

Gran Turismo: The Real Driving Simulator FAQ

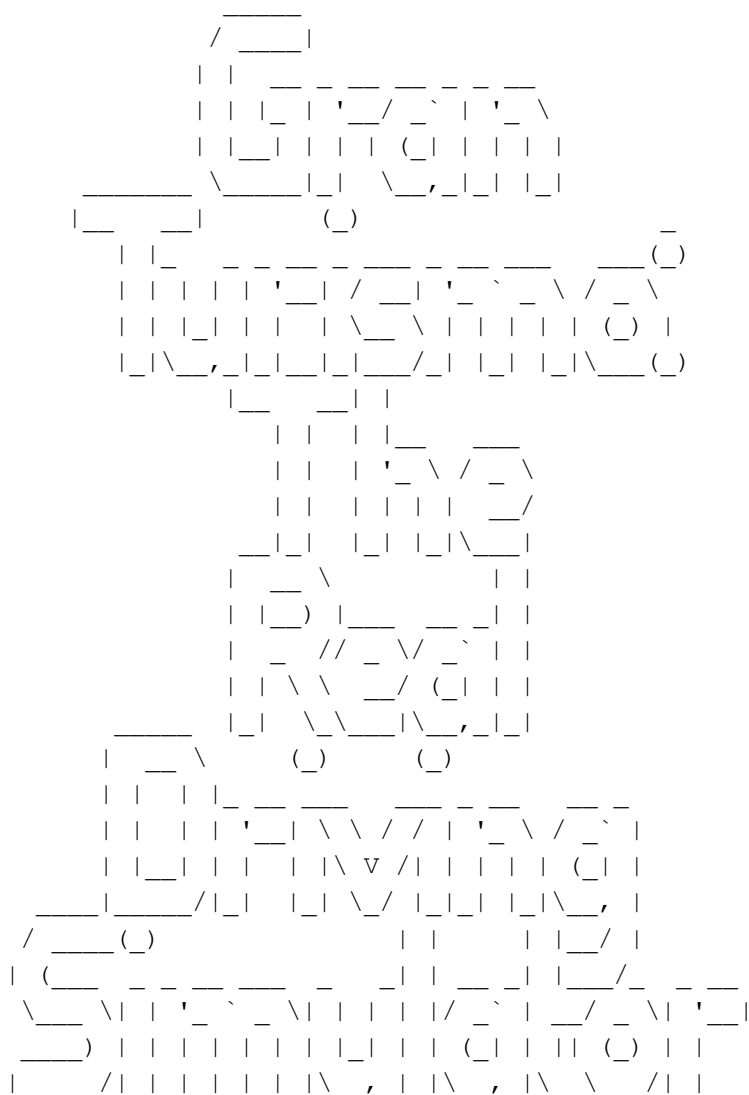
by DC

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DC's Gran Turismo Guide

v2.51



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If you want to use it on your site, please e-mail me at dc3131@yahoo.com.au
The latest version can always be found from

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My AIM name is dcmagus

Be warned that I'm only on the net twice a week, don't expect replies from me which are ten minutes after you've sent the mail. Here's some guidelines about sending me mail:

1. Make sure you put the title of the game you're asking about in the subject. I've made a fair few FAQs, and it's a bit hard to work things out sometimes.
2. If it's an FAQ, make sure that it's not already in the guide!!! If it is, I'll do my best to ignore it.

If it's not in there, make sure that the details you provide are, well, DETAILED, and not sketchy. Examples are "Hi need to know how to get past this part, i'm in a room and stuck", I need to know where you are, etc.

3. Ask nicely. So far, most people have, but if your mail goes along the lines of "Hi, need code for B2, reply within the next hour otherwise I'll bomb you" will not get you anywhere.

That's it. Sorry for being a pain, but it had to be said.

Version History

v1.0-First release.
v2.0-Added a First Car, Cars to look out for, and an Arcade Mode section.
v2.1-Added the exact races to the Championships/Races.
v2.2-FAQ section added.
v2.3-More FAQs.
v2.35-Added some stuff to the tuning section.
v2.36-Copyright Notice changed.
v2.37-Copyright Notice changed.
v2.38-Copyright Notice changed.
v2.39-Seems like a waste of time, but I like ASCII art headings =)
v2.4-Copyright Notice changed.
v2.41-Copyright Notice changed.
v2.42-Copyright Notice changed.
v2.43-Copyright Notice changed.
v2.44-Email guidelines. Some people out there are getting annoying.
v2.5-New email addy.
v2.51-Name change!

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1)Intro

Gran Turismo. Two words that changed not only my life forever but many others. This game, is too good to be called brilliant. The realism is unmatched (probably apart from GT2) of that in a game and at the time prior to GT2, the graphics, amount of cars and just everything about it was jaw-dropping. So after that, I'll get right into the guide.

2)Driving Skills

Your'e probably thinking, "Sweet! Another racing game to go with Need for Speed. I'll just take that corner without braking...hey... why am I making all these donuts?" The answer is, this is REAL driving. And you need real good skills. Read on to learn to basics

of how to drive in Gran Turismo.

Before you select a car, whether it be in Arcade or Sim mode, there will be two letters describing the drivetrain of the car. Below are a list of them and a short description:

FF-Front Wheel, Front Engine Drive. Easy to handle, not as much power. Understeers a bit.

FR-Rear Wheel, Front Engine Drive. Not so easy to handle, very powerful. Oversteers a bit.

4WD-Four Wheel, Front Engine Drive. Easy to handle, average power.

MR-Real Wheel, Middle Engine Drive. Easier to handle than FR, ok power.

All of these cars have different ways of cornering, but first, the most important rule of taking a corner which I have learnt from JCulbert. Braking should be used to slow FOR the corner, not to be used TO take the corner. Meaning, don't go halfway into a turn and hit the brakes. Instead, slow down a bit back before entering, turn, and then zoom out of there as fast as you can. This applies for all drivetrains.

Also, remember to apex the turns properly. This means to take the shortest and fastest route from the outside of the turn, to the inside and back to the outside again. If you want more on this, see JCulbert's Guide at www.gamefaqs.com.

Now we'll get onto how to drive each different drivetrain.

FF

The best cars for beginners. As with most other cars, the engine is located at the front, and the front wheels are the ones which the power is delivered to. Because of that, this type of car has more grip to the road when cornering, but considerably less power than other drive trains. Also, when cornering, these cars have a tendency to understeer, or simply just go straight forward instead of turning in the direction you want it to go in. Good examples of FF cars are the Honda Civic, Honda Prelude, Honda Integra, Mitsubishi FTO, and the Mitsubishi Eclipse.

How to take corners with a FF:

Slow down before you hit the corner, when you do, turn in and accelerate when you are stable. If you seem to be going straight, just tap brake and correct yourself. Actually, you're better off using the brakes in the corners with an FF, to prevent understeer.

FR

The best cars, overall in my opinion. They are very hard to control for beginners, but you will eventually learn to take control. This time, the wheels are at the back. This means heaps more power, acceleration, all the stuff you need to blow the competition away with. But, when cornering, these cars are your worst enemies. The back end of the car usually just wants to be free, and slide around everywhere. This is known as oversteer, and you need to be a careful

driver with these cars. Good examples of FR cars are the Dodge Viper, Concept Car, Toyota Supra RZ, TVR Cerbera and the Mazda RX-7.

How to take corners with a FR:

Slow down before you hit the corner, and when you do, turn in gently. Be careful not to accelerate while turning, or you will simply spin out. If there's a wall nearby, you can use that to your advantage and slam into it (side ways) to stabilize. Once the car is settled, and all the wheels are lined up, that's when to accelerate out. Do it too early and spin out, too late and you'll be awfully slow.

When you come out, you may be prone to sliding out. To avoid this, you need to counter-steer, by simply tapping the other direction on the D-Pad. Don't hold on, you'll just end up in deeper water. Rear Wheel Drive cars are hard to drive, but a few runs and you'll get the hang of it.

4WD

Four wheel drive cars, while probably being the easiest to handle, still have some problems. First, they can both under and over steer. Second, it's very easy to slide after taking a corner. But these are minor problems which are easy to correct. Most of the high-powered vehicles are 4WD, then again, most of the heaviest are too. Good examples of 4WD are the kickass Subaru Impreza, Nissan Skyline and GTO Twin Turbo.

How to corner in a 4WD:

Slow down as normal, and take the corner gently. The car should bounce on it's suspension, you can just feel it, and once it does, accelerate out. Watch for understeer when entering, to remedy this, tap the brakes. When exiting, watch for oversteer, countersteer to avoid this effect. But once again, tap, not hold.

MR

MR cars are almost like FR, but a little easier to handle. The engine is in the middle, which gives a better power transfer than FR. So far, the only MR car I know of is the NSX.

How to corner in a MR:

Slow down, and turn in gently. Accelerate out when you can feel the tires just gripping the road, e.g making that sliding noise. Sometimes, you don't have to brake, just hurl yourself in the corner without accelerating.

Other Tips

Use the computer cars to your advantage. Notice when they all slow down in a line to take a corner? If you're behind, go straight

forward and ram the living crap out of them while turning. Any chance of spinning out is wiped out as the cars act as a wall, and while you make them drop back, you can accelerate and take the lead!

Also, here's a tip for high speed freaks. It's called drafting. What it is is the air resistance between you and another car. The less wind resistance you have against your car, the faster it goes. And that's where drafting comes in. This works best with high speed cars.

When your'e on a straight and trailing a car, make sure you're a fair distance behind them. And make sure you're directly behind them. Soon you should be catching up REAL quick, thanks to them being your shield against the wind. Once you are up real close, quickly swerve to another side and pass them. By doing that you'll just have sped up more, I've done 450km/h before. I won't elaborate more yet, check out JCulbert's guide and others for more details.

Plus, here's a very sneaky one you can try on your friends. When racing against each other, make sure your'e out in front but not by much. Get right in front of them, and brake. Just before impact, hit accelerate, and when they hit you you'll get a small boost. Nothing much, but it's won me a few races (and bets :-
)

*****SIMULATION MODE*****

3)Your First Car

Initially you'll only have 10000 CR to spend, so here are some good first cars.

FF Cars

These are the best ones for a beginner to start off with, as they are easier to handle. So here are my picks:

Honda Civic 3Door-Si

This car is pretty cheap, and very good value for money. It's only 8980CR, so try it out.

Mitsubishi 3Door Mirage Cyborg-R

Whoa! Crap! Is usually the first reaction, but give it a try, trust me. Almost as good as the Civic, and it's 8750 CR.

4WD Cars

There's only one worth getting now.

Mitsubishi GTO '92

It's quite a nice car, but for a 4WD it doesn't seem too promising. But for 8860 CR, it's worth considering.

FR Cars

Hard to control, but will serve you well and for a long time.

Toyota Supra MA70 Limited

I love this car. It's got almost everything you could want from a car, power, acceleration, but slightly crappy handling. And for only 6740 CR, it's a steal.

Mazda Savanna RX-7 GT-X

Not as powerful as the Supra, but a worthy substitute. It's good but once you've got another car, this one's headed for the trash pile. (8740 CR).

Nissan Silvia '88 Q's 1800c

Cheapo car!!!(only 4260 CR) This one is almost as good as the Supra, so try it out.

4)A "Walkthrough"

This is just a small guide on how to get through the game, in my opinion. Right now I've got 2,167,050 CR, and 70+ cars. So follow the advice of the great DC and reap the rewards :-). BTW, when I say tune to the max, DO NOT put a racing mod on unless I say so.

Starting Off

First, head to the used car lots to buy a car. If you are a beginner, I recommend heading over to Honda and buying the Civic 3-Door Si '93 (FF). It's great. If your'e a little more advanced, there's two cars I can suggest, a Toyota Supra MA70, or a Nissan Silvia (Both FR). All of these cars are cheap and will leave you money to upgrade. Pick one and then head over to the tune-up, and refer to the tuning guide below for when to buy which parts.

Now, it's time to get your license (sigh, most of you would say). The B License is pretty easy, just take it easy, and don't rush. After getting that, you may want to try for the A License. But I suggest later.

Now you can enter in either the Sunday Cup or a Drivetrain Challenge (FF, FR Challenge) event. The Sunday Cup is a great place to gain some skill, so head there and race a couple of times. If you win the championship you should have lots more money, and more than a few Demio A-Specs. Sell all but one Demio back to Mazda, and use the money to upgrade your car. Now repeat the process.

Soon, you will have accumulated a lot of money, and I suggest taking the A-License. Once you have it, a whole new world is yours. Now head over to the Subaru Dealership and buy the Impreza WRX-STi Type R, for about 30,000. Race with your original car to get more money in the Sunday Cup to upgrade it a bit.

Now use this to win the Clubman Cup, 4WD Challenge, and the GT Cup. You can keep on racing these for more money, and sell all but one of the prize car you keep getting. Kit the Impreza out to full, and enter in the UK v Japan event. You should be able to win easily with a fully modded Impreza, you may need to change the Gear Ratio a bit

(see below). Once you win, you'll either get a Honda CR-X del sol LM, or a Cerbera LM. Race until you get both, then get into the Cerbera.

You'll need to practise a lot with this baby, it's quite hard to control at first. It's an amazing car though. Take it into the US v UK race and race that until you win both an RX-7 A Spec LM, and a Concept Car.

Jump into the Concept Car and use it to win the US v Japan race easily, race that until you win the Viper GTS-R and a FTO LM (Sweet!).

Now, you've got lots of cars, and cash. So let's go out hunting for good cars. First, a Dodge Viper RT/10 is needed, so buy that but DO NOT upgrade it at all. Second, you need a decent FF car, get the Mitsubishi FTO GP Version R. This is also eligible for the Lightweight Cup. Third, you need power. You've got a choice of either a brand new Mitsubishi GTO Twin Turbo, Toyota Supra RZ or Nissan Skyline '89 GTR (used car). I got all three, 'cause I had money. But pick one, I'd go with the Skyline. The Cerbera LM is also a good substitute if you won it.

Max out the Skyline and FTO, if you run out of money, take the Viper RT/10, unmodified, into the Normal race. It's a five race championship with five lap races, but if you come first in a race it's 50,000! The Viper is easy to control and dominates this race.

Now take your FTO and win the FF Challenge and Lightweight. Use the Concept Car for the FR Challenge, and take your power car (Skyline, Supra, GTO, or even Cerbera LM) to the Megaspeed Cup and win.

Now it's time for the IA License. It's daunting at first, but with patience you'll get there. They are FR cars, so corner slowly, and watch the videos if you are stuck.

Once that's acquired, take your GTO/Skyline (fully tuned, no racing mod) to the Tuned Cup and win that. Then with the money you have, buy an Impreza Rally Edition, the one which costs 500000. Take that and race in the All-Night 1. It will take an hour or so.

Take the FTO LM Edition and race in the GT World Cup. It's easy. Next, go to the Grand Valley 300km and race the FTO LM in that, it will take a while. Now, make sure you have an Impreza WRX Sti Ver III '96 model, from the Normal race. Kit that out to full (bar race mod), and race in All-Night II. Congrats, you've beaten all of the races! Now get all of the cars :-)

Whenever you need money, all you need to do is race the Viper in the Normal race. You'll earn about 250000 CR if you win all the races, not including the bonus, so that should be enough to keep you happy.

5)Parts/Tuning Guide

This is here to tell you the order in which to get new parts for your car. This applies to all cars, but sometimes some parts needed to be purchased earlier (e.g brake balance on a car which handles like absolute crap). Here we go.

*Stabilizers

After buying your car, you should put HARD stabilizers on front and back. These help the car's handling, and you should stick with these (don't get soft or medium).

*Weight Reduction Stage One

This will make your car lighter, meaning your car will go faster, brake and corner better, and improves the power-to-weight ratio.

*Computer

This is pretty cheap, and you get a nice HP boost as well.

*Muffler

Only buy RACE. It's better than the rest and gives a better HP boost too.

*Intercooler (Turbos only)

If your car is a turbo, pick up the Racing Intercooler first, it will give you a small HP boost.

*Gearbox

Buy the full race support, so you can tweak all of the gears to make your car go as fast as you want (more on this later).

*Weight Reduction Stage Two

Further improves on the Stage One reduction.

*Brake Kit

This helps a bit, the brakes are more responsive now.

*Flywheel

Get the racing one, it will help you in the next stage of tuning.

*NA or Turbo Tune

Depending on what car you have, get either an NA or Turbo Tune. You should get a Stage 3 NA or Stage 4 Turbo, if you don't have the money get a Stage 2 and come back later.

*Suspension

Get the full support, and now you can customize your car's settings to the max.

*Clutch

Get the triple, as you'll need it when you get lots of power.

*Full NA or Turbo Tune

Get the maximum power you can.

*Weight Reduction Stage Three

Makes your car even lighter, and better at cornering and braking.

*Port Grinding

A small HP boost for a bit of CR.

*Engine Balance

See above.

*Increasing Displacement

See above, but this is only for some cars. They are all Nissan Skylines:

- '89 Skyline GT-R
- '91 Skyline GT-R
- '95 Skyline GT-R
- Skyline GT-R
- Skyline GT-R LM
- Skyline GT-R NISMO
- Skyline GT-R Vspec
- Skyline GTR Vspec
- Skyline GTS25t TypeM

*Carbon Shaft

See above.

*Brake Balance

Now usually I can control my cars well, so I leave this until last.
But if you are having trouble, get this near the start.

*Soft/Soft Racing Tires

These will help make the car go even faster.

*Racing Modification

Only do this if you don't want to enter a TUNED race (Tuned, All-Night II). Otherwise, it's great, as the car looks awesome and it's even lighter, faster and responsive!

Tuning

The only help I can give on tuning is on the gear ratios, which are quite important. Once you buy a full-race gearbox, go into your Car's settings menu and go to the gears. Now you'll see about 5 or 6 slider bars, and each represents a gear. Fiddling with the first 5 or 6 gears is hard work, so I stuff that and go all the way down to the final gear.

Take note of the setting there. If your car is not accelerating enough, slide the bar further to the right. The car should now accelerate more at a loss of top speed. If you want more top speed, drag the bar to the left, and you'll have more top speed at a loss of good acceleration.

Use the gears to take full advantage of your car. On tracks like Autumn Ring and Deep Forest, your'e probably more suited to a taller ratio (higher numbers, more acceleration). On tracks like High Speed Ring though, your'e better suited to a shorter ratio (lower numbers, more top speed).

An easy way to find the perfect final gear for your car is to go for a test run, and at the end of the longest straight on the track, check your speed and gear. You should be at the final gear, almost hitting redlines. If not, go back and tweak the ratios so you are, do it this way and it's a guaranteed win.

6) Championships/Races

The format for this is:

Championship-What you win

Races

Car to Use

If there is more than one prize car for the race, the outcome of getting them is random. And there's a few different colours for most of the cars too. You have come out on top of the points table to pick up the cars, and also a nice CR bonus.

Sunday Cup- Mazda Demio A-Spec

Autumn Ring Mini
High Speed Ring
Grand Valley East

Use any car to win this, it's just too damn easy.

Clubman Cup- Corvette Camaro Z28 30th Anniversary

Autumn Ring
Clubman Stage Route 5
Trial Mountain

You'll need a much more modified car, up to the first NA/Turbo tune will do.

GT Cup- Toyota Soarer LM

Grand Valley SpeedWay
Deep Forest Racing Way
Special Stage Route 5
Trial Mountain

You can win this with the same car that won you the Clubman Cup.

GT World Cup- No car, unlocks GT Hi-Fi mode.

High Speed Ring
Trial Mountain
Grand Valley SpeedWay
Special Stage Route 5
Deep Forest Racing Way
Special Stage Route 11

I recommend using your best cars, which should include FTO LM, Concept Car, Cerbera LM and the Honda del Sol LM. But once again, any car should do.

FF Challenge- Honda CRX ef-8 SiR
Toyota Celica SS-II

Deep Forest II
Grand Valley East
Special Stage Route 11

You should use an Mitsubishi FTO GP Version R, or a Honda Integra, slightly modified.

FR Challenge- Nissan S13 Silvia Q's 1800
Nissan Sil Eighty

Grand Valley East II
Deep Forest
Grand Valley SpeedWay II

Once you've got your A License and raced the Country v Country races, you should have some awesome cars to win this. I suggest leaving this until you do, and use a Viper, Cerbera or Concept Car.

4WD Challenge- Mitsubishi Lancer GSR Evo.IV
Subaru Alcyone SVX S4

Trial Mountain II
Grand Valley SpeedWay
Special Stage Route 5 II

Once again, wait until you've won the C v C races to get some great cars to knock this off with. FTO LM, Honda del sol LM, any Impreza, GTO Twin Turbo or a Skyline will win this easily.

Lightweight Challenge- Honda EK Civic Type-R
Mazda Eunos Roadster (Miata, MX-5)

Autumn Ring Mini II
Clubman Stage Route 5
Deep Forest II
Best bets are the FTO GP Version R, Honda Integra or the humble Honda Civic.

US v Japan- Dodge Viper GTS-R
Mitsubishi FTO LM

Trial Mountain II
Special Stage Route 5
High Speed Ring
Grand Valley East II
Special Stage Route 11

For this race, the Concept Car outshines everything. If you don't have that yet, fight fire with fire and use an Impreza Rally Edition.

UK v Japan- TVR Cerbera LM (OH YEAH!)

Honda del sol LM

Trial Mountain II
Special Stage Route 5
High Speed Ring
Grand Valley East II
Special Stage Route 11

Good tips are any fully modded Impreza, Skyline, and flying a flag for the UK is any TVR car.

UK v US- Dodge Concept Car
Mazda RX-7 A-Spec LM

Trial Mountain II
Special Stage Route 5
High Speed Ring
Grand Valley East II
Special Stage Route 11

For this race, a Cerbera LM is your best bet, followed by a Dodge Viper.

Megaspeed- Toyota Soarer 2.5 GT-T VVT-I
Aston Martin DB7 Coupe

High Speed Ring
Test Course
High Speed Ring II

Any good car can be tuned to win this, but the best cars are the GTO Twin Turbo, Cerbera LM, Supra RZ, Dodge Viper, or any of the 4WD Skylines.

Normal- Subaru Impreza WRX-STi Ver.III
Toyota Supra RZ

AutumnRing Mini II
Grand Valley East II
Clubman Stage Route 5 II
Deep Forest II
Special Stage Route 11

There's only one car to mention. The Dodge Viper. Otherwise, check out a Cerbera, or a Nissan 400R.

Tuned- Toyota AE86 Sprinter Trueno GT Apex
Nissan Skyline '91 GT-R

High Speed Ring II
Grand Valley SpeedWay II

Clubman Stage Route 5 II
Autumn Ring II
Special Stage Route 11 II

Tuned means a car with no racing modification. In that case, stick to a Viper, GTO Twin Turbo, Skyline or Cerbera.

Grand Valley 300km- Toyota Castrol Supra GT
Grand Valley Speedway-60 laps

Actually, this race depends on how long you can stay awake for :-)
Your best bet is the almighty FTO LM, followed by either an Impreza (WRX Ver.III or Rally Ed.), or a Cerbera LM.

All Night I- Nissan S14 Silvia LM
Special Stage Route 11-30 Laps

Same cars as Grand Valley.

All Night II- Nissan Skyline NISMO GT-R LM
Special Stage Route 11 II-30 Laps

The best car to use here is definetly the Subaru Impreza WRX Ver.III. Tweak the gear ratio an bit, and it will lap the opposition at least twice (if you're good).

7)Good Car, Bad Car

Well, it's just good cars which are listed here, just needed a good subheading. Anyway, these are my opinions on the best cars in the game, falling into different catergories:

FF Cars

5.Honda Civic '93 3Door Si-Fully Tuned 286 HP, 1402lb.
The best FF to start out with, is a car which is moderately powerful, light, and handles like it's on rails. You hardly even need to brake at speed.

4. Honda Prelude '94 VTEC-Fully Tuned 377 HP, 1964lb
Nice, powerful car, but is also a little on the heavy side for FFs.

3. Mitsubishi Eclipse GT-Fully Tuned 378 HP, 2109lb
The most powerful FF car, but probably also the heaviest. It's pretty fast but you've got to brake earlier than you would with other cars.

2. Honda/Acura Integra Type-R Fully Tuned 361 HP, 2015lb
Very nice car from Honda, it beats the FTO on handling...but to me the FTO is speedier. Still a very good alternate choice.

1. Mitsubishi FTO GP Version R- Fully Tuned 364 HP, 1697lb
This car is deadly. Once fully tuned it can outshine even some FR cars (untuned of course, but I was SO close to beating my friends' Supra). It's speedy, reponsive, and worth your money.

4WD Cars

10.Mitsubishi Galant VR-4-Fully Tuned 783HP, 2347lb
Whenever someone goes to Mitsubishi it's either straight for the GTOs or the Lancers. They overlook this beauty. Powerful, and handling is pretty good. The weight is pretty nice too.

9.Mitsubishi GTO MR-Fully Tuned 930 HP, 2665lb
Very fast car, let down by it's weight and really shoddy handling. But still worth a look.

8.Mitsubishi GTO LM Edition-Fully Tuned 604 HP, 2821lb
If only Mitsubishi could learn to make lighter 4WDs...This half a million CR car is pretty nice, it's surprisingly good on twisty tracks and rocks on high speed ones too.

7.Nissan R33 Skyline GT-R Vspec-Fully Tuned 941 HP, 2442lb
The most powerful car in the game, does not dissappoint. Though the '89 model is better, this one should not be missed.

6.Toyota Celica GT-Four-Fully Tuned 479 HP, 2189lb
Toyota's only 4WD car in the game. Damn, they should have put more in 'cause this one rocks. It's not as good as a Subaru but a worthy contender. Lightweight, and ok power is what makes this car good.

5.Mitsubishi GTO Twin Turbo-Fully Tuned 930 HP, 2713lb
Can you spell fast? (and fat) This car travels at warp speed once it hits the high gears. It's also very heavy, that's one of it's downsides. It also has some handling problems, but I guess the speed of it makes up for it (450km/h on the Test Course? OH YEAH!)

4.Nissan Skyline '89 GTR-Fully Tuned 913 HP, 2268lb
This car is also blazing fast, and a better alternative to the GTO. It's considerably lighter but still heavy. It accelerates like there's no tommorrow, and reaches speeds higher than the number of letters in this guide. Kidding. But it's still damn good.

3.Mitsubishi FTO LM Edition-Fully Tuned 541 HP, 2050lb
The only 4WD which can beat the Subarus on an overall test basis. Won in the US v Japan race, this car is so good that you can blister down that straight and hurl into that corner without even thinking!

2.Subaru Impreza WRX-Sti Ver.III-Fully Tuned 494 HP, 1935lb
This is the one you win from the Normal race, by the way. It's the best non-LM 4WD, which combines good power with kickass handling. Your ticket to winning Tuned, All-Night II, and everything in between.

1. Subaru Impreza Rally Edition-Fully Tuned 575 HP, 2160lb

Can you say rally? This car handles so well that I can't think of anything better than it. It also accelerates like it's being chased by Michael Jackson (that's fast, I'd be scared too), and the only bad thing is the top speed.

FR Cars, not including LM Editions

10. Toyota MA70 Supra GT Turbo Limited-Fully Tuned 585HP, 2460lb

It sucks compared to the rest, but it's by far the best FR car to start off with. Great everything but handling.

9. Toyota Soarer 2.5GT-T VVT-I-Fully Tuned 789 HP, 2475lb

The most fun car you'll ever race with (apart from the Mazda Demio). It's powerful, but the wheels are quite thin, which means a lot of sliding. But it's easy to regain control, and even easier to break away from the pack. And not by slowing down.

8. Chevrolet Corvette '96 Coupe-Fully Tuned 479 HP, 2156lb

Almost as good as the Vipers, but it's top speed sucks. And that's why it's at number 8. It's still a good but though.

7. Mazda ED Efini RX-7 A Spec-Fully Tuned 527 HP, 1935lb

Yes, overall Mazda sucks, but this car stands out. It's quite fast, responsive, but just a little bit too sensitive.

6. Toyota Supra RZ-Fully Tuned 910 HP, 2396lb

Bought new from Toyota, this car is an absolute killer! It's so fast it can contend with the GTOs, and the handling is pretty good too. Just don't go powersliding.

5. TVR Griffith 500-Fully Tuned 430 HP, 1565lb

With the best power to weight ratio of a stock car, this one is great, speedy, flashy, but the only problem is that it stupid doesn't want to stupid go where I stupid want it to! The handling is a little rough, but work with it and you'll be a-ok.

4. Toyota TRD 3000GT-Fully Tuned 869 HP, 2396lb

Kicking the Supra's arse here, this very rare car (won by getting all gold in the A-License) flies Toyota's flag very proudly. Great suspension, speed and handling.

3. Honda NSX Type Zero-Fully Tuned 534 HP, 1873lb

Honestly speaking, I don't like this much but I do have to acknowledge it. It's a fine little mid-engine car, with great handling, acceleration and top-speed. But a few friends of mine (and me) think it's dodgy. Get it and prove us wrong.

2. Dodge Viper GTS-Fully Tuned 440 HP, 2169lb

I'd be shot by everyone if this wasn't in here. Brilliant as a stock car, and even more as a full blown racer. Great acceleration, top speed, and handling! Don't miss it.

1. TVR Cerbera-Fully Tuned 463 HP, 1647lb

Check out the weight of this one!!! Your'e probably also saying, that power rating sucks, I don't think I'll get this. But put it on the track and it's a beauty. Superb all around. Caution though, beginners beware, your'e more likely to be spinning out than going forward. It takes practise, but it's a killer!

FR Cars, Including LM Editions

10. Nissan Nismo GT-R LM-Fully Tuned 653 HP, 2513lb

For half a million, it's not bad at all. Speedy, but also on the heavy side. Look below for some better substitutes.

9. Nissan Nismo GT-R LM-Fully Tuned 860 HP, 2460lb

WHAT? THE SAME CAR? No, this is the one you win from All Night II. This one is so damn fast, you won't see the next corner, but also on the heavy side so brake early.

8. Dodge Viper GTS-Fully Tuned 440 HP, 2169lb

I'd be shot by everyone if this wasn't in here. Brilliant as a stock car, and even more as a full blown racer. Great acceleration, top speed, and handling! Don't miss it.

7. TVR Cerbera-Fully Tuned 463 HP, 1647lb

Check out the weight of this one!!! Your'e probably also saying, that power rating sucks, I don't think I'll get this. But put it on the track and it's a beauty. Superb all around. Caution though, beginners beware, your'e more likely to be spinning out than going forward. It takes practise, but it's a killer!

6. RX-7 LM-Fully Tuned 588 HP, 2116lb

Mazda's other good car, is really good! DUH. It may cost half a million, but it's fast, responsive, and hugs the road like velcro. I have never come off the road once.

5. Dodge Viper GTS-R-Fully Tuned 680 HP, 2753lb

Won in the US v Japan race, this car is one of the most powerful. Even at low revs it's fast, and high revs it's even faster! Plus, it can go over 700km. But it's quite impossible to do, but that show's you what this car can do.

4. Toyota Castrol Supra GT-Fully Tuned 646 HP, 2535lb

Very, very, very nice. Powerful, and look awesome (if you have the black one). Speedy, good handling, and great top speed make this a must have.

3. Honda del sol LM Edition-Fully Tuned 563 HP, 1962lb

Even nicer! It's very, very light, and superbly powerful. Being a MR car, it's got great handling and this car can go as fast or faster than the GTOs!

2. Dodge Concept Car-Fully Tuned 560 HP, 1329lb

This is even lighter! It's definetly the BEST USA car out there. At speed, the handling does not let you down. And speedy it is.

1. TVR Cerbera LM Edition-Fully Tuned 581 HP, 1984lb

Can you spell awesome? T-V-R!!!! This car is my absolute favourite. It can be adjusted to go like an Impreza on Autumn Ring, or a GTO on High Speed Ring. In fact, this car is so good, I'm gonna stop writing about it! Weird. Honestly, for the best ride in your whole life, choose this.

8) Cars to Look out For

This section will concentrate on rare cars that you'll hardly ever

find in used car lots, and also for cars that people will drool at if you have them.

Used Car Lot Rarities/Good Second Hand Cars

Nissan Skyline NISMO GT-R-This is very rare, and it's a good find. You may have raced against it in Tuned, now race as it.

Nissan Skyline '89 GT-R-Only found in used car lots, this is the best Skyline of the lot. And it's cheap too.

Mitsubishi GTO MR-Also only found in the used car lots, it's a great pick up if you want one of the cars which can reach well over 400km/h with ease on the Test Course.

Subaru Impreza Wagon '94-The most powerful Impreza (I think), this one rocks! It's more of a rally car, but combines awesome handling and good speed right out of the garage.

Cars People Will Drool Over, either being rare or that look awesome

Dodge Viper-Of course! If you don't have this in your collection, you either a)hate Vipers, or b)are quite stupid (only kidding). This is a must have, and if you get the GTS version and slap a red/white racing mod on it, it looks mad.

Toyota Castrol Supra GT-The black version is the one you want to show off, it looks absolutely mad. Give it a car wash too :-)

Dodge Concept Car-Not the one from the US v UK race, this is the one from the B-License test (all gold). For most it's hard to get, but the color is great.

Toyota TRD3000GT-From the A-License (all gold), this is a rarity, and while not too good looking it's rare.

Nissan 400R-From the IA-License (all gold), this is probably the rarest car in the whole game. Get it, and shock everyone.

*****ARCADE MODE*****

9)Unlocking the Secrets

Arcade mode is for those who just want to jump straight into the game, without having to get a license, etc. But you cannot tune your cars here, you can only race them in stock form. At first you'll only have a few manufactures to select from, being: Nissan, Honda, Mazda, Mitsusbishi, Aston Martin, and Chevrolet. I'll now provide a list of good cars to use initially:

C Class Car

Honda Civic-The only car to use. Easy to drive, and you shouldn't need to brake (just let off the gas).

B Class Car

Mazda Savanna RX-7-Being FR, it's a little bit hard to drive but it's kinda powerful.

Mitsubishi Eclipse GT-Look no further than this almost perfect FF
drive.

A Class Car

Nissan Skyline GT-R-Duh! Stats almost maxed out, and's it's already
known as a killer.

Honda NSX-MR driver which is easy to control, and mixes a little bit
of everything together.

Chevrolet Corvette 427 Coupe-RAW power. This is the stuff, but if
you're looking for good handling, don't turn this way.

Now a selection menu will come up once you've chosen your car, of
course after the Transmission and Drive Style menus. Pick either Easy,
Normal or Hard, then choose your course.

To unlock more tracks and cars, you need to win on each course with
one car of each class. Got me? So race on each track until you do
that, and once you have all the new tracks race them again until you
get new car dealers.

High Speed Ring unlocks Autumn Ring
Trial Mountain unlocks Deep Forest
Grand Valley East unlocks Special Stage R5
Clubman Stage R5 unlocks Grand Valley Speedway

The new car dealers you will get (doesn't matter which order you race
the tracks in)

Toyota
Subaru
The New Dodge
TVR

Whoo-hoo! Now that you've almost completely unlocked Arcade Mode,
head back to the garage and check out your new cars!

C Class Cars

No new ones, so stick to the Honda Civic.

B Class Cars

Toyota Soarer-With the arrival of Toyota, this sweet car comes along
too. It's got grunt, real speed, but the handling is um, worse than
you would expect.

A Class Cars

Subaru Impreza-The best car for those pesky twisty races, you'll fall
in love with the faultless handling.

Dodge Viper-It kicks major arse, that's all I can say. Great power,
combined with pretty good handling make this a winner.

Any of the TVR Cars-All of them? Well, it's a bit biased since I'm a
HUGE TVR fan, but they are all very good, almost as good as the

Viper. The Cerbera is definitely the best pick out of the bunch, while the Griffith 500 is a supremely light racer.

Now go back and race on all tracks with a different class car in Normal to unlock the credits, accessed through the Bonus Items screen. Then do it in Hard, the biggest challenge here being the C Class races, to unlock High Res mode. Sweet heaven. High res mode makes the game look better than it was already.

10) FAQs

Send all Qs to dc3131@yahoo.com.au, or ICQ#34601221.

Q.I've got a *car* but I can't put a turbo on it, why?

A. It doesn't support Turbo. Instead, go to engine settings and select NA Tune. These are the equivalent of Turbo tunes, just a little less powerful. In my opinion, NA Tunes are better than Turbos, here's why.

Turbo Tunes, being more powerful, needs lots of time to charge up (something to do with pushing air out of the turbines). Thus, even though you have more power at high revs, at low revs the engine/turbo will be desperately trying to kick in, and will leave you stationary for quite a while.

NA Tunes, being less powerful, need almost no charging time at all, and that means they deliver their power all throughout their rev bands. NA stands for Normally Aspirated, meaning it just uses the existing air to power the engine, or something like that.

Some cars can also take Turbo and NA tunes, e.g the Honda Civic. Downside is that you can only have one equipped at a time. And that's the reason why you can't put a turbo on it (to check this out before buying, go into it's spec section and check the "Aspiration" Box to see whether it's a turbo or normally aspirated car).

Examples of Good Turbo Cars:

Subaru Impreza
Nissan Skyline
Mitsubishi GTO Twin Turbo
Toyota Supra

Examples of Good NA Cars:

Dodge Viper
TVR Cerbera, or Griffith
Honda Civic (beginning of the game)

Q. What's the point of a Car Wash?

A. It makes the car look better, and the reflections on the replays look awesome, especially if you're doing a night stage.

Q. I've got a turbo car, and it takes ages to charge up, it's got 910HP, why?

A. The reason is that it's too powerful. All power doesn't make a car

good. What you need to do is simply take the turbo stage down to about a Stage 2, or just adjust the Turbo slider bar down a bit. Then, for the speed races, push it back up again.

11) Acknowledgements

Jculbert-For writing the best GT and GT2 Guides ever.

Sony/Polyphony-For bringing this AWESOME game/series to the Playstation.
You guys rock!

Ken-You know the deal, you've found a place in everything I write.

Want some questions answered? Want to contribute? To get in touch, e-mail me at dc3131@yahoo.com.au. My ICQ# is 34601221. My webpage is <http://jump.to/magus>. There's a messaging thing on my page, so if you don't have email or ICQ you can send me stuff through that.

Enjoy! I mean, Enjoyed! I mean, where are my pills?

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