

FROM THE MAKERS OF *GRAN TURISMO*™



Tourist Trophy™

THE REAL RIDING SIMULATOR



POLYPHONY
DIGITAL

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.

Tourist Trophy The Real Riding Simulator™ Tips and Hints

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 published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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.

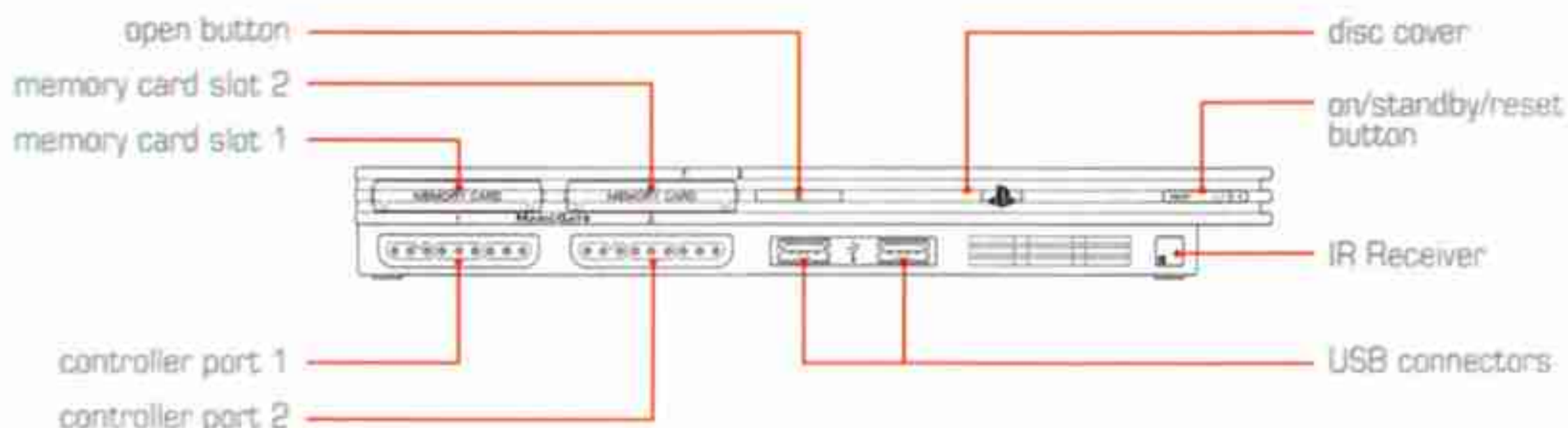
TABLE OF CONTENTS

Getting Started	4
Controls	5
Arcade Mode	8
Tourist Trophy Mode	12
Photo Mode	18
Additional Menus	26
Saving the Game	30
Peripherals	31
Credits	32
Warranty	39





GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press button. When the **POWER** indicator turns green, press the button and the disc tray will open. Place the **Tourist Trophy The Real Riding Simulator™** disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach a DUALSHOCK 2 analog controller 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 into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card containing previously saved games.



CONTROLS



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

MENU CONTROLS

Navigate menu	directional buttons or left analog stick
Highlight menu item	directional buttons or left analog stick
Select highlighted menu item	× or ○
Cancel/Previous screen	△ or □
Pause Menu	START

Note: Menus can be navigated using an DUALSHOCK 2 Analog Controller or compatible controller inserted into controller port 1. For individual menu controls, please see the help section and instruction page for each individual menu.

RACING CONTROLS

Steer	left analog stick
Accelerate	right analog stick ↑ or ×
Brake*	right analog stick ↓ or □
Shift Up	R1
Shift Down	L1
Tuck	L2
Rear Brake*	R2
Look Back	○
Change Camera View	SELECT
Pause	START
Reverse	△

Note: You can change the controls for race mode in the Options Menu. For more information, refer to page 28. Steering controls and acceleration/braking are managed by the analog sticks. How hard you push the stick will affect the angle of the handlebars and the degree of acceleration or braking.

*Specific brake controls depend on your control mode.



CONTROLS

STANDARD MODE

Front and Rear Brake adjusted automatically	☐
Rear Brake	R2
Dual Brakes with priority to Rear Brakes	R2 + ☐

PRO MODE

Front Brake only	☐
Rear Brake only	R2

RACE SCREEN

DISPLAYED INFORMATION

During gameplay, the following information is displayed on screen. The amount of information displayed will change depending on your point of view, option settings, and game mode.





- 1 Time Elapsed
- 2 Number of Laps/Total Laps
- 3 Position
- 4 Course Map
(Red Dot: Your Bike's present location)
(Blue Dot: Other Bikes' present locations)
- 5 Current fastest time
- 6 Last lap time
- 7 Acceleration Use
- 8 Wind Resistance Indicator
- 9 Brake Use – (Upper: Front/Lower: Rear)
- 10 Recommended Gear/Present Gear (When recommended gear flashes on and off, gear change is at breaking point)
- 11 Tachometer
- 12 Speedometer
- 13 Total Distance Traveled



ARCADE MODE

TITLE MENU



ARCADE MODE

An arcade-style mode that allows you to quickly jump into a race with 1 or 2 players. You can use any bike you have acquired through Tourist Trophy Mode in Arcade Mode. For more information, *see page 9.*

TOURIST TROPHY MODE

A simulation-style mode in which you are challenged to a variety of races. In order to play Tourist Trophy Mode, you will need a Memory Card (8MB) (for PlayStation®2). For more information, *see page 4.*

REPLAY THEATER

View or manage replay data you have saved in Arcade Mode or Tourist Trophy Modes. While watching replays, you can also take photographs of the race. For more information, *see page 26.*

MUSIC THEATER

Listen to Tourist Trophy's music soundtrack, and choose the music tracks to use during replays and slide shows.

OPTIONS

This menu allows you to change various game settings. For more information, *see page 28.*

SAVE GAME

Save your game data to a Memory Card. For more information, *see page 4.*

CREDITS

View the credits.

ARCADE MODE MENU



1-ON-1

A single-player mode that allows you to play a 1-on-1 race using street bikes.

RACE

A single-player mode that allows you to play a four-person race using race modified models.

TIME TRIAL

A single player mode that lets you choose your desired course and bike, and then aim for the fastest possible lap time.

Note: The number of laps in this mode is unlimited. In order to stop the trial, press  and select "EXIT" from the Pause Menu.

During the time trial, you can set it so that a ghost is displayed. In order to enable a ghost, select "BEST RUN LOAD" in the Race Menu, and choose the ghost from which Best Run Replay you would like to use.





ARCADE MODE

2 PLAYER BATTLE



A two-player mode where you can race against a friend via split-screen. The race screen will be divided top to bottom if you have "WIDTH SETTING" set to "NORMAL" in the screen menu in Options, and left to right if you have it set to "WIDE".

ARCADE MODE GAME FLOW



1 CHOOSE COURSE

Choose the course you want to play. This screen will show you the course map and total length of the course highlighted by your cursor.

2 CHOOSE BIKE

Choose the bike you want to use. Select your subcategory of how you want to choose your bike (by manufacturer, etc). Once you have chosen your bike, you can customize its paint job.

3 CHOOSE RIDER

Choose the rider you want to use. There is no difference in the abilities of the riders. Once you have chosen your rider, choose your transmission, tires, and your riding style.

4 PROCEED TO THE RACE FROM THE RACE MENU



The Race Menu appears before and after the race. Choose "START" to proceed to the race.

The following items appear on the race menu. There may be more or less depending on your mode and current status.

- ◆ **Start:** Begin the race.
- ◆ **Replay:** View a replay of the previous race.
- ◆ **Save Replay:** Save the replay of the previous race.
- ◆ **Save Best Run Replay:** Save the replay of your Best Run on the previous race.
- ◆ **Quick-Settings:** (Arcade Mode) Quickly change settings.
- ◆ **Settings:** (Tourist Trophy Mode) Change settings.
- ◆ **Load Best Run Replay:** Load a Best Run replay to enable Ghost.
- ◆ **Ranking:** View race results and records.
- ◆ **Options:** View game-related settings (*see page. 28*).
- ◆ **Best Shot Photo:** Take best shot photos of the previous race.
- ◆ **End:** End the Race.





TOURIST TROPHY MODE

TOURIST TROPHY MODE MENU



LICENSE SCHOOL



CHALLENGE MODE

Select a bike and paint job, then take on goal-specific challenges. When you clear the set challenges, you will acquire the bike you chose.

GARAGE

Manage riders and bikes you have acquired, as well as change your riding form. For more information, *see page 14*.

RIDING GEAR

Select the riding gear you want to wear from the available set you've acquired. New gear will appear in your Riding Gear once it's been awarded.

PHOTO MODE

Manage the pictures you've taken during a photo run and replay views. For more information, *see page 18.*

RACE EVENT

Enter a race with the bikes you've chosen for this mode. Depending on the results, you may acquire various rewards.

PRACTICE

Choose a course and run practice races to learn a course or better your skills. You can do it alone or against a computer-controlled opponent.

TOURIST TROPHY MODE GAME FLOW

CREATE SAVE DATA

In order to play Tourist Trophy Mode, you need to create save data. If you insert a Memory Card (8MB) (for PlayStation®2) with no save data on it into MEMORY CARD slot 1 and begin Tourist Trophy Mode, you will see the Create Save Data screen. Please input your name and rider height. For more information, *see page 30.*

GETTING YOUR LICENSE

In License School, you will learn how to handle your bike while working to acquire your license. There are four types of licenses: Novice, Junior, Expert, and Super. The higher the level of your license, the more bikes you can acquire in Challenge Mode.

ACQUIRE BIKES

Choose the bike you would like to acquire in Challenge Mode, and accept a mission challenge. When you clear the challenge, you will get the bike you selected. You can also get bikes as rewards during Race Events.

ACQUIRE RIDING GEAR

You will acquire riding gear when you get your license, when you win races, and fulfill other conditions. You can view your Riding Gear and change into the riding gear you have acquired.



TOURIST TROPHY MODE

PARTICIPATE IN RACE EVENTS

Race Events let you participate in a race with the bike you currently own. You can get new bikes and racing gear as rewards for participating in Race Events.

TAKE PHOTOGRAPHS

After a race, you can take pictures while viewing the replay or in Photo Mode. If you turn on "BEST SHOT PHOTO" mode, it will automatically take pictures for you. You can view the pictures you take in your photo album, transfer them to your PC using a USB flash drive, or print them out using a printer installed to your PlayStation®2 console. For more information, see page 31.

GARAGE



BIKE LIST



View a list of the bikes you currently own. Select a bike from the list for a close up look. From the zoomed-in display, you can check out the bike's specs, or choose the displayed bike as the one you will ride.

SETTINGS

Change the settings of the bike you are currently riding. For more information, *see page 10.*

RIDING FORM

Change your riding form. For more information, *see page 16.*

OPTIONS

This takes you to the Options Menu where you can change various game-based settings. For more information, *see page 28.*

SAVE GAME

Save game data to a memory card (8MB) (for PlayStation®2). For more information, *see page 30.*

GAME STATUS

Check your current game progress status.

RACE NUMBER

Change the number on the Racing Modified Model you're currently riding.

BIKE DETAILS

View the details of the bike you're currently riding.

SETTINGS



SETTINGS SCREEN

There are three types of pre-set settings for each bike: A, B, and C. Choose the setting at the top of the Settings Screen (Set A, Set B, or Set C) whose settings you want to change, and select "EDIT" to change items in each setting. For more information about each setting item, check the Help Messages and "?" icons that appear on the lower half of the screen.



TOURIST TROPHY MODE

SUSPENSION

Change settings related to front and back suspension.

BRAKE BALANCE

Change your front and rear brakes.

TIRES

Change the type of tires you want to use. In Tourist Trophy Mode, you will always start each race with new tires, and tires will wear down over the course of the race.

EXHAUST

Change the type of exhaust you want to use.

GEAR RATIO (DRIVETRAIN)

Change gear change settings for the bikes in the mission.

ROLLER WEIGHT (DRIVETRAIN)

Change settings of the Roller Weight in an automatic bike.

RIDING FORM



RIDING FORM SCREEN

There are four types of Riding Forms: A, B, C, and Motard. In the upper part of the screen, choose the setting for the form you want to change to (Form A, Form B, Form C, or Motard), and you can change the following items.

- ◆ Head Roll Angle
- ◆ Head Pitch Angle
- ◆ Torso Roll Angle
- ◆ Torso Yaw Angle
- ◆ Body Lean (Full Bank)
- ◆ Arm Angle

- ◆ Seat Position (Forward/Backward)
- ◆ Lateral Slide
- ◆ Vertical Slide
- ◆ Leg Angle
- ◆ Body Lean (Upright)

PRESET FORM

You can call up preset forms for forms A, B, and C. Important aspects of the preset forms are described below.

- ◆ **Neutral:** Somewhere in between in and out forms. Important if you want a comprehensive, easy riding style.
- ◆ **Lean Body:** Allows you to take turns at full-speed. Useful when you need to take a lot of high-speed corners.
- ◆ **Lean Bike:** Allows you to make initial turn-ins quickly. Useful when you need to take a lot of low-speed corners.

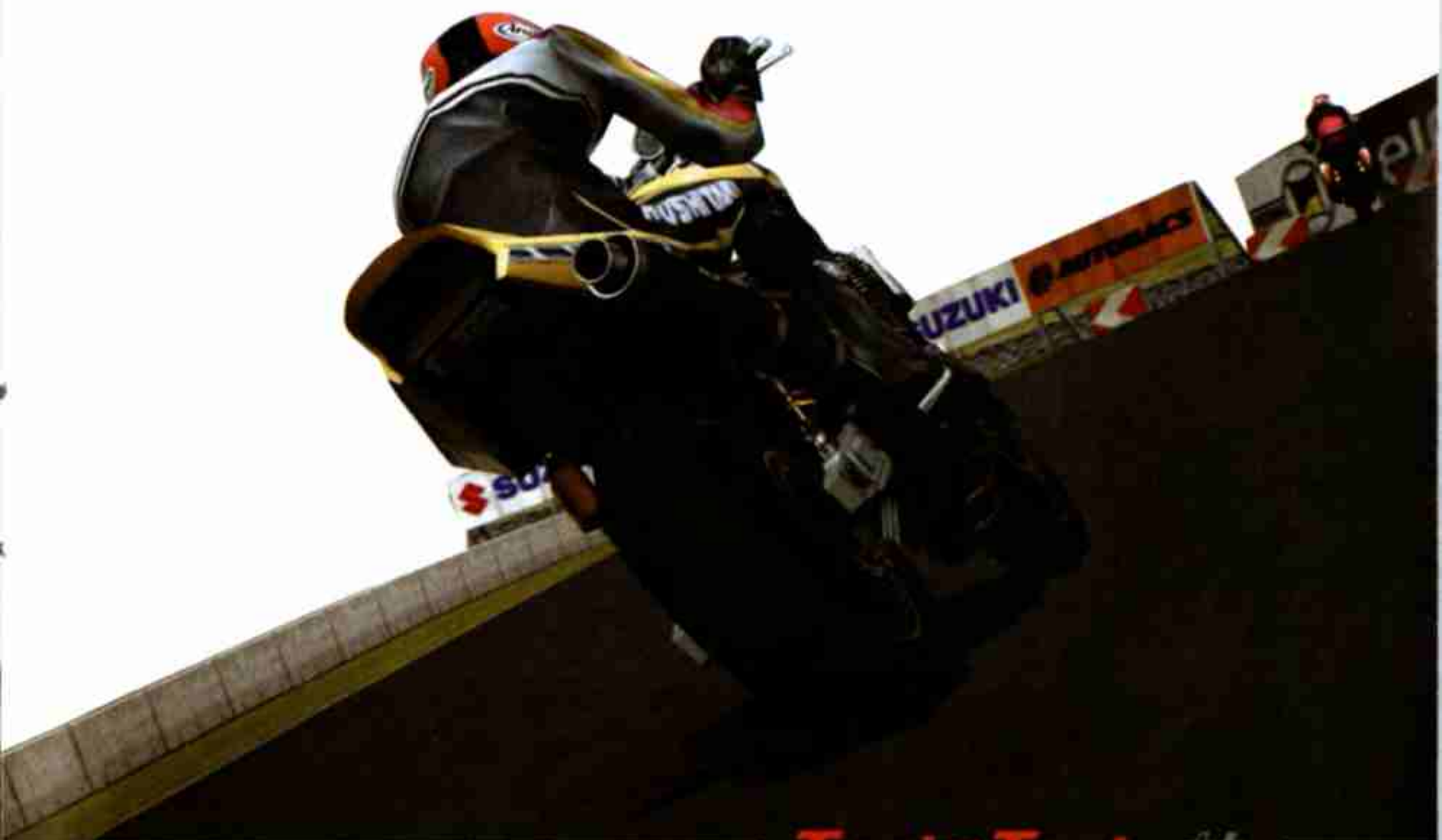




PHOTO MODE

PHOTO MODE MENU



PHOTO MODE MENU SCREEN

Once you've taken some photos, you can view them in your Photo Album on the Photo Menu Screen. When watching slide shows in your Photo Album, the following menu items will be displayed.

PHOTO ALBUM

Manage the pictures you've taken. For more information, *see page 20.*

PHOTO RIDE

Go on a ride for the purpose of taking photos, and then take pictures after the race. For more information, *see page 19.*

LOAD REPLAY

Watch a replay you have already saved and take pictures. For more information, *see page 26.*



TAKING PICTURES

There are two main ways of taking pictures:

DURING PHOTO RIDE

First, select "PHOTO RIDE" from the Photo Mode menu to begin your picture-taking ride. When you're done riding, view a replay from the race menu, and take your pictures while watching the replay. For more information, *see page 22*.

WHEN USING SAVED REPLAY DATA

Choose the replay from which you would like to take pictures using the "Replay Theater" option in the Title Menu or "Load Replay" from the Photo Mode Menu, and take your pictures while watching the replay. For more information, *see page 26*.



ABOUT BEST SHOT PHOTO OPTION

Choose "BEST SHOT PHOTO" from the Race Menu, or choose "BEST SHOT PHOTO" from the "Replay Theater" option on the Title Menu or from "Load Replay" on the Photo Mode Menu, and photos will automatically be taken before the race replay. From the photos taken, you can choose which ones you want to save to your Photo Album.



PHOTO MODE

PHOTO ALBUM



PHOTO ALBUM SCREEN

Using the Photo Album, you can view and manage the film and photo data saved on the memory card (8MB) (for PlayStation®2) that is in the MEMORY CARD slot you have currently selected. If you want to change the MEMORY CARD slot that you are using, you can do so via the Options Menu and then select "Album Data Commands." These are the items in the Photo Album Screen shown above.

- ❶ Folder, *see page 21.*
- ❷ Thumbnail
- ❸ Film Data/Photo Data Information
- ❹ Album Data Command

Develop: Convert the film data you are currently viewing to photo data.

View: View selected photo data or slide shows.

Print: Print all photo data in the print list *see page 21.*

Add to Slide Show: Add selected photo data (can be multiple) to slide show, *see page 21.*

Add to Print List: Add selected photo data (can be multiple) to print list, *see page 21.*

Save to USB flash drive: Save selected photo data (can be multiple) to USB flash drive, *see page 31.*

Delete: Delete selected data (can be multiple) from Memory Card slide show list, or print list.

Edit Comment: Edit comment related to currently selected data

- ❺ Option: Change settings related to film and photo data.
- ❻ Exit.

FOLDER

On the left side of the Photo Album Screen, the following folders will be displayed. When you choose a folder, you can edit data from the folder you have chosen on the right side of the screen.

Scene Film: Manage film data saved from picture taking sessions.

Photo: Manage photo data created from film data.

Slide Show: Manage slide shows that allow you to view multiple pictures in a row. For more information, *see below*.

Print: Manage pictures assigned to the current print list.
For more information, *see below*.

SLIDE SHOW LIST

The Slide Show List is an ordered list that lets you view multiple photos in a row. When you select photo data and add it to your Slide Show List, a duplicate of the photo data, called an "Alias", will be added to the slide show list. Select each Alias to move it so you can choose the viewing order of your pictures.

All of the images on the Slide Show List are duplicates, so even if you delete them from the Slide Show List, they won't be deleted from your memory card (8MB) (for PlayStation®2). When you want to delete photo data, delete it from the "Photo" folder. Photo data that has been deleted from the memory card will also automatically be deleted from your slide shows.

PRINT LIST

The Print List is a list of photos to be printed from the "Tourist Trophy" color printer installed to your PlayStation®2 console. Like the Slide Show List, the Print List is made up of photo data duplicates called "Aliases" that you can manage. For more about Aliases, see the "Slide Show List" information above.

Note: Print Lists cannot be saved to a memory card.



PHOTO MODE

PRINTING PHOTOS

To print your photos, first, choose the "Photo" folder, and add the photos you want to print to the Print List. If you want to delete photos from the Print List, you can do so from the "Print" folder.

Next, choose the "Print" folder, and select "PRINT" from the Album Data Commands to display your printer settings. Choose the type of paper you're printing on, the print quality, whether or not you want a border, and the number of copies, and all of the photos on the Print List will be printed.

PHOTO RIDE

PHOTO RIDE GAME FLOW

When taking a Photo Ride, follow the instructions below to take pictures.

1 Race

Select "PHOTO RIDE" from the Photo Mode Menu, and you will run a race for the purpose of taking pictures. When the ride is over, press  **START**.

2 Watch the Replay

Select "REPLAY" from the race menu to view the replay. When you see a place you want to take a picture, press  **SELECT** to go to the Capture Screen. For more controls during the Replay Screen, please *see page 23*.

3 Save your pictures

On the Capture Screen, select your camera and angle and press  to save your picture to the Memory Card (8MB) (for PlayStation®2). The pictures you have saved can then be managed in the Photo Album.



CAPTURE SCREEN CONTROLS



Change Camera	directional buttons ↑ / ↓
Adjust Camera Angle	left analog stick
Zoom Camera In/Out	right analog stick ↑ / ↓
Tilt Camera	right analog stick ← / →
Exposure Correction	L1 + directional pad ↑ / ↓
Contrast	L2 + directional pad ↑ / ↓
Aperture	R1 + directional pad ↑ / ↓
Shutter Speed	R2 + directional pad ↑ / ↓
Toggle Long/Wide alignment	○
Shutter Button	×
Change Color Filter	△
Select Focus	□
Return to Normal display	SELECT



PHOTO MODE

PICTURE TAKING TIPS

On the Capture Screen, there are a host of customizable settings for the camera. Some basic information for how to take pictures are below.

FRAMING

Choose the field of view in your picture using the camera's location, length, width, and zoom functions.



EXPOSURE

Exposure represents the amount of light that reaches your film, which influences the brightness of the picture. When taking pictures, increasing the aperture will increase the light, and slowing the shutter speed will elongate the time in which the light hits the camera. You can change your exposure by changing exposure correction.



DEPTH OF FIELD

Depth of Field refers to the degree of the focus of objects within a certain amount of range. When all things within range are in the same focus, it is referred to as "Deep Depth of Field." When only a small range of things are in focus, it is referred to as "Shallow Depth of Field."

For information on how each item affects depth of field, see the chart below.

Depth of Field	Shallow	Deep
Distance to Target	Close	Far
Zoom	Distant	Wide-Angle
Aperture	Open	Closed





ADDITIONAL MENUS

REPLAY THEATER

In Replay Theater, you can watch and manage replays and playlists that are saved on the memory card (8MB) (for PlayStation®2) in the MEMORY CARD slot you are currently using. If you want to change MEMORY CARD slots, you can do so via the Options Menu and then select "Replay Data Commands."



On the Replay Theater screen, you will see the following items.

- 1 Folder
- 2 Thumbnail
- 3 Replay Data Information
- 4 Replay Data Command

View: View selected replay data or playlist.

Best Shot Photo: Automatically take pictures from selected replay data.

Add to Playlist: Add selected replay data (can be multiple) to playlist.

Delete: Delete selected replay data (can be multiple) from memory card or playlist.

Change Comment: Change comment on current replay data.

Export to USB flash drive: Save current replay data to USB flash drive.

Load from USB flash drive: Load replay data from USB flash drive.

Change Replay Order: Change playlist between Straight Replay/Shuffle Replay).

- 5 Options: Change settings related to replay data.
- 6 Exit.

FOLDER

On the left side of the Replay Theater Screen, the following folders will be displayed. When you choose a folder, you can control replays in the selected folder on the right side of the screen.

Demo: Control demo replays saved on the Tourist Trophy disc.

Replay: Control replay data saved by the player.

Playlist: Control playlists that allow you to view multiple replays in succession.
(see below)

VIEW REPLAY

The controls for viewing replays are described below. Press  during the replay to enter the Capture Screen and take pictures.

Change Focus	directional pad  , 
Fast Forward	 (press down)
Capture Screen	 SELECT
Interrupt Replay/Pause	 START

ABOUT PLAYLISTS

Playlists allow you to create an ordered list in which you can view multiple replays in succession. If you have a playlist saved on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1, it will be played in the Title Menu.

When you select replay data to be added to your playlist, a duplicate known as an "Alias" will be added to the playlist. You can select each "Alias" to move it and change your replay order. All of the replays on your playlist will be duplicates, so even if you delete it from your playlist, the replay data saved on your memory card will not be deleted. When you want to delete replay data, select the "Replay" folder and delete it from there. Replay data deleted from your memory card will automatically be deleted from your playlists.





ADDITIONAL MENUS

TYPES OF REPLAY DATA

There are two types of replay data, listed below.

FULL (FULL LAP REPLAY)

This is replay data that has the entire race, Time Attack, or License Challenge saved from beginning to end. If these exceed a certain length, the entire race will not be saved.

BEST (BEST RUN REPLAY)

This is replay data that saves only the Best Run on your race or Time Attack.

OPTIONS

Adjust the various game settings. The Options Menu can be accessed from the Title Menu.



GAME SETTINGS

Race: Alter settings for standard transmission types and information displayed during the race.

Replay: Alter settings for replay viewing style and replay data.

Screen: Change screen size, alignment, and video output type.

Settings: Alter settings for screen brightness and contrast.

Sound: Alter settings for music tracks, sound effect volume, and sound output type.

ARCADE

Change rules for Arcade Mode.

Number of Laps: Number of laps in the race.

Tire Damage: Tire wear.

Penalty: Set penalty type triggered when colliding with walls and other bikes.

Time Limit: Time Limit.

2-PLAYER BATTLE

Change rules for Arcade Mode 2-player battle.

Number of Laps: Number of laps in the race.

Tire Damage: Tire wear.

Handicap: Adjust starting location.

Slow Bike Boost: Power boost given to bikes that have fallen behind.

CONTROLLER

Choose Control Mode type and toggle vibration function on the DUALSHOCK 2 analog controller ON/OFF. If you set control mode to "Pro Mode," you will have perfect manual control over upper body controls (sit up/lay down), and be able to use the rear and front brakes independently. For more information, *see page 6*.

KEY CONFIG

Change various control types for 1P and 2P races.

PHOTO MODE

Change shutter sound and save settings when taking pictures, slide show replay effects, and points of reference for film data and photo data.

OTHER

Change settings for the opening movie and Autosave.

OPENING MOVIE REPLAY

The opening movie that plays at startup.

AUTO DEMO START TIME (SECONDS)

The number of seconds before the auto demo appears from the title menu.

OPENING MOVIE INTERVAL

The interval between replays of the opening movie.

AUTOSAVE

Autosave settings. For more information, *see page 30*.

INDIVIDUAL

Change individual settings regarding display of distance, horsepower, and torque.



SAVING THE GAME

ABOUT AUTOSAVE

During the game, your game data will automatically be saved to the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 every time your game progress reaches a certain point. Please do not remove the memory card in MEMORY CARD slot 1 that you are using to Autosave while the game is in progress.

Note: You can change the timing for the Autosave function in the Options Menu under "Other" and then select "Autosave." For details about game data and other types of save data, please see below.

ABOUT AUTOLOAD

When you choose Tourist Trophy Mode from the Title Menu at startup, saved game data will automatically load from the memory card inserted into MEMORY CARD slot 1. In order to continue your saved game from Tourist Trophy Mode, make sure you have a memory card with game data saved inserted into MEMORY CARD slot 1.

TYPES OF SAVE DATA

The kinds of data that can be saved onto a memory card in "Tourist Trophy" and the amount of space they require are described below. Game Data will only be read from the memory card inserted into MEMORY CARD slot 1. How you view data that is not game data depends on your option settings.

GAME DATA: 1500KB+

This save data contains your progress in Tourist Trophy and other option settings.

REPLAY DATA: 20-200KB MAX

Save data that contains progress from a single race. The amount of save space it takes up depends on the contents of the replay.

PLAYLISTS: 28KB+

Save data containing multiple replays to be viewed in succession. Only one playlist data can be saved on a single memory card.

FILM DATA: 20-80KB MAX

Save Data containing saved pictures you have taken. The size of the save data depends on the conditions under which the picture was taken.

PHOTO DATA: 50-500KB MAX

Save data of pictures created from film data. Amount of space taken by this data depends on the contents of the photograph.

SLIDESHOW LIST: 27KB+

Save data for series of multiple pictures that you can view in succession. Only one slideshow data can be saved on a single memory card.

PERIPHERALS

"TOURIST TROPHY" COLOR PRINTER

Using the "Tourist Trophy" color printer, you can print out pictures in your photo album in Tourist Trophy Photo Mode. For more information, *see page 22*.

Before you print out your pictures, please read the instructions for your "Tourist Trophy" color printer, and read the following points of caution.

- ◆ Plug only one "Tourist Trophy" Color Printer directly into either USB slot. A USB Hub cannot be used.
- ◆ Before printing your photos, make sure your "Tourist Trophy" color printer is turned on, and the ink and printer paper have been properly set.
- ◆ Printed images cannot be used for commercial purposes (commercially sold, distributed, broadcast, posted to homepages or the internet) without the consent of Sony Computer Entertainment.

TOURIST TROPHY USB FLASH DRIVE

Using the "Tourist Trophy" USB flash drive, you can save the pictures you took in photo mode and replay data to USB flash drive. For more information, *see below*.

Before using the USB flash drive, please read the instructions and the following points of caution.

- ◆ Plug only one "Tourist Trophy" USB flash drive directly into either USB slot. A USB Hub cannot be used.
- ◆ Pictures saved to USB flash drive cannot be viewed in Tourist Trophy. Please use the correct hardware that will read images in the saved format.
- ◆ Replay data saved to USB flash drive can be viewed as normal replay data after it has been imported from the Replay Theater. For more information, *see page 26*.
- ◆ Pictures saved to USB flash drive are saved as images in JPEG format (RGB). Images saved this way cannot be read in all circumstances.
- ◆ The pixel count for pictures saved in USB flash drive is 1280 x 960. Number of pixels on each side may vary depending on the length/width settings of your screen at the time you took your pictures.
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Forest

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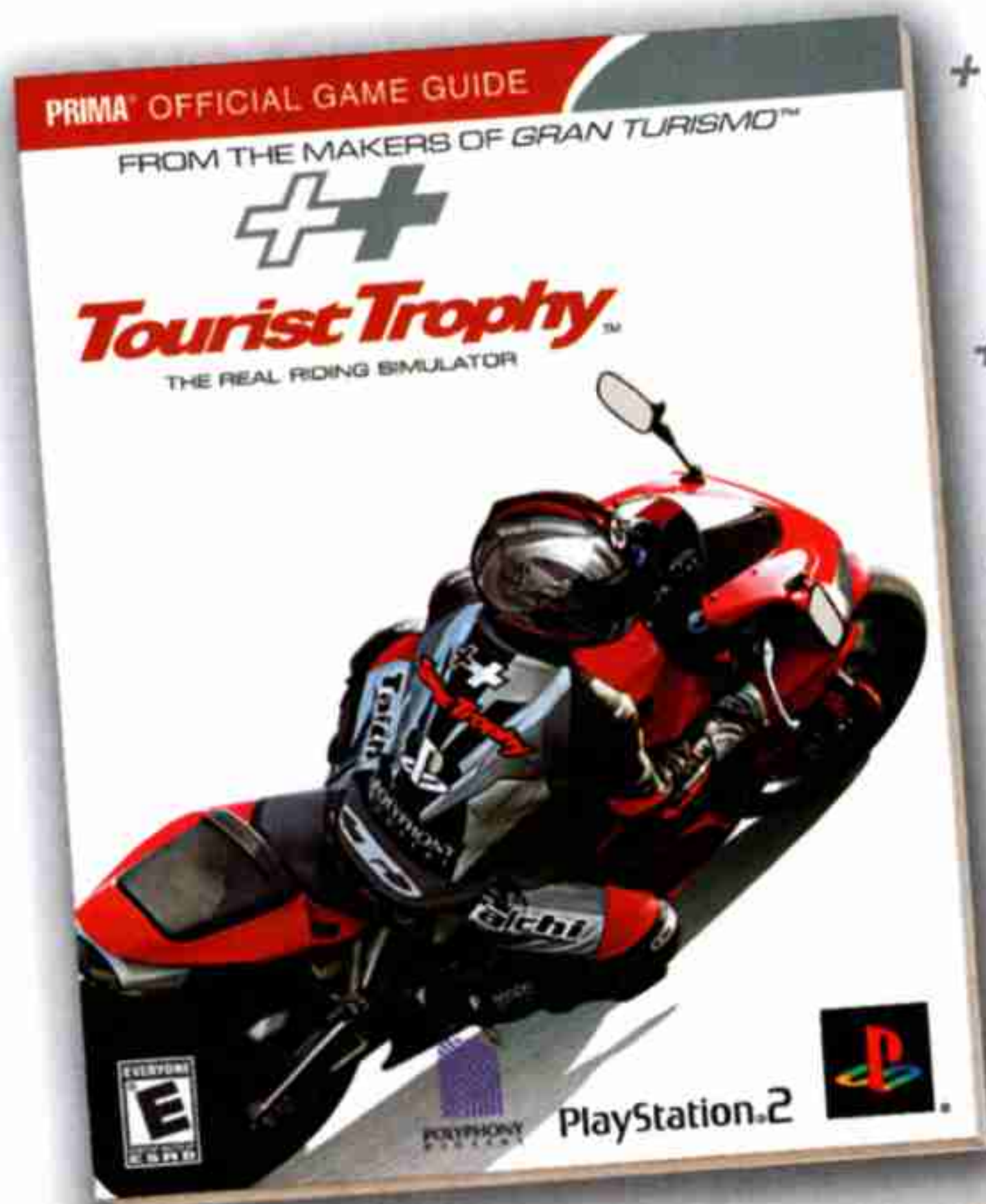


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