Sega GT FAQ

by Nemesis   Updated to vFinal on Nov 2, 2000

```
  An FAQ for...



         *****************************************************************
         *                                                               *
         *        ___    ___   ___   ___                                 *
         *       /_ /   / o/__ |  _  | / _ \                             *
         *      /___\ \___/  |__  | \___'_\                              *
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         *                    |___|                                      *
         *                                                               *
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         *                                                               *
         *****************************************************************



         *~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~

                              Sega GT
                         Platform: Dreamcast
                          Version: Final
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*NOTE*- If you happen to know any Japanese or can read Japanese text,
        please go straight down to Section 3.1: Things to add to
        Upcoming Versions. There you'll find some of the things that
        I need to make this the best Sega GT FAQ on the net, like
        some menu translations and the VMU Mini-Games translations
        so me and other Non-Japanese gamers can understand what's
        going on. Thanks!!!!!!!!!
```

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                    +=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+
                       T A B L E   O F   C O N T E N T S
                    +=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+
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??: Updated
???: New
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1. INTRODUCTION

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```
     ******************************************************************
     **********************    NOTE     ***************************
     ******************************************************************
```

Since I don't speak a word of Japanese, I'm not really sure what
some of the game modes are specifically, or how to play the VMU
Mini-Games. If someone out there, ANYONE, knows how to understand
Japanese or IS Japanese and would like to contribute to this FAQ,
PLEASE, PLEASE help me out. You will get Full credit for anything
that you send in, as long as it's helpful. Thanks.

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2. LEGAL STUFF

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3. UPDATES/REVISION HISTORY

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Version 1.0 (09/03/00)

- Re-formatted the guide once more, since when I did it last time, I used
  "replace", and replaced all of the "ps"'s with "HP". Well, that also changed
  any words with "ps" in them (laps, ups, tips...), and made them look like
  this: Laps = LaHP. I had to fix this, and now everything is spick and span.
  Thanks to <brizen@btinternet.com> for telling me about this!

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-------------------------------------------------------------------------------
Version 0.9 (08/31/00)
-------------------------------------------------------------------------------
```

• Just re-formatted the guide, and replaced the "PS" with "HP" to match the
  US version of the game.

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-------------------------------------------------------------------------------
Version 0.8 (04/19/00)
-------------------------------------------------------------------------------
```

• Added the "Reader Tip" Section

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-------------------------------------------------------------------------------
Version 0.75 (03/20/00)
-------------------------------------------------------------------------------
```

• Updated Section 10: Pocket Homo: VMU Mini-Game

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-------------------------------------------------------------------------------
Version 0.7 (03/19/00)
-------------------------------------------------------------------------------
```

• Big update!

• Added some more questions to the FAQ section

• Added a new section: 7.2: Race Strategy Guide

• Added a new section: 7.3: Tracks

• Added a new section: 10: Pocket Homo: VMU Mini-Game

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-------------------------------------------------------------------------------
Version 0.61 (03/10/00)
-------------------------------------------------------------------------------
```

• Added Wolf in the credits section, since I used parts of his Car
  Prize list in this FAQ. Thanks a bunch!

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-------------------------------------------------------------------------------
Version 0.6 (03/09/00)
-------------------------------------------------------------------------------
```

• Added Section 7.1: Event Race Requirements

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-------------------------------------------------------------------------------
Version 0.5 (03/06/00)
-------------------------------------------------------------------------------
```

• First Version

• Since I don't speak a word of Japanese, I'm not really sure what

some of the game modes are specifically, or how to play the VMU
Mini-Games. If someone out there, ANYONE, knows how to understand
Japanese or IS Japanese and would like to contribute to this FAQ,
PLEASE, PLEASE help me out. You will get Full credit for anything
that you send in, as long as it's helpful. Thanks.

••

3.1: Things to add to Upcoming Versions

••

This is just a list of ideas that are in my head, and ideas that I
might want to add to some of the Upcoming Versions of this FAQ. If
you see anything here that you might want to see in Upcoming Versions
of this FAQ, then e-mail me telling me which ideas or things that
you would like to see at: thebeefycow@hotmail.com . If I get enough
requests for some of these things, then I'll add them!

Stuff to Add:

• Possibly a Walkthrough section, just like the one that I have in my
  GT 2 FAQ

• A Track Strategies Section, along with some maps of the tracks

• A VMU Mini-Game Section, with a Translation guide to help all those
  other non-Japanese gamers out with the VMU Mini-Games. If you speak
  Japanese or understand it, could you please send me the translations
  of what everything means in the VMU Games (the text), and I'll give
  you FULL CREDIT for everything you send in, plus you'll be helping
  out LOTS of people!!!

• Some more Questions for the FAQ section

• A Game Translation Mode, again, which translates what some or all
  of the Japanese text in the game. Especially in the Tuning modes
  of Sega GT. Hopefully someone out there is listening to my plea,
  and will send in some translations of the Japanese text...

• A Secrets section, detailing any secrets that may be hidden within
  Sega GT

• A complete Car List. The one that I have know is just a list of all
  the cars you can buy and win. I'm not sure if there are anymore cars
  in the game other that those.

• A Tuning Guide

• Etc. info, like smaller things in the game that should be pointed
  out.

E-mail me if you would like to see any of these ideas implemented,
or if you can help me out with any of them. Thanks!

```
...........................................................

4. Game Controls

...........................................................

TYPE A
-----------
R Trigger................Accelerate
L Trigger................Brake

A Button.................Shift Up
B Button.................Side Brake
Y Button.................Change camera views
X Button.................Shift Down


TYPE B
----------
R Trigger................Accelerate
L Trigger................Brake

A Button.................Shift Down
B Button.................Side Brake
Y Button.................Change camera views
X Button.................Shift Up


TYPE C
---------
R Trigger................Accelerate
L Trigger................Brake

A Button.................Shift Up
B Button.................Change Camera View
Y Button.................Shift Down
X Button.................Side Brake


TYPE D
----------
R Trigger................Accelerate
L Trigger................Brake

A Button.................Shift Up
B Button.................Side Brake
Y Button.................Shift Down
X Button.................Change Camera Views


TYPE E
--------
R Trigger................Shift Up
L Trigger................Shift Down

A Button.................Accelerate
B Button.................Side Brake
Y Button.................Change camera views
X Button.................Brake
```

```
TYPE F
---------
R Trigger.................Shift Up
L Trigger.................Shift Down

A Button..................Accelerate
B Button..................Brake
Y Button..................Change camera views
X Button..................Side Brake



TYPE G
----------
R Trigger................Shift Up
L Trigger................Shift Down

A Button..................Brake
B Button..................Accelerate
Y Button..................Change camera views
X Button..................Side Brake



TYPE H
----------
R Trigger................Shift Up
L Trigger................Shift Down

A Button..................Brake
B Button..................Accelerate
Y Button..................Side Brake
X Button..................Change Camera Views
```

•••

5. Game Modes

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-----------------------------------------------------------------
M O D E   I N D E X   (From the insert that comes with the game)
-----------------------------------------------------------------
```

CHAMPIONSHIP (See below...way below)

SINGLE RACE
        -EASY CLASS
        -NORMAL CLASS
        -HARD CLASS
        -INFORMATION

TIME ATTACK

        -CAR SELECT
             -COURSE SELECT
                   -SET UP
                         -PARTS CHANGE

```
                     -SETTING

INFORMATION


DUAL RACE
      -NORMAL
     -MEMORY CARD
        -CAR SELECT
              -COURSE SELECT
                     -RULE CONFIGURE
                           -SET UP
                                 -PARTS CHANGE
                                 -SETTING


REPLAY BOOTH

MEMORY CARD

     -SAVE
     -LOAD

     -MINIGAME
           -DOWNLOAD
           -UP LOAD
     -CAR TRADE

INTERNET

OPTIONS

_____

CHAMPIONSHIP

     -LICENSE/RACE
            -DRIVERS LICENSE
            -DRIVE TEST
            -WORKS CUP

            -OFFICIAL RACE
                  -CLASS SELECT
                        -CLASS CUP
                        -CLASS SPECIAL RACE
                                    -PARTS CHANGE
                                    -SETTING
            -EVENT RACE
                  -SET UP
                        -PARTS CHANGE
                        -SETTING

     -CAR SELECT

     -CAR DEALER
           -MAKER SELECT
           -USED CAR

     -TUNING
```

```
            -CARROZZERIA
                  -FACTORY
                  -FACTORY LICENSE
                                -CLASS SELECT
                                            -PARTS CHANGE
                                            -SETTING


         -INFORMATION


         -CAR FILE


         -MEMORY CARD
                  -SAVE
                  -LOAD
                  -MINIGAME
                                -DOWNLOAD
                                -UPLOAD
                  -CARTRADE
```

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6. Car Prize List

•••

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 _____
|                                                                       |
|EVENT RACES                 CAR YOU WIN                     HP    Drive |
|_____|
|                                                                       |
|McDonalds Race              Mazda Roadster Special Package  125 HP  FR  |
|Megane Super Open Race      Toyota Sprinter Trueno GT Apex  130 HP  FR  |
|Ana Open Race               Nissan 180 SX Type X           205 HP  FR  |
|                                                                       |
|                                                                       |
|Wonda Novice Car Cup        Daihatsu Storia X4             120 HP  F4WD |
|Lawson Original Car Cup     Body for Carrozzeria                       |
|                            Honda Z Turbo                  064 HP  M4WD |
|                                                                       |
|N/A Small Car Race          Civic Type R                   185 HP  FF  |
|Ajinomoto Time Attack       Toyota Celica SS II            190 HP  FF  |
|Calbee Time Attack          Toyota MR-S                    140 HP  MR  |
|                                                                       |
|0-400 Tournament Drag Race  Body for Carrozzeria                       |
|                            Mazda RX-7 Type RB             265 HP  FR  |
|                                                                       |
|0-1000 Tournament Drag Race Body for Carrozzeria                       |
|                            Mazda RX-7 III                 215 HP  FR  |
|                                                                       |
|                                                                       |
|Rinrei Novice Car Cup       Altezza TRD Racing Modell      210 HP  FR  |
|Tarami Original Car Cup     Body for Carrozzeria                       |
|                            Nissan Pulsar VZ-R             175 HP  FF  |
|                                                                       |
|N/A Light Car Race          Integra Type R                 200 HP  FF  |
|                                                                       |
|NTT Communications Novice Car Cup                                      |
|                     Nissan Silvia Autech Version KS MF-T  250 HP  FR  |
```

```
|Jomo Original Car Cup       Body for Carrozzeria                          |
|                            Nissan Skyline GT-R Nismo        280 HP  F4WD |
|                                                                          |
|Na Large Car Cup            NSX Type S Zero                 280 HP  MR    |
|Pionier Max Speed           Mazda RX-7 Aspec Type 15 th     308 HP  FR    |
|Bridgestone Endurance       Body for Carrozzeria                          |
|                            Subaru 22 B STI                 280 HP  F4WD |
|                                                                          |
|_____|




  _____
|                                                                          |
|OFFICIAL RACES              Car you win                     HP  Drive     |
|_____|


Entry Class
-------------

Entry Class Cup            Suzuki Cappuccino                      64 HP  FR
                           Honda Z Turbo                          64 HP  M4WD
Entry Class Special Race   Mazda Roadster RS                      145 HP FR



B Class
------------

B Class Cup                Nissan Pulsar VZ-R N1 Version II       200 HP  FF
                           Mirage Cyborg ZR                       175 HP  FF
B Class Special Race       Nissan Silvia Spec.R Aero              250 HP  FR



A Class
------------

A Class Cup                Honda Roadster A-Spec                  153 HP  FR
                           Honda S2000                            250 HP  FR
A Class Special Race       Nissan Fairlady Z Version 2 Twin Turbo 280 HP  FR



SA Class
--------

SA Class Cup               GTO Twin Turbo MR                      280 HP
F4WD
                           Chaser Tourer V Turbo TRD Sports       280 HP  FR
SA Class Special Race      Subaru Impreza 22 B STI                280 HP
F4WD



W.S.K
-------

Front Drive Car Cup        Corolla WRC                            299 HP
F4WD
Rear Drive Car Cup         Supra TRD 3000 GT                      301 HP  FR
4-Wheel Drive Car Cup      Skyline GT-R Tuned by Nismo R 34       360 HP
F4WD
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7. Driver's Tests/Licenses

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 _____
|                                                                         |
|License Test                   Car you use for Work Cup   HP  Drive      |
|_____|

ENTRY CLASS
------------
Suzuki Sport              Alto Works RS/Z              107 HP   FF
STI                       Subaru Pleo RS               101 HP   FF
DRS                       Opti Aerodown Beex           108 HP   FF
Mugen                     Honda Z Turbo                135 HP   M4WD
Mazda Speed               Autozam AZ-1                 107 HP   MR
Ralliart                  Toppo BJR                    106 HP   FF


B CLASS
--------
DRS                       Storia X4                    160 HP   FF
TRD                       BP Apex Kraft Trueno         392 HP   FR
Nismo                     Pulsar VZ-R N1 Version II    233 HP   FF
Mugen                     Civic Type R                 228 HP   FF
Mazda Speed               Roadster Special Package     196 HP   FR
Ralliart                  Mirage Cyborg ZR             226 HP   FF


A Class
---------
STI                       Cusco Impreza                406 HP   FR
TRD                       Momocorse Apex MR 2          400 HP   MR
Nismo                     Xanavi Arta Silvia           365 HP   FR
Mugen                     Integra Type R               304 HP   FF
Mazda Speed          Roadster C Touring Kit C Spec     263 HP   FR
Ralliart                  Lancer Evolution VI          425 HP   F4WD


SA CLASS
----------
STI                       Impreza STI 22 B             572 HP   F4WD
TRD                       Castrol Toms Supra           565 HP   FR
Nismo                     Pennzoil Nismo GTR           628 HP   FR
Mugen                     Castrol Mugen NSX            537 HP   MR
Mazda Speed     RE Amemiya Matsumoto-Kiyoshi RX 7      391 HP   FR
Ralliart                  GTO Twin Turbo               562 HP   F4WD

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-------------------------------------------------------------------------
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```
Driver's Tests' SECRETS
--------------------------------------------------------------------------------


 _____
|                                                                |
|Criteria                Car you win                   HP(HP)  Drive   |
|_____|
|                                                                |
|Come in First for                                               |
|all License Tests       Impreza WRX Type R tuned by STI   299 HP  F4WD  |
|_____|
```

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7.1: Event Race Requirements

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 _____
|                                                                |
|Event Race               Car Reqirement    Class    Engine Tuned-Up    |
|_____|
|                                                                |
|McDonald's Open Race            Open        Open     Yes          |
|                                                                |
|MEGANE SUPER Open Race          Open        Open     Yes          |
|                                                                |
|ANA Open Race                   Open        Open     Yes          |
|                                                                |
|Wonda Novice Car Cup            Bought      Entry    No           |
|                                                                |
|Lawson Original Car Cup         Factory     Entry    Yes          |
|                                                                |
|N/A Small Car Race              N/A         Entry    Yes          |
|                                                                |
|Ajinomoto Time Attack           Open        Open     Yes          |
|                                                                |
|Calbee Time Attack              Open        Open     Yes          |
|                                                                |
|0-400 Tournament                Open        Open     Yes          |
|                                                                |
|0-1000 Tournament               Open        Open     Yes          |
|                                                                |
|Rinrei Novice Car Cup           Bought      B/A      No           |
|                                                                |
|Tarami Original Car Cup         Factory     B/A      Yes          |
|                                                                |
|N/A Light Car Race              N/A         B/A      Yes          |
|                                                                |
|NTT Communications Novice Car Cup Bought    A/SA     Yes          |
|                                                                |
|Jommo Original Car Cup          Factory     A/SA     Yes          |
|                                                                |
|N/A Large Car Cup               N/A         A/SA     Yes          |
|                                                                |
|Pioneer Max Speed               Open        Open     Yes          |
|                                                                |
|Bridgestone Endurance           Open        Open     Yes          |
```

```
  |                                                                        |
  |_____|




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7.2: Strategy Guide

..............................................................................


Different Types of drivetrains:
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
4WD: These cars usually have the engine located either in the rear,
     or the mid sections of the bodies. 4WD cars use all four wheels
     when accelerating, hence the name "4WD". 4WD cars are usually
     the best when it comes to handling, although fall short in terms
     of acceleration.


FR: FR (front engine, rear-wheel drive) cars are usually prone to
     over-steering, and can cause some frustration. These types
     of cars usually have the fastest acceleration and top speeds
     out of all the types of cars.


FF: These cars have their engine located in the front instead of the
    rear, and are front-wheel drive. FF cars are usually prone to
    under-steering, which can be difficult to manuever at higher
    speeds.


MR: Mid-Rear cars (Mid engine, rear-wheel drive), are almost exactly
    like FR cars. The engine is located in the mid section, while the
    back two wheels propell the vehicle. This causes over-steering,
    a problem that will cause your car to over-take the turns, causing
    you to spin out wildly.


-=-=-=-=-=-=-=-=-
HOW TO TAKE TURNS:
-=-=-=-=-=-=-=-=-


Terminology:
------------
a: Your Car: First Point
b: Your Car: Second Point
c: Your Car: Third Point
d: Your Car: Fourth Point
e: Your Car: Fifth Point



Basic 90 degree Turns:




        _____c (Exit Turn)
      /
      |
      |
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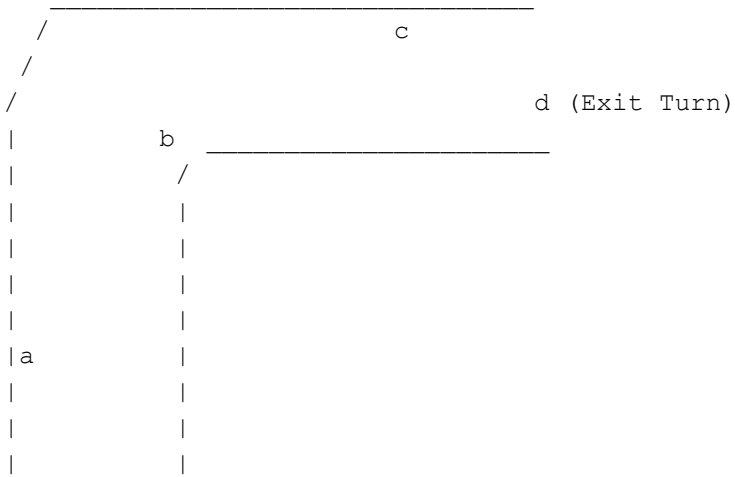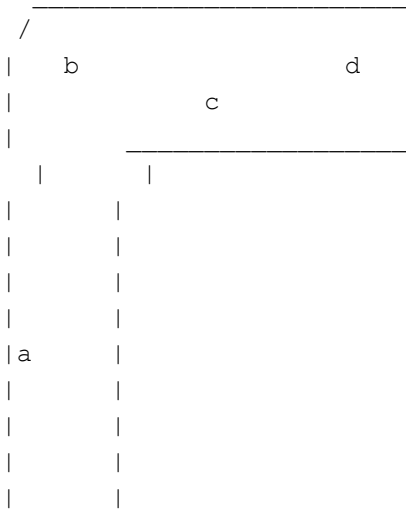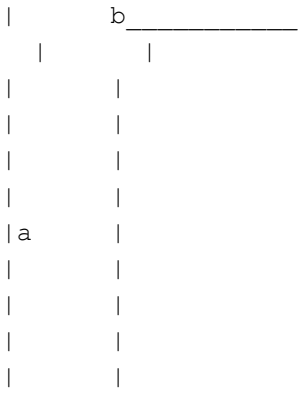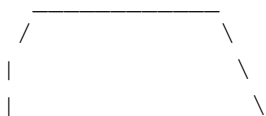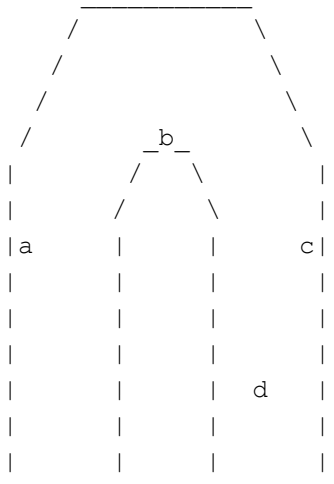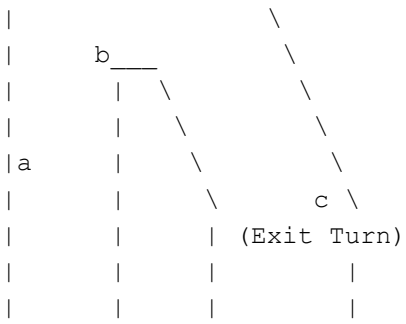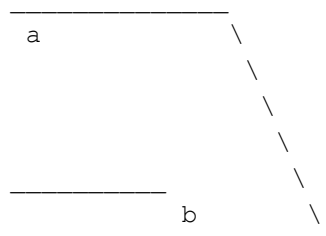
```
          |          b_____
          |          |
          |          |
          |          |
          |          |
          |          |
          |a         |
          |          |
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          |          |
          |          |


          _____
         /
         |    b                    d
         |              c
         |          _____
          |          |
          |          |
          |          |
          |          |
          |a         |
          |          |
          |          |
          |          |
          |          |


        _____
       /                   c
      /
     /                               d (Exit Turn)
     |           b _____
     |              /
     |             |
     |             |
     |             |
     |             |
     |a            |
     |             |
     |             |
     |             |
```
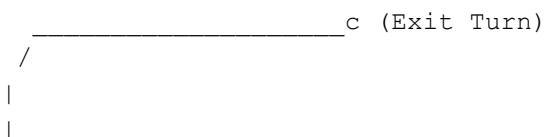
Basic 180 Degree Turns:

```
          _____
         /           \
         |            \
         |             \
```

```
              |              \
              |     b___      \
              |     |  \       \
              |     |   \       \
           |a  |   \       \
              |     |    \       \
              |     |     \   c \
              |     |     | (Exit Turn)
              |     |     |         |
              |     |     |         |

            _____
           /            \
          /              \
         /                \
        /        _b_       \
       |        /   \       |
       |       /     \      |
      |a      |     |      c|
       |       |     |      |
       |       |     |      |
       |       |     |      |
       |       |     |  d   |
       |       |     |      |
       |       |     |      |


Basic S-Turns:

                        (Exit Turn)
                  |        d|
                  |         |
                   \         \
                    \         \
                    /         /
      _____/         /
     /            c         /
    /                      /
   |                      /
   |       b_____/
   |      /
   |     |
   |     |
  |a     |
   | (Enter Turn)



    _____
     a            \
                   \
                    \
                     \
    _____        \
             b         \
```

```
                    \          \
                    |          |
                    |c         |
                    |          |
                    |          |
                    |           \
                    |       d  _____
                     \
                       \
                         \
                          _____e_ (Exit Turn)
```

-=-=-=-=-=-=-
EVENT RACES:
-=-=-=-=-=-=-
Event Races are normal races in which you can compete for cash and cars.
You may use any car you wish to use, as long as it follows the rules
for the races (i.e- N/A only races only allow N/A cars).

Terminology:

Novice Car Cups: Only allow cars that have been bought that are at
                 the allowed class level, and are NOT tuned up.

Original Car Cups: Only allow cars that have been created in the
                   Factory, at the allowed class level, and engine
                   tuned up IS allowed.

Open Races: Anything goes. You can have any class car, tune ups,
            and they can be either bought or created in the Factory.

N/A Races: Only allow cars that are N/A, not super charged or turbo.

Class Cups: Only allowed to use cars from that specific class.

McDonald's Open Race
-=-=-=-=-=-=-=-=-=-=-
For this race, I just used a used Toyota Supra Twin Turbo
(JZA70), and then tuned it up some with a sports level
Turbo kit. After I won this race, I just kept on racing on it
over and over again until I had enough money for a Mitsubishi
GTO Twin Turbo. Once you get this car, then you should use it
for the rest of the Open races.

Megane Super Open Race
-=-=-=-=-=-=-=-=-=-=-=-
For the Megane Super Open, I used my GTO Twin Turbo to easily win.
I suggest that you race this Race over and over again to win some
extra cash and some extra cars, then sell them for easy money. Use
any money you have to fully tune up your GTO Twin Turbo's engine,
```

then it's drivetrain (like the transmission and clutch).


ANA Open Race
-=-=-=-=-=-=-=
The ANA Open Race is the easiest of the three Open races, since
it's on the Sky Peak Track. Once again, use your GTO Twin Turbo to
kill the competition, and earn some more easy cash. By this time,
you should have three sponsers--McDonalds, Megane, and ANA. Use this
to your advantage, and race this easy race over and over again to
rack up your money total.


Wonda Novice Car Cup
-=-=-=-=-=-=-=-=-=-=-
Still haven't completed this Cup yet.


Lawson Original Car Cup
-=-=-=-=-=-=-=-=-=-=-=-=-
I went to the Carrozeria, and made a car at the factory. It was a
1000cc, 4WD, rear engine, Favor RS, with N/A engine. It was pretty
easy to win, but not after I tuned up the engine and suspension a
bit.


N/A Small Car Race
-=-=-=-=-=-=-=-=-=-
Still haven't completed this Race yet.


Ajinomoto Time Attack
-=-=-=-=-=-=-=-=-=-=-=-
For this time attack, I used my GTO Twin Turbo. It took a few tries, but
I finally did it. The hardest of the two Time Attacks.


Calbee Time Attack
-=-=-=-=-=-=-=-=-=-
The easiest of the two Time Attacks, I also used my GTO Twin Turbo.
It was easy, and the 3,000,000 payoff makes it even better. :p


0-400 Tournament
-=-=-=-=-=-=-=-=-
Ok, for this Drag Race, I went over to the Carrozzeria, got all of my
Factory Licenses, then created an SA class car, 654x3cc, with 4WD,
Turbo engine, Mid-engine layout, then tuned everything up to Racing
level and step 3 level. It had about 1155 HP, and was extremely fast.
I won it the second time I raced it, and I got over 13,000,000 dollars

for winning.


0-1000 Tournament
-=-=-=-=-=-=-=-=-=-
Just like in the previous tournament, I used my 654x3cc SA class car,
with 4WD, Turbo engine, and Mid-engine layout to win it.


Rinrei Novice Car Cup
-=-=-=-=-=-=-=-=-=-=-
I used my 1000cc, 4WD, rear engine, Favor RS, with an N/A engine to
win. It wasn't that hard either.


Tarami Original Car Cup
-=-=-=-=-=-=-=-=-=-=-=-
Still haven't completed this Cup yet.


N/A Light Car Race
-=-=-=-=-=-=-=-=-=-
Still haven't completed this Race yet.


NTT Communications Novice Car Cup
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Still haven't completed this Race yet. I have tried using Toyota
Celica SS-II Super Strut Package, but I still didn't win with it.


Jommo Original Car Cup
-=-=-=-=-=-=-=-=-=-=-=-
Still haven't completed this Cup yet.


N/A Large Car Cup
-=-=-=-=-=-=-=-=-=-
Still haven't completed this Cup yet.

```
Pioneer Max Speed
-=--=--=--=--=--=-
Still haven't completed this Race yet. I have tried using my fully
tuned GTO Twin Turbo, but I have only reached 317 kph.




Bridgestone Endurance
-=--=--=--=--=--=--=-
Still haven't completed these Races yet.





-=--=--=--=--=-
OFFICAL RACES:
-=--=--=--=--=-


--------------
Terminology:
--------------
Novice Car Cups: Only allow cars that have been bought that are at
                the allowed class level, and are NOT tuned up.

Original Car Cups: Only allow cars that have been created in the
                   Factory, at the allowed class level, and engine
                   tuned up IS allowed.

Open Races: Anything goes. You can have any class car, tune ups,
            and they can be either bought or created in the Factory.

N/A Races: Only allow cars that are N/A, not super charged or turbo.


Class Cups: Only allowed to use cars from that specific class.



Entry Class
-=--=--=--=
Pretty easy to win. I just used my Honda Z Turbo that I won, then
tuned it up a bit. Again, an easy cup to win.




Entry Class Special Cup
-=--=--=--=--=--=--=--=-
I used my 1000cc, 4WD, rear engine, Favor RS, with an N/A engine to
win. Pretty easy, just as long as you tune up your car to at least
at Sports level.




B Class Cup
```

```
-=-=-=-=-=-
For this cup, I used a Mazda Roadster Special Package to win. Tune it up
to at least a Sports level engine layout in order to win.




B Class Special Cup
-=-=-=-=-=-=-=-=-
Still haven't completed this Cup yet.




A Class Cup
-=-=-=-=-=-=-
For this race, I bought a Mitsubishi FTO GPX, then tuned it up to
Racing level, and level 3 tune Ups.




A Class Special Cup
-=-=-=-=-=-=-=-=-=
Once again, I used my Mitsubishi FTO GPX to win this cup without much
problem.




SA Class Cup
-=-=-=-=-=-=-
For this cup, I used my trusty fully tuned Mitsubishi GTO Twin Turbo,
with full weight reduction and racing tires to win.




SA Class Special Cup
-=-=-=-=-=-=-=-=-=-
Still haven't completed this Cup yet.




*MORE TO COME!*


..............................................................................

7.3: Tracks

..............................................................................

Track List:
-=-=-=-=-=-
Sprint Zone
Solid Circuit
Sky Peak Track
Sky Peak Hill
Great Rock Road
Deep Rock Road
```

```
Snowy Mountain
Night Ground
Night Section A
Night Section B
Heat Stage 1000 (Drag Strip: 1000 m)
Industrial 400 (Drag Strip: 400 m)
```

TRACK STRATEGIES TO COME!

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7.4: Reader Tips

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This section is for any Tips that readers have sent me. If you have any Tips
that you think might be useful, then send them to me!

- -
1. In the pioneer max speed i used the new supra rz fully modified in all areas
then in the settings i moved all the gears settings almost to the left(forgive
me i dont have the numbers ,and im not near my DC right now but if this doesnt
help ill get the numbers exactly and send them to you again)anyways the supra
is not to easy to steer but after messing around with the settings abit i got a
top speed of 447km\hr now thats the fastest ive gotten so far but im still
perfecting the suspension settings so i can handle the curves at higher speeds
hince coming onto the straight aways faster ,which reminds me .another little
trick (which if your a racing genre fan you'll know this) is at the start of
the race, turn around and race backards this will give you unlimited Laps to
perfect the turns at higher speeds and get the max speed up there but dont
forget once you reached it turn arond and complete the race forwards.
2.In the Bridgestone endurance race I used the GTO twin turbo(personaly my
favorite all around car) again the gear ratios were set at higher speeds and
the suspension was set very tight anyway i ended up lapping the cars twice on
my first run at it ,and once you figure out how to get those settings you can
race that race over and over and its an easy 10,000,000 cr every time
3. The last thing is a couple of settings strategies. Under the settings menu
you can boost your engines performance even more than what the default HP says
just go under setup>settings>engine>turbo/supercharger and boost that puppy to
its full max HP (I know thats simple but i thought i would add it because i
didnt see it in your strategies and i didnt realize it could be done until
after playing the game a couple of times) the last thing is ,this is another
simple one but some people dont realize this, tires make the car so if possible
i always run soft racing tires on all my cars.

Eric <eclvin@hotmail.com>

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8. Car List

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```
Alto Works RS/Z                        107 HP  FF
Subaru Pleo RS                         101 HP  FF
Opti Aerodown Beex                     108 HP  FF
```

```
Honda Z Turbo                                135 HP   M4WD
Autozam AZ-1                                 107 HP   MR
Toppo BJR                                    106 HP   FF
Storia X4                                    160 HP   FF
BP Apex Kraft Trueno                         392 HP   FR
Pulsar VZ-R N1 Version II                    233 HP   FF
Civic Type R                                 228 HP   FF
Roadster Special Package                     196 HP   FR
Mirage Cyborg ZR                             226 HP   FF
Cusco Impreza                                406 HP   FR
Momocorse Apex MR 2                          400 HP   MR
Xanavi Arta Silvia                           365 HP   FR
Integra Type R                               304 HP   FF
Roadster C Touring Kit C Spec                263 HP   FR
Lancer Evolution VI                          425 HP   F4WD
Impreza STI 22 B                             572 HP   F4WD
Castrol Toms Supra                           565 HP   FR
Pennzoil Nismo GTR                           628 HP   FR
Castrol Mugen NSX                            537 HP   MR
RE Amemiya Matsumoto-Kiyoshi RX 7            391 HP   FR
GTO Twin Turbo                               562 HP   F4WD
Impreza WRX Type R tuned by STI              299 HP   F4WD
Mazda Roadster Special Package               125 HP   FR
Toyota Sprinter Trueno GT Apex               130 HP   FR
Nissan 180 SX Type X                         205 HP   FR
Daihatsu Storia X4                           120 HP   F4WD
Honda Z Turbo                                 64 HP   M4WD
Civic Type R                                 185 HP   FF
Toyota Celica SS II                          190 HP   FF
Toyota MR-S                                   140 HP   MR
Mazda RX-7 Type RB                            265 HP   FR
Mazda RX-7 III                                215 HP   FR
Altezza TRD Racing Modell                     210 HP   FR
Nissan Pulsar VZ-R                            175 HP   FF
Integra Type R                                200 HP   FF
Nissan Silvia Autech Version KS MF-T          250 HP   FR
Nissan Skyline GT-R Nismo                     280 HP   F4WD
NSX Type S Zero                               280 HP   MR
Mazda RX-7 Aspec Type 15 th                   308 HP   FR
Subaru 22 B STI                               280 HP   F4WD
Suzuki Cappuccino                              64 HP   FR
Honda Z Turbo                                  64 HP   M4WD
Mazda Roadster RS                             145 HP   FR
Nissan Pulsar VZ-R N1 Version II              200 HP   FF
Mirage Cyborg ZR                              175 HP   FF
Nissan Silvia Spec.R Aero                     250 HP   FR
Honda Roadster A-Spec                         153 HP   FR
Honda S 2000                                  250 HP   FR
Nissan Fairlady Z Version 2 Twin Turbo        280 HP   FR
GTO Twin Turbo MR                             280 HP   F4WD
Chaser Tourer V Turbo TRD Sports              280 HP   FR
Subaru Impreza 22 B STI                       280 HP   F4WD
Corolla WRC                                   299 HP   F4WD
Supra TRD 3000 GT
Skyline GT-R Tuned by Nismo R 34              360 HP   F4WD




*NOT YET COMPLETE*
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..................................................................

9. FAQ (Frequently Asked Questions)

..................................................................


1) Q: Is Sega GT worth importing?

   A: Yep. Just think it as Gran Turismo 2 on STEROIDS, and you'll
      get the idea.


2) Q: Is there much Japanese text?

   A: No, not really. There is some text, like when you try to save
      your game, or when you try to view the descriptions of the
      tuning modes and parts.


3) Q: How many cars are there in Sega GT?

   A: There are about 100 car models in the game.


4) Q: Is there anything extra that comes with Sega GT?

   A: Not much, but it comes with two HUGE instruction books, a mode
      index foldout, and tiny sheet with stickers on it, and the
      stickers have pics of the cars on them. It's pretty cool.


5) Q: About how much does Sega GT cost to import?

   A: I got it from my local importer for $59.99 + tax, but if you
      get it from NCSX or another online importer, it'll cost you
      $59.99 + shipping and handling.


6) Q: Is Sega GT better than Gran Turismo 2?

   A: It comes VERY close, but gameplay wise, it's still not up to
      par with Gran Turismo 2. Graphically, on the other hand, it
      stomHP GT 2 into the ground. Sega GT is one of the best looking
      DC games so far, and DEFINATLY to best looking racing game that
      I've seen. Although I still haven't seen Ridge Racer V in action
      yet...


7) Q: I can't read any Japanese. How do I know what to do in the VMU
      Mini-Games? Or how do I know what type of parts I'm buying when
      I go to tune my car?

   A: I'm still waiting for someone out there to PLEASE send me some
      menu and game text translations so I can let the world know what
      they have to do in those Mini-Games and what type of tuning parts
      they're buying.


8) Q: How can I sell my car?
```

```
    A: First, select the car you wish to sell. Next, go to the Car
       Dealer, go to Used Cars, then go towards the bottom of the
       screen and select "Sell". Now you will be able to sell your
       car for some easy cash.


9) Q: What is the Carrozerria?

    A: It's where you are able to get your factory licenses (which allow
       you to race in Offical Races and to make cars), and it's where the
       factory is located. The Factory is where you are able to create your
       own personalized car. It's quite remarkable.



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10. Pocket Homo: VMU Mini-Game

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In Pocket Homo, you'll take the role of a race car driver in an
A-Life type of game, sorta like an RPG. You can download a game for
each sponser, although the game is exactly the same for each sponser,
so it really doesn't matter who you choose. The VMU Mini-Game takes
up around 128 blocks of space on your VMU, and can be worth your time
to play it. It's worth it because you are able to upload your VMU
A-Life data to the main game, and use any money that you've won in the
Mini-Game in the main game. It's taken me a while,(and quite a few
sets of batteries!), but I think I've finally found out what everything
means in the game, so here's MY translation of what's going on:



MAIN SCREEN:
-=-=-=-=-=-
Driver A-Life ------\
                     |
Race --------------|------\
                     |      |
Money ---------\   |      |
               |   |      |
Sound Options ------|------|--------\
               |   |      |      |
               |   |      |      |
               |   |      |      |
               |   |      |      |
               |   |      |      |
               |   |      |      |
               |   |      |      |
MONEY SCREEN: <-/   |      |      |
-=-=-=-=-=-=-       |      |      |
Money Total        |      |      |
                   |      |      |
Car 1              |      |      |
                   |      |      |
Car 2              |      |      |
                   |      |      |
                   |      |      |
                   |      |      |
```

```
                      V          |          |
DRIVER A-LIFE SCREEN:            |          |
-=-==-=-==-=-==-=-               |          |
Status -------------------|--------|-------------\
                          |        |             |
Excersice ----------------|----\   |             |
                          |    |   |             |
Work --------------------|----|---|---\          |
                          |    |   |   |          |
Rest                      |    |   |   |          |
                          |    |   |   |          |
Race --------------------|----|---|---|---\       |
                          |    |   |   |   |       |
                          |    |   |   |   |       |
                          |    |   |   |   |       |
RACE SCREEN:   <----------/    |   |   |   |       |
-=-==-=-==-=-                  |   |   |   |       |
Race 1                         |   |   |   |       |
                               |   |   |   |       |
Race 2                         |   |   |   |       |
                               |   |   |   |       |
Race 3                         |   |   |   |       |
                               |   |   |   |       |
Race 4                         |   |   |   |       |
                               |   |   |   |       |
Race 5                         |   |   |   |       |
                               |   |   |   |       |
Race 6                         |   |   |   |       |
                               |   |   |   |       |
                               |   |   |   |       |
                               |   |   |   |       |
EXCERCISE SCREEN:   <----------/   |   |   |       |
-=-==-=-=-==-=-=-                  |   |   |       |
Push-Ups                           |   |   |       |
                                   |   |   |       |
Running                            |   |   |       |
                                   |   |   |       |
Power-Walk                         |   |   |       |
                                   |   |   |       |
Read                               |   |   |       |
                                   |   |   |       |
Dream                              |   |   |       |
                                   |   |   |       |
Swimming                           |   |   |       |
                                   |   |   |       |
                                   |   |   |       |
                                   |   |   |       |
SOUND OPTIONS SCREEN:   <----------/   |   |       |
-=-==-=-==-=-==-=-=-                    |   |       |
On                                     |   |       |
                                       |   |       |
Off                                    |   |       |
                                       |   |       |
                                       |   |       |
                                       |   |       |
WORK SCREEN:  <------------------------/   |       |
-=-==-=-==-=-                               |       |
Paper Boy                                  |       |
                                           |       |
Car Dealer                                 |       |
```

```
                                            |       |
Car Mechanic                                |       |
                                            |       |
                                            |       |
                                            |       |
RACE SCREEN:    <---------------------------/       |
-=-=-=-=-=-                                          |
A: Yes                                              |
                                                    |
B: No                                               |
                                                    |
                                                    |
                                                    |
STATUS SCREEN:     <--------------------------------/
-=-=-=-=-=-=-
HP (Hit Points)

???

???

???

???


Money Total


Driver A-Life: Mini-Guide:
-=-=-=-=-=-=-=-=-=-=-=-=-=-
The Driver A-Life in Pocket Homo is very much like the A-Life in
Sonic Adventure. Your goal here is to collect as much money as
possible in order to excercise, which will increase your overall HP.
Racing also earns you money, but is hard to do. Try not to over-work
your Driver A-Life, or else he'll be sent to the hospital, so let
him rest every 2-3 workouts to be safe. Another great aspect of this
Mini-Game is that any money that you've earned in Pocket Homo can be
uploaded back into the main game, and can be used there. It's pretty
cool, and is original since this is new to the racing genre.



-=-=-=-=-=-=-=-=-
Race Terminology:
-=-=-=-=-=-=-=-=-


Heart: Represents the amount of lives you have in your race. You may
       also pick up extra hearts as you race.

Flag: Shows what position you are in during the race.

Clock: Shows the amount of time left in the race. You may also pick
       up extra clocks as you race to increase the amount of time
       you have to finish the race.


Start: A+B



Downloading:
-=-=-=-=-=-=-
```

Downloading data is where you download VMU info from the main game
onto your VMU, if you have 128 blocks of free space. When you download,
you get to choose a car manufacturer (Subaru, Honda, Toyota, etc.) and
you'll get to become a race car driver for that company in your A-Life.
When you download, just think of it as "downloading" game info "down"
into your small VMU.

Uploading:
-=-==-=-=-
Uploading data is where you can upload your game VMU Pocket Homo data
from your VMU to the main game, and then you can use any money that
you have earned there in the main game. When you upload, just think
that you are putting data that you've downloaded from the game back
into the game.

-=-==-=-=-=-=-
Excercise Screen:
-=-==-=-=-=-=-

Push-Ups

Cost: 200 dollars

Running

Cost: 250 dollars

Power Walk

Cost: 250 dollars

Read

Cost: 250 dollars

Dream

Cost: 600 dollars

Swimming

Cost: 750 dollars

-=-==-=-=-=-=-

```
Working Screen:
-=-==-=-==-==-=-

Paper Boy
----------
Money Earned: 550 dollars




Car Dealer
-----------
Money Earned: 900 dollars




Car Mechanic
-------------
Money Earned: 1000 dollars




...............................................................................

11. CREDITS

...............................................................................

CJayC- For accepting all of my FAQS, and for creating the best web site on the
net!

Me- For writing this FAQ! :p

Wolf <Mungo@aon.at>- For parts of his Car Prize list, and for being
                     such a cool guy and being nice to me! Thanks!



...............................................................................

11. CONTACT INFO

...............................................................................

Shameless Self-Promotion: Other FAQs by me:
-=-==-==-==-==-==-==-==-==-==-==-==-=-
PLAYSTATION:
• Ape Escape
• Brave Fencer Musashi
• Chrono Cross
• Crash Bandicoot 3: Warped
• Crash Team Racing
• Dino Crisis
• Gran Turismo 2
• Hot Shots Golf 2
• Legend of Mana
• Medal Of Honor
• NBA Live 2000
• Need for Speed: High Stakes
• Tony Hawk's Pro Skater
• Resident Evil 2
```

- Resident Evil 3
- R4: Ridge Racer Type 4
- Rollcage
- Syphon Filter 2
- Vagrant Story

NINTENDO 64:
- Goldeneye 007
- NBA Live 2000
- Mario Party 2
- Perfect Dark
- Resident Evil 2

DREAMCAST:
- Carrier
- Crazy Taxi
- Dead or Alive 2
- Hydro Thunder
- MDK 2
- Nexus/Interact 4MB Card FAQ
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica

::

My Resident Evil Code Veronica site: www.geocities.com/residentevilcv
My website: http://faqdomain.cjb.net
E-Mail Address: thebeefycow@hotmail.com

E-MAIL RULES:

Types I WILL respond to / accept:
- Small questions that are NOT answered in the FAQ
- Comments
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ
- Any mail asking if you can use this FAQ on your website. Read the
  Legal Stuff section for all the details.

Types I will NOT accept / respond to:
- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive critism
- Any questions that are already answered in this FAQ

This FAQ can only appear on the following sites (w/out having to ask me):

- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <http://vgstrategies.about.com>
- GameShark.com <www.gameshark.com>
- FAQ Domain <http://faqdomain.cjb.net>

This document intellectual and legal property of...

Brett
```
    "_____  __                          _____        "
     ___   | / / /_____ _____(_)_____
    __    |/ /_  _ \_   __ `__ \  _ \   ___/_  /__  ___/
    _  /|  / /  __/  / / / / / /  __/(__  )_  / _(__  )
    /_/ |_/  \___//_/ /_/ /_/\___//____/ /_/  /____/
                                           Franklin
```


One final word:

"Don't Do Drugs!"

_____
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    ~End of Document~