WARNING!

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS

- Always play in a well lit room and sit as far away from the monitor screen as possible.
- Avoid playing if you are tired or have not had much sleep.
- Rest for at least 10 to 15 minutes in every hour of playing.

GRAND THEFT AUTO 2

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SYSTEM REQUIREMENTS

Minimum Specification

• Pentium® P200 or above
• 32MB RAM
• 65MB hard disk space
• 4x CD ROM drive
• Windows® 95/98
• Direct3D compatible graphics card (NO software version)
• Multiplayer: LAN (IPX & TCP/IP) 6 players plus Internet (via DirectPlay)
• Sound card
• Keyboard

WHERE IT ALL BEGINS

Before you can play GTA2 it must be installed to your hard disk drive.

1. Ensure that your PC is set up according to its instruction manual; if you have a joystick or pad, make sure it’s attached.
2. Power up your PC and insert the GTA2 disc into your CD drive. Note that an official GTA2 disc must be present in your CD drive for all single player games; if a GTA2 CD is not in use, you can still join multiplayer games (see Multiplayer Action on page ??).

WINDOWS 95/98 INSTALLATION

To ensure that GTA2 runs as efficiently as possible, close down all active applications before running it.

If the GTA2 Install Wizard does not appear, select the My Computer icon on your Desktop then select the CD icon.

Select the GTA2 icon to run the GTA2 Install Wizard; follow the prompts to install GTA2 to your hard disk.

When installation is complete, follow the prompts to run play with the GTA2 settings or run the game. Note that once GTA2 is installed, the Install Wizard is not shown again; instead, a Play option is given.

Get Ready...

From the Title Screen, select Options to call up four new options

Options

The variety of sound cards supported by GTA2 deliver different results; use the Sound and Music options to change the volume balance of effects and music during play. Use Text to change the speed of text display during play, and Transparency Effects, if that’s what you’re into.

Three weeks into the future. One teeming city. Seven streets gangs. Unlimited criminal opportunity.

Society is in rapid decay. With the crime rate soaring and bio-chemical dependency in healthy proliferation, you are about to have the time of your life. The city is on the edge of collapse, with law and order beginning to break down completely. People are running wild, half-addled on food-additives and semi-legal pharmaceutical pills. A giant corporation controls every aspect of society, from entertainment to organ transplants. Everything is polluted, dirty, unpleasant. Life has never been cheaper.

Fuelled with desire to make a dishonest dollar any way you can, there’s a lot of work available from extremely amoral individuals looking for anyone who knows their stuff. With the police just beginning to lose their patience, this city is never going to be quite the same again.

The only thing that’s organized in this town is crime. Every shady activity from brewing moonshine to blackmailing politicians is controlled by one gang or another. Every neighborhood has local hoods that don’t appreciate some new guy taking whatever he fancies. So you’ve got to make these gangs respect you, and give you work. If you’re any good they’ll employ you, and eventually trust you enough to do some serious work. But if you screw up a job or double cross them, they’ll treat you accordingly - like pet food. Do whatever you want, and work for anyone who will have you, but always be careful that the city doesn’t bite back. You’re not the only tough guy in town, and you’re not the only guy looking to borrow vehicles without their owner’s consent.

In the meantime, the police have not only become more aggressive, they’ve now got the help of the Special Agents and the Army, should things get way out of control.

Things are going to get way out of control.

IF YOU WANT TO IMAGINE THE FUTURE, IMAGINE A BOOT STAMPING ON A HUMAN FACE FOREVER.

- George Orwell: 1984
SELECT A CHARACTER
Before you enter yourself into the action, you must choose your agent of defile. Every once in a while you’ll want to save your progress by selecting a save point or saving your score.

WHO LIVES WHERE
The Zaibatsu Corporation dominate illegal and semi-legal activity across the whole city. Nobody really knows that much about this shadowy multinational company, but they are perpetually up to no good. In each level, they are joined by two other street things who fight against them and each other for control of the city. The Zaibatsu compete with the Yakuza and the Loonies. In the city’s Residential Zone, the SRS and the Rednecks fight the bad fight with all their might, and with each other; and with the Zaibatsu. In industrial areas, the police have to contend with Russians and Hare Krishnas, along with trying to figure out what the Zaibatsu are up to.

RESPECT is EVERYTHING
You’re a mongrel. No one knows you. No one trusts you. At the beginning, the only work going for a punk of your professional stature are the easy missions. To move the tough stuff and get the big money, you’ll need to build some credits first. In order to get a job or be employed by one of the gangs, you’ll have to earn some RESPECT. To do this, you’ve got to perform and do things that the gang like or will appreciate.

For instance, delivering a couple of very nice cars to the railroad terminal controlled by the Russians will make them respect you a little. If you killed a few Zaibatsu employees to get the cars - you’re certain to get even more. Once you have respect from a gang they’ll start to give you missions and jobs to do.

Of course, the downside of this is that the Zaibatsu will not be VERY impressed with you. Their animosity for you will affect how you move through the city. If the Zaibatsu want you dead, driving through one of their neighborhoods is not one of the brighter ideas. The more respect you get, the tougher and riskier the jobs will be- and the more cash you earn in return. Of course, you can always even things up. Rig a car with explosives and take it to the Russians, blowing them sky high and the Zaibatsu might- MIGHT just cut you some slack. They may even start giving you a few delivery jobs... It’s completely up to you as how you want to control this bunch of degenerate psychopaths. Just one piece of advice - watch your back.

THE LAW
In the eyes of the law you’re a problem waiting to be dealt with - a boil in need of lancing waiting to be lanced, if you will. In this city, there are four levels of response from the Law. The Police are determined and aggressive, and bored of petty criminals trying to take over. If you cause enough damage without getting caught, SWAT teams will be called in to assist the police in your apprehension. They drive fast, and they shoot to maim. The Police, and SWAT teams when needed, are on duty in all three sectors of the city - Downtown, Residential and Industrial.

If you managed to evade this level of law enforcement in the Downtown sector, you will become officially classified as a danger to the public at large. Your actions through the Residential and Industrial sectors will be tracked under the jurisdiction and management of the Special Agents, should you become too much for the police and the SWAT teams to handle. These men are not messing about. They do not accept failure. They have 2 options: bring you in dead, or no, they only have one option.

Even if the finest men in the land fail to apprehend you, the city will no longer allow people to run around, thinking they are above or beyond the law. Acceptable loss will be approved. In the Industrial Sector, the Army is brought in. One agenda: Seek and Destroy. Martial Law is declared, and for the average citizen caught in the wrong place at the wrong time, this is a little unfortunate for the Army will bring the city to a halt, hunt you down and send formal apologies to all the families of all those caught in the cross fire later. And remember - it's what you pay taxes for.

Desperate times call for desperate measures.

TO BE SUCCESSFUL, YOU’VE GOT TO HAVE GOALS
At the start of each level you are told how many points you need to move on to the next area (the quickest way to score is to complete jobs for the Gangs). Earn enough points to finish a stage and your status is recorded - along with a string of performance-related statistics for good measure.

SAVING A GAME
When you’ve got a lot to lose and you need a place to hide from the Hell brewing in the outside world (largely due to you), there is one place you know you can turn. Not the bottom of a bottle. Not in the prick of a needle. Not in the arms of a whore in the alley. But in the eternal truth. The big neon pink “Jesus Saves!” Centered in each sector of the city you’ll see a neon sign displaying this message. Here you can sit and take the time to save the game, have a break, and come back later in your quest to be the best of the worst.
BEING SLOPPY & GETTING CAUGHT
When you are brought down in a gunfight, car explosion or other equally unpleasant consequence of your immoral actions, you'll be taken to the nearest hospital where your body will be identified by no one, and you'll be stripped of all your gear. But you'll retain your Bonus Multiplier. But when you are arrested, you'll be taken to the nearest Police Station and allowed to re-enter the streets with your Wanted Level reset to zero... in exchange for all your weapons (your guns, your molotov cocktails, your rocket launcher!) and half your Bonus Multiplier. The score you can keep.

TAKE CONTROL!
The following keys can be reconfigured through the Options selection at the MainMenu or by using Preferences (Windows 95/98).

<table>
<thead>
<tr>
<th>ACTION</th>
<th>DEFAULT KEYS</th>
<th>CLASSIC KEYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>TURN LEFT</td>
<td>LEFT ARROW</td>
<td>Z</td>
</tr>
<tr>
<td>TURN RIGHT</td>
<td>RIGHT ARROW</td>
<td>X</td>
</tr>
<tr>
<td>FORWARD</td>
<td>UP ARROW</td>
<td>U</td>
</tr>
<tr>
<td>BACKWARDS</td>
<td>DOWN ARROW</td>
<td>I</td>
</tr>
<tr>
<td>BRAKE (JUMP)</td>
<td>SPACEBAR</td>
<td>P</td>
</tr>
<tr>
<td>ENTER/EXIT VEHICLE</td>
<td>ENTER</td>
<td>W</td>
</tr>
<tr>
<td>ATTACK</td>
<td>CTRL</td>
<td>B</td>
</tr>
<tr>
<td>NEXT WEAPON</td>
<td>X</td>
<td>TAB</td>
</tr>
<tr>
<td>PREVIOUS WEAPON</td>
<td>Z</td>
<td>LEFT SHIFT</td>
</tr>
<tr>
<td>SPECIAL</td>
<td>TAB</td>
<td>S</td>
</tr>
</tbody>
</table>

Note that the Brake key becomes a Jump key (for leaping vehicles, for example) when you are on foot. Plus! The Special key is so called because it's responsible for more than one function depending on the context...

- When on foot, press the Special key to make rude noises.
- When in control of almost all vehicles, press the Special key to sound the horn.
- When in a tank, press and hold the Special key then press the left or right arrow key to rotate the turret.

STICKS 'N' PADS
All joystick and joystick functions are configured through Preferences (Windows 95/98).

SPECIAL KEYS
Press the F6 key to pause your ascent through the underworld. During the Pause, your current status within the city is displayed. Target Score, missions completed for each gang, and Secrets Found.

Pressing the F7 key will display the last message received, in case you forget your way or are high on drugs.

Pressing the F8 key will give you display your current location within this urban hell-hole.

While driving a car you can change the radio station you are listening to with F1 and F2 keys.

YOU PUSSY!
Press the Esc key during play to submit. To the game. To weakness. To life.

A TYPICAL SCENE
You are being watched. The pernicious activities and fugitive movements through the city are under constant observation courtesy of the DMA News chopper flying high above the city. In DJ Cam. Here's what you can expect to see during play...

PUBLIC TELEPHONE
ROLLER DOOR
WEAPON
LIVES
MESSAGES
AREA NAME
BONUS MULTIPLIER
YOUR SCORE
WANTED LEVEL
RESPECT-O-METER
WEAPON
PUBLIC TELEPHONE
ROLLING DOOR
MESSAGES
AREA NAME
BONUS MULTIPLIER
YOUR SCORE
LIVES
WANTED LEVEL
RESPECT-O-METER
WEAPON
PUBLIC TELEPHONE
ROLLING DOOR
MESSAGES

YOUR SCORE
You earn points for every car you jock, every collision you have, every gang member you take out, every crime you commit.

BONUS MULTIPLIER
All points you score are multiplied by the Bonus Multiplier (which is incremented after every mission you successfully complete, so keep it up).

LIVES
You start with five, but extra ones are available.
GANG COMPASS
You'll be surrounded by 3 arrows - each color coded to one of the gangs based in that part of the city. The arrows indicate the general direction of each gang. Once you begin to work for one of the gangs, the arrows will all turn the color of the gang you are now employed by. In the notch of these arrows will be either green, yellow or red - indicating the direction of phones for easy, medium and hard mission phones, respectively.

MISSION ARROWS
The purple arrow indicates the general direction of your intended target.

CAR NAME
Displays the type of car you’ve “borrowed”.

WEAPON
Whatever you’re packing. Be it a Glock, Shotgun, Sub-Automatic Machine Gun, Assault Machine Gun, Flame Thrower, Rocket Launcher, Stun Gun, Molotov Cocktails, Grenades...or those things at the end of your arms.

ROLLER DOOR
Obviously, you can only drive through a door that is open.

CLIPS, RELOADS AND NEW ISSUE
As you complete missions for a particular gang, you may become somewhat unpopular with others. So to protect yourself, weapons will be issued to you by gangs to keep your ass in business. Each gang usually equips its members with a certain non-discretionary “bargaining tool”, all of which, when used correctly, are hard to argue with.

However, these weapons aren't infinitely loaded. They run out. And there are 2 ways you can get more ammo. Either you find some gang members known to carry that particular equipment issue, kill a bunch of them and stock up, or you can earn ammo for the delivery of stolen cars to some of the car crusher yards.

WHAT D'YA GOT UNDER THE HOOD?
There are a lot of crazy drivers out there, and in this city defensive driving has no limits. You can arm your currently occupied vehicle by taking it to a service shop. Provided you’ve got enough cash (sorry no checks or credit cards) you can equip your ride with everything from front mounted machine guns to rear ended mine dispersion devices.

Drive to survive. Drive to win.

SLOW DOWN!
It pays to take a 10 minute break in every hour of play, so put the action on hold...

Press the F6 key to freeze the action - and see a reminder of how many points are required to complete the stage.

Press the F6 key while the action is frozen to resume play.

MULTIPLAYER ACTION
Provided you have Network Options enabled, the GTA2 Title Screen offers two special options: Gather Network Game and Join Network Game.

GATHER NETWORK GAME
One player in every multiplayer game must gather; everyone else has to join.
- Select Gather Network Game.
- Pick a character.
- Pick a multiplayer experience: Deathmatch or Tag.

A Deathmatch involves the killing of every other player any which way possible. There’s a choice of two ways to win a Deathmatch: By Score or By Kills; use the arrow keys to set the score or kills (of competing players not yours). The first person to acquire the required score or kills wins. Tag is the same as it used to be, except there are many hunters and only one hunted. If you’re it, you’ll have to race through the city and evade your opponents at all costs. One someone kills you, they become the hunted and you become a hunter. It’s that easy, and it’s that fun.

JOIN NETWORK GAME
- Select Join Network Game.
- Pick a character.
- Select a game from the list of available sessions.
- Play to win.

Note: in an IPX or TCP/IP multiplayer game, play begins when six players are found or the Gatherer presses the Enter key; in a serial or modem game, play begins when two players are connected.

IT’S FOR YOU...
To send a message to an opponent, first press the relevant key, from F1 to F3 (F4 covers all players), then type away to your heart’s content...

TROUBLESHOOTING
In the unlikely event that GTA2 refuses to work, contact our Customer Services Department at 1004 Ligonier Street, 3rd Floor, Latrobe, PA 15650 or call 724-539-6427, Monday - Friday between 9:00 AM - 5:00 PM EST excluding major holidays. Fax: 724-539-3195; e-mail t2support@take2games.com. We will need to know as much about your equipment configuration as possible, so be prepared. And if you write, don’t forget to include your name, address and telephone number.

LOOK AFTER YOUR GTA2 DISC
Compact discs are robust but not invincible, so handle them with care.

This disc contains software for the PC; never use this disc with any other machine as it could damage it.

Do not leave the disc near heat sources or in direct sunlight or excessive moisture.

Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Try not to touch the underside of the disc.

If the underside of the disc is dirty, gently wipe it clean with a soft cloth; do not use any form of cleaning fluid as this will damage the disc’s delicate surface.

WEAPON
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Drive to survive. Drive to win.
TECHNICAL SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows:

Contact Details
- Your name
- e-mail address, daytime telephone number or postal address
- If you are from outside the UK, please specify which country you are contacting us from and the language version of the game you are playing.

System Details
- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Mouse and driver information.

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE: PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

OUR TECHNICAL SUPPORT CONTACT DETAILS
Post: Take 2 Interactive Technical Support
Unit A, Sovereign Park
Brenda Road
Hartlepool
TS25 1NN

Telephone +44 (0)1429 855046 (weekdays, 8:30am - 10:00pm)
Fax +44 (0)1429 233677
e-mail - take2@startekeurope.com
tech.support@take2europe.com
Web Site www.take2games.com

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