** Change the car you have already selected.
- Expert** Select a fully tuned car from your garage.
- Beginner** Select a lightly tuned car aimed at the beginner driver.
- Tuning** Change car settings.
- Records** View records for X-Treme mode.
- Save** Save game data.
- Exit** Select to exit Survival mode and return to the game menu.

REPLAY DATA

In Replay Data mode you can view replay data saved after the end of a race in each mode. You can save replay data in D1 Series, Battle, Time Attack, Survival and X-Treme modes.

After a race finishes, select **Replay Save** to save replay data to a memory card (8MB) (for PlayStation®2).

Once you have replay data saved to a memory card (8MB) (for PlayStation®2), you can play it back in Replay Data mode.

The replay will only play back part of the race starting at the beginning.

The amount of free space required to save replay data changes each time.

D1 THEATER

In D1 Theater mode you can view bonus movies you have obtained during the game.

These movies can be earned by clearing specific goals within the game.

OPTIONS

The following options can be changed to fit your preferences.

Music Select one of three background music volumes.

Sound Effects Select one of three sound effect volumes.

Voices Select one of three commentator's voice volumes.

Controller Change and check the controller settings.

Vibration Turn vibration ON/OFF.

LOAD/SAVE

Load Load game data from a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.

Save Save game data to a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.

Game data and replay data for this game can be saved to a memory card (8MB) (for PlayStation®2). When saving the game, at least 65KB of free space is required (the amount of free space required to save replay data differs each time.) When saving data, the memory card (8MB) (for PlayStation®2) must be inserted into MEMORY CARD slot 1. When saving or loading data, do not remove the memory card (8MB) (for PlayStation®2) or turn off the power to the PlayStation®2 console. Doing so could damage game data and replay data.

CAR SELECT

Professional

Select **Professional** to drive one of the 33 cars used by the pro drivers in the D1 Grand Prix. The car type and design are fixed for each pro driver and cannot be changed.

Expert/Beginner

Select **Expert** or **Beginner** under Car Select to select a car from one of 25 regular cars. You can customize the color, patterning, wheels and rear wing of normal cars.

You can freely adjust all settings on an Expert car. However, a Beginner car is already setup for beginner drivers and only the Assist and Transmission options can be changed.

MACHINE CUSTOMIZATION

Color

Select from 16 colors.

Wheel

Select from 55 types of wheels.

Wing

Select having a rear wing or not.

TUNING

Select **Tuning** from any game mode to alter the settings of your car. If you've selected **Expert**, you can alter all settings. If you've selected **Professional** or **Beginner**, you can only alter Assist and Transmission settings.

If you change the transmission on Expert to AT, you will be unable to change certain other settings.

■ Assist

Turn the assist function ON/OFF.

■ Transmission

Select AT (automatic) or MT (manual) transmission.

■ Final Gear

Adjust the final gear ratio.

■ F Spring

Adjust the hardness of the front spring. The harder the spring, the less traction you'll have during acceleration.

■ R Spring

Adjust the hardness of the rear spring. The harder the spring, the less traction you'll have during acceleration.

■ F Shock

Adjust the front shocks. The harder the shocks, the better your cornering.

■ R Shock

Adjust the rear shocks. The harder the shocks, the better your cornering.

■ F Stabi

Adjust the hardness of the front stabilizer. The harder the stabilizer, the less likely you'll be to roll during cornering and your cornering will improve.

■ R Stabi

Adjust the hardness of the rear stabilizer. The harder the stabilizer, the less likely you'll be to roll during cornering and your cornering will improve.

■ F Camber

Adjust the front camber.

■ R Camber

Adjust the rear camber.

■ FTire

Adjust the grip of the front tires.

■ RTire

Adjust the grip of the rear tires.

■ E Power

Adjust the output and torque of the engine.

The D1 Grand Prix is a special kind of race that revolves around drifting and uses some special terms. Here's an explanation of some of the more common terms.

■ Understeering

A situation when cornering where the engine revolutions exceed the revolution capacity of the front axle and the steering fails to turn any further. If this happens, the car will move toward the outside of the corner and may even crash.

■ Oversteering

The reverse of understeering, where the rear of the car drifts toward the outside of a corner due to the forces exerted when cornering. "Drifting" is creating an oversteering condition on purpose.

■ Clutch Kick

A technique that involves applying and then quickly releasing the clutch with the accelerator continuously pressed down while driving. The name comes from the quick "kick" applied to the clutch. Since the accelerator is pressed at the same time, applying the clutch raises the revolutions of the engine. Quickly releasing it makes the tires spin freely. This technique can be used to maintain drift without losing speed.

■ Twin Drift

When two cars next to each other drift around a corner in tandem. A super high-level technique that can only be performed by two drivers in perfect sync.

■ Drift Distance

The distance traveled during a drift. In *D1 Grand Prix*, more points are awarded the further you drift, so you'll need to do everything you can to achieve some extra drift distance.

■ Spin

When a car spins completely around. This happens when the driver loses control during a drift.

■ Going Back

When rear tires regain their grip during a drift. This actually ends the drift—and the object of drifting is to prolong the drift.

■ One More Time!

Sudden death! Used if the two rounds in a regular race don't decide the race. Judges sometimes ask for "One more time!" when they feel another round would be worth seeing.

■ The Assist Function

Under Tuning you can select Assist. When turned ON your car will not spin and it'll be easier to maintain a drift. However, you will not be able to achieve truly impressive drift angles with the assist turned on, so once you're more confident, turn it OFF and go for some serious angle.

■ Time Attack Practice

Time Attack mode allows you to pick any course and race it as many times as you want. Use this to practice any courses you're having trouble with in the D1 Grand Prix.

■ Settings

If you select an Expert car, you can finely tune car settings. You're ultimately looking to make a car best suited to drifting. You want the front axle to grip and the rear axle to slide.

■ Front Settings

Alter to increase frontal grip. To increase the grip, make the camber more positive and the shocks harder. However, the further you take these settings, the more easily the car will spin out, so experiment until you find settings best suited for you.

■ Rear Settings

Alter to make drifting easier. To increase the drift of tires, make stabilizers and springs harder. Extremes in these settings can also make the car spin easily, so careful balance with the front settings is vital.

■ Relearn the Basics in Training

The videos in Training are designed to teach you the basics of drifting. It's quite common to forget the basics while playing. If you find yourself constantly losing, it's wise to go back to Training and view the tutorial movies.

■ Game Difficulty

The game has no difficulty settings. Instead, if you play and are continually beaten, the difficulty will gradually decrease. If you continue to play without giving up, you'll not only improve, but the difficulty will also decrease, and you should eventually win through.

CREDITS

CAST

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Manabu Suzuki

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Youichi Imamura
Yasuyuki Kazama
Ken Nomura
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Nissan Motor Co., Ltd.
Toyota Motor Corporation
Bridgestone Corporation
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Goodyear Japan, Ltd.
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Rubber Co., Ltd.
Toyo Tire & Rubber Co., Ltd.

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CIRCUIT

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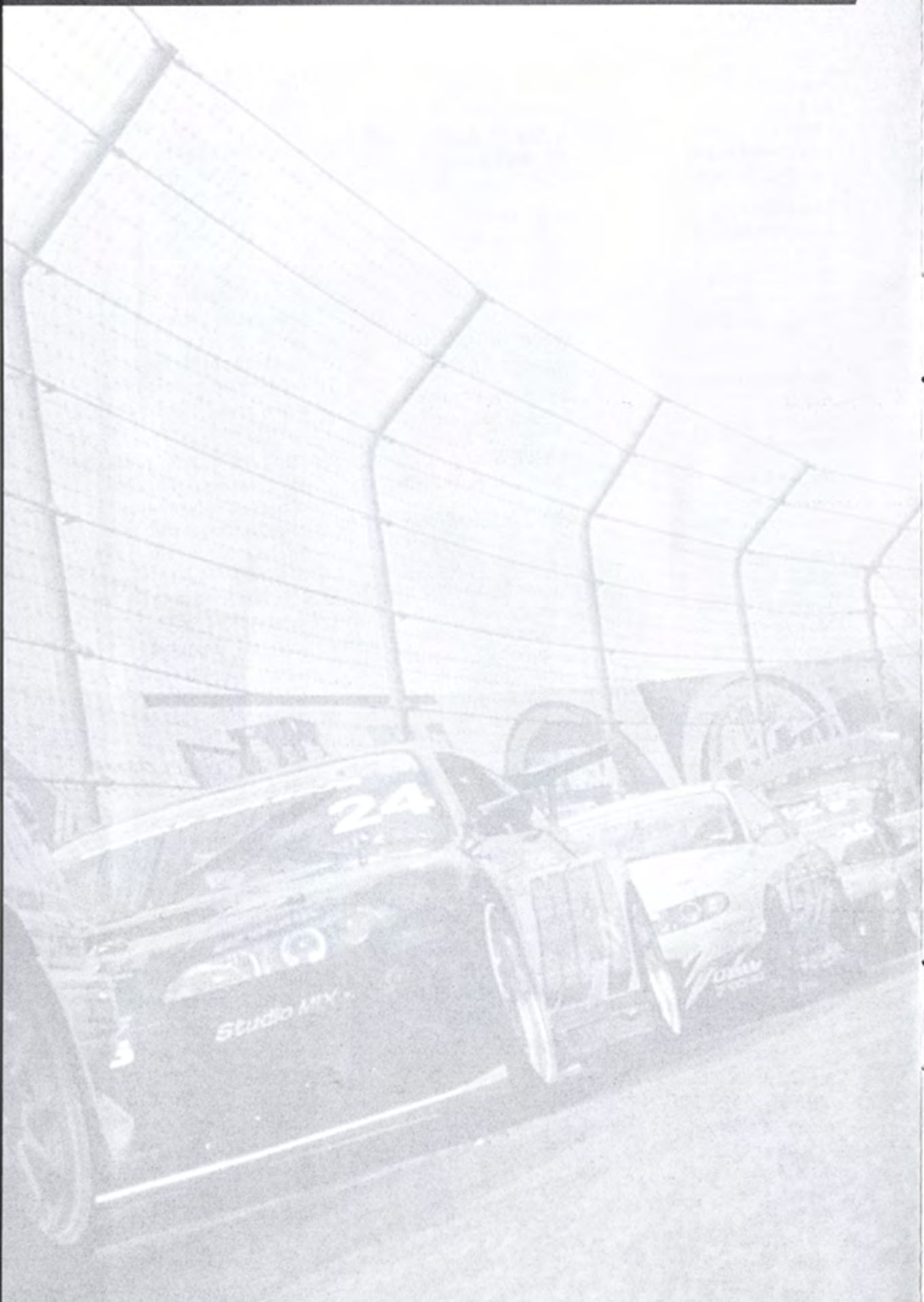
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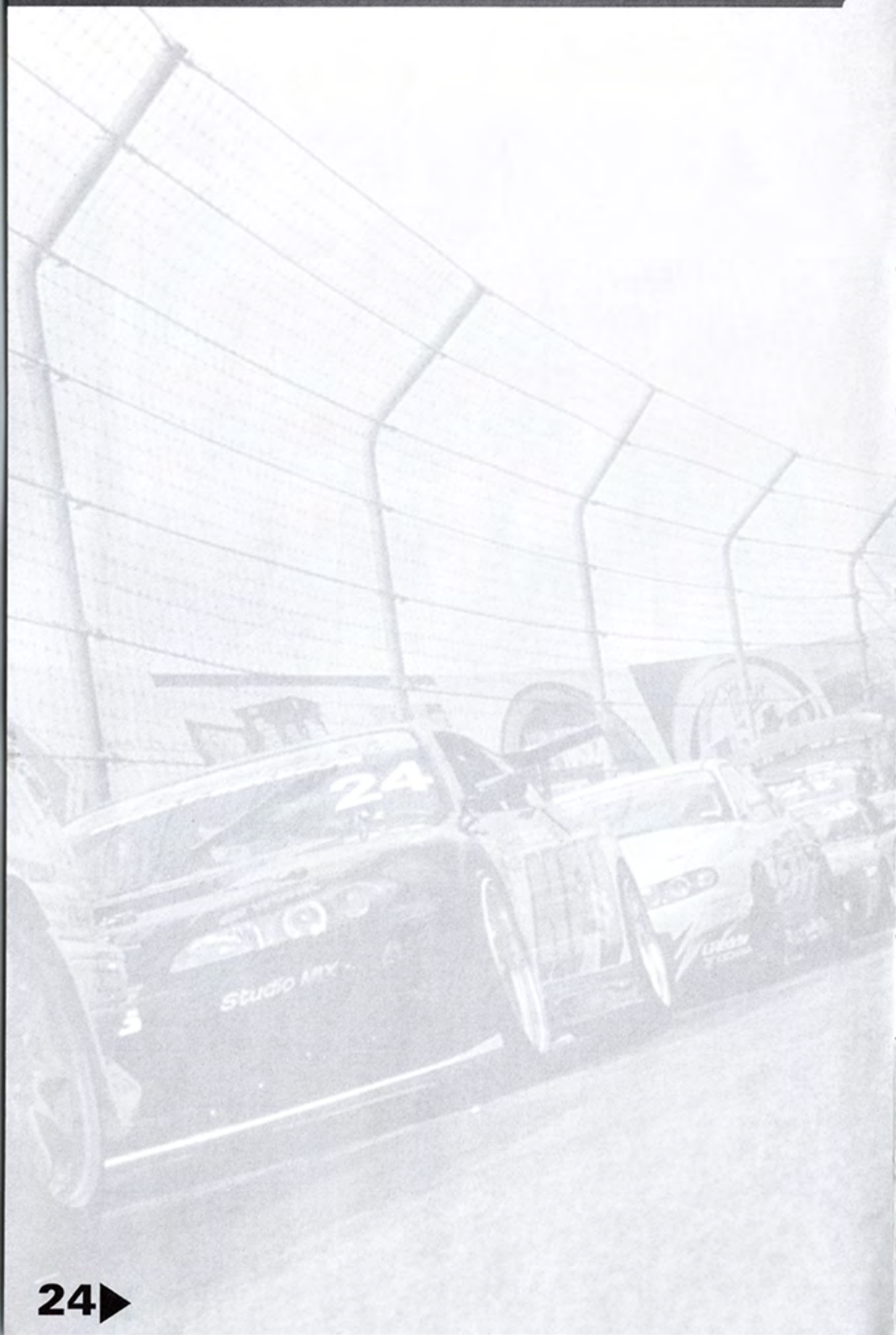
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