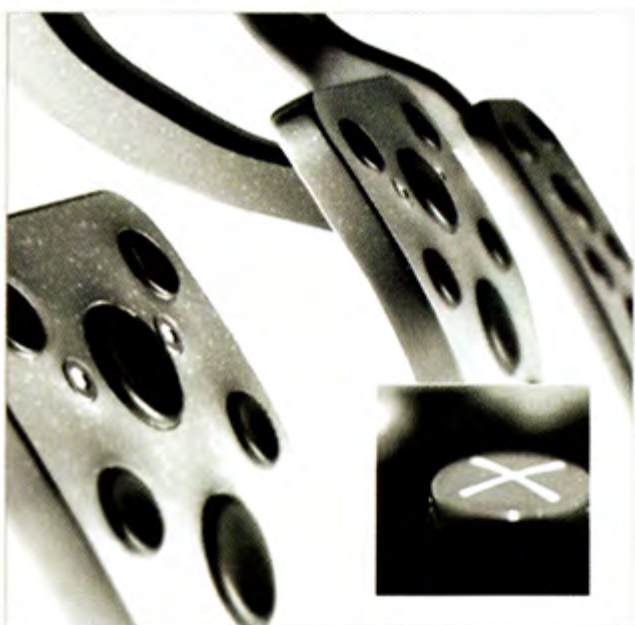




INSTRUCTION MANUAL



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

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

GRAN TURISMO™ 4

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

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

GAME HINT GUIDE INFORMATION

PlayStation Underground Game Guides

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

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

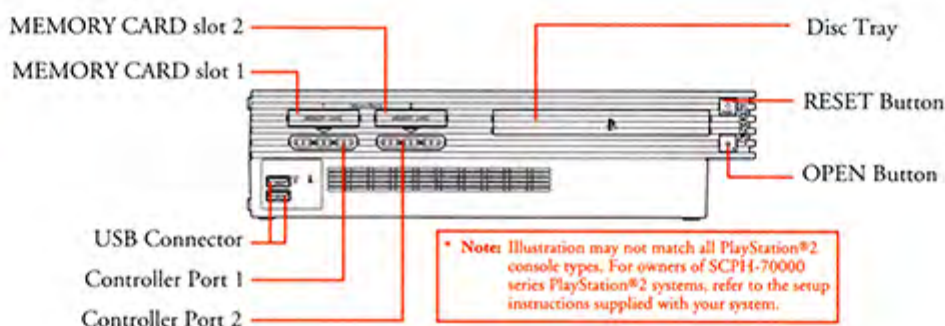
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MANUAL UPDATES

The contents of this manual are based on a near complete version of Gran Turismo 4. For the most up-to-date version of this manual, go to www.us.playstation.com and check out the Gran Turismo 4 mini-site.



PLAYSTATION 2 SET-UP



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

SAVING AND LOADING

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

GAME DATA

Game Data keeps track of all game information including completion percentage, best times, simulation mode data, records, options and more.

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

REPLAY DATA

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

GHOST DATA

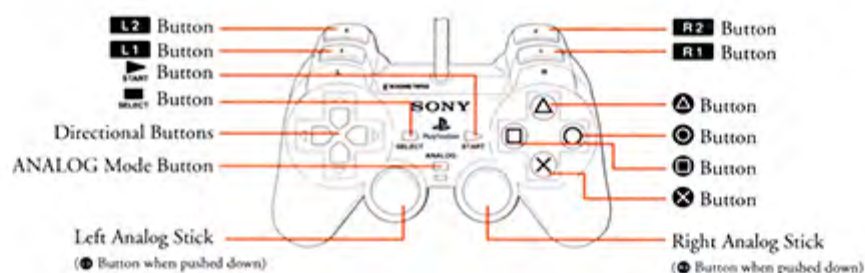
After each race, your performance can be saved as Ghost Data. When loaded on the same track, the ghost car will be projected during the race. The ghosted car lets you compare your current pace to the pace of the saved data (Time Attack and Free Run/Practice modes only).

PICTURE DATA

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

FILM DATA: "Pre Developed data" is stored here.

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



MENU NAVIGATION

When navigating through the Menu screens the following controls apply:

Left Stick or Directional buttons	Highlight selected feature
× button or ○ button	Accept
△ button or □ button	Cancel

GAMEPLAY CONTROLS

Left Stick	Steering
Directional button ←	Steer Left
Directional button →	Steer Right
× button or Right Stick ↑	Accelerate (touch sensitive)
□ button or Right Stick ↓	Brake (touch sensitive)
○ button	Emergency Brake (touch sensitive)
△ button	Reverse (touch sensitive)
L1 button	Rear View
L2 button	Downshift (manual transmission only)
R1 button	Boost
R2 button	Upshift (manual transmission only)
SELECT button	Toggle driver views

REPLAY CONTROLS

During replays, after each race, you can control the camera angles and change a variety of viewing options.

R1 button	Replay controls
X button	Toggle between outside / in-car camera
○ button	Toggle background music on / off
□ button	Toggle heads-up display / information
Directional button	Select highlighted vehicle 1 & 2

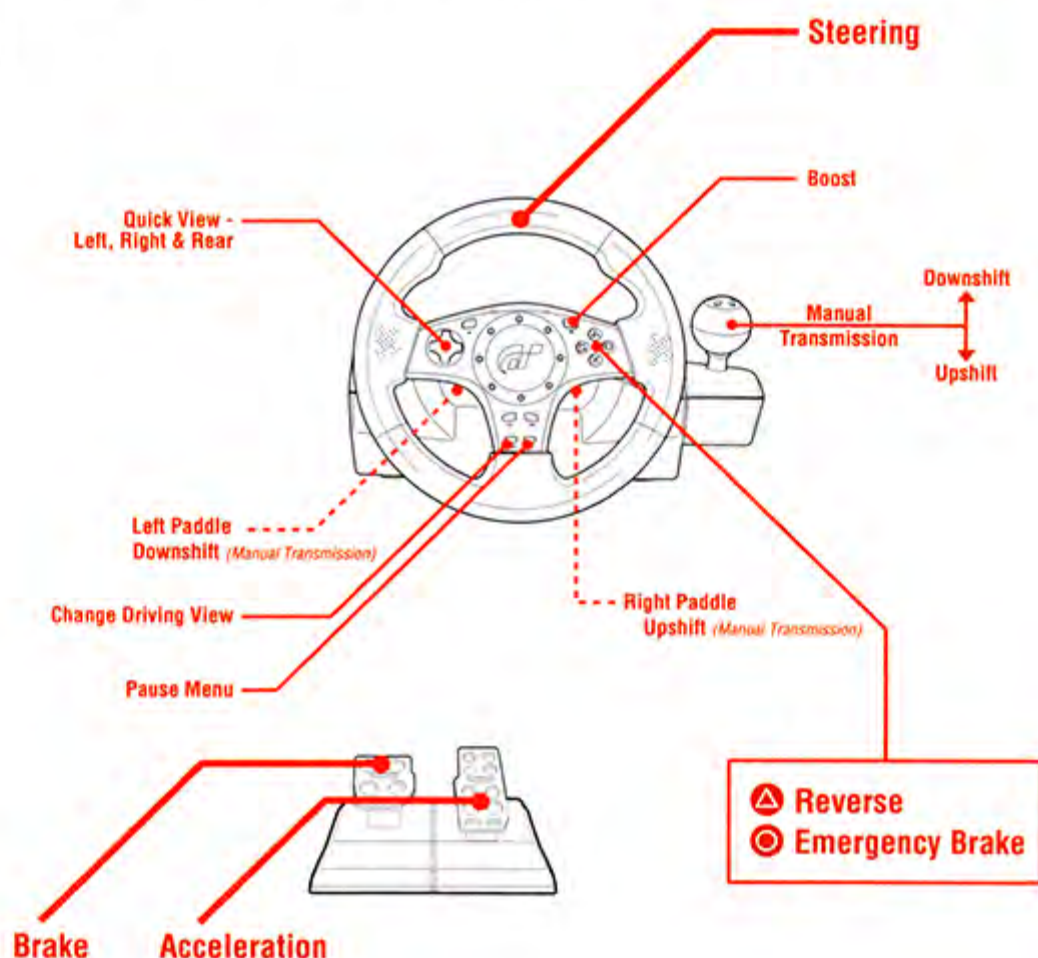
When viewing with outside camera:

△ button	Zoom in
-----------------	---------

When viewing with in-car camera:

R1 button	Toggle between available camera angles
L1 button	Toggle rear view
Directional button – Left	View left of vehicle
Directional button – Right	View right of vehicle
L2 button	Toggle left side mirror view
R2 button	Toggle right side mirror view

CONTROLS FOR THE LOGITECH DRIVING FORCE™ PRO FORCE FEEDBACK WHEEL



GAME MODES

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

WANT TO RACE?

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

WANT TO LIVE IN THE GT WORLD?

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

WANT TO MANAGE A RACE TEAM?

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

WANT TO BE A PHOTOGRAPHER?

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

WANT TO COMPETE?

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





RACE FLOW

A race in the Arcade Mode will generally take place in the following flow. The flow of a race may differ slightly depending on the game mode.

- 1) **Select level:** Select the difficulty level of the race. The higher the level, the faster your competition.
- 2) **Select Course:** Select the course you wish to play. By bringing the cursor to a course, players can view information such as the difficulty levels they have cleared, course maps, course length, and undulations.
- 3) **Select Car:** Select the car you wish to drive. At the top of the screen, players can choose how they wish to view the car selection. Once the car is selected, proceed to selecting the color of your choice. Then choose transmission type, driving assist (Y/N), and the type of tires to equip.
- 4) **Proceed to race from the race menu:** A race menu is displayed before and after each race. Select from either "A-spec" or "B-spec" and proceed to start the race. In the race menu, the following are displayed.

A-Spec: Start the race in A-spec mode

B-Spec: Start the race in B-spec mode

Start Replay: Start the replay of the race that just took place

Save Replay: Save the replay from the race that just took place

Quick Tune: Players can conduct quick modifications to their car in Arcade Mode

Machine Setting: Players can conduct car settings in Gran Turismo Mode

Load Ghost: Load the best lap replay and display as ghost car

Records: Review various records

Data Logger: Display logger data for best lap replays

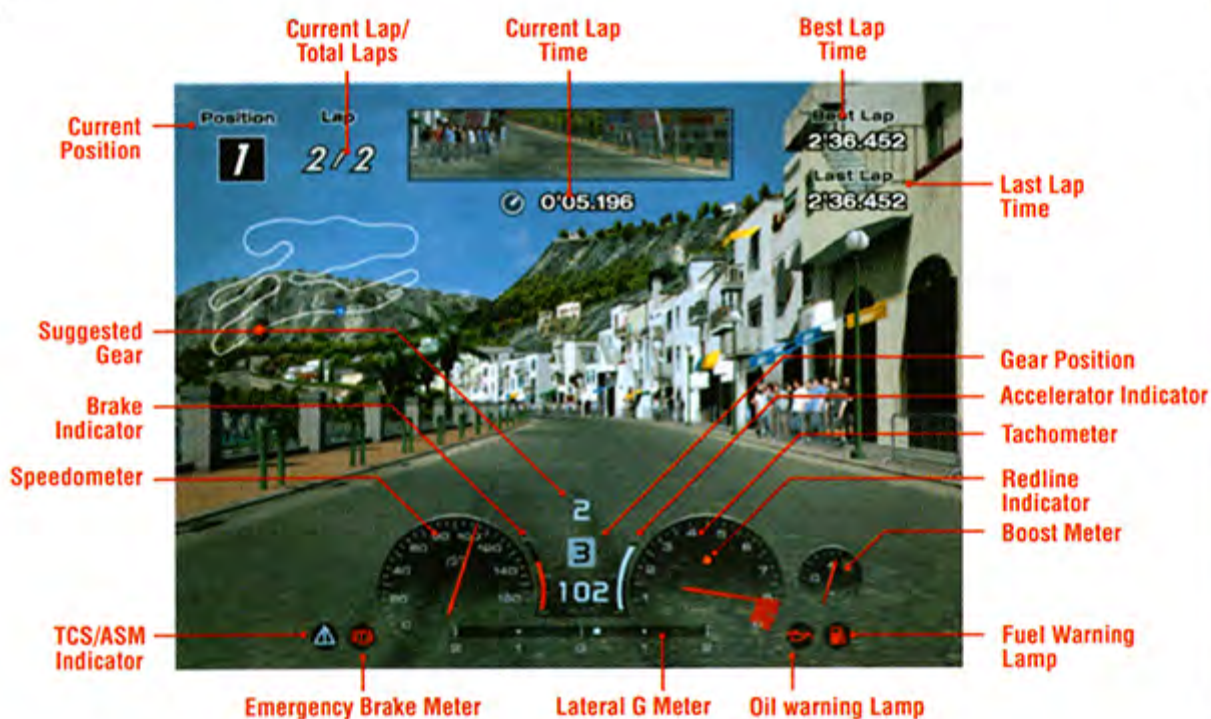
Option: Change various game settings

Exit: Exit from race

A-SPEC

When playing Gran Turismo 4, in A-spec mode, the heads up display will provide the following information:

GAMEPLAY SCREEN



ARCADE MODE

B-SPEC

By selecting "B-spec" the player becomes the director/manager of the race giving commands to the CPU driver.

B-SPEC RACE FLOW

In a B-spec Race, players can watch the race from the Broadcast view (replay view) and from the Race Monitor Screen, a screen providing a summary of information taken directly from the race. By toggling through these screens players can continue to give commands to their CPU driver.

GENERAL CONTROLS

(RACE SCREEN)

← or →	Change camera angle
↑ or ↓	Select highlighted vehicle
R1 button then ← or →	Adjust Driver Pace
	1 = Slow Down
	2 = Relax
	3 = My Pace
	4 = Pace Up
	5 = Hard Push
△ button	Overtake
⊙ button	Pitstop
⊗ button	Change camera (live, forward, rear)
R1 button	Toggle race monitor display
R2 buttons	Toggle HUD (Heads Up Display)

ADDITIONAL CONTROLS

(ON RACE MONITOR SCREEN)

L1 + ← or →	Toggle Race Speed
△ button	Toggle Map / Lap times

B-SPEC BROADCAST VIEW

This playing screen allows players to watch the race in realtime, and give commands to their driver.

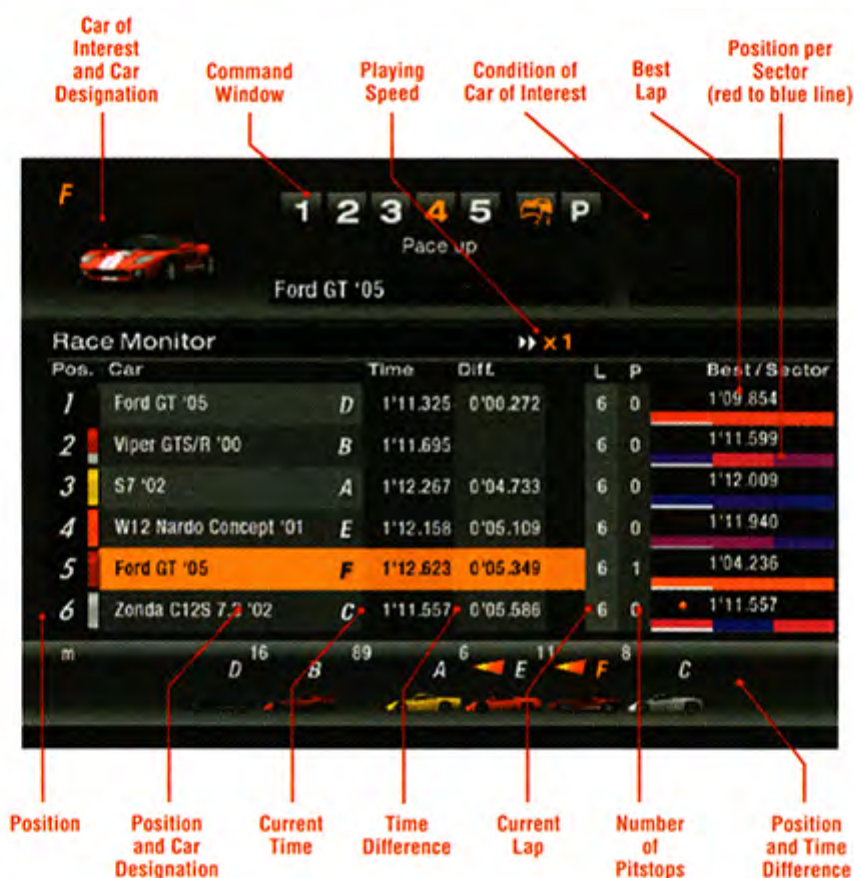


ARCADE MODE



B-SPEC RACE MONITOR

On the Race Monitor for B-spec players can oversee the overall details of the race to help them give commands to their driver. Players have the option to speed up the race up to x5 times, in comparison the Broadcast View can only be seen in x1 times speed.



TIME TRIAL

Take your favorite car to the track and try to improve the fastest lap times. Select your car as you would in Single Race and proceed to the Race Menu. Press "Start" in the Race Menu and your time attack will begin. Players cannot select "B-Spec" in Time Trial Mode. There are no limitations to number of laps in Time Trial. To quit, press "Start" and select "Exit" from the Pause menu.

GHOST

When a best lap replay has been saved, players have the option of displaying the ghost image of their best lap. For example, displaying the ghost car lap will help act as a target to further improve lap times. To display the ghost car, go to "Load Ghost" in the Race Menu and select the best lap replay. Players can only select the best lap time saved data for the track they are driving on at the time.

2P BATTLE

This is a mode for two players to compete.

Once Player 1 selects the track, both players proceed to the car selection screen. When the cars have been selected, the Race Menu is then displayed.

A-SPEC

If the race takes place in A-spec mode, players will race via split screen. If the screen setting is on 4:3 the screen will be split horizontally, if the screen setting is set to 16:9, the screen will be split vertically.

B-SPEC

If the race takes place in B-spec mode, players take turns in giving commands to their driver. Each player is given a certain amount of time to give commands to their driver. Make sure to give commands within your time limits.



GT WORLD

Gran Turismo Mode is the essence of Gran Turismo. It simulates life in the racing world where it is only you and your car. At the start, you begin the game with credits. You can acquire new items using these credits. While you'll have access to some races at the start, most races require licensed drivers. To obtain a license, a series of tests must be completed at the License Center. Also, most races have vehicle limitations; so make sure you have the right type of car. As you participate in races, you'll earn credits.

WORLD MAP

This map includes everything you need for the Gran Turismo 4 experience. The following pages explain the purpose of each area and what features are available to you.

MY HOME

My Home provides an area to review and alter information regarding your game data, or vehicles.

GARAGE

Review the collection of vehicles you have won or purchased.

STATUS

Data including game completion, license tests, and inventory can be reviewed in this area.

PHOTO ALBUM

Enter your personal dark room to develop and view your pictures taken in Photo Mode.

DIARY

From the first day you start Gran Turismo 4, the Calendar will keep track of your major achievements in the game.



TRADE

Trade or sell cars to another memory card (8MB) (for PlayStation®2) in the Trade area.

OPTION

Customize various game settings within this Option section.

CAR TOWNS

Car dealerships from all around the world are located within these Car Towns. All of the vehicles are for sale if you have enough credits. There are towns for new and used car models. Within each Car Town you can select several areas to visit.

SHOP – Purchase available vehicle models.

EVENT – Participate in make or model specific race events.

LEGENDS – Classic vehicles are displayed and available for sale in this area.

TUNING – Upgrade your vehicle's performance with the latest tuner parts.

LICENSE CENTER

Most races require participating drivers to have various licenses. While all of the license tests can be found in this center, you must obtain the easier licenses before testing for the advanced licenses.

Each license requires completion in several categories. There are three levels of completion: bronze, silver and gold. Once all are completed, you will be rewarded the license and permitted to race in higher-level races.





COURSES

Courses are divided by type of race environment. Below are the categories of racetracks:

CITY COURSE – Travel to real locations across the globe and participate in race events.

REAL CIRCUIT – These authentic racetracks are home to some of the biggest races in race circuits today.

ROAD TRACK – A mix of paved tracks designed to host a variety of races.

DIRT & SNOW – Challenge your rally driving skills on these tracks.

DRIVING PARK – Several test tracks allow for simple practice laps or driving experiments.

EVENT HALLS

Race Halls provide an area for drivers to compete. There are several Race Halls available, ranging from Beginner Hall to Power & Speed Hall.

- Beginner Hall
- Professional Hall
- Extreme Hall
- Mission Hall
- Rally Hall
- Endurance Hall
- Time Trial Hall
- Power & Speed Hall

THEATERS

Replay Theaters and Music Theaters allow you to watch or listen to your favorite sights and sounds of Gran Turismo 4.

REPLAY THEATER – In Replay Theater you can view various demos, watch your saved replays or save favorite videos to your play list.

MUSIC THEATER – Access the Gran Turismo 4 soundtrack and customize your auditory experience. You can also listen to each song available, manage your play list or customize play options.

GT AUTO

The following areas are available in GT Auto to maintain your car's performance and appearance:

CAR WASH – After miles and miles of racing, you'll want to purchase a car wash to reduce the amount of drag and improve aerodynamics.

OIL CHANGE – Once the oil-warning lamp appears, it's recommended that you change your oil. A regular oil change may improve overall car performance.

WHEEL SHOP – Customize the appearance of your vehicle by acquiring detailed wheels from several companies.



PHOTO TRAVEL

Photo Travel allows players to take a car to a location of their choice and enjoy taking photos of their car. Players can take photos by following these steps.

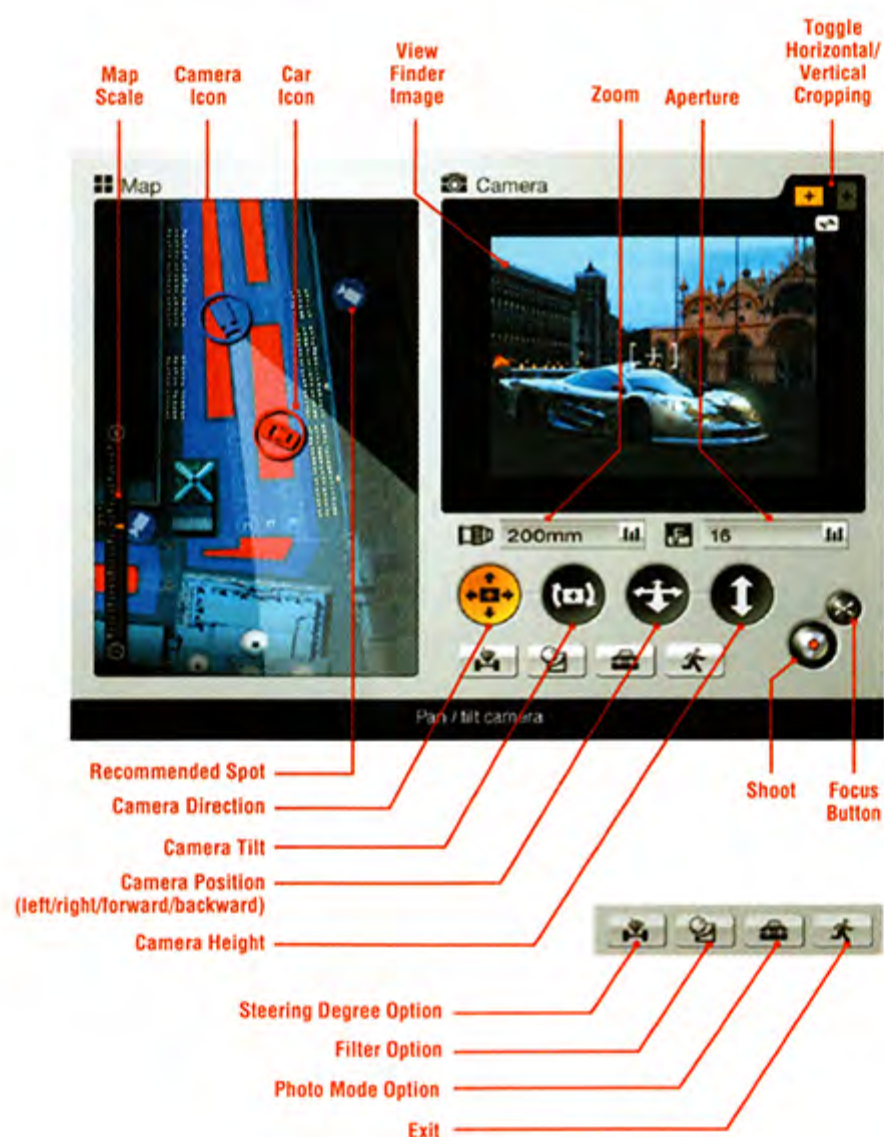
- 1) Choose the settings: Once the player has selected Photo Travel, they are given a variation of settings or conditions to choose from. Players then select the settings/conditions they wish to take photos.
- 2) Decide on Car and Camera position: Drag and Drop on the Car and Camera icons to move them into position. This allows to position your car and camera.
- 3) Decide on Camera Angle: Players can refer to the images seen in the view finder to decide on the camera angle, tilt, zoom and more detailed positioning. By changing the degree of steer (front wheels) and filter effects, players can enjoy expanding the expressions of the photo even in the same camera angle.
- 4) Shoot and Save: Press on the Shoot button to take a picture. The image will then be shown full screen. By pressing the circle button players can save the picture image to Photo Album located in Home.

PHOTO SHOOTING SCREEN OPTIONS

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

- Steering degree angle:** adjust the steering angle for the car
- Filter option:** change color filters or brightness filters
- Photo mode option:** Image quality—changes resolution of image
- Focus—point of focus (always center when on auto)
- Aspect ratio—screen aspect ratio
- Shutter sounds—changes the sound for when players press Shoot
- Mode—display unit (display unit equivalent to real camera for professional mode)

The following menu icons are displayed for photo shooting in Photo Travel.



GRAN TURISMO MODE





OPTIONS

On the Options screen you can customize your Gran Turismo 4 playing experience. Available options include Screen & Sound adjustment, Driving & Racing setup, Replay options and Controller & Steering Wheel configurations. Refer to the in-game descriptions on all the options available.

ADDITIONAL FEATURES

EPSON®

In your GT4 Photo Album, found in the My Home section in Gran Turismo Mode, you can print your favorite pictures directly to an Epson color printer. A list of GT4 compatible Epson printers can be found at www.epson.com/GT4.

MOTOR TREND™

Motor Trend's Advanced Racing Techniques

By: SR. Road Test Editor - Chris Walton

INTRO

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


GRAN TURISMO™ 4
THE REAL DRIVING SIMULATOR

THE DRIVE OF YOUR LIFE™

2

1

MOTOR TREND™

IN THROUGH THE OUT DOOR

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

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

GET A GRIP

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

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


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 2

 3

MOTOR TREND™

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

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

START YOUR ENGINES

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

www.MotorTrend.com

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PACKAGING DESIGN

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Written & Produced by
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Directed by Solstice Music
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**THE ANTIDOTE VS SYNTHETIC
MOON OVER THE CASTLE (GT-
THEME-SHORT REMIX)**

Written & Produced by Serge
Souque & Frédéric Holyszewski
Directed by Solstice Music
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**THE ANTIDOTE VS SYNTHETIC
MOON OVER THE CASTLE (GT-
THEME-LONG REMIX)**

Written & Produced by Serge
Souque & Frédéric Holyszewski
Directed by Solstice Music
International
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"APOLOGY FOR NON-SYMMETRY"

Performed by Chronic Future
Written by M. Busse, B. Collins
B. Collins, B. Lee, and R. Green
© 2004 Universal Music Corp. [ASCAP]
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BGM BY SYNTHETIC

Written & Produced by
Frédéric Holyszewski
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**"BORN TOO SLOW"
(DEEPSKY'S GREEN ABSINTHE
DUB MIX)**

Performed by The Crystal Method
Written by Wes Borland
Ken Jordan and Scott Kirkland
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BREAK DOWN

Music by daiki kasho & Alan Grey
Words by Alan Grey
Arranged by tsb
Vocal ch (Dakota Star)

"CAR CRASH"

Performed by Dirty Americans
Written by Dirty Americans
Produced by Paul Ebersold. Mixed by
Skidd Mills & Paul Ebersold. Published by
R2 Songs (BMI) c/o Robot of the Century
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from the Roadrunner Records album
Strange Generation.

"D-GREASY RIDES"

Performed by Boolsy & Friends,
featuring D-Greasy & Bino
Written by David Griffin (D-Greasy),
Milton "Bino" McAdams,
and Boolsy Collins
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"DON'T MEAN A THING"

Performed by Bonalis
Written by R. Dalarouge
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ETNICA CHECKER FLAG

Written & Produced by Max
Lanfranconi & Maurizio Begotti
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"FREE WHEEL BURNING"

Performed by Judas Priest
Written by Kenneth Downing,
Bob Halford and Glenn Tipton
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Performed by Rock 'n' Roll Soldiers
Written by Marly Larson-Kir
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"GAMEPLAN"

Performed by Mr. Natural
Written by Gnz Dewar
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"GETAWAY"

(GRAN TURISMO 4 POP ROX REMIX)
Performed by Earth, Wind & Fire
Remixed by Pop Rox (Duke
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Written by Peter Cnr and
Beloyd Taylor
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"GETTING AWAY WITH..."

(GRAN TURISMO 4
VRENNA / WALSH REMIX)
Performed by Papa Roach Additional
production and remix by Chris
Vrenna and Clint Walsh
Written by Tobin Esperance,
Jerry Horton, Jacoby Shadrux and
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GOOD DAYS BAD DAYS

Music by daiki kasho
Words by Alan Grey
Vocal by Alan Grey

HALLUCINOGEN BUBBLE'N TWEAK

Written by: Produced by
Simon Posford
Directed by: Solstice
Music International
www.solstice23.com

"HOLD THE BRAKES"

Music performed by Apollo 440
Written by Noko/Gray/Gray
Published by SCEA Inc. Courtesy of
Reverb Music. Produced by Apollo 440
at Apollo Control, London. Assisted by
Ashley Krajewski Vocals performed by
Mary Byker Apollo 440 are represented by
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"HOT ROD HONEYMOON"

Performed by Jeff Beck
Written by Jeff Beck, Howard Gray,
Trevor Gray and Noko
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"I DON'T CARE"

Performed by The Roots
Featuring Qom
Written by Jamir Thompson, Tark
Collins, Frank Walker, Anthony Tidd,
and Karl E. Jenkins
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"I DON'T WANT TO KNOW"

Performed by The Donnas
Written by Brett Anderson,
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**"IT DON'T MEAN NOTHING" AND
"DROP ON YOU"**

Performed, Produced and
Written by Will.i.am
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**KOXBBOX INSIDE EVERY MAN
(THERE'S A MACHINE WAITING
TO COME OUT)**

Written & Produced by Ian Ion & Frank'e
Directed by Solstice Music International
www.solstice23.com

"LET'S ROLL"

Performed by Boolsy & Friends
featuring D-M.A.U.B.
Written by Boolsy Collins,
DonEnrick Harper (D-M.A.U.B.),
and Morris Mingo
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Arrangement with RipTide Music.

LOS ANGELES ROCK! BAND

"BAD" PROJECT
All Songs Composed by Masahiro Andoh
Sound Produced by Doug Bossi &
Vince Di Cola

"MACHINE GUN"

(GRAN TURISMO 4 POP ROX REMIX)

Performed by The Commodores

Remixed by Pop Rox (Duke

Mushroom & The Freshmaka)

Written by Milan Williams

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"MOON OVER THE CASTLE" ORCHESTRAL VERSION PROJECT

Composed by Masahiro Andoh

Orchestrated by Keiichi Oku

Original Lyrics by Kazunori Yamauchi

Italian Translation and Text Setting:

Alessandra Cattani & Ed Bogas

"NITRO"

Performed, produced and

written by Dieselboy & Kaps

Vocals by J-Messinian

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"NOTHINGWRONG"

Performed by Jimmy Eat World

Written by James Adkins,

Richard Burch, Zachary Lind and

Thomas D. Union

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Performed by Papa Roach

Written by Tobin Esperance,

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"OH YEAH"

Performed by Yello

Written by Boris Blank and

Dietrich Meier

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"ONCE YOU GO, YOU GO!"

Performed by Identity

Written by Dimitri Shapko

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"PANAMA"

Performed by Van Halen

Written by Edward Van Halen, Alex

Van Halen, David Lee Roth

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"READY TO ROCK"

Performed by The X-ecutioners

Produced by Matt Stein &

Total Eclipse

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"REAL DREAM"

Performed by Deepsky

Written by Scott Giquinta and

Jason Blum

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"ROCKSTAR"

Performed by Wycle Bunch

Written by Damon Crawford,

Larry Bean, Raymond Stone,

Brandon Jordan, Ricardo Green and

Daniel Crawford

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Written by Chris Cester &

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Performed by Ato

Written by Ryan Mazyne

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"SHORT BURNING FUSE"

Performed by László Tóth János

Written by Fiorello, Demakes &

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Performed by The Blasters

Written by Dave Ahlin

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"START THE CAR"

Music performed by Apollo 440

Written by Noko/Gray/Gray

Published by SCEA Inc. Courtesy of

Reverb Music- Produced by Apollo 440

at Apollo Control, London Assisted by

Ashley Krajewski Vocals performed by

Mae Delaney & Mary Byker Apollo 440

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"SUMMER SONG"

Performed and written by

Jon Salzman

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"(CALL ME) SUPER BAD

PARTS 1, 2 & 3"

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Performed and written by

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"TILL THE BREAK"

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"YOU MUST FOLLOW"

Performed by Stratus

Written by D. Lewis

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IT'S ALL ABOUT YOU

Music by daiki kasho &

Alan Brey

Words by Alan Brey

Vocal ch (Dakota Star),

guitar played by Kensei Miyaji

(fado), drums played by rui (fado)

SOUL SURFER

Music by daiki kasho

Words by Alan Brey

Arranged by tsx

Vocal ch (Dakota Star)

WICKED

Music by daiki kasho

Words by Alan Brey

Vocal ch (Dakota Star)

WHAT TO BELIEVE

Music by daiki kasho

Words by Alan Brey

Arranged by tsx

Vocal by Alan Brey & ch (Dakota

Star)

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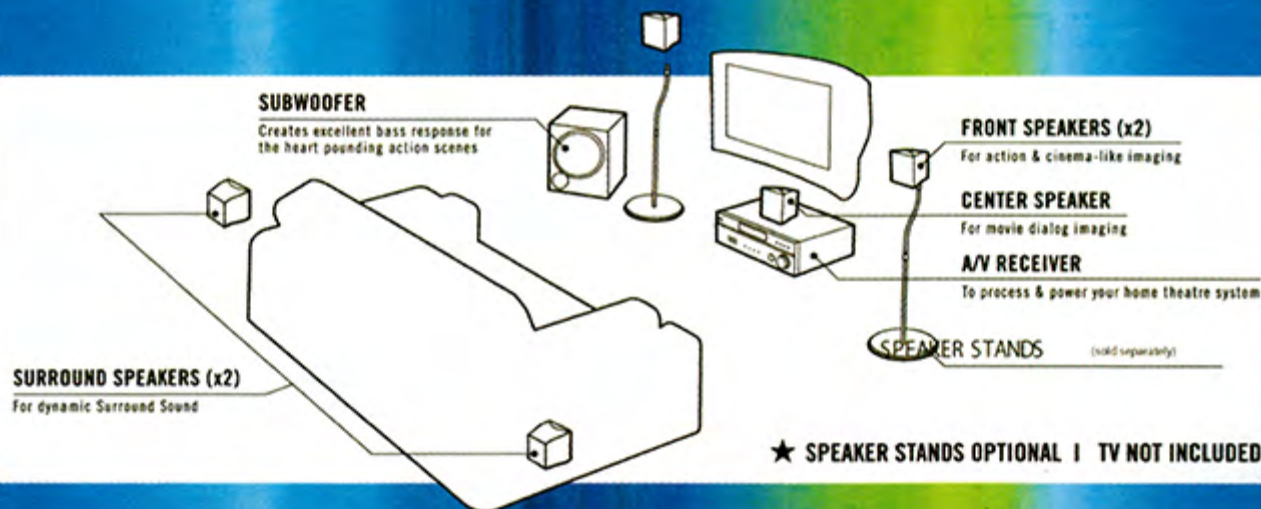
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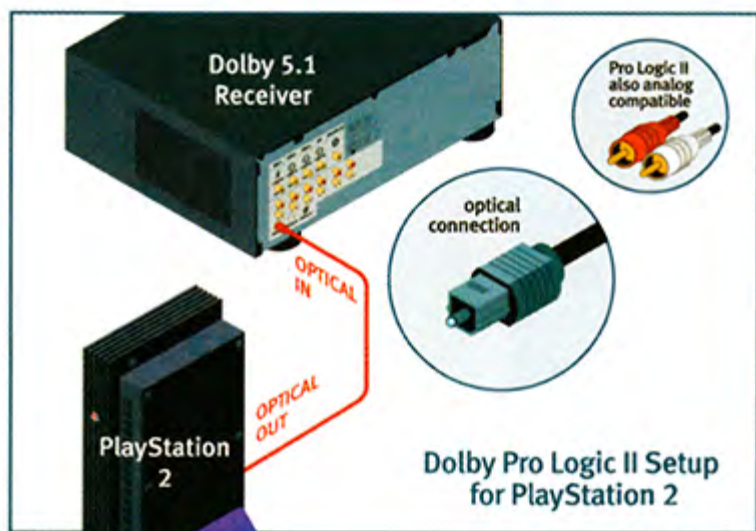
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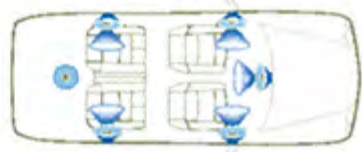
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