Gran Turismo 2 GT2 Walkthrough

by acollaro

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GRAN TURISMO 2 Guide

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Introduction:

Gran Turismo2. It is by far the most awesome racing game ever! With over 600 cars from a whopping 33 manufacturers, this is one hell of a game. It gets even better if you have a Game Shark with the ability to unlock cars that you couldn't normally find and creating 64,000 hp cars! Yup it doesn't get much better than this. But even though GT2 is no doubt fun, but it can get very tricky. That's where this guide comes in handy!

Endurance League Guide:

Grand Valley 60 Lap's-Subaru Rally Car or r- R390 GT1 Race Car `97 approx running time: 1 hour & 40 mins Rating: difficult 50 Lap all-nighter: r-Cebera LM edition or r-Lancer Evolution Rally Car `99 approx running time: 1 hour Rating: Medium 30 Lap Trial Mountain's-Denso Sard Supra `99 approx running time: 50 mins Rating: easy Seattle 40 Escort-Escort Rally Car or r-Ford GT90 approx running time: 1 hour Rating: Medium Rome Circuit 90 Lap: r-Altezza LM edition or r-Corolla Rally Car `97 approx running time: 2 hours Rating: extremely difficult Laguna Seca 99 Lap: r-Celica Rally Car or r-3000GT LM Edition approx running time: 1hour & 40 mins Rating: difficult Apricot Hill 60 Lap: Lancia Stratos or r-Chrysler Viper GTS-R approx running time: 1hour & 5 mins Rating: Medium

Endurance League Guide instructions: Before you enter an Endurance race you must have the required licence for that race. The letter R that appears thereout the instructions means Racing. Before you race an Endurance Race keep in mind that most races run between 1-2hours and before you start make sure you have enough time as you cannot save in the middle of a race. Keep in mind the approx Running times may not be accurate due to individual skills but the times displayed are merely averages. Race difficulties are not only Set by the skill of the other races but is also assessed by the amount of stamina it takes from an individual and are just opinions. Taking rests are recommended during the longer races.

Licence:

By receiving Gold on each test in a licence you will unlock these cars:

B-LICENCE -- Spoon s2000 A-LICENCE -- Concept Car (Copperhead)

IC-LICENCE -- r-3000GT LM Edition IB-LICENCE -- r-Del Sol LM Edition IA-LICENCE-r-FTO LM Edition S-LICENCE - r-Toyota GT-ONE Race Car `99 B-Licence -- Getting the B-Licence requires minimum skill and does not ask allot of you. Beginners will find allot of challenge in it And can take time. The licence just requires Stopping, Starting, Turning, and Braking. Practice is the only solution and some of the Tests can be quite challenging so here is a guide: Remember if you are still stuck on a licence test always watch the demonstration! B-1: This test only requires stooping and starting. Accelerate from the line and above you will see metre signs. These are used for telling You when to stop. As you approach the finish line you will see the 900m marks. Apply solid braking at about 950m and you should come To a halt at the finish line. If you did this correctly you should pass. B-2: The same test before accept brake at the 900m mark в-3: Yet again the same test before accept brake at the 850m marks. B-4: This one is easier than it looks. Just stay on the barrier and only brake when absolutely necessary. B-5: Same as before accept in a much more powerful car (275bhp!). The trick is to keep the accelerator down and when it starts leaving the road Let go till it slows down to around 110kph and the accelerate to 120kph the back and just keep repeating until you win. B-6: A simple one. From the moment you start keep with the yellow racing line. When you enter the corner tap the brakes and keep that Left button down. B-7: The toughest one yet. Again follow the yellow racing line through the corner and dab the brakes several times. If you are still having trouble Try turning in on the 8-second mark B-8. The same as B-7 accept turn right. B-9: On the fist corner you will have to hit the brakes several times. Repeat again for the next corner. B-10: Same as B-9. By now you should have your B-Licence! And if you were lucky enough to get gold on every test you will receive a Spoon s2000. Licence instructions: I cannot guarantee that you will get a prize car for getting gold on all tests. This guide only applies for the European version Version of the game. The licence tests that are in this guide are only those of the European version of the game. Q& A Q: What is the best car you can receive in an endurance race? A: Definetly the R390 Gt1 Race Car `97. It has 633bhp and handles extremely well.

Q:I have completed 98.2% of the game but I can't seem to get 100%?

A: This isn't a glitch. When GT2 was originally released some people might have noticed that Sony removed GT2 off the shelves. The reason was GT2 was rushed and had glitches. Now people who have glitches copies have a feature called Drag Racing. But unfortunately when Sony Released the new copy Sony for some reason removed the Drag-Racing capability and the last 1.8% was devoted to Drag Racing. But don't fret Yes the competitions have gone but the were originally 6 vehicles but Sony only removed 4! The 2 racers are the 180SX DRAG can be found in The Laguna Seca race of the European or Pacific championships in the GT LEAGUE and the R33 GT-R DRAG can be found in the Turbo Championships in SPEACIL EVENTS (test course). However to win the second one you might have to win the race several times. These to Beauties both have 1011bhp!!!!!!

Rally Events:

Probably the biggest add on from GT was rally driving. And In this Gt2 guide I will be explaining Rally driving and how to win the events. Many people may be unfamiliar with Rally Events. Not only is the style of driving different but also the car is to. You have probably noticed when You go to manufacturers like Citroen and Mitsubishi that sometimes in the special section the might have a rally car. The key to driving a rally car Is not only just to slide but also have the right tyres. This is where rally champs like Colin McRae and Tommy Mackinaw go wrong. Before you race Make sure you have the right tyres.

PIKES PEAK:

The first corner is the one that takes unaware drivers by absolute surprise. Dab the brakes and prepare for a very tight left turn. On entry hit the Brakes as hard as possible and guide the through the turn. Make sure you straighten up as quickly as possible so you can enter the next turn With your car under control. Make sure you apply enough braking power as to allow you to exit the turn as fast as possible and repeat with the Next bend. The road then will lead you further up the mountain and also to a pile of sharp bends and twists.

GT WORLD LEAGUE

Prize cars are awarded randomly:

R-R390 GT1 LM Race Car `98 2nd best R-Mugen NSX GT `99 3rd best R-Toyota GT-ONE Race Car `98 1st best R-Calsonic Skyline GT-R 4th best

Secrets:

Just like Drag Racing, some cars were removed from the game except this is because there were some licensing conflicts with EA. Cars include (mind you these are some of the best cars especially the Mercedes race car!):

[r] Mercedes Benz CLK-GTR Race Car [r] Cheveloret Corvette C5 Volkswagen Polo

Sadly the only way to get these cars is with a Game Shark cheat cartridge. However if I do find a way to get them without a Game Shark I will tell you. Anyway for all those lucky people with one here I will sone be getting some codes!!

Anyway I think there is actually more than that but those are the common ones. Some people say they have seen the CLK once without before but I would not believe them. Also the C5 is a tragic lose. The Polo I don't know what it looks like but I do know that it was removed. You can always buy a Game Shark and I will be making a huge Game Shark section! You could always just by a Calibra Touring Car because it looks and has just the same specs as the CLK. The C5 you could always buy the awesome Corvette ZR-1. The Polo I don't even know what it looks like or what its specs are.

Now you might be wondering what is RUF doing in the game. Well originally Porsche was meant to be in the game but again there was those licensing conflicts with EA. But Sony found a backdoor. RUF o sell Porsches BUT they aren't just Porsches. RUF buy them and then tune them! So RUF is considered a manufacturer! But unfortunately Ferrari don't have a tuner like that. Now remember stay tuned because all those Game Shark hackers I am going to create a whole section devoted to it but that won't be for a while till I gather every existing code but don't worry because I am currently developing it! So far I have so many codes it isn't funny! Any way it should be ready in a few weeks!!!!

Any way I also plan to make a complete prize car list as well. It will consist of all the cars you can win and all their hp etc.

Any way here are my car reviews:

Car: [R] CLK-GTR Race Car Horsepower: 592 Weight: 980 KG Specs: Down force: N/A Suspension: N/A Damper: N/A Tyre settings: N/A Racing Modifications: Done

Review:

One of the best cars in the game. Sleek and stylish it combines speed, power and agility. Even though you can only get it with a Game Shark it is highly worth it. Not much is known about the car but I have managed to find some information, the hp (I do not have a Game Shark!). And also it was Mercedes Benz's only race car! This car is such a good handling car!! It is even harder to spin out than a GT40 Race Car! But as well as good handling it is also powerful. I drove it at my friends house and it is just like an awesome Calibra Touring Car except better braking. Definitely worth it!

Car: [R] Corvette C5 Horsepower: N/A Weight: N/A Specs: Down force: N/A Suspension: N/A Damper: N/A Tyre settings: N/A Racing Modifications: N/A

Review:

Nothing is known about this car. Unlike the CLK absolutely no one I know has it! I have seen it in real life before and let me tell you it is the best looking darn car you will see! Fast and sleek and, unlike the other corvettes good handling. As I said before, the closest thing to it is the Corvette ZR-1.

Any way the best car ever!!!!!!! Car: Corvette ZR-1 (Note: you can put racing modifications on it to make it a racing car) Horsepower: 392-777 Weight: 1300kg Specs: Down force: front: 0.52 rear: 0.34 Suspension: N/A Damper: N/A Tyre settings: Normal Racing Modifications: Optional Review: Just like the C5. The best darn car ever! Put racing modifications on it and it will look like the meanest car. Equip with very sophisticated technology, if this baby doesn't tingle your taste buds than nothing will. Unlike the other two cars that I reviewed, this car you can actually buy and therefore we know most things about it. Definitely a must buy! Car: [R] Mazda RX-7 GT-C LM Edition `99 Horsepower: 556 Weight: 980kg Specs: Down force: front 0.54 rear: N/A Suspension: 0.444 Damper: 3.666 Tyre Settings: Slick Racing Modifications: Done Review: Unlike any other car I have reviewed. The reason for this is that every other car is good. This one SUCKS! Mazda have failed yet again. Trust me, no Mazda is good. Its slow, sluggish, a bad accelerator and bad handling. This car from the Mazda dealer actually costs 1,000,000 cr! It is a total waste of money. It may look good but then don't let that trick you. A piece of advice, all Mazda's are BAD!!! Now sone people might be wondering what the best dealers are well here is a rating: TVR: Rating: 7 out of 10 Not the best dealer you will find. But doesn't mean it is bad. They produce some of the best cars ever. Mazda: Rating: 2 out of 10 Bad, Bad and Bad. Anything there is bad. The only good car they have is a rare car that only appears every so often in the used car section. The RX-7 A-SPEC `96. FIAT: Rating: 0 out of 10 WORSE THAN MAZDA !!!! It is hard to believe but it's true. They don't have one good car and I'm serious. They have no quality cars. NISSAN: Rating: 10 out of 10 THE BEST! They produce probably the best car in the game the [R] R390 GT1 Race Car `97! And they also have the awesome SKYLINE.

Well you might be wondering what next. Well Its here, my GAME SHARK section !!!!!!!!

GAME SHARK CHEAT SECTION

All Gold on B-License

801ccad00400 801ccb740400 801ccc180400 801cccbc0400 801ccd600400 801cce040400 801ccea80400 801ccf4c0400 801ccff00400

All Gold on A-License

801cc4680400 801cc50c0400 801cc5b00400 801cc6540400 801cc6f80400 801cc8400400 801cc8e40400 801cc9880400 801cca3co400

All Gold on IC-Licence

Coming Soon!!

DRIVING GUIDE

Many people think they are good at driving. They are confident enough until they find out just how wrong they are. People have many strategies on how to take a corner but let me tell you that most of the time that is the slowest way to take a corner. So just how do you take a corner in the fastest possible way? Well that is what this Driving guide is for. And you just can't slide around a corner; you have to take it properly. In this guide I will be explaining how to take a corner the right way and show you which tyres are good for certain races.

Sports tyres:

Good all round tyres. They have good grip but don't tend to last as long as the Super Soft Tyres.

Hard:

Don't use them. Not even for endurance races. They last a hell of a long time but they have so little grip! Only for the experienced driver.

Good but not the best. They offer average grip and average handling, but I would not recommend them. Soft: Brilliant! They don't last as long as they could but the grip levels are outstanding! Super Soft: The best tyres! They only last a few laps but have more grip than any tyre (except the Sports tyres). Dirt Tyres: Rally tyres. Great grip and last ages. Professional tyres: Real life tyres! These are the hardest tyres. These tyres make you deal with real life conditions. Normal Tyres: When you buy a car these are the tyres it comes with. Not the best but are still good. Well these are the only tyres on offer in Gran Turismo 2. Now you need to learn how to take a corner. You must start out wide and gradually work your way in. That's right do not slide. Watch the videos in the replay theatre to see what I mean. This is the end of my guide. GameShark codes will be finished soon. This guide should only appear at... Neoseeker -----END OF GUIGE---

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