




GRAN TURISMO™ 5 *Prologue*
THE REAL DRIVING SIMULATOR



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

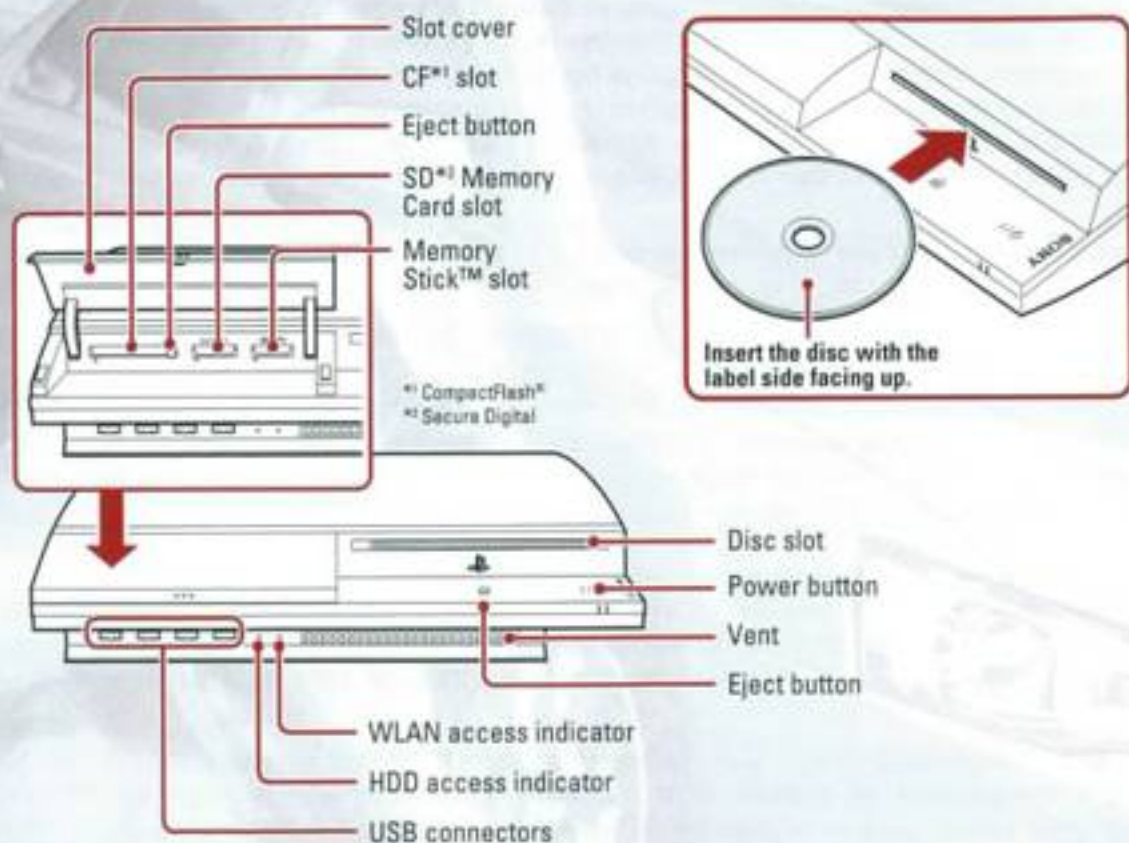
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not 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.

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

Call this number for technical support, installation or general questions regarding PLAYSTATION®3 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

Getting Started.....	02
Road & Track Introduction	04
Controls	10
Video/Audio	12
Online Service.....	15
Credits	17
Limited Warranty	31

PLAYSTATION®3 system front



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

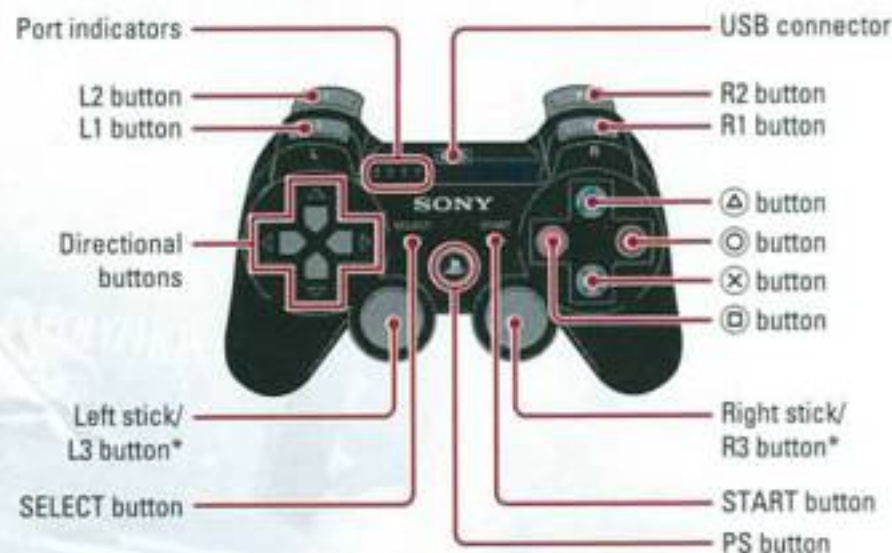
Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the **Gran Turismo™ 5 Prologue** disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu. **Gran Turismo™ 5 Prologue** requires at least 512KB of space for each data file. **Gran Turismo™ 5 Prologue** will create not just Game Data and Save Data, but Replay Data and Driving Data, as well. These types of data are not included with Game Data and Save Data.

Auto Save

This title uses an autosave feature. Game data is saved automatically at certain points. Do not switch off the power when the HDD access indicator is flashing. Do not quit the game or power down your console while this icon is on screen.

System Updates

This game may require a system update before playing. If you do not have the latest PLAYSTATION®3 firmware, you may be required to update before starting the game.

GRAN TURISMO

AND THE WORLD OF AUTOMOTIVE ENTHUSIASM

BY SAM MITANI
INTERNATIONAL EDITOR, ROAD & TRACK

It's hard to believe that ten years have passed since the day I first marveled at the realism provided by the revolutionary *Gran Turismo* (GT) driving simulator. Not only were the graphics better than any driving game that preceded it, the dynamics of each car felt so real that I couldn't help but compare them to the real things. Not long after the official debut of *Gran Turismo* in the U.S., I organized a comparison test between a real Honda (Acura) NSX Type-S Zero and a virtual one represented in GT. Even the color was the same. I drove them on Motegi's road course, one in Tochigi, Japan, and the other in cyberspace. Kazunori Yamauchi, the creator of GT, was there, giving me a first-hand introduction to the game. It was a definite thrill to see that my real lap times mirrored the ones in the game. In fact, the virtual NSX Type-S Zero exhibited the same handling balance as the real McCoy through all of the track's tricky corners, understeering through the tight stuff and oversteering coming out of some of the high-speed turns. It was a revelation that I still remember to this day; since then, I have been a devout disciple in the Church of *Gran Turismo*.

Referring to GT as a religion may sound blasphemous to some, yet it doesn't seem

so crazy when you consider the game, now about to enter its fifth generation, has shipped more than 47 million copies worldwide—an honorable compliment to Yamauchi's creation that has become more real and artistic with each new GT generation. It has come such a long way in ten years that if you look at a screen shot from the original GT, the graphics look almost cartoonish, despite the fact that GT was the most realistic looking game of its day.

Study carefully the images from *Gran Turismo 5 Prologue*, and you'll notice intricate details that truly set it apart from any other game in its genre. You'll come to realize that Yamauchi is a modern-day Edouard Manet, the difference being he works in the digital world with automobiles as his garden. The way he uses light and reflections to convey emotion and ambience is reminiscent of the French Impressionist master. Yamauchi's unique technique also conveys acceleration and speed, two traits that are seemingly impossible to replicate unless you have some sort of moving seat.

All that while still maintaining GT's position as the standard when it comes to mimicking driving reality.





LEARNING RACE TRACKS

While worthy competitors have appeared over the years, it is in my humble opinion that GT is still the best when it comes to depicting reality. The game does such an amazing job of providing real-life models of cars and their environment that I found myself using the game, on numerous occasions, to learn the layout of various race tracks all over the world, including the Nordschleife of the Nürburgring and Suzuka. For these tracks, I tried other driving games as well, but ultimately discovered that *Gran Turismo* was the most effective. The overall scale and periphery of the track were flawless—meaning that if you learned the race course using *Gran Turismo*, you would know when each corner was coming, giving you precise information on braking points and turn-in of the real track. I found the other games to be a little off, which could spell disaster if you try and go 10/10th your first time out. You'd be a fool to do this on any track, but if you practiced on *Gran Turismo*, you'd have a better chance at survival. What's important here is that *Gran Turismo* served as the best tool for me to experience these challenging race tracks without ever actually driving on them.

DRIVING THE CARS

While learning various race tracks with *GT5 Prologue* has proved invaluable in my profession, I took a personal delight in test-driving the vast amount of cars showcased in the game. For example, several months ago when I



had some free time on my hands, I fired up my PS3 and unleashed the Nissan GT-R at Fuji Speedway. It's always a thrill to pilot a *Gran Turismo* version of a car right after experiencing the genuine thing. In the case of the GT-R, not more than a week separated driving the real and the virtual. And *GT5 Prologue* did such an incredible job of recreating the Nissan Z+2 that it actually blurred the lines of reality—after a few months had passed, I couldn't remember clearly which I drove first. Another newcomer to the GT world is the Ferrari F430—it's good to finally see a product of Maranello make an appearance in the game. When driving the virtual F430, the first thing that struck me was the sound of the engine. Known for their melodic revving, Ferrari engines exude a mystical sound that no one can replicate... except for the folks at Polyphony Digital that is. It was a thrill to be able to drive this car on a number of tracks that I had not seen before.

Gran Turismo is not all about driving high-priced exotics, as fun as it is; but one can sample more affordable enthusiast cars as well—it can serve as the ultimate car buyer's guide. Among the mounts that most impressed me recently in the real world were the Mitsubishi Lancer Evolution (aka Evo X) and the Subaru Impreza WRX STI. Like the GT-R, both



cars made their public debuts about the same time *GT5 Prologue* hit the market, so in theory, you can drive these cars before they hit your local dealerships. And, as is the case with every other car in the game, the cars' performance dynamics were spot on.

Things were a bit different with the BMW 135i because I actually drove the *GT5 Prologue* version first. It was a surreal experience when I sampled the real car a month after driving it in the game. Everything I had experienced in the digital world came to life as I put the real-life 1-Series through its paces on a winding mountain road near my home. Truth be said, the virtual drive was much more relaxing because I didn't need to worry about oncoming traffic, and the weather was perfect with almost unlimited visibility.





THE EVER-EVOLVING WORLD OF GRAN TURISMO

The great thing about *Gran Turismo* is you can conduct an all-out assault on your favorite track in a safe, perfect world. You can take each car past the absolute limit on any corner of your choice. Okay, so you cooked it too fast into a turn, lost control and put the thing into a wall. No problem, just press the reset button and try again. Doing this over and over until you get it right will no doubt improve your real-world driving skills. And like you, I have enjoyed driving countless of cars that I may never be able to get into, including one of my all-time favorites, the Chaparral 2A. It was at my request that Yamauchi include this classic American race car in his game; and I was honored when he featured it in GT4. Yamauchi also helped supply data on cars that were impossible to drive, including make-believe machines like the Mach 5 in *Speed Racer*.

It has been a pleasurable and symbiotic relationship.

With the introduction of every GT edition, it's easy to assume that the people at Polyphony Digital have left no room for improvement, but they always seem to find a way to push the envelope further and further. And judging by what I've seen in *GT5 Prologue*, *Gran Turismo 5* will provide car and gaming enthusiasts with even more features and surprises than before. At this pace, and with Yamauchi leading the way, it won't be long until you can get your driving license through GT, or enjoy a top-down blast on your favorite road without leaving your couch... digital companion provided.



MENU CONTROLS



- Navigate menu / Highlight menu item Directional buttons
- Select highlighted menu item..... X
- Previous screen / return to Main Menu..... O
- Zoom (only in Standard Definition)..... R1
- End Game / Change Port / Motion Function (ON / OFF) ... PS

Note: In order to play **Gran Turismo™ 5 Prologue**, you must use the SIXAXIS™ wireless controller set to Port 1. For more about controller assignment and how to change it, consult your PLAYSTATION®3 hardware manual.

COMPATIBLE CONTROLLERS

Gran Turismo™ 5 Prologue is compatible with the following steering controllers:

- Logitech® Driving Force™
- Logitech® Driving Force™EX
- Logitech® Driving Force™ Pro (pictured on page 11)
- Logitech® G25 Racing Wheel



For more about the controls, consult the in-game Manual. For specific controls, check the manual for each controller. A SIXAXIS™ wireless controller is required when using a Steering Controller.

IN-GAME MANUAL

Gran Turismo™ 5 Prologue features an in-game manual that explains game details and modes as well as controls and how to read the on-screen display. Refer to it for topics not covered in this manual.

GETTING THE BEST PICTURE

The quality of the image displayed on your screen will vary depending on the output resolution of the PLAYSTATION®3 and the type of connection cable you use. Consult the diagram below to find the type of TV and connection you are using.

Gran Turismo™ 5 Prologue supports the following output resolutions:

480i 480p 1080i 720p 1080p

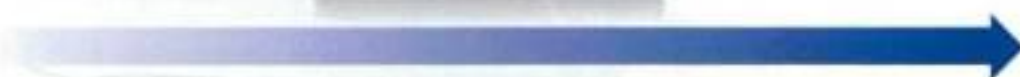
Note: "i" means interlaced, "p" means progressive scan. Progressive scan allows for a high-quality image with minimal flickering.



480i 480p



	480i	480p
HDMI	—	•
COMPONENT	•	•
S-VIDEO	•	—
COMPOSITE	•	—



1080i 720p 1080p

	1080i	720p	1080p
HDMI	•	•	•
COMPONENT	•	•	•
S-VIDEO	—	—	—
COMPOSITE	—	—	—

AUDIO OUTPUT

Gran Turismo™ 5 Prologue supports the following audio formats. Your sound will differ based on the type of connection you use and corresponding number of audio channels. For more about sound output settings, consult your PLAYSTATION®3 hardware manual and the instruction manual for your TV or surround receiver.

	2ch	5.1ch	7.1ch
 HDMI	<ul style="list-style-type: none"> • LINEAR PCM 2CH 48KHz 	<ul style="list-style-type: none"> • LINEAR PCM 5.1CH 48KHz • DOLBY DIGITAL 5.1CH 48KHz 	<ul style="list-style-type: none"> • LINEAR PCM 7.1CH 48KHz
 OPTICAL	<ul style="list-style-type: none"> • LINEAR PCM 2CH 48KHz 	<ul style="list-style-type: none"> • DOLBY DIGITAL 5.1CH 48KHz 	—
 ANALOG	<ul style="list-style-type: none"> • ANALOG 2CH 	—	—

ENJOYING 5.1/7.1 SURROUND SOUND

If you have a home theater receiver or similar device connected to your PLAYSTATION®3 system, you can enjoy the game in 5.1 or 7.1 surround sound.

Set your PLAYSTATION®3 system's Sound Output settings on the XMB to 5.1 or 7.1 output. You can only use 7.1 Surround Sound if you are using an HDMI cable for audio output, and are using a 7.1 channel speaker setup. However, some HDMI-compatible surround sound receivers may not be able to reproduce 7.1 sound. For more information, consult the instruction manual for the equipment you are using.

GOING ONLINE

Gran Turismo™ 5 Prologue has a variety of online features. In order to take advantage of these new features, you will need the following things before going online.

BROADBAND NETWORK CONNECTION

You must have an internet connection that is compatible with the PLAYSTATION®3 system's network functionality, such as ADSL, a cable modem, or an FTTH connection. Contact your local internet service provider (ISP) for more information.

You must use an ethernet cable to connect your PLAYSTATION®3 to your modem or router, unless using a wireless LAN connection. Be sure to properly configure your PLAYSTATION®3 system's network settings to insure a proper connection with your modem or router.

Check your PLAYSTATION®3 hardware manual and the manuals for the equipment you are using to ensure proper setup. Before connecting to the network, make sure all of your equipment is connected properly. If you need to change your equipment settings, make sure you do this before trying to go online.

Note: You may need a computer in order to change or update the settings of your network equipment.

PLAYSTATION®NETWORK ACCOUNT

A PLAYSTATION®Network Account is required for online play. To create a PLAYSTATION®Network Account, go to the "Sign Up for PLAYSTATION®Network" option on the XMB and follow the on-screen instructions.

Note: User responsible for all applicable internet fees. Some services or features may require additional fees.

ABOUT GAME UPDATES

In order to use **Gran Turismo™ 5 Prologue's** online services, you must have the latest version of the game installed. When a new version of the game is available, you will be notified after logging in to the PLAYSTATION®Network and starting up the game. After you download the update, the game will automatically install the update. Follow the on-screen instructions to complete the install.

If you don't have enough room on your Hard Drive to install the update, exit the game, and return to the PLAYSTATION®3 system's XMB and delete any unnecessary data or files to free up space.

Game Updates may contain new features to add to the game. For more information about update schedules and content, check the game's website at www.us.playstation.com/granturismo

VISIT GRAN TURISMO ONLINE

The official website of the Gran Turismo series, www.us.playstation.com/granturismo features information and news about **Gran Turismo™ 5 Prologue**.

Latest News: Find out about the latest feature and content updates to be released for the game, find out about recent and upcoming GT-related events, and read special postings directly from the game's developer.

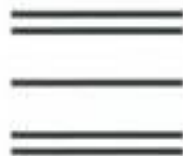
Gran Turismo Media: Check out the latest videos, screenshots, and wallpapers from the game.

Gran Turismo Forums: Discuss the ins and outs of the game with other die-hard GT fans.

E-Mail Newsletter: Sign up to receive the latest Gran Turismo news, delivered right to your inbox.

www.us.playstation.com/granturismo

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 contest info and more!

If you want this information shared with other reputable companies, check here.

How many hours per week do you spend playing online?

1-3 4-6 7-9 10+

Total hours per week that you spend gaming:

1-3 4-6 7-9 10+

Which platforms do you currently own?

PLAYSTATION 3 system
 PlayStation®2 computer entertainment system
 PSP™ (PlayStation®Portable) system
 Nintendo Wii
 Nintendo Game Boy Advance SP
 Nintendo DS
 Xbox
 Xbox 360

Which type of Internet connection do you have?

No Internet Dial-up Broadband (DSL, Cable, GIG, T1-2)

Do you have wireless network access at home?

YES NO

What will be your primary use for the PLAYSTATION 3?

Rank the following: Never Sometimes Often All the time

Rank the following:	Never	Sometimes	Often	All the time
Gaming console	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blu-ray™ player <small>(movies)</small>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Store and listen to music	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Store and watch videos	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Web browser	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

What types of games do you prefer? (Check all that apply.)

Action Fighting RPG
 Adventure Music Shooter
 Children's Puzzle Sports
 Extreme Sports Racing Strategy

Tell us more about yourself in the "My Account" section at www.us.playstation.com

PLEASE NOTE: The warranty offered by SCEA on your PlayStation products is the same whether or not you register. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation. PlayStation®, PLAYSTATION™, "PS" Family Logo are registered trademarks of Sony Computer Entertainment Inc. Personally identifying information (PII) of PlayStation Underground members age 13 and under will not be shared with third parties. PII of members 13 and over, with their permission, may be shared with our promotional partners. For more details on Underground membership, information on our privacy policy, or to be removed from our mailing list, call 1-800-345-7669 or visit www.us.playstation.com. You may also get information on our Privacy Policy at <http://www.us.playstation.com/support.asp?id=privacypolicy>. Sony Computer Entertainment America Inc., 919 East Hillsdale Boulevard, Foster City, CA 94404. FORM ID 0106A 0305-08158

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SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of *Gran Turismo™ 5 Prologue* with special recognition to the Executive Management team including:

Kaz Hirai
 Jack Tretton
 Peter Dille
 Jim Bass
 Glenn Nash
 Phil Rosenberg
 Riley Russell
 Shuhei Yoshida
 Phil Harrison

Online Interactions Not Rated by the ESRB

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