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- C O N T E N T S -

1. Revision History
2. Introduction
3. Basics
4. License Tests
 - B
 - A
 - IC
 - IB
 - IA
 - Super
5. Cars earned
6. Gameshark Codes
 - Regular
 - V1.1
7. Extra Notes
8. Frequently Asked Questions
9. Credits
10. Authors Note

1. REVISION HISTORY

Version 0.1 (1/19/00) 10:48pm PST

Got through B1-B7...yay! Sort of a beta version to see if this will work. Lets hope! Hopefully I will get gold on the rest of B by tomorrow. Anyway, if you want to contribute, e-mail me at cnick_1@hotmail.com. Send in anything that is related to the license tests. Tips for anything, even on the tests I already have done. The more, the better!

Version 0.2 (2/20/00) 9:14pm PST

Through IC-5. I got to IC-7 but I am too lazy. I will get those when I finish IC. Anyway, lots of new stuff, especially on the harder ones like A-4, and IC-4. Ill probably look over everything to make sure its pretty accurate next version.

Version 0.3 (2/22/00) 12:30pm PST

Just sort of looked over the FAQ, made sure there was no spelling errors, and added a new section to explain what License tests you should do, and not to do.

Version 0.4 (2/24/00) 12:22pm PST

Heh, watching Letterman as I type. Added the basics section, as well as some more License Tests I just got. YAY! 3 more until that 3000GT! I switched the lay out a bit more. Also, look for a lot more in the next few versions, the next one will most likely have all of IB done. I got some tips from a friend, so I wont have them done myself, but he is like a god at this game. LOL!

Version 0.5 (2/26/00) 8:25pm PST

Took out what I got for each test. Realized it was useless, and has nothing to do with this Guide. Went crazy on Friday and got through IB. IA you are next. Not sure on Super. The car is almost exactly the same as the one you buy, and a guide on doing a full lap seems too hard. Maybe Ill just put in tips for the harder turns, and tests. Like Super-7, ugh, Laguna Seca with a Viper Oreca. IA coming by Monday. Hmm, that is if I can get this version posted on GameFAQs.

Version 0.6 (2/27/00) 7:25pm PST

Got posted (finally). I was so happy I went straight to get IA done. Mission accomplished. Finally the FTO LM is mine. Muhahahahaha. I think that is it. Excuse me as I drive my FTO LM.

Version 0.7 (2/27/00) 8:21pm PST

2 versions in one day? I decided, just before I hit send, to do some more work. And considering I'm running out of things to do, I decided to create Version 0.7 (I got to get to at least 1.0). I added a hyphen line (I guess that is what you call it) to separate the tests. It should be easier to find the exact one you need now. Also went through the whole document to check spelling and spacing. Also, I put this section in the contents and is now section 1, with the intro. being section 2. For those of you are interested, I had 23 spelling mistakes, and one grammar. Next version will hopefully consist of a Super Test Guide, just on the tough turns. Maybe through the first 4. Also, added a credits section.

Version 0.8 (2/28/00) 3:02pm PST

Ack, last 2 versions were not posted. Before this post, I would write on word, and copy it to a macintosh program, simpletext. Its the equilivant of a notepad. Problem was that it had a 30k limit. After I tried this bogus program that made the file 88k (Don't ask me why). Anyway, I found something thats just like it that can hold more. Nothing new from 0.7, other then a few minor changes. Did some work on the Basics section. I hopefully will get the super tips added in on tuesday.

Version 1.00 (2/28/00) 9:04pm pst

Decided that alot of work was done, so heres version 1.00!

Added the super section. Isn't much of a section because its too difficult to add strategies for a whole lap. Anyone who has gold through IA can nail them easy. FAQ is almost done, an email wanting more direction is appreciated. I can always do more maps. By the way, added gameshark codes. I had a little problem with it, go down to section 6 for more details.

Version 1.01 (2/29/00) 4:15pm PST

Just correct some spelling, and grammar errors. Probably the last version unless I get some contributions like other tips, or even a comment on saying I need to elaborate more on a test. Added v1.1 Gameshark Codes. Also, I'm just about to build up a webpage. Nothing spectacular, just a front page, and a page with my FAQs. It will help to see how many people actually read it, I suppose.

Version 1.1 (3/1/00) 3:05pm PST

Happy March. Got some tips from Gervais Leclerc. A huge hint of Super-1 (Tahiti). Its so big you can make a crappy run, and still get gold. Also, added a new section, Extra Notes. Scroll down to learn more.

Version 1.2 (3/5/00) 9:53pm PST

Last update of the FAQ, unless I get contributions from people. Minor things corrected, like the FAQ set up, and I changed the authors note somewhat. Added a F.A.Q section.

Version 1.3 (3/15/00) 4:04pm PST

Minor changes made. Re-did the top of the FAQ, looks a bit cleaner. I also slightly change some of the license strats. Nothing major though.

Version 1.31 (3/19/00) 12:25am PST

Minor changes again. Actually its just to make my FAQs all look the same. Thats about it, and this is also the LAST version of this FAQ. Yes, you heard me correctly, my first FAQ ever published is complete. (ok, you got me I lied. I'll probably get another contribution in a week, but for now on, I won't be updating the FAQ with my own information, as I basically did everything possible).

Version 1.32 (3/22/00) 9:30pm PST

Cosmetic Changes. Just want each on my FAQs to look the same. Notice: Although it does say Last Version, you can still contribute strategies for license. Last Version just means I won't be finding and adding more information down. By the way, another low 50k FAQ...dang it. I want to add more to this, but I can't think of something. SEND IN CONTRIBUTIONS!

Version 1.35 (3/26/00) 12:44am PST

Check it out! I spent the last 4 hours trying to find how to get some real ASCII art and boo yah! Also, took out the last version thing. I've had that since V1.31 and Ive updated it twice since that, so I'll keep this FAQ open.

Version 1.35a (3/29/00) 6:14pm PST

Disclaimer problem. Fixed it. Later

Version 1.40 (4/19/00) 11:39 pm PST

Fixed disclaimer, switched lay-out to current setting. Maybe added a few things, but nothing too important.

2. INTRODUCTION

You are here for one very special reason. You are probably struggling with the license tests to get gold! Getting bronze was nothing, you want the 3000GT LM or the FTO LM! But, like most people, youre getting sick of silvers. This guide offers tips to complete gold. This will help you out. The tips displayed is what I used for guidelines. Dont expect to get gold on your 1st try after you read this. I suggest you play through some of the game first, since most of the harder tests occur in real tracks. The more practice equals better results. Have fun with these!

3. BASICS

Before you start going off getting these golds, I suggest you make sure you know the basics of doing these. Not knowing them will end with total frustration and no golds past A.

Use the DEMONSTRATION!!! I cant emphasize this enough. Use the square and circle buttons to get the correct view you want. I suggest getting the view you use when you regularly drive.

So the DEMO at least 3 times. Make sure you do it BEFORE you done the test. It gives you exactly what you need to do, and you dont want some nasty habits learned from previous attempts.

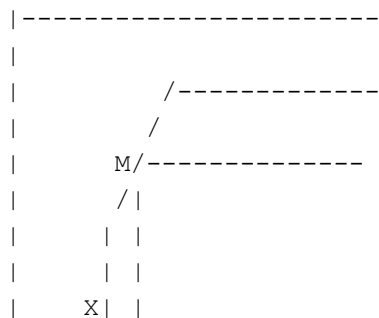
Note Heh, frustrated on one test? Ill also have to admit that when Polyphony did these demos, they were probably the first and only time they did it. Some of them consist of some of the most amazing turns and acceleration that no one can learn and do. All LUCK! Sadly, these tests end up being mostly luck, especially when you get down to missing gold by .005. But looking at these demos will give you a good idea on what to do, and thats a whole lot better then guessing.

Read Brett 'Nemesis' Franklin's or JCulbert's Guide. Both are extremely good, and will teach you basically all the skills need to do these tests (acceleration, braking, etc).

Feathering the gas means you tap the gas button. You get a small effect to what braking does, but you dont lose speed. An example for feathering is the IC-6 test, on the final turn. To take it faster, you dont have to slow down as much and you still turn without crashing.

Getting gold requires lots of experience with this game. You must know how to brake, reasonably well. And making solid turns without losing speed. I may end up adding a small drivers guide to help you out there, but Im not much of a expert there.

Cutting the apex is something I made up. Its hard to decribe, it so this crappy picture below should help.



X-Beginning of car path

M-The apex (Don't know what an apex is? Then quit playing).

4. LICENSE TESTS

Yes these are evil. Bronze is easier to get, but who bought GT2 only to give up on some great cars? This will help!

=====
=B License=
=====

Simple stuff. Very basic, and It shouldn't take you more than a 2 hours.

B - 1
Toyota Vitz F 99
FF 67 hp Required for Gold: 38.650

Fairly simple but one of the tougher ones. There is little room for error. Use automatic and cruise straight up. This takes awhile...and is very annoying. My best tip, and what I used is to break just before 35 seconds, so around 34.8-34.9. You may not get gold on you first try, but theres not much else someone can say.

B - 2
Fiat Coupe
FF 211 hp Required for Gold: 29.270

Same as B-1. Break hard just before 25 seconds. May take a few tries... adjust after each run.

B - 3
Skyline GT-R V-Spec (R34)
4WD 323 hp Required for gold: 26.8??

Again, same as the 2 before this. This is rather tough though. I needed to use MT, instead of AT. Didnt get enough speed with auto. Anyway, using MT, break at around 22.5(this is tough). Adjust after each race.

B - 4

Nissan March G# 97

FF 75hp

Required for gold:

23.7

Extremely easy, just takes a little patience. I suggest you take the first-person view, as you can stay on the red/white border edge easier. Do get gold, you must stay on there. In 1st person, it shouldn't be too tough. 1st lap consists of small right turns, but as you gain speed, you will have to hold right harder as you turn. Took me 5 tries...fairly easy.

B - 5

Impreza VRX STi VerV 99

4WD 283 hp

Required for Gold:

32.5

Longer circle, 80 meters this time. Same strategy though. Stay on the red/white border and your OK. Since the car is faster, you will have to let go of the gas sometimes. Letting go of the gas will allow you to turn back in, while using the gas will lead you out. Although the track is a circle, there is 4 main turns where you will have to left off the gas. I did this on my first try, learned a lot from my experience in B-4. I don't believe it should be much trouble.

B - 6

Mazda Demio G1-X 99

My time: 24.637

FF 96 hp

Required for Gold:

24.650

At first glance, this is tough, but in reality it's fairly simple. NO BRAKING! Use it and forget about getting gold. Follow the yellow line down the hill until you reach the turn. Turn BEFORE the yellow line does. If done correctly, you should turn right against the inside of the turn and back on the outside of the last stretch of the test. If you're having problems turning, turn at around the 10 seconds mark. Make sure, you turn from the outside, to the inside, and back to the outside.

B - 7

Integra Type R (Japan Model)

FF 194 hp

Required for Gold: 20.750

Whew, toughest one yet. Same track as B6 with a faster car. The key in this test is to follow the YELLOW line. Speed down following the line and as you begin to turn, brake, so that you are in the turn. Accelerate off, following the line and you should get gold. This is very tough because you don't want to hit the red/white part on the inside. It slows you down just long enough so that you will get 20.8s. Try turning in at the 8 seconds mark if you're having

trouble.

B - 8

Integra Type R (Japan Model)

FF 194 hp

Required for Gold: 23.310

God, I didnt think it could get much harder. Best advice is dont turn youre car like you did in the previous test. It may be the and car, but that right turn is much different. Follow the yellow line, break and turn at about 81 mph. You should slow down to only 63 or 64. Unlike previous attempts where you just used the line as a small guide, FOLLOW it exactly. Like I said, its much different then B-7 or B-6. As always, make sure you get straight fast.

B - 9

Ford Cougar

FF 172 hp

Required for Gold: 23.550

Ack, Cougars! Follow the yellow line, turn in at 63 mph. Dont follow the yellow line and no breaking! On this next turn, get as far left as you can (without slowing down), let go of the gas for a seconds and turn. You will be going to slow if you understeer or oversteer. Follow the yellow line through the finish. Not too tough.

B - 1 0

Ford Cougar

FF 172 hp

Required for Gold: 20.300

Did it on my first try. Only difference is that you have a 6 mph launch time. Its STILL, the same exact turns. Follow the yellow line, and brake in at about 77 mph. You should always be on the yellow line. After this first turn, you should lose enough speed to take the 2nd turn without letting go of the gas. Shouldn't cause you too much trouble.

=====
=A License=
=====

The A tests arent too difficult (except A-4). I warn you on A-4, god have mercy on your soul.

A - 1

Skyline GT-R Vspec (R32)

4WD 295 hp

Required for Gold: 18.800

Yay, another braking test. Break at 14 seconds. Btw, in the demo, the computer still accelerates as it breaks. Anyone know if that would affect your braking distance?

A - 2

Subaru Legacy B4 RSX 98

4WD 285 hp

Required for Gold: 21.100

I couldnt figure out really what to do, so I just followed the demo. Stay on the right, turn in at 15, break at 16.5 (ya I know). Hold onto the brake for the rest of the time. Turn in, and once you begin to turn off the track, turn back right. You should end up sideways on the finish area. Thought this one was going to be tough, but I got it within 10 tries.

A - 3

Integra Type R(Japan Model)

FF 194 hp

Required for Gold: 19.200

The Integra returns! Follow the line, and brake in a little after 5. Slow to 66, and stay inside. Tough turn to brake on, but if you brake late, you will know it because you will be laying in the dirt. Tough, but this is a piece of cake to the next one.

A - 4

Toyota Altezza RS200 98

FR 202 hp

Required for Gold: 19.300

Yikes! Brake at 100, or right after 5 seconds. Slow down to 63 or so and the rest is just like A-3. But braking is the key and this become the toughest test you have reached (so far..heh heh heh).

A - 5

Integra Type R(Japan Model)

FF 194 hp

Required for Gold: 12.600

Did it on my first try! Brake in at 4 seconds, nailing the apex with the front of you car, and never slowing down past 75. You should end up on the right side of the last part of the test, probably touching the red/white markers. Very easy! Relief after A-4.

A - 6

Toyota Altezza RS200 98

FR 202 hp

Required for Gold: 12.500

Whew, barely made it. Same test as A-5, and once again brake in at 4 seconds. Make sure youre at the right side of the road when you turn. You should end up doing the exact same thing as A-5.

A - 7

3000GT Turbo MR

4WD 302 hp

Required for Gold: 24.600

A S-turn test. Stay on the left side of the road, and brake and 107. Turn in and drive to the right side of the road to take the 2nd turn. No braking necessary. Let go of

the gas and turn in, accelerate once youre in the turn,
right before the apex.

A - 8

Toyota Supra RZ 97

FR 325 hp Required for Gold: 24.000

Exact same test from A-7. From the left side of the road,
brake at 110, and slow turn in. Accelerate once youre in
the turn well enough (shouldnt go below 65 mph.) The 2nd
turn can be done exactly like you did in A-7.

A - 9

3000GT Turbo MR

4WD 302 hp Required for Gold: 14.100

Oh, man, tough tough tough. Nice car though. Brake from the
right side of the road at 103, and accelerate thought the
apex. The key to the next part is that you need to be slow
enough not to fish-tail into the 2nd turn. Hopefully you
have enough traction that you can remain on the left side of
the road, where you can take the 2nd turn no problem,
without braking (cut through the apex). If youre fish-
tailing it, screw it. You wont get it that way.

A - 1 0

Toyota Supra RZ 97

FR 325 hp Required for Gold: 13.700

Same test as A-9. Use same braking path. Brake at 4
seconds, and everything else is exactly the same. The key
again to getting gold is that small area between the turns.

*****CONGRATULATIONS ON GETTING 1/3 OF THE GOLDS IN GT2*****

=====
=IC License=
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This is where they get tough. If you thought A was tough,
you have no clue what to expect. And it only gets harder.

IC - 1

Mazda MX-5 Miata 1.8 RS

FR 141 hp Required for Gold: 16.050

Took me 2 tries. Follow the yellow line, but turn in a
little before it does. Break at 4.5 seconds (not when you
first turn in). Accelerate through the apex and you should
end up almost driving off course. But the momentum should
bring you into perfect position to accelerate to the finish.

IC - 2

Nissan Silvia Spec R Aero

FR 244 hp Required for Gold: 15.450

Ack, same test as IC-1 but so much harder. The little sentence sums it up - 'Easy to enter but hard to exit.'
Follow the yellow line and turn in at 4 seconds. Brake a little past 4.5 seconds and slow to 60 mph. Straighten out quick and finish. That sounds so much easier than what it really is. But follow those guidelines and you should eventually be successful.

IC - 3

Camaro Z28 Coupe 97

FR 285 hp

Required for Gold: 20.200

Fairly easy to complete. Stay on the right side (Another tip: make sure you hit the red/white markers, then begin your turn. It helped me a bunch). After hitting the red/white border, turn left and brake at 7.5 roughly. Slow to 65, cross the apex. Set yourself up to the right and take the next turn by letting go of the gas. Accelerate right after you pass the apex. This is easy, but have fun with IC-4. If you're still having trouble, use those red/white markers as guides on where you need to be.

IC - 4

Camaro Z28 Coupe 97

FR 285 hp

Required for Gold: 20.200

Those walls seem to make the road a couple of feet smaller. Very tough, but you gotta do the exact same thing as in IC-3, it's just you can't get too close or you will nail the wall. Not much more I can say, but you will end up nailing that first one inside the 1st turn a couple of times. Also, the 2nd turn comes quick, so make sure you're not celebrating on doing the 1st one good.

IC - 5

Toyota Supra RZ 97

FR 325 hp

Required for Gold: 11.400

Easy. (As always, stay on the opposite side of the direction you're turning) Let go of the gas when you get 110 and turn in, cutting the apex. Do exactly the same on the 2nd turn. You should almost fly off course towards the end. You should have it done within a couple of tries.

IC - 6

Toyota Supra RZ 97

FR 325 hp

Required for Gold: 22.500

Same thing as above, just a little longer. Look above if you have a problem with that. After you take the 2nd turn, stay on the left side, and brake as you reach the turn. Slow to around 85 mph, and you should be able to accelerate out with no problem, and getting gold. If you're having some trouble getting around, feather the gas a little.

IC - 7

Toyota Celica SS-II 99

FF 182 hp

Required for Gold: 15.100

Start by moving on the right, then left. Dont let go of the acceleration as you make the right turn, so you have ample time on the sharp 180 turn at the end. Notice the left turn sign on the right side of the road? Brake from there (You should be positioned on the right side of the road). Brake to about 50, and speed out. Tough, but the next one is much tougher.

IC - 8

Honda S2000

FR 241 hp

Required for Gold: 14.600

Ack, this is amazingly tough. Do the exact as you did with IC-7, only when you take the right turn, let go of the gas before you turn (I know this is hard to do, but the demos way seems to be the only one so far.) Again, brake at the same spot, and to 50 mph.

IC - 9

Alfa 156 2.5 V6 24V

FF 195 hp

Required for Gold: 20.150

Oh, boy. Nice car though. Its one of those picky tests again. Start out by position left and turning into the right turn. You want to be outside so that you can keep youre speed above 100 mph. Going any slower and forget about it. Remember, tap while you turn right to save speed. Brake at the first gray spot on the right wall. Notice is blue, gray, blue, and so on? Brake when you hit the gray, and turn in. Speed is key here. Slower then 75 is a no no. Instead of making a sharp turn here, do youre best to tap left instead of a normal turn. You can gain speed as you turn that way. Very tough test.

IC - 1 0

Corvette Gran Sport 96

FR 333 hp

Required for Gold: 22.500

The first right turn is simple. And no, you cant do it without braking. You should slow down too much. The next right, and the 2 lefts can be taken without braking. The 2nd left should make you go on 2 wheels if you nail the red/white borders. The final turn is a pain. Brake slowly to around 50 mph, turn in, feather the gas, anything to turn the car. Its a pain, but wasnt too tough after I went through it.

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=IB License=

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Yes! Rally Races! Easy golds. Too bad theres only 2.

IB - 1

[R]Impreza Rally Car 99

4WD 476 hp

Required for Gold: 27.100

Not much I can say. Just do whatever. You should make gold on your first or 2nd try. Don't follow the demo, and you will make gold. Watch out for the hills though. Straighten the car up when you hit them.

IB - 2

[R]Lancer EvoV Rally Car 99

4WD 428 hp

Required for Gold: 19.250

Again, nothing hard. Rally tests are the easiest ones in the game. Nothing much to say. 8 more to go. Try to hit every single wall though. =)

IB - 3

Mitsubishi FTO GPX 97

FF 192 hp

Required for Gold: 25.500

First turn is rather simple. If you don't know how to take it, why are you even going for gold? Don't go below 65 mph though. Feather the gas on the 2nd turn. No problem. Sure doesn't feel like a FF car though. I spun out on a couple of occasions.

IB - 4

MSX

MR 284 hp

Required for Gold: 24.300

Almost exactly the same thing as IB-3. On the 2nd turn, brake before you turn as a MR car accelerates faster and feathering won't work. Not too difficult. Gets harder though.

IB - 5

Mustang SVT Cobra 98

FR 302 hp

Required for Gold: 17.900

Ack, toughie. Turn in at 116 mph, and brake. You should slide right into perfect position to brake in and accelerate out of the 2nd turn. Like how the game says - "Start braking while you still feel the lateral G-Force of the first turn. The key is to brake from the inside of the first turn toward the outside of the second turn." Couldn't have said it better myself.

IB - 6

Peugeot 106 1.6 Rally

FF 99 hp

Required for Gold: 19.700

Hmmm, I have no clue how I got gold. For both slalom. Heh,

anyone have a tip? Just make sure you make small turns and let go of acceleration when you turn. I basically followed the demo, so brake when you first enter. Not much I can say.

IB - 7

Skyline GT-R Vsp.(R33) 97

4WD 309 hp

Required for Gold: 19.750

OK, first off, the demo made a miracle turn on the 1st one. Try to cut the apex, without losing too much speed. Before you recover from the 1st turn, you should be braking in and make sure you feather the gas while turning. This is a Skyline, not no FTO LM. Extremely tough.

IB - 8

Honda S2000

FR 241 hp

Required for Gold: 18.650

Same thing as IB-6, only youre going much faster. Same rules apply. Dont brake.. The slaloms are further apart to deal with the faster speeds.

IB - 9

Mazda RX-7 Type RS 98

FF 192 hp

Required for Gold: 23.800

Red Rock Valley, at the end. You should be familiar with it. The small S turn can be taken without braking and is no problem. The sharp left turn. Brake in at around where the red/white border begins on the left side of the road. Slow to around 75 mph, and feather the gas as you make the turn. Its a tough to turn to make it across all the way.

IB - 10

Viper GTS

FR 463 hp

Required for Gold: 23.200

Not fun. You should notice by now that theres a small bump just before the corkscrew. You need to brake before this! If you dont youre flying into the wall for a nice looking fail. Slow down, and move straight down the corkscrew, cutting the corners (but make sure youre still on the road so you dont fail). On the left turn you make, let go for acceleration for a second, and turn in. I love that turn. You have no problem making it. Very slow turning.

*****CONGRATULATIONS ON GETTING 2/3 OF THE GOLDS IN GT2*****

=====
=IA License=
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IA consists of some tough tests, along with 3 rally courses. Although they are easy golds, the other 7 will get you

frustrated. Surprisingly, this was the easiest of the international licenses (for me).

IA - 1

Viper GTS

FR 463 hp

Required for Gold: 31.900

You have done something similar to this back in the B tests. Same rules apply. The circle really consists of 4 hard turns, and you want to stop accelerating on those turns. Always stay on the red/white marker. You are almost always turning in this. If you go past the white line in the middle, forget about getting gold.

IA - 2

TVR Griffith 500

FR 338 hp

Required for Gold: 23.900

A picky one. Speed down the hill, brake and turn in half way into the red/white markers on the left. The turn should send you straight up, on the right side of the road. This next blind turn is a toughie. As soon as you reach the red/white markers on the right, brake and turn in slowly. The turn you get should allow you to accelerate as you reach the apex. Speed is key in this one. Taking the first turn correctly is the hardest thing to do in this test.

IA - 3

MSX

MR 284 hp

Required for Gold: 30.000

This one involves almost no braking. This turn requires early braking, as the speed you gain is too much to take it. Stay on the right side of the road, and brake at 10 seconds. Turn into the apex, and feather the gas. This requires a lot of work, and its just the beginning. The next 3 turns can be taken by feathering the gas. Still, they aren't a walk in the park. They key to all 4, is to feather the gas, and cut the apex:

1st turn:

```
|-----  
|           XXXX  
|           X   XXXXX  
|           X/-----  
|           X/  
|           F |  
|           F |
```

X- Path of car.

F- Where you want to feather the gas

OK, its a little crappy, but this is the toughest turn to do, because you can lose a lot of speed. Basically you want to feather first, then turn. You gain momentum turning easier. The path after the turn is to set up for the next left turn. Same thing with that turn. The 2nd right can be

tough if you don't cut the apex sharply. If you don't, you will fly across into the grass. Have fun with it. =)

IA - 4

[R]Ford Escort Rally Car

4WD 460 hp

Required for Gold: 27.800

Rally test. All right! No skill involved. Just do whatever. Again, looking at the demo is bad!

IA - 5

[R]Escudo Pikes Peak Version

4WD 981 hp

Required for Gold: 27.000

Ok, another pretty easy one. But remember, this is the Escudo. Power, sheer power. When taking most of these turns, you are going 150 mph, so brake early on these sharp turns. Again, its rally so you have a lot of room for error.

IA - 6

Peugeot 306 S16

FF 306 hp

Required for Gold: 39.600

Same turns as IA-5. Only you are going about 100 mph slower. Nothing like IA-5, extremely easy. I can't say much more, but again, lots of room for error, but don't run into every wall.

IA - 7

[R]Alfa 155 Touring Car

4WD 544 hp

Required for Gold: 16.300

Nice car, tough test. You did the same test in IC-9, its just a faster car. Its another picky one. Brake at the point as you did in IC-8 (I hate to say the same thing so scroll up). The car is faster so feather the gas as you make that long turn to the finish. The DEMO is exactly what you want to do. Its not too hard, but you got to do everything right.

IA - 8

Jaguar XJ220 GT Race Car

MR 541 hp

Required for Gold: 22.900

Consists of the last part of Midfield Race Way. The long U-turn and be taken by feather the gas. Unlike in IC-7 and IC-8, the small right turn should not be taken without braking. Brake when you take it, and the rest is the exact same as IC-7 and IC-8. Same braking point, but you may want to make a sharper turn.

IA - 9

[R]Nissan R390 GT1 98

MR 663 hp

Required for Gold: 19.900

Same test as in IC-10, except faster car. Should brake a little early before the corkscrew and do the exact same thing. Speed is key here. Take the corkscrew as fast as possible, and feather the gas on that long left turn to the finish. Brake at about 150 mph to do it. Again not too tough, but a lot of practice is needed to precisely go down the corkscrew.

IA - 10

[R]Toyota GT-ONE 98

MR 672 hp

Required for Gold: 17.750

Love this car. Your turns should be similar to what you previously have done on IA-2. Same braking point on the right turn, as well as on the left turn. The key on this one is to turn this monster of a car. Brake to around 85 mph, turn in, feather the gas. You should just barely make the turn. Straighten up on grab the final gold.

=====
=Super License=
=====

You must do 1 full lap, and use everything you learned in B-IA to get GOLD. The rally ones are easy, Laguna Seca is just terrible.

The courses:

The cars:

Tahiti Road

[R]Rover Mini 1275S Mark 1

Seattle Circuit Full Course

Ford GT40

Smokey Mountain North Course

[R]Impreza Rally Car 99

Midfield Raceway

[R]Pennzoil Nismo GT-R GT 99

Grindelwald

Lotus Europa

Rome Circuit Full Course

Peugeot 406 Sedan

Laguna Seca Raceway

[R]Viper GTS-R Team Oreca

Tahiti Maze

[R]Lancer EvoVI Rally Car 99

Rome-Night

[R]Alda 155 Touring Car

Apricot Hill Speedway

[R]Toyota GT-ONE 99

I can't say much, but basically, play through the game before you try and attempt these. Know them well, and nothing should surprise you. Considering they are a full lap, GOLD comes pretty quick, but I also had 34% of the game done when I tried it. If people want tips on these, I suppose a later update may include some tips on how to do the tougher turns. By the way, the GT-ONE you use on test 10 is the car you win.

Tahiti Road Strategy

(By Gervais Leclerc)

Here's a trick to get gold on Special License 1 (requirement 1:13.000 on my version). Do as the demo, until the end of the third section where there is a long right curve which requires hard braking at its exit. But it's much quicker if

you take the curve full gas while sliding along the left wall. Approach the curve with you left wheels in the grass and hit the wall as late as possible. You can exit the curve at 85 mph instead of 65 for the demo. This way I have gained 1.7 second over the demo time only in the third section! If you carry your speed over the fourth section you end up nearly 2 seconds faster than the demo and get an effortless gold. First time I got gold I was having a lousy run, trailing the demo by 1.5 seconds at the second split time, but I ended up with a better time than the demo. With the above tactic my best time is 1:11.647. Without it I got 1:13.468, I guess I could get the gold in a regular way with a little more practice. But who cares? Gold is gold.

Note: Thanks again Gervais, and good luck with Rome City Night! I barely made it, myself, but barely making it on the US version doesn't live up to European Gold. Still, if you ever get tired, buy the GT-ONE 98, its almost the exact same car you get for all golds on Super.

5. CARS EARNED

I would go after B, and IA first. They have really nice cars, while the IC and Super do have good cars, they arent exactly necessary and you cant use them in much races.

B - Spoon S2000: A great car! A must have at the beginning of the game. You can save yourself a lot of trouble and money by getting this first. You can almost go through the nationals without tuning, and use the money for a 2nd great car. I suggest you grab this first, before doing any of the races.

A - Concept Car: OK car. Its fast if you can upgrade it, but it only gets up to 350 HP, and It may end up wasting your time. Although, if you upgrade this only, you can race the MR Race 3 and grab the GT40 Race Car, which is one of the best cars in the game (You need some luck not getting the GT40 in the race though, took me 3 tries)

IC - 3000GT LM: Nice powerful car. Not the same as it was in GT1, but a very mad car. Great for the power races, so guess what? You dont need to use the Escudo! I havent found much time to use it.

IB - Del Sol LM: Has some more HP than in GT1. Great car, very good overall. But it doesnt really have a chance with the FTO LM, Cerbera LM, and Concept Car LM. Still, I havent had much time to play with it.

IA - FTO LM: Beautiful car. Has great acceleration and handling, and can almost beat any car head to head (Other than the Escudo, but the Escudo just isnt a car). A must have for anyone serious in this game.

Super - GT-One LM 99: A slightly better version of the awesome GT-One you can buy for 1 million credits. I havent found much reason to get this other than its LM status, because the one you buy is almost the same. Still,

a great car.

6. GAME SHARK CODES

OK, here they are, for you cheaters. There were 2 versions on Gameshark.com, Regular and V1.1. I don't use codes, so I have no idea what they mean. Anyone want to help? For now, I'll have both on.

=====
=Regular Codes=
=====

Gold Licenses B

801cc7600400
801cc8040400
801cc8a80400
801cc94c0400
801cc9f00400
801cca940400
801ccb380400
801ccbdc0400
801ccc800400
801ccd240400

Gold Licenses A

801cc0f80400
801cc19c0400
801cc2400400
801cc2e40400
801cc3880400
801cc42c0400
801cc4d00400
801cc5740400
801cc6180400
801cc6bc0400

Gold Licenses I-C

801cbb340400
801cbbd80400
801cbc7c0400
801cbd200400
801cbdc40400
801cbe680400
801cbf0c0400
801cbfb00400
801cc0540400
801cb4280400

Gold Licenses I-B

801cb4cc0400
801cb5700400
801cb6140400
801cb6b80400
801cb75c0400

801cb8000400
801cb8a40400
801cb9480400
801cb9ec0400
801cba900400

Gold Licenses I-A

801cadc00400
801cae640400
801caf080400
801cafac0400
801cb0500400
801cb0f40400
801cb1980400
801cb23c0400
801cb2e00400
801cb3840400

Gold Super License

801ca7580400
801ca7fc0400
801ca8a00400
801ca9440400
801ca9e80400
801caa8c0400
801cab300400
801cabd40400
801cac780400
801cad1c0400

=====
=V1.1 Codes=
=====

Gold Licenses B

801ccad00400
801ccb740400
801ccc180400
801cccbc0400
801ccd600400
801cce040400
801ccea80400
801ccf4c0400
801ccff00400
801cd0940400

Gold Licenses A

801cc4680400
801cc50c0400
801cc5b00400
801cc6540400
801cc6f80400
801cc79c0400
801cc8400400
801cc8e40400
801cc9880400

801cca2c0400

Gold Licenses I-C

801cbe000400
801cbea40400
801cbf480400
801cbfec0400
801cc0900400
801cc1340400
801cc1d80400
801cc27c0400
801cc3200400
801cc3c40400

Gold Licenses I-B

801cb7890400
801cb83c0400
801cb8e00400
801cb9840400
801cba280400
801cbacc0400
801cbb700400
801cbc140400
801cbcb80400
801cbd5c0400

Gold Licenses I-A

801cb1300400
801cb1d40400
801cb2780400
801cb31c0400
801cb3c00400
801cb4640400
801cb5080400
801cb5ac0400
801cb6500400
801cb6f40400

Gold Super License

801caac80400
801cab6c0400
801cac100400
801cacb40400
801cad580400
801cadfc0400
801caea00400
801caf440400
801cafe80400
801cb08c0400

7. EXTRA NOTES

Okay, this section just has some extra interesting things about the GT2 License tests. Thanks for Gervais Leclerc,

for this info!

For example on IB-1 and IB-2 you get gold with 27.1 and 19.25 respectively. For the European Version, required times are 26.4 and 18.55. Ouch! I suppose those Rally tests aren't easy anymore. =). Lucky us. Most times are different, but A-4 requires a .5 faster time. Though I must say, this European Version sounds like a hardcore drivers dream.

Also, in his email, he stated that you can get 100%, instead of 98.2%. Very cool. That almost wants me to go import it right now.

8. FREQUENTLY ASKED QUESTIONS

Q: I can't do IC-4. What do I do?

A: Read the strategy for IC-4 =) And keep trying

Q: How long did it take you to get all gold?

A: Roughly 2 and a half months, but I really started going for them around 2/20/00, so about 2 weeks.

Q: Screw this, I'm using a gameshark.

A: Not really a question, but go ahead. This required a lot of patience and I think my controller died from so many bangings on the wall.

Q: Whats the hardest test?

A: hmmm, Super-7, Laguna Seca with the Viper Oreca. Ugh, this was harder then hell. It took me 2 hours to get it, and it was just on this test. IC-4 and A-4 were also bitches, and the 2 slaloms were extremely tough.

Q: Whats the hardest/easiest license?

A: IC or IB. Easiest was probably B, or A.

Q: Where do I get-?

A: Stop before you ask. This is a license guide. Nothing more. Check out the other FAQs to find out where you get a certain car. You won't find it here, unless its a car you get from getting all gold from licenses.

9. CREDITS

JCulbert - For his wonderful guide that got me interested in GT, and I also based my disclaimer on his (His is great and says exactly what mine did, only better).

CJAYC <gamefaqs.com> - For hosting this =)

GameShark.com - For the Codes (duh!)

Gervais Leclerc - Tip on Tahiti Road for Super License. And also brought up some interesting things with the European Game.

VFauransy - I saw how he set up the beginning of his FAQs and loved the set up, so I took his and modified it a little.

10. AUTHORS NOTE

Thanks to all who contributed so far. Feel free to submit your own strategy. Most likely, it will be added on. Also, critique the ones posted, find out if there's a problem, and the solution. All compliments, suggestions, tips, and money donations (just kidding) can be sent to cnick_1@hotmail.com

For some self-appreciation [and boasting =)] here's a list of my FAQs:
about 340k; 11 FAQs

PC and Macintosh:

Diablo Multiplayer Guide
Brood War Multiplayer Guide

Sony Playstation:

Gran Turismo 2 License Guide
Mark Henry Move List
Acolytes Move List
Chyna Move List
Steve Blackman Move list

Nintendo 64:

Hydro Thunder FAQ

Super Nintendo:

Soul Blazer walkthrough
Top Gear FAQ
Top Gear 2 FAQ

I've gotten some weird emails...so I decided to add this:

Emails I will read:

- Anything to do with the License test in GT2
- Contributions
- Compliments
- Strategies

Emails that I will throw away:

- Threats
- Idiomatic Messages
- Mail asking for this Guide to be put on their site.
- Questions on regular GT gameplay.

GRAN TURISMO 2 LICENSE GUIDE (c) 2000 CNICK

-End of FAQ-