

Gran Turismo 2 Endurance Guide

by Samy

Updated to v2.3 on Aug 24, 2000

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|_____ Gran Turismo 2 _____|
|_____ Endurance Guide _____|
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| Gran Turismo 2
|
| Version 2.3
| (Version info at the end)
| Author : Samy
| E-mail : samy171@hotmail.com
| Country : Greece
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| System : PlayStation
| Developer : Polyphony Digital
| Publisher : SCEI
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|      • This Guide is made upon the US version of the game •
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| For now, this guide can only be found at http://www.gamefaqs.com , if
| you found this guide elsewhere, please contact me as soon as possible in
| order for me to take legal measures.
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| • Introduction
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Once upon a time, in the world of video gaming, came a driving game for

the most famous console in the world. His name ? Gran Turismo ! His advantage ? Simply the best driving game, not only for console, but for every system. Its graphics, its gameplay, its soundtrack, everything was perfect. Everybody was in the right to ask if a sequel could come without disappointment. The answer came two years after the original and respond simply to the name of GT-2. Sony made THE sequel, not only Gt-2 have better graphics and better soundtrack (Garbage -I think I'm paranoid- and the Cardigans -My Favorite Game- being just great), but also enhanced Gameplay and, off course, TONS of new cars !!!

With GT-2 being so vast (big) you'll need a guide or even a walkthrough to take out the most of this baby. I managed to find a lot of Walkthroughs on the net (particularly on the best solution-gaming site around, <http://www.gamefaqs.com>) so if you're experiencing problems in the complicated world of Gran Turismo 2, just go there and read some of the great FAQs. In this guide, as you've guessed by the title, I'll talk about the Endurance section of the game, but not only, I'll also say what cars you'll have to use and where you'll find them.

Why write a guide for the endurance section of GT-2 you ask. Well, firstly, I really like this section of the game mainly because of the strategy that it requires (pit stops)and secondly, simply because I have found no FAQ for this section of the game on the net. Endurance was only composed of three races in the first GT: Grand Valley 300 Km (same as the one in GT-2) and S.S. Route 11 I&II. It is a shame that this circuit was taken off GT-2 as it was the most challenging to me. Well, the -kind- programmers made a good job with adding 4 other endurance races. This make twice much fun than in the first GT.

Enjoy this guide...

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| • About the author |
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This is my fifth overall walkthrough, but the first one made for a driving game. My other walkthroughs are : Toy Story 2, L'amerzone, Overblood 2 and Spyro 2. As you can see, I'm more involved into platform games. I'll try to do my best in order to help you sort out in the difficult (and sometimes frustrating) world of Gran Turismo number 2.

Now about me and GT-2:

I'm in day 80 with 1,421,000 Cr. (Credits) as I'm starting this guide. "Why so much money ?" may someone ask. Well you see, I want to buy a VERY expensive but also VERY good car, The Suzuki Escudo Pikes Peak Version(4WD, 981 hp, 800Kg), the only problem with this car? His Price! 2.000.000 Cr. In order to get hold of this beast. Well I'll make it... I think...

Ok, here is the status of my game as we speak:

Complete : 22.86%
Prize money TTL : 2.063.000
Total races : 71
Total Wins : 70
Avg. Wining Ratio : 98.59%
Avg. Ranking : 1.00
No. Of cars owned : 42
TTL Value of cars owned : 9.087.401 Cr.

License : S

Ok, wanna know the garage now?

- | • Skyline GTS-t Type M(R32,J) '91
- | • New Beetle GLS 2.0L (tuned up...)
- | • Sileighty(J)
- | • Mugen Accord SIR-T(J)
- | • Viper GTS
- | • Lupo 1.4
- | • Mugen Beat(J)
- | • Mazda Demio A-Spec(J) '97
- | • Mugen CR-X II(J)
- | • Vitz F(J) '99
- | • Tom's T111(J)
- | • Mugen Prelude Type-S(J)
- | • Mazda RX-7 GT-C(J) '99
- | • Clio 16V
- | • Chaser TRD Sports X30(J)
- | • Nismo 270R(J)
- | • PT Spyder
- | • TRD2000GT(J)
- | • MX-5 Miata A Spec(J)
- | • Mugen CRX III(J)
- | • Mugen Accord SIR-T(J)
- | • Tom's T020(J)
- | • © Denso Supra GT(J) '99
- | • Cobra 427 '67
- | • Phaeton
- | • Mine's Lancer Evolution V(J)
- | • Mine's R34 Skyline GT-R(J)
- | • Midget II D-Type(J)
- | • © Impreza Rally Car(J) '99
- | • © Viper GTS-R
- | • © GT90
- | • Mine's R32.5 Skyline GT-R(J)
- | • GT-R 4Door Tuned by Nismo(J)
- | • © Concept Car LM Edition
- | • © GT40 Race Car
- | • Tuscan Speed 6
- | • © Mugen NSX GT(J)
- | • © Unisia GT-R GT(J) '99
- | • ©Impreza Rally Car
- | • ZZIII(J)
- | • Tom's Supra(J)
- | • Camaro Z28 30th Anniversary '96

NOTE: © stands for [R], that means it has Racing modifications (decals).

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| • Endurance |
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| • Important Advice's |
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Before even thinking about participating in an Endurance race, you'll have to make sure you have a couple of things. In fact you wouldn't like to participate in a race with a wrong car, would you? (I'm thinking about a mini taking part in the Laguna Seca 200 Km Course... lol). So just read the following...

An endurance trophy can be either easy, or hard to win and that depends on three things:

First, and most important in my opinion, is the car you choose for the

race. In a matter of fact, a mini won't cope up with the other "monsters" in the Laguna Seca "Free hp" endurance race. So The car you choose has to be like "made" for the endurance race you have chosen and as such have to meet some criteria :- Good Acceleration

- Average top Speed (for the long circuits -think about Grand Valley!!-).

- And a good look (not necessary but it sure is more cool to play 60 laps with a viper or any ® cars than an ugly little mini or even a Daihatsu Midget II)

Now that you know what type of car you should look for, you can think of a strategy, ya know, for the tyres... So in an Endurance race, you have two possibilities: The first is when you have the most powerful of all the cars and as such you can easily get in front of the others, take 1 or 2 laps at the second car. In this case, you can pit stop whenever you like without being afraid to loose the first position. The second is when you only found a car that is just Ok. Ya know, you're first but can't manage to take a lap to the second car. In this second case, you won't have ANY other choice but to wait 'till the second car pit stops. For that, you'll have to check the little map (TURN IT ON if you haven't, you can switch it on/off in the option menu) very often and spot the car in second, when he pit stops, do a lap and pit stop too.

The third factor? Simply the driver! Not any driver can get into an endurance race. First, you'll need at least an I-B license (opens you only two tracks) an I-A will let you race on all races but it is mor _cool_ to have a S license as you won't have restriction. Note that it is not indispensable, just cool... But I'm sure you have all that, so just continue reading...

Have you noticed the four blue rectangles just above the speedometer? These are your tyres! Their color informs you about how much worn out they are. Here are the signification of these colors:

-Blue : Perfect condition (you won't see this color often, just at the start and at the pits. They last for about two or three _turns_ NOT laps)

-Green : The Ok condition. You'll have good grip. It lasts for 4 to 5 laps.

-Yellow : Here, if you're far ahead, you should think on getting in the pits. You have less grip and need more space to turn. It starts to be tricky. These last for about 3-4 laps.

-Orange : Less and Less adherence. It makes it even more difficult to turn. Pit stopping begins to be urgent. 2 to 3 laps that's all you get before the ultimate tyre condition.

-Red : You should never let your tyres get this bad! Less acceleration, less grip, greater turning space. Awful conditions. I can't say for how long this condition lasts as I always pit stopped before. It would be great to know if the tyre explodes or if you simply can't drive without not getting out of the road(very unlikely for the first one... lol).

Practical Info: Is it useful to say that, with the races having an average time of 1hour and a half, it is better not to have an appointment with your dentist or a date with your girlfriend in half an hour BUT make sure you have, at least, 1 1/2 so you can play easily in the test course and can make some break at the middle of the race!

Another good thing for you is to have some snack (particularly in the grand valley course) so you can afford the big races. A good time to make a break (pause the game), is when you've done a little more than half the laps to do. I.e. In the Grand Valley Race, make a break between the 30th and the 40th lap.

You should now have all the info needed in order to take part in an

endurance race. Read below for the learning curve to use...

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| • In the Action |
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In order to WIN the races (I presume that this is your goal otherwise you won't be reading this) you can't just take your favorite car and rush in ANY race... Like all driving games, GT-2 involves a learning curve. What that means? Simply that in the Endurance Category you'll find easy races and tough races. Below I'll just put you the races from the easier to the toughest:

- TRIAL MOUNTAIN 30 laps: With only 30 laps, this race will keep you busy for only less than an hour (my time being 50 minutes).
- APRICOT HILL 200Km: With 50 laps, this course should keep you busy for only 1 hour, maybe a little more.
- SEATTLE 100 Mile: 40 laps should keep you busy for about an hour. Fun nonetheless...
- GRAND VALLEY 300Km: This is a monster of a race -and the one that'll earn you the most of money(500.000 Cr.)- who'll keep you busy, with its 60 laps, for about 2 hours.
- S.S. ROUTE 5 All Night: Took the place of the S.S. Route 11 of the first game. Quite tough race, hard corners, long straights... This one will keep you busy.
- MILLENIUM IN ROME, 2hr ENDURANCE: Rome... beautiful city, hard circuit.
- LAGUNA SECA 200 Miles: Probably the harder circuit of the game. Be careful with that last turn...

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| • Some Tips (FAQ) |
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- What car should I use to start the game?

As you start with only 10.000 Cr, you should aim for a cheap used japanese car. I would recomend a 2nd hand Supra (Toyota) or a cheap Prelude (Honda) tuned up should make the deal. I would recomend you to pass one or 2 licenses and maybe, if you feel it right, try and get some golds in order to get a helpful good-powered car. You should try and win again and again some free or B races and try to get some money to buy some more powerful car. You should then continue that way and win lots of trophies...

- Any car that is powerful but turns smoothly?

Of course, if you have some money, you should try the ® Escudo (Suzuki) it combines the power and the good control, you won't regret the money spent on it, 2.000.000 Cr.

Another good car? The Alfa Romeo 155 Touring car!

The Subaru impreza!

Anyway, any 4WD car is good...

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| • The tracks |
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| • Trial Mountain 30 laps Laps: 30|
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License: I-B

Hp:~295

1• 150.000 Cr.

- 2• 100.000 Cr.
- 3• 50.000 Cr.
- 4• 30.000 Cr.
- 5• 20.000 Cr.
- 6• 10.000 Cr.

Bonus Car: © Denso Supra GT '99

Recommended car: New Beetle GLS 2.0L (tuned up...)

With the limited horsepower being so low, you have to take a car capable of getting ahead quickly and, most important, stay there. For that, any 4WD car should be alright, if they have the right hp. My recommended car for this course would be a New Beetle tuned up even though it is an FF car, it handles great on the tarmac. If you have a better car, then go directly to the course section, if you want a good car, not only for this endurance course, but for any race he can get on (especially the FF courses), read below...

Ok, first make sure you have some money at the bank, 100.000 Cr. should make the deal. If you don't have all this money, just try and race for those races in the special event section as you earn both money and cars (that you can sell afterwards). Now that you have enough money, go buy that New Beetle GLS 2.0L in the new car section of the Volkswagen constructor. This baby only costs 15.930 Cr. new so you'll have enough money to buy all the tuning up. So use ALL the resting money you may have into tuning it up. Take everything you think may be of some use, priority given to the turbo kits and the mufflers. Just make sure you don't exceed the 295 horsepower limit.

- If you made it right, you bought:
- Turbo Kit Stage 2
 - Racing Muffler
 - Twin Plate Clutch
 - Weight Reduction Stage 3
 - Racing Flywheel
 - Performance Chip

Now this baby should have passed from his 115 hp (not so bad) to an average 283 hp. Now you should be ready for the endurance course.

Now that you got the right car (hopefully...), you can go and test your skills in the endurance race. You know where it is right? In the Gran Turismo Foundation!

Once you're in, I would recommend you to go for a test course. Not that I'm not convinced of your skills, but as it is an Endurance course and you have a new car (maybe), it is better to go there and make a couple of laps. Your goal is to make a good time with your new car and/or, make a couple of pit stops in order for you to get use to them(when you get in, out, reduce speed, accelerate. BTW, keep the acceleration button pressed during all the pit stop as it'll provide you speed).

Go for the race when you're ready. Hopefully, with your new beetle, by the time you reach the second turn, you should already be ahead from the others and already making the difference between you and them.

With only 30 laps, I managed to finish the race in 50 minutes, and took one lap to the second, 8 to the last. Made 3 pit stops (one every 10 laps) but I think it can easily be made with 2.

*** Mail me your times along with the car you used in order for me to make a top 3 of the quickest Endurance Driver***

Trial Mountain	Total Time	Best Lap	Car Used	Driver Name
1.	0:38:67.3	N/A	Ford Focus	David

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|2.          |0:48:16.6 |1:31.626 |New Beetle 2.0L| Cei          |
|3.          |0:50:12.5 |N/A      |New Beetle 2.0L| Samy         |
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| • Apricot Hill 200 Km                               Laps: 50|
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License: I-B

Hp:~591

1• 500.000 Cr.

2• 150.000 Cr.

3• 100.000 Cr.

4• 50.000 Cr.

5• 30.000 Cr.

6• 10.000 Cr.

Bonus Car: Stratos or ® Viper GTS-R

Recommended car: ® Impreza Rally Car(J) '99

You can get lots of money on this race. Easy money one may say... One great car to use for this race (and some others too) is the ® Impreza Rally Car(J) '99. Read bellow to learn how to get it. If you have any other good proposition of car to make, just mail me...

Ah, the Impreza... A superb car to use on the S.S. Route 11 of the first GT. In the second edition of the game it really exceeds... what's more, you can get it for just 500.000 Cr. How to get all this money? Simply use the car you've just won before (® Denso Supra...) in the first race of the Gran Turismo All stars. Maybe you'll need to change the brakes of the Denso because of his relatively high speed, but it is not necessary. The Denso Supra should have no problem to undertake all the other cars in this super speedway, and what's more you win 50.000 Cr. for every win (as well as a Mine's Lancer Evolution V...). Race there 10 times and you got your Subaru. You can also undertake every competition in the Special event that has "free" horsepower as it is easy to win them with your ® Denso Supra.

If you have the 500.000 Cr., you can now go to the Subaru Constructor, found at the East City, and buy the ® Impreza Rally Car(J) '99, DON'T take the white one! The white is made for the road and as such is no good for what we want to do. When you go to the special model you'll find the Impreza with just 209 or so hp. DON'T WORRY, this car HAS in fact more than 450 hp. It seems that the game reporting 209 hp is just a glitch. Buy IT anyway!!! Now you can go on to the Endurance race!

The Apricot Hill circuit! Very challenging isn't it? It is pointless for me tell you that you have to do a test run in order to spot the pits and also the circuit as you've surely not raced on this circuit.

During the race you'll be able to use the impreza at his max (mine being 156 mph on this circuit). You won't have to break too much during the race. I can give you a tip, a shortcut that you've surely spot but I'll tell you anyway: In the last section of the circuit, you'll find a hard right-left chicane that is followed by a fast left and the start/finish straight. Well, as you have a rally car (not sure that it works with other cars), you can cut it all the way till the fast left. The good thing in doing that, is that not only don't you loose speed, but you can even gain some and go through this bend at 90-100 mph...

This course although it has 50 laps, will only take 1:15 of your time. Pit stop each time the color of the tyres go below yellow (clear orange is good to pit stop) and you shouldn't have too much troubles. I've took 2 laps to the second and 10 to the last. With the Impreza this circuit should really be a piece of cake...

*** Mail me your times along with the car you used in order for me to make a top 3 of the quickest Endurance Driver***

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/-----\  
| Apricot Hill   |Total Time   |Best Lap     |Car Used     | Driver Name |  
|-----|  
|1.              |1:09:56.0    |N/A          |® Alfa 155  | Toucan      |  
|2.              |1:11:05.1    |1:21.539    |® Impreza   | Samy        |  
|3.              |1:16:40.0    |N/A          |® Ford GT40 | David       |  
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| • Seattle 100 Mile                               Laps: 40|  
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License: I-A

Hp:~591

1• 150.000 Cr.

2• 100.000 Cr.

3• 50.000 Cr.

4• 30.000 Cr.

5• 20.000 Cr.

6• 10.000 Cr.

Bonus Car: ® Ford GT90 or Escort Rally Car

Recommended car: ® Impreza Rally Car(J) '99

Seattle... Beautiful town but difficult circuit to race in. Hopefully you've got your trusty ® Impreza to help you get out of it without too much problem.

You've got one major enemy in this race and that is the long straight that is followed by an horribly tight corner. In order not just to pass, but also to make a good lap time, you'll have to break early. The panel showing that you have only 100 meters between you and the corner is a good sign for you to break. Of course, as for every corner, you have to take a O.I.O. corner (out in out). As said by his name, you'll have to take it from the far left wall, turn smoothly inside the corner, and accelerate as you blow out of this corner. If you do this right, you should use all of the bends...

So remember: In this race the bends (red and white strips all around EVERY circuit) are very important. The breaks will be used very often, and as such you'll have a worn out of the tyres more important than in the other races. Pit stop often (at least every 12 laps) and you should finish this race ahead in just an hour. After that, you just gotta try the ® Ford GT90 (if you got it) as it is just a GREAT car!!

*** Mail me your times along with the car you used in order for me to make a top 3 of the quickest Endurance Driver***

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| Seattle        |Total Time   |Best Lap     |Car Used     | Driver Name |  
|-----|  
|1.              |1:00:91.0    |N/A          |Camaro Z28  | David       |  
|2.              |1:03:11.0    |1:29.051    |® Impreza   | Samy        |  
|3.              |N/A          |N/A          |N/A         | N/A        |  
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| • Grand Valley 300 Km                               Laps: 60|  
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License: I-A

Hp:~690

- 1• 500.000 Cr.
- 2• 150.000 Cr.
- 3• 100.000 Cr.
- 4• 50.000 Cr.
- 5• 30.000 Cr.
- 6• 10.000 Cr.

Bonus Car: ® Impreza Rally Car or ® R390 GT1 LM Race Car 97'

Recommended car: ® Impreza Rally Car(J) '99 OR ® FTO LM (Another car, recommended by david is the ® Cerbera LM. He thinks that it is a grat car to race with and don't need to pit stop often).

This is the same race as in the first game! You remember of it right? There was just three Endurance races, two being the S.S. Route 11 the third being the Grand Valley.

In the first Game I remember this was the funniest race to run on if you had the good car. With the FTO being easy to get in the first GT, if used in this race you would had blown away the competition with the power of his 4WD transmission.

On the second version of the game, the FTO LM Edition Can only be won by getting ALL GOLDS in the I-A License. I haven't managed to do this (managed to spent about an hour just to get the first test... Given up afterwards.). If you have it (the FTO LM), you'll normally have no problem to win this race. If you haven't, you'll just have to use the Impreza...

With 60 laps and the bigger (I think...) circuit of the game, you're ready for two hours of challenge. With an FTO LM, just enjoy the power of the 4WD. With the Impreza, you'll have to get a strategy or you'll just won't make it to the end of the race in the first place.

The impreza is a good car but it just lacks of top speed particularly against other cars that have something like 650 hp. In order to beat the pure power, you'll just have to make a good start and get ahead soon. Once in first position, you just gotta try and make the break between you and the others... DON'T pit stop unless the second car behind you have done so. For that, check the little map often.

The Grand Valley circuit has two major problems and these are the two U-turns. The first one comes up after a -very- long straight and is very tight. Again, O.I.O. is the best way to get rid of this corner you'll gotta use 60 times.

For the second U-turn, you'll also come with a relatively high speed and that's because of the fast corners that precedes it. O.I.O. is the key again here BUT, as you have a rally car, you can easely (if your tyres are in relatively good condition) slide all the way out of this corner if you keep the nose of the car tight inside the bend.

With 60 laps, this track kept me busy for just less than an hour (1:58) but the last 10 laps seemed just like an eternity to me. Committed big faults (got out of the road often) and really made an awful end of race. I suppose this is because of the length of this course, or maybe was it because it was very late when I rushed into this race (started at 22h15, ended at 00h30).

*** Mail me your times along with the car you used in order for me to make a top 3 of the quickest Endurance Driver***

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| Grand Valley |Total Time |Best Lap |Car Used | Driver Name |
|-----|
|1. |1:40:83.0 |N/A |® Cerbera LM | David |
|2. |1:42:12.0 |1:41.000 |®390GT1 Road | Steve |
|3. |1:58:41.8 |1:53.297 |® Impreza | Samy |
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Hp: Free

- 1• 300.000 Cr.
- 2• 200.000 Cr.
- 3• 150.000 Cr.
- 4• 100.000 Cr.
- 5• 50.000 Cr.
- 6• 10.000 Cr.

Bonus Car: ® Altezza Limited Edition or an ® Corolla Rally Car '97

Recommended car: ® Suzuki Escudo Pikes peak version

As there is no Limit to the power of the car to use on this race, the Impreza just isn't enough powerful (tried it...). So I tried my favorite fast car, the ® Denso Supra. As a matter of fact, this car is just limit in winning this race. In fact, the problem is that it is not a 4WD car. That means spinning!! I got first after about three or four corners and got some space between me and THE Toyota GT ONE that was behind me (with about 591 hp, a real nightmare...) After about 18 laps, I committed THE error that was not to do: Braked too late, too hard and as result, spinning! 'till I go back on the racing line, the GT ONE was right behind me. At the 21st lap he overtake me in a corner. Never saw him from this point and on... I given up and went to the GT all stars first race with my Supra and raced until I had enough money to buy the ® Suzuki Escudo Pikes Peak (about 2.000.000 Cr.). If you do so, you WILL NOT REGRET IT! It is just a perfect car to race in the "free hp" races (that means the three most difficult endurance races, Laguna seca, Rome and S.S. Route 5).

So take the ® Escudo and go for the Rome course. With this monster, no need to take the corners smoothly, in fact, just use the powerful engine and go for the victory without resistance. Here are some facts: with the ® Supra, the lap time vary from 1:19 to 1:24. With the ® Escudo, the lap time is from 1:09 to 1:13. If that does not convinces you, then I don't know what will do...

The Rome circuit has two main difficult corners to watch out for. The first one is in the second sector and is the U-turn (more like a V-turn, but whatever...) that is just after a, quite long, straight. Brake early (as you have a powerful escudo), as you see the panel of the 100 meters. Turn smoothly and you should get rid of this corner. In fact, you can hit the wall and keep steering right, and you'll even make a lap record as the escudo will accelerate hard out of this corner WITHOUT SPINNING (yippee, not really a viper isn't it?).

Next corner to look up, is the last one before the finishing straight. This one is really tough. Take it from the far left of the road (you can even go on the sidewalk without that affecting your speed), cut the corner to the inside and rush out of it accelerating hard.

With 99 laps, this is the longest, but not toughest, of all the endurance races. The programmers really thought this race right as even with an ® Escudo, I completed this race in just 2 hours... I don't think that the pit stops will be in any trouble for you. Personally, I made pit stops each 24-30 laps. That means something like 3-4 pit stops in the race.

*** Mail me your times along with the car you used in order for me to make a top 3 of the quickest Endurance Driver***

Rome	Total Time	Best Lap	Car Used	Driver Name
1.	1:50:37.0	N/A	® Escudo	David
2.	2:00:02.4	1.05.183	® Escudo	Jon
3.	2:00:26.1	1:09.190	® Escudo	Samy

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| • Laguna Seca 200 Miles                               Laps: 90|
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License: I-A
Hp: Free
1• 350.000 Cr.
2• 200.000 Cr.
3• 150.000 Cr.
4• 100.000 Cr.
5• 50.000 Cr.
6• 10.000 Cr.
Bonus Car: ® Celica Rally Car or ® 3000GT LM Edition '99
Recommended car: ® Escudo Pikes Peak Version

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As said before, in no limited hp races, the Escudo rules. That not only means these three endurance races, but also ALL the rally races (as the Escudo is a rally car). So just jump on your ® Escudo and go for the first place.

With the Escudo, not only should you be in the first place by the time you reach the U-turn but the others should already be far behind you searching for the road...

The Laguna Seca Raceway is a really tough circuit, particularly if you don't know it well. I would recommend you to do at least 5 laps of a test course not only to spot the hard corners and to know when to brake, but also to spot the pit stops. In fact, this is the only pit I know, that has a hard corner in it. Train and you'll eventually get this corner without saying "hello" to the wall.

You'll have to be careful at three points of this circuit and, guess what, there is one hard corner at each section of the raceway.

At the first section, off course, you'll have to be careful to the first corner, the U-turn. This corner can be either very easy, or very hard depending on the speed by witch you enter it. If you enter this corner at high speed, be assured that you'll be able to count how many grains of sand are next to the road. If taken at good speed, you can get out of this corner triumphally making a good lap time. One last thing to add: You can get this corner more inside that you think, in fact do like if it was one big road that ends at the wall. So just cut in the, what seems like, sand without loosing speed.

The second, and the most difficult, corner, by far, is the one just at the middle of the raceway. This hard chicane is at the end of an uphill so the car (as said in the licenses -IA, test 2-) will be lighter than usual. You have two solutions in order to get past this corner: Either you take it like an old grandpa and as such brake hard in order not to get out of the road(This is not quite fun, get for the second solution...^_^). The second, and funniest, solution is to go for it at full speed. The car will then either fly all the way down (if you turned hard), or will stuck in the wall but will have incredible grip as you'll go for the right turn.

The last, but not least, hard point of this raceway, is the last corner before the finishing straight. To be honest, I managed to take this corner perfect only two times during the whole race. There is just no place to move the Escudo, either you'll get it too close and hit the inside wall, or will take it too large and hit the external wall. I recommend you brake as soon as you reach the '3' Panel and stay to the right 'till you go for the inside. To be honest, you wont take it perfect often this corner. Hopefully, the others neither...

This is a relatively slow track and you'll hardly get above 195 mph. With 90 laps, you must be ready for a 2 hour race (a little less, 1:50).

Pit stop every 30 or so laps and enjoy an easy win (took 9 laps to all of the other cars but the second -8-).

*** Mail me your times along with the car you used in order for me to make a top 3 of the quickest Endurance Driver***

```
/-----\  
| Laguna Seca      |Total Time  |Best Lap    |Car Used    | Driver Name  |  
|-----|  
|1.                |1:46:15.0   |N/A         |® Denso     | David        |  
|2.                |1:48:06.6   |1:08.487   |® Escudo    | Sammy        |  
|3.                |N/A         |N/A         |N/A         | N/A          |  
\-----/
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| • End of Guide  |  
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Well, here it is, my first racing guide... 'hope you'll enjoy it, and help you of course. Do you think I should make the same thing with some other races or just let this guide like it is. Mail me your comments, help, criticism at: samy171@hotmail.com. Oh and don't forget to send me your times...

*** Mail me your times along with the car you used in order for me to make a top 3 of the quickest Endurance Driver***

NOTE: The top 3 endurance driver can be made only if you send me times for ALL the endurance races... This is why there are only two drivers here...

```
/-----\  
| Top 3           |Total |Car      | Driver Name  |  
| Endurance Driver|Time  |Used     | & e-mail     |  
|-----|  
|1.                |8:32  |® Cerbera | David < davidmeyi@yahoo.com > |  
|2.                |9:57  |® Impreza | Sammy < samy171@hotmail.com > |  
|3.                |N/A   |N/A      | N/A          |  
\-----/
```

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/~~~~~\  
| • Version Info  |  
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Version 0.1 22/06/2000

- Had the idea of writing an Endurance guide
- Main structure of the guide created

As I know how much CjayC likes COMPLETE guides, I won't post it at gamefaqs as long as it is not finished.

Version 0.2 24/06/2000

- Finished the Overlook, Intro, Important Advice's sections.
- Trial Mountain added...
- Apricot Hill added...
- Seattle added...
- Grand Valley added...
- S.S. Route 5 added...
- Version info Section created.

Version 1.2 25/06/2000

- Rome Circuit added...

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#End#

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