

Gran Turismo 2 Complete Car List & Info Database

by Dave Connoy

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Gran Turismo 2: Complete Car List & Info Database

Version 2.2--19 November 2000

Compiled by Dave Connoy

connoy@mailcity.com

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| Preface |

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Like my Complete Car List for the original Gran Turismo, this document is simply a list of all cars available in the North American version of Gran Turismo 2. Dealer figures on horsepower continue to be inaccurate (even more so than in GT), myths on what cars are/are not in the game, and confusion about the capabilities of those cars, seem to be running rampant and I think this endeavor should facilitate discussion.

Since this list is in a tabular format, nothing except a single-width font (such as Courier New) will suffice for displaying it in editors like WordPad. The latest version of this list can always be found at www.gamefaqs.com, by far the recommended source for video game FAQs and guides on the Web.

I've created a Microsoft Excel version of this list, which is available at private.addcom.de/bradley/gt2. It's up to date with version 2.0 of the text FAQ.

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| Version History |
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Version 2.2: Where have I been? Playing GT2. Not over-analyzing and stat-crunching it, but *playing* it. What a concept! No new main list material, just revisions to the Best Cars lists and FAQ section.

Version 2.1: Just when I think I'm out... they PULL ME BACK IN!!! Hidden car bonanza for this update--new section details how to get the original versions of the Hondas that were Acura-ified for the US version, and a Nissan that was left out. HUGE thanks to RogsR34UK and his code-deciphering skillz for this info. Also tuned up a few things--who knew there were two different cars called "240SX Fastback Type X '96"?

Version 2.0: Front Mission 3 fell through, so I figured I might as well complete *something*. ALL the car data is here now, the DexDrive save and Excel spreadsheet have a home, and a new statistical best/worst section is added. Done! See you come GT2K.

Version 1.5: More car data added, and some text revisions made. Added another question to the FAQ section. 2000's game release schedule is pretty dense, and I'm moving on to write a FAQ for Front Mission 3, so this document will most probably not see any more updates. It's been a

fun ride, and thanks to all who helped.

Version 1.4: Data added for most of the Nissan Skylines, and a Frequently Asked Questions section added. Further update to the status of the save file associated with this document in the "Hidden Cars" section. Excel version is still in limbo; status is in the Preface.

Version 1.3: Dumbass that I am, I didn't include the GameShark code or data for the Honda Integra Type R 98 spec, so that's been added. A few other touch-ups here and there.

Version 1.2: Added a little text to "Mysteries of the GT40". DexDrive save has been uploaded to www.gameshark.com. Got in about six hours of actual racing, so "GT2's Best Cars" lists now reflect a little more real-game experience. Honda, Mitsubishi, and Subaru now 100% complete.

Version 1.1: Small update. Corrected name of STP Viper GT; added new lists to "GT2's Best Cars" section (let the flame wars commence); added new details on [R]CLK Race Car GameShark code; added babble on GT40.

Version 1.0: Huge update. Subaru now complete save stragglers. All prize cars (including those from Endurance races) are complete. Added hidden cars to list and new "Hidden Cars" section to explain how to get them. Reorganized lists to follow a stricter ordering scheme. Since all cars are now listed, even if without statistics, we've hit version 1.0.

Version 0.7: Honda, Mazda, and Mitsubishi complete except for a few stragglers. Added Prize Car Listing and a section on GT2's best cars.

Version 0.5: Added entries for all Hondas and a lot of other missing cars. Put in the (very incomplete) missing manufacturers.

Version 0.4: First published version. Still a work in progress; everything except Honda, Mazda, Mitsubishi, Nissan, Subaru, Toyota about 90% done.

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| Introduction/Notation |
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Here I'll explain the notations used in the list.

Name: The first column contains the car's name, prefixed with a "*" if it is a prize car (obtained by winning a particular event) and/or an "[R]" for full race cars. Finally, Japan-only models are suffixed with (J). Car names are the ones used by the garage listing in the US version, typos and duplicates included.

Several entries have a "!" before them. These cars are not normally accessible in the game. See the "Hidden Cars" section at the end of the FAQ for ways of obtaining them.

Yr: This column notes the model year of the car. It may seem unnecessary, but a few cars have identical names and the model year is the easiest way to tell them apart.

DrvTrn: This column notes the car's drivetrain (using the conventions in the Gran Turismo 2 manual).

A: The aspiration of the car's unmodified engine. "N" represents normal aspiration, and "T" represents turbo. This isn't a terribly useful fact since most cars are best driven highly tuned, but I thought it mentionable.

Tuned MinHP: The minimum peak HP achievable after the car has been fully tuned. Essentially, this is the car's stock peak HP after all permanent engine modifications (engine balancing, displacement increase, and port polishing) but without any other modifications. This statistic is important to know because it dictates what races the car is eligible for *after* full tuning.

NA MaxHP: This is the peak HP after all highest-spec normal aspiration parts installed. Cars with stock turbocharging will not have this figure.

Turbo MaxHP: The peak HP after all highest-spec turbo aspiration parts installed. Normally-aspirated cars that cannot take aftermarket turbo modifications will not show this figure.

Tuned Wt.: The car's weight after all three stages of weight reduction.

Racing Wt.: The car's weight with racing modification fitted.

Why no stock figures? Since there is no "Normal" race in GT2, every car is best tuned, and the minimum tuned HP is good to know for race eligibility. The stock HP is generally about 5% below the minimum tuned HP, and dealer figures on weight are always accurate.

Miscellaneous useful information about a car will occur indented on the line below its entry.

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| Car Dealers |
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The addition of the "lost Hondas" and two Nissans brings the car total up to 600... exactly. [cue Twilight Zone music]

Japan: 408
USA: 67
Germany: 43
UK: 40
Italy: 23
France: 19

Acura

Country: USA (South City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
9 entries	Trn			MinHP	MaxHP	MaxHP	Wt.	Wt.
Acura Integra GS-R '95	95	FF	N	178	285	---	2453	----
Acura Integra GS-R	98	FF	N	178	285	---	2453	2378
Acura Integra Type-R '95	95	FF	N	205	284	362	2453	----
Acura Integra Type R	98	FF	N	208	291	370	2453	----
Acura NSX '91	91	MR	N	264	395	---	2768	2656
Acura NSX '93	93	MR	N	286	423	---	2687	----
Acura NSX '97	97	MR	N	303	430	---	2729	2619
Acura NSX Type S (J)	97	MR	N	299	453	---	2588	----
Acura NSX Type S Zero (J)	97	MR	N	299	453	---	2491	----

Alfa Romeo

Country: Italy (West City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
11 entries	Trn			MinHP	MaxHP	MaxHP	Wt.	Wt.
145 2.0 Cloverleaf	98	FF	N	157	175	335	2453	----
155 2.0 TS 16V	98	FF	N	157	270	---	2550	2447

156 2.0 TS 16V	98	FF	N	157	175	351	2451	2352
156 2.5 V6 24V	98	FF	N	205	387	463	2588	2484
166 2.0 TS 16V	98	FF	N	157	175	351	2784	----
166 2.5 V6 24V	98	FF	N	219	384	---	2923	----
166 3.0 V6 24V	98	FF	N	257	410	---	2960	----
GTV 2.0 TS 16V	98	FF	N	157	175	351	2687	2579
GTV 3.0 V6 24V	98	FF	N	257	410	---	2776	2663
Spider 2.0 TS	98	FF	N	157	175	351	2687	----
[R]155 Touring Car	95	4WD	N		544			2336

Aston Martin

Country: UK (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
4 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
=====	=====	=====	=====	=====	=====	=====	=====
DB6	FR	N	343	388	---	3040	----
DB7 Coupe	FR	N	391	429	531	3481	3339
DB7 Volante	FR	N	391	429	531	3628	3483
V8 Vantage	FR	N	598	659	726	3904	----

Audi

Country: Germany (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
6 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
=====	=====	=====	=====	=====	=====	=====	=====
A3	FF	T	154		343	2321	----
A4 2.8 quattro	4WD	N	202	342	---	2804	2691
S3	4WD	N	217	234	383	2696	----
S4	4WD	T	279		601	2960	2841
TT 1.8T quattro	4WD	T	227		397	2735	2625
[R]TT LM Edition	4WD	T			544		2138

BMW

Country: Germany (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
8 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
=====	=====	=====	=====	=====	=====	=====	=====
320Ci	FR	N	154	308	---	2824	2709
323Ci	FR	N	180	367	442	2835	2720
328Ci	FR	N	200	370	473	2872	2755
323ti Compact	FR	N	175	357	---	2608	----
328i	FR	N	200	370	---	2863	----
528i	FR	N	145	315	---	3088	----

740i	FR	N	293	421	---	4030	----
840Ci	FR	N	293	415	---	3716	----

Chevrolet

Country: USA (South City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
10 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

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Camaro Z28 '69	69	FR	N	313	432	---	3020	2899
Camaro SS '97	97	FR	N	331	613	---	3062	2938
Camaro Z28 Coupe '97	97	FR	N	303	615	---	3062	2938
*Camaro Z28 30th Anniversary '96	96	FR	N	303	615	---	3062	2938

Awarded randomly in Super Touring Car Trophy.

Corvette Sting Ray '67	67	FR	N	463	630	---	3020	2899
Corvette 427 Stingray '69	69	FR	N	460	617	---	2888	2771
Corvette Stingray '82	82	FR	N	233	395	---	2974	2854
Corvette ZR-1 '95	95	FR	N	425	642	---	3119	2993
Corvette Coupe '96	96	FR	N	351	667	---	2934	2815
Corvette Grand Sport '96	96	FR	N	351	667	---	2934	2815

Citroen

Country: France (West City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
4 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

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Saxo 1.6i VTS	FF	N	126	264	---	1895	1838
Xantia 3.0i V6 Exclusive	FF	N	201	356	---	2934	----
Xsara 1.8i 16V Exclusive	FF	N	115	131	262	2259	----
[R]Xsara Rally Car	4WD	T				378	2116

Daihatsu

Country: Japan (East City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
17 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

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Midget II D-Type (J)	FR	N	34	37	82	1155	----	
Mira TR-XX '90 (J)	90	4WD	T	64		182	1499	1452
Mira TR 4WD '98 (J)	98	4WD	T	63		190	1580	1532
Mira TX 4WD '98 (J)	98	4WD	T	63		190	1560	1512
Move CX '95 (J)	95	FF	N	56	63	88	1499	1452
Move SR-XX 2WD '97 (J)	97	FF	T	63		190	1541	1494
Move SR-XX 4WD '97 (J)	97	4WD	T	63		190	1459	1415
Move SR-XX 4WD '98 (J)	98	4WD	T	63		190	1783	1728
Move Custom 4WD '98 (J)	98	4WD	T	63		190	1803	1748
Opti Club Sport 2WD '97 (J)	97	FF	N	56	63	82	1338	1296
Opti Club Sport 4WD '97 (J)	97	4WD	N	56	63	82	1439	1395
Opti Aerodown Beex 4WD '98 (J)	98	4WD	T	63		190	1662	----

Storia CX 2WD '98 (J)	98	FF	N	61	69	174	1701	1649
Storia CX 4WD '98 (J)	98	4WD	N	61	69	174	1803	1748
Storia X4 '98 (J)	98	4WD	T	120		195	1701	1649
Terios Kid Aerodown '98 (J)	98	4WD	T	63		190	2028	----
[R]Storia Rally Car		4WD	T			427		1763

Dodge

Country: USA (South City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
15 entries	Trn			MinHP	MaxHP	MaxHP	Wt.	Wt.

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Avenger ES		FF	N	145	167	335	2665	----
Challenger	72	FR	N	303	440	---	3247	----
Charger '71	71	FR	N	404	559	---	3368	----
Intrepid ES		FF	N	237	267	505	3130	3004
Neon ACR		FF	N	157	283	---	2281	2211
Neon R/T		FF	N	157	283	---	2281	2211
Stratus ES		FF	N	108	119	371	2674	----
Viper GTS		FR	N	486	706	---	3002	2881
Viper RT/10		FR	N	486	706	---	2954	2835
*Concept Car		MR	N	227	353	---	1986	1924
Obtain gold medals in all A license tests.								
*Phaeton		FR	N	526	603	---	3139	----
Awarded in Muscle Car Cup Race 3.								
*[R]Concept Car LM Edition		MR	N		526			1984
Awarded in Convertible Car World Cup Race 3.								
[R]Viper GTS-R Team Oreca	99	FR	N		690			2535
*[R]STP Viper GT	99	FR	N		645			2601
Awarded randomly in GT500 Championship.								
*[R]Viper GTS-R		FR	N		690			2749
Awarded in Apricot Hill 200km Endurance.								

Fiat

Country: Italy (West City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
6 entries	Trn			MinHP	MaxHP	MaxHP	Wt.	Wt.

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500R	75	RR	N	23	26	138	1053	1020
500 Sporting	98	FF	N	56	63	187	1490	1444
600 (Seicento) Sporting		FF	N	56	63	187	1490	----
Barchetta		FF	N	131	246	---	2149	----
Coupe 2.0 20V Turbo		FF	T	217		391	2568	2464

Punto GT FF T 135 214 2028 1986

Ford

Country: USA (South City) Yr Drv A Tuned NA Turbo Tuned Racing
20 entries Trn MinHP MaxHP MaxHP Wt. Wt.

=====
Cougar (Mercury) XR-7 '67 67 FR N 343 558 --- 3134 ----

Cougar (Mercury) '99 FF N 181 208 512 2727 ----

Cougar 2.5i 24V FF N 181 208 512 2727 ----

Focus Ghia 2.0i Zetec FF N 131 150 388 2352 ----

Focus Zetec 1.8i FF N 116 217 256 2281 ----

Ka FF N 63 70 174 1774 1719

Mondeo Ghia X 2.5i 24V FF N 181 332 --- 2742 2632

Mustang GT '98 98 FR N 219 368 --- 2916 ----

Mustang GT '99 99 FR N 219 368 --- 2912 ----

Mustang SVT Cobra '98 98 FR N 319 460 --- 3022 2901

Mustang SVT Cobra '99 99 FR N 336 464 --- 3051 2927

Puma 1.7 Zetec-SE VCT FF N 125 252 --- 2096 2032

RS200 Rally Car 86 4WD T 393 484 2471 ----

Taurus SHO '99 99 FF N 246 364 --- 2960 2841

GT40 66 MR N 305 652 --- 2200

Wondering where the [R] went? See the "Final Rants" section.

*[R]Escort Rally Car 4WD T 460 2711

Awarded in Seattle 100 Mile Endurance.

[R]Focus Rally Car 99 4WD T 460 2711

*[R]GT40 Race Car 69 MR N 492 2200

Awarded in Mid-Engine Challenge Race 3.

*[R]GT90 MR T 716 3201

Awarded in Seattle 100 Mile Endurance.

[R]SR Widebody 99 FR N 640 2601

Honda

Country: Japan (East City) Yr Drv A Tuned NA Turbo Tuned Racing
62 entries Trn MinHP MaxHP MaxHP Wt. Wt.

=====
Accord Sedan '96 96 FF N 194 318 --- 2923 2804

Accord Wagon '96 96 FF N 194 276 --- 2843 2729

Accord SiR-T '97 (J) 97 FF N 202 339 --- 2550 2447

Accord SiR-T '98 (J) 98 FF N 202 339 --- 2550 2447

Accord Wagon SiR '98 (J) 98 FF N 210 302 --- 2804 2691

Accord Wagon 2300VTL '97 (J) 97 4WD N 175 282 --- 2843 2729

*Accord Type-R FF N 219 323 --- 2636 2530

Awarded in Luxury Sedan Cup Race 1.

*Mugen Accord SIR-T (J)	FF	N 200	301	---	2550	----
Awarded in FF Car Challenge Race 1.						
*Mugen Accord Wagon (J)	FF	N 207	279	---	2804	----
Awarded in Station Wagon Cup Race 2.						
Beat '91 (J)	91 MR	N 64	93	128	1541	1494
Beat ver.F '92 (J)	92 MR	N 64	93	128	1541	1494
Beat ver.Z '94 (J)	94 MR	N 64	93	128	1541	1494
*Mugen Beat (J)	MR	N 64	93	128	1541	----
Awarded in Light-weight "K" Cup Race 1.						
Civic Sedan '93	93 FF	N 167	239	---	2092	2028
Civic Sedan '96	96 FF	N 177	244	---	2314	2244
Civic Sedan	98 FF	N 177	244	---	2290	2220
Civic 3 Door Si '93	93 FF	N 167	239	293	1926	1867
Civic 3 Door '95	95 FF	N 177	244	299	2072	2008
Civic 3 Door Si	98 FF	N 177	244	326	2231	2162
Civic Type R '97 (J)	97 FF	N 192	266	306	2129	2065
Civic Type R '98 (J)	98 FF	N 192	266	336	2129	2065
*Mugen Ferio (J)	FF	N 175	244	---	2290	----
Awarded in '80s Sports Car Cup Race 1.						
*Mugen Civic Type-R (J)	FF	N 188	266	339	2149	----
Awarded in '80s Sports Car Cup Race 3.						
*Spoon Civic Type-R (J)	FF	N 221	250	---	1662	----
Awarded randomly in Tuned NA No.1 Cup.						
Civic CRX Si '91	91 FF	N 162	205	---	1999	1937
*Mugen CR-X II (J)	FF	N 162	205	---	2028	----
Awarded in Light-weight "K" Cup Race 3.						
del Sol S '93	93 FF	N 132	184	---	2103	2039
del Sol VGi '95 (J)	95 FF	N 135	184	---	2107	2043
del Sol Si '93	93 FF	N 172	247	---	2103	2039
del Sol SiR '95 (J)	95 FF	N 174	244	---	2231	2162
*Mugen CR-X III (J)	FF	N 174	244	---	2310	----
Awarded in Historic Car Trophy Race 1 and '80s Sports Car Cup Race 2.						
!Integra SiR-G ('95)	FF	N 184	247	---	2453	2378
!Integra SiR-G ('98)	FF	N 184	247	---	2270	2202
!Integra Type R	FF	N 205	284	362	2385	2312
!Integra Type R 98 spec	FF	N 208	291	370	2189	2123
Not normally accessible. See "Hidden Cars" section for details.						
*Mugen Integra Type-R (J)	FF	N 205	283	358	2189	----
Awarded in '80s Sports Car Cup Race 4.						
*Spoon Integra Type-R (J)	FF	N 274	312	---	1825	----
Awarded randomly in Tuned NA No.1 Cup.						
Life T '97 (J)	97 FF	N 47	54	119	1600	----
Life T '98 (J)	98 FF	N 50	57	118	1662	----
Logo TS '98 (J)	98 FF	N 93	106	191	1986	1924
!NSX '90	MR	N 286	414	---	2676	2568
!NSX Type R '92	MR	N 286	423	---	2411	2314
!NSX	MR	N 305	453	---	2729	2619
!NSX Type S	MR	N 299	444	---	2588	2484
!NSX Type S Zero	MR	N 299	444	---	2491	2389
Not normally accessible. See "Hidden Cars" section for details.						
Prelude Si '93	93 FF	N 165	279	---	2550	2447

Prelude VTEC '94	94	FF	N	220	302	---	2608	2502
Prelude '96	96	FF	N	202	318	---	2627	2522
Prelude		FF	N	205	321	---	2530	2429
Prelude Type-SH	96	FF	N	223	333	---	2707	2597
Prelude SiR S spec '98 (J)	98	FF	N	223	342	---	2491	2389
*Mugen Prelude Type-S (J)		FF	N	223	323	---	2568	----

Awarded in FF Car Challenge Race 3.

S2000	99	FR	N	253	364	---	2431	2332
*Spoon S2000 (J)		FR	N	280	308	---	2231	----

Obtain gold medals in all B license tests.

Z Turbo '98 (J)	98	4WD	T	64		184	1966	----
-----------------	----	-----	---	----	--	-----	------	------

*[R]del Sol LM Edition		MR	N		617			1962
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Obtain gold medals in all I-B license tests.

[R]Mobil 1 NSX GT '99 (J)	99	MR	N		608			2601
[R]Raybrig NSX GT '99 (J)	99	MR	N		608			2601
*[R]Mugen NSX GT (J)	98	MR	N		608			2601

Awarded in Grand Touring Car Trophy Race 2.

*[R]Mugen NSX GT '99 (J)	99	MR	N		608			2601
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Awarded randomly in Gran Turismo World League.

*[R]Takata NSX GT (J)	99	MR	N		608			2601
-----------------------	----	----	---	--	-----	--	--	------

Awarded randomly in GT500 Championship.

[R]S2000 GT1		FR	N		577			2116
--------------	--	----	---	--	-----	--	--	------

Jaguar

Country: UK (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
6 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

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XJ Sport 3.2	FR	N	252	285	509	3353	----
XJR XJR Vehicle	FR	N	405	446	551	3481	----
XK8 Coupe	FR	N	302	549	---	3168	----
XKR	FR	N	405	446	551	3216	----
XJ220 GT Race Car	MR	T	541		945	2696	2588
[R]XJR15 GT Race Car	MR	N		470			2314

Lancia

Country: Italy (West City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
6 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

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Delta HF Integrale		4WD	T	188		325	2579	----
Delta HF Integrale Collezione		4WD	T	220		473	2627	----
Delta HF Integrale Evoluzione		4WD	T	212		401	2550	2447
Y 1.2 16V		FF	N	89	105	208	1845	1787
*Stratos		MR	N	200	273	355	1986	1924

Awarded in Apricot Hill 200km Endurance.

[R]Delta S4	85	4WD	T			387		2645
-------------	----	-----	---	--	--	-----	--	------

Lister

Country: UK (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
1 entry	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
Storm V12	FR	N	627	709	---	2819	2705

Lotus

Country: UK (North City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
14 entries	Trn		MinHP	MaxHP	MaxHP	MaxHP	Wt.	Wt.
Elan S2 '64	64	FR	N	109	210	---	1291	1252
Elan S4 Sprint '71	71	FR	N	131	210	---	1406	1362
Elan S2 '90	90	FF	N	139	158	233	2021	----
Elise		MR	N	128	226	262	1397	1353
Elise 135		MR	N	139	212	243	1560	1512
Elise 111S		MR	N	150	219	254	1560	1512
Elise 190		MR	N	197	226	263	1358	1316
Motorsport Elise		MR	N	211	253	328	1419	----
Esprit Sport 350		MR	T	365		659	2550	----
Esprit V8 GT		MR	T	365		659	2707	----
Esprit V8 SE		MR	T	365		659	2707	----
*Europa		MR	N	131	236	299	1479	1432
Awarded in Historic Car Trophy Race 2.								
Elise GT1		MR	T	613		613	1825	1770
[R]Esprit GT1		MR	T			577		1984

Mazda

Country: Japan (East City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
48 entries	Trn		MinHP	MaxHP	MaxHP	MaxHP	Wt.	Wt.
Mazda 323F Coupe Type-R '93 (J)	93	FF	N	182	311	---	2431	2332
Mazda 323F S-Wagon '99 (J)	99	4WD	N	177	202	388	2568	2464
Mazda AZ-1 '91 (J)	91	MR	T	64		177	1459	----
Mazda AZ-1 A-spec '91 (J)	91	MR	T	64		177	1459	----
Mazda Cosmo Type-S '94 (J)	94	FR	T	231		417	2980	2859
Mazda Cosmo Type-E '94 (J)	94	FR	T	286		634	3216	3086
Demio LX G Package '97 (J)	97	FF	N	85	98	198	1845	1787
Demio GL '97 (J)	97	FF	N	103	118	250	1946	1887
Demio GL-X '97 (J)	97	FF	N	103	118	250	1946	1887
Demio GL-X Special '98 (J)	98	FF	N	103	118	250	1946	1887
Demio GL-X '99 (J)	99	FF	N	103	118	250	1946	1887
*Mazda Demio A-spec '97 (J)	97	FF	N	105	120	270	1662	1611
Awarded in Light-weight "K" Cup Race 2.								
MX-5 Miata '89 (J)	89	FR	N	123	205	237	1986	1924

MX-5 Miata V-Special '90 (J)	90	FR	N	123	205	237	2006	1944
MX-5 Miata S-Special '92 (J)	92	FR	N	123	182	237	2006	1944
MX-5 Miata '93 (J)	93	FR	N	135	252	296	1986	1924
MX-5 Miata S-Special '93 (J)	93	FR	N	135	252	296	2006	1944
MX-5 Miata V-Special '93 (J)	93	FR	N	135	252	296	2006	1944
MX-5 Miata 1.6 S Package '98 (J)	98	FR	N	129	147	240	2067	2003
MX-5 Miata 1.8 RS '98 (J)	98	FR	N	148	270	---	2087	2023
MX-5 Miata 1.8 VS '98 (J)	98	FR	N	148	270	---	2087	2023
*MX-5 Miata A Spec (J)		FR	N	148	270	---	2107	----
Awarded in Convertible Car World Cup Race 1.								
*MX-5 Miata B Spec (J)		FR	N	177	262	305	1986	----
Awarded randomly in Tuned NA No.1 Cup.								
*MX-5 Miata C Spec (J)		FR	N	208	239	339	2048	----
Awarded randomly in Tuned NA No.1 Cup.								

Mazda Protege 4Door Sedan '89 (J)	89	FF	N	116	132	370	2028	1966
Mazda Protege GT-X '92 (J)	92	4WD	T	181		326	2433	2358
Mazda Protege GT-R '92 (J)	92	4WD	T	214		353	2453	2378

Mazda RX-7 GT-Turbo '83 (J)	83	FR	T	171		433	2067	2003
Mazda RX-7 Cabriolet '90 (J)	90	FR	T	210		374	2727	2616
Mazda RX-7 GT-X '90 (J)	90	FR	T	210		374	2451	2352
Mazda RX-7 Infini III '90 (J)	90	FR	T	214		391	2433	2358
Mazda RX-7 Type R '91 (J)	91	FR	T	272		433	2471	2372
Mazda RX-7 Touring X '96 (J)	96	FR	T	272		467	2608	2502
Mazda RX-7 Type RB '96 (J)	96	FR	T	272		467	2471	2372
Mazda RX-7 Type RZ '96 (J)	96	FR	T	272		467	2451	2352
Mazda RX-7 A-spec '96 (J)	96	FR	T	272		493	2473	2398
Mazda RX-7 Type RB '97 (J)	97	FR	T	269		524	2471	2372
Mazda RX-7 Type RS '97 (J)	97	FR	T	269		524	2511	2409
Mazda RX-7 RS-R '97 (J)	97	FR	T	269		524	2511	2409
Mazda RX-7 Type RZ '97 (J)	97	FR	T	269		524	2451	2352
Mazda RX-7 Type RB '98 (J)	98	FR	T	269		541	2431	2332
Mazda RX-7 Type R '98 (J)	98	FR	T	285		610	2471	2372
Mazda RX-7 Type RS '98 (J)	98	FR	T	296		634	2511	2409
*Mazda RX-7 GT-C '99 (J)	99	FR	T	305		682	2511	----
Awarded in FR Car Challenge Race 3.								

[R]Amemiya RX-7 '99 (J)	99	FR	T			446		2160
[R]Mazda RX-7 A-spec LM Edition		FR	T			541		2314
[R]Mazda RX-7 GT-C LM Edition		FR	T			558		2116
*[R]Mazda RX-7 LM Edition		FR	T			551		2116
Awarded in GT Pacific League Race 2.								

Mercedes-Benz

Country: Germany (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing	
7 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.	
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A160 Avantgarde	FF	N	106	122	247	2259	----	
AMG C 43	FR	N	319	522	---	3079	----	
AMG E 55	FR	N	381	497	---	3353	----	
CLK 200 Sport	FR	N	141	162	388	2696	----	
CLK 320 Sport	FR	N	236	270	462	2932	----	

SLK 230 Kompressor FR N 202 221 424 2599 2493

![R]- - (CLK Race Car) 4WD N 539 2336

Not normally accessible. See the "Hidden Cars" section for details.

MG

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Country: UK (North City) Drv A Tuned NA Turbo Tuned Racing
1 entry Trn MinHP MaxHP MaxHP Wt. Wt.

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MGF 1.8i VVC MR N 152 244 --- 2250 2182

Mini

Country: UK (North City) Drv A Tuned NA Turbo Tuned Racing
3 entries Trn MinHP MaxHP MaxHP Wt. Wt.

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Mini 1.3 FF N 63 71 142 1459 1415

Mini Cooper 1.3i FF N 64 72 180 1459 1415

[R]Mini Cooper MK1 FF N 239 1543

Mitsubishi

Country: Japan (East City) Yr Drv A Tuned NA Turbo Tuned Racing
49 entries Trn MinHP MaxHP MaxHP Wt. Wt.

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Eclipse GS-T 97 FF T 230 400 2608 2502

FTO GR '94 (J) 94 FF N 174 252 --- 2332 2261

FTO GR '97 (J) 97 FF N 184 253 --- 2332 2261

FTO GPX '94 (J) 94 FF N 205 328 --- 2372 2299

FTO GPX '97 (J) 97 FF N 205 322 --- 2372 2299

FTO GP Version R '97 (J) 97 FF N 205 322 --- 2332 2261

Galant VR-G Touring '96 (J) 96 FF N 152 185 --- 2431 2332

Galant VR-G '99 (J) 99 FF N 148 197 --- 2431 2332

Galant VR-4 '96 (J) 96 4WD T 280 403 2903 2786

Galant Super VR4 '98 (J) 98 4WD T 270 469 2980 2859

Galant VR-4 '99 (J) 99 4WD T 280 452 2863 2749

3000GT '92 (J) 92 4WD N 231 391 --- 3236 3106

3000GT SL 95 4WD N 231 391 --- 3236 3106

3000GT SL 97 4WD N 231 391 --- 3156 3029

3000GT SL 99 4WD N 231 391 --- 3139 3013

3000GT VR-4 92 4WD T 305 676 3353 3218

3000GT MR '95 (J) 95 4WD T 293 649 3295 3163

3000GT VR-4 Turbo 95 4WD T 306 676 3353 3218

3000GT VR-4 Turbo 97 4WD T 315 695 3353 3218

3000GT Twin Turbo MR (J) 99 4WD T 315 695 3276 3143

3000GT VR-4 99 4WD T 326 719 3295 3163

Lancer Evolution II '94 (J) 94 4WD T 266 434 2451 ----

Lancer Evolution III GSR '95 (J) 95 4WD T 273 405 2471 2372

Lancer Evolution IV GSR '96 (J) 96 4WD T 283 454 2647 2539

Lancer Evolution V GSR '98 (J) 98 4WD T 305 521 2667 2559

Lancer Evolution V RS '98 (J) 98 4WD T 305 521 2471 2372

Lancer Evolution VI GSR '99 (J)	99 4WD T 316	593	2667	2559
Lancer Evolution VI RS '99 (J)	99 4WD T 316	593	2471	2372
*Mine's Lancer Evolution V (J)	4WD T 413	518	2189	----

Awarded in Gran Turismo All-Stars Race 1.

Legnum ST '97 (J)	97 FF N 152	185	---	2568	2464
Legnum ST '99 (J)	99 FF N 181	216	---	2960	2841
Legnum VR-4 type-S '97 (J)	97 4WD T 270	421	3079	2956	
Legnum Super VR4 '98 (J)	98 4WD T 270	434	3079	2956	
Legnum VR-4 type-S '99 (J)	99 4WD T 280	405	3079	2956	

Minica Dangan ZZ '90 (J)	90 4WD T 67	174	1459	----
Minica Pj '98 (J)	98 4WD T 50	145	1521	----

Mirage Cyborg R '92 (J)	92 FF N 180	229	---	2107	2043
Mirage Asti RX '96 (J)	96 FF N 180	229	---	2169	2103
Mirage Asti ZR '97 (J)	97 FF N 180	229	---	2189	2123
Mirage Cyborg-ZR '97 (J)	97 FF N 180	233	---	2149	2083
Mirage Asti RX-R '98 (J)	98 FF N 180	239	---	2169	2103

Pajero Mini VR-II '97 (J)	97 4WD T 66	177	1865	----
Pajero Mini Sport '98 (J)	98 4WD T 69	172	1904	----

[R]Taeivon FTO GT '99 (J)	99 FF T	378		2116
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*[R]FTO LM Edition	4WD T	549		2050
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Obtain gold medals in all I-A license tests.

*[R]3000GT LM Edition	4WD T	614		2821
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Obtain gold medals in all I-C license tests.

*[R]3000GT LM Edition '99	99 4WD T	689		2865
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Awarded in Laguna Seca 200 Mile Endurance.

[R]Lancer Evolution V Rally Car '98	98 4WD T	428		2270
*[R]Lancer Evolution VI Rally Car '99	99 4WD T	460		2270

Awarded in S.S. Route 5 All-Night.

Nissan

Country: Japan (East City)	Yr Drv A Tuned NA	Turbo Tuned Racing
87 entries	Trn MinHP MaxHP	MaxHP Wt. Wt.

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Cube X '98 (J)	98 FF N 83	95	188	1966	1906
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Datsun 240Z 240ZG HS30 '71 (J)	71 FR N 162	319	---	2048	1986
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300ZX 2+2	95 FR N 241	393	---	2883	2766
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300ZX 2-seater	95 FR N 241	393	---	2804	2691
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300ZX Version R 2by2 '98 (J)	98 FR N 241	393	---	2903	2786
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300ZX Version S 2seater '98 (J)	98 FR N 241	393	---	2824	2709
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!300ZX 2by2 Twin Turbo '94 (J)	94 FR T 286		634	3079	2956
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300ZX Turbo	95 FR T 286		634	3000	2879
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300ZX 2by2 Twin Turbo '98 (J)	98 FR T 285		659	3099	2974
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300ZX 2seater Twin Turbo '98 (J)	98 FR T 285		659	2980	2859
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March Super Turbo '89 (J)	89 FF T 112	123	214	1560	1512
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March G# '97 (J)	97 FF N 80	90	182	1682	1631
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Infiniti G20 2.0Te '91 (J)	91 FF N 155	292	---	2453	2378
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Infiniti G20 2.0Te '96 (J)	96	FF	N	155	291	---	2391	2319
Infiniti G20 2.0Te-V '98 (J)	98	FF	N	197	328	---	2530	2429
Primera Wagon 2.0G-V '98 (J)	98	FF	N	197	328	---	2627	2522
Pulsar GTi-R '91 (J)	91	4WD	T	237		414	2473	2398
Pulsar Serie VZ-R '97 (J)	97	FF	N	177	247	---	2270	2202
Pulsar Serie VZ-R N1 '97 (J)	97	FF	N	205	264	---	2231	2162
Silvia Q's 1800cc '88 (J)	88	FR	N	138	227	---	2209	2140
Silvia Q's 2000cc '91 (J)	91	FR	N	142	160	305	2250	2182
Silvia K's 1800cc '88 (J)	88	FR	T	177		360	2270	2202
Silvia K's 2000cc '91 (J)	91	FR	T	208		380	2372	2299
*Sileighty (J)		FR	T	208		387	2372	2299
Awarded in FR Car Challenge Race 1.								
240SX Fastback Type S '96 (J)	96	FR	N	142	160	335	2433	2358
240SX Q's '95 (J)	95	FR	N	167	191	351	2391	2319
240SX Q's Aero '97 (J)	97	FR	N	164	187	338	2411	2339
240SX Fastback Type X '96 (J)	96	FR	T	204		367	2453	2378
240SX Fastback Type X '96 (J)	96	FR	T	208		371	2473	2398
The second of these listed can be recognized by its rear spoiler.								
240SX K's '95 (J)	95	FR	T	220		397	2431	2332
240SX K's Aero '96 (J)	96	FR	T	220		394	2451	2352
240SX K's Aero '98 (J)	98	FR	T	220		439	2451	2352
Silvia Spec S '99 (J)	99	FR	N	170	190	351	2433	2358
Silvia Spec S Aero '99 (J)	99	FR	N	170	190	351	2433	2358
Silvia Spec R '99 (J)	99	FR	T	253		467	2431	2332
Silvia Spec R Aero '99 (J)	99	FR	T	253		467	2431	2332
*Nismo 270R (J)		FR	T	276		432	2431	----
Awarded in FR Car Challenge Race 2.								
Skyline GT-R KPGC10 '71 (J)	71	FR	N	167	231	339	2231	2162
Skyline 2000 RS-X DR30 '84 (J)	84	FR	T	190		421	2504	2427
Skyline GTS-R R31 '87 (J)	87	FR	T	216		421	2627	2522
Skyline GTS25 Type S R32 '91 (J)	91	FR	N	200	318	---	2471	2372
Skyline GTS-t Type M R32 '91 (J)	91	FR	T	220		384	2471	2372
Skyline GTS4 R32 '91 (J)	91	4WD	T	220		384	2784	2671
Skyline GTS25t Type M R33 '96 (J)	96	FR	T	253		434	2667	2559
Skyline 25GT Turbo R34 '98 (J)	98	FR	T	285		469	2764	2652
Skyline 280 Type MR (J)		4WD	T	305		551	2748	2636
Skyline GT-R R32 '89 (J)	89	4WD	T	309		637	2804	2691
SKyline GT-R NISMO R32 '90 (J)	90	4WD	T	309		637	2943	2824
Skyline GT-R R32 '91 (J)	91	4WD	T	309		637	2903	2786
Skyline GT-R Vspec R32 '93 (J)	93	4WD	T	309		637	2943	2824
Skyline GT-R Vspec II R32 '94 (J)	94	4WD	T	309		637	2943	2824
Skyline GT-R R33 '95 (J)	95	4WD	T	323		675	3000	2879
Skyline GT-R Vspec R33 '95 (J)	95	4WD	T	323		662	3020	2899
Skyline GT-R R33 '97 (J)	97	4WD	T	323		662	3000	2879
Skyline GT-R Vspec R33 '97 (J)	97	4WD	T	323		662	3020	2899
Skyline GT-R 4Door R33 '97 (J)	97	4WD	T	308		716	3059	----
Skyline GT-R R34 '99 (J)	99	4WD	T	339		774	3020	2899
Skyline GT-R V-spec R34 '99 (J)	99	4WD	T	339		774	3059	2936
*GT-R 4Door Tuned by Nismo (J)		4WD	T	302		637	3059	----
Awarded in Luxury Sedan Cup Race 3.								
*Mine's R32.5 Skyline GT-R (J)		4WD	T	618		677	2943	----
Awarded in 4WD Challenge Race 3.								
*Mine's R33 Skyline GT-R (J)		4WD	T	618		683	3020	----

Awarded randomly in Tuned Turbo Car No.1 Cup.						
*Mine's R34 Skyline GT-R (J)	4WD T 618	683	3020	----		
Awarded in Gran Turismo All-Stars Race 2.						
*Nismo 400R (J)	4WD T 408	642	3040	2916		
Awarded randomly in Tuned Turbo Car No.1 Cup.						
*Nismo 400R Preceding Model (J)	4WD T 408	640	3040	----		
Awarded in 4WD Challenge Race 2.						
Stagea RS Four V '97 (J)	97 4WD T 246	439	3176	3048		
Stagea 25t RS Four V '98 (J)	98 4WD T 308	463	3236	3106		
Stagea Autech Ver. 260RS '97 (J)	97 4WD T 298	627	3373	3236		
Stagea Autech Ver. 260RS '98 (J)	98 4WD T 298	627	3373	3236		
*Stagea 260RS Tuned by Nismo (J)	4WD T 355	600	3373	----		
Awarded in Station Wagon Cup Race 3.						
Sunny VZ-R '98 (J)	98 FF N 177	244	---	2391	2319	
Nismo GT-R LM Road Car R33 (J)	FR T 315	690	3099	2974		
R390 GT1 Road Car '98	98 MR T 388	837	2391	----		
*R390 GT1 Road Car '97	97 MR T 364	833	2028	----		
Awarded in Gran Turismo All-Stars Race 5.						
*[R]Nissan 300ZX GT '97 (J)	97 FR T	672		2601		
Awarded in GT Pacific League Race 1.						
*[R]R390 GT1 LM Race Car '97	97 MR T	633		2204		
Awarded in Grand Valley 300km Endurance.						
*[R]R390 GT1 LM Race Car '98	98 MR T	663		2601		
Awarded randomly in Gran Turismo World League.						
*[R]Daisin Silvia GT '99 (J)	99 FR T	413		2160		
Awarded in Grand Touring Car Trophy Race 1.						
*[R]Zanavi Silvia GT '99 (J)	99 FR T	413		2160		
Awarded randomly in GT300 Championship.						
*[R]Drag 180SX (J)	FR T	1011		2160		
Awarded in GT Pacific League Race 3.						
*[R]Skyline Silhouette Formula R30	FR T	555		2116		
Awarded in '80s Sports Car Cup Race 5.						
*[R]Kure R33 GT '97 (J)	97 4WD T	670		2601		
Awarded in GT Euro League Race 3.						
*[R]Zexel Skyline GT '97 (J)	97 4WD T	670		2601		
Awarded in GT Euro League Race 2.						
[R]Pennzoil GT-R GT '99 (J)	99 4WD T	702		2601		
*[R]Arta GT-R GT '99 (J)	99 4WD T	702		2601		
Awarded randomly in GT500 Championship.						
*[R]Calsonic GT-R GT '99 (J)	99 4WD T	702		2601		
Awarded randomly in Gran Turismo World League.						
*[R]Unisia GT-R GT '99 (J)	99 4WD T	702		2601		
Awarded in Grand Touring Car Trophy Race 3.						
*[R]R33 Drag GT-R (J)	4WD T	1011		2821		
Awarded randomly in Tuned Turbo Car No.1 Cup.						

Opel

Country: Germany (North City) Yr Drv A Tuned NA Turbo Tuned Racing
6 entries Trn MinHP MaxHP MaxHP Wt. Wt.

Astra SRi 2.0i 16V	FF	N	142	160	305	2438	2363
Corsa Sport 1.6i 16V	FF	N	108	122	219	2070	----
Tigra 1.6i	FF	N	108	236	236	2092	2028
Vectra GSi 2.5 V6	FF	N	202	321	---	2705	2594
[R]Calibra Touring Car	98	4WD	N		555		2336
[R]Tigra Ice Race Car	98	4WD	N		524		2094

Peugeot

Country: France (West City) Drv A Tuned NA Turbo Tuned Racing
7 entries Trn MinHP MaxHP MaxHP Wt. Wt.

106 1.6 Rallye	FF	N	106	187	---	1825	1770
106 1.6 S16	FF	N	132	208	---	1946	1887
206 S16	FF	N	142	162	372	2189	2123
306 S16	FF	N	180	309	---	2352	2279
406 3.0 V6 Coupe	FF	N	202	367	---	2859	----
406 Sedan	FF	N	145	319	---	2727	2616
[R]206 Rally Car	4WD	T			460		2711

Plymouth

Country: USA (South City) Yr Drv A Tuned NA Turbo Tuned Racing
5 entries Trn MinHP MaxHP MaxHP Wt. Wt.

Cuda '70	70	FR	N	303	440	---	3194	----
GTX	67	FR	N	447	588	---	3143	----
Muscle Car	71	FR	N	446	588	---	3238	----
Superbird	70	FR	N	447	588	---	3417	----
*PT Spyder		MR	N	231	249	---	2484	----
Awarded in Muscle Car Cup Race 1.								

Renault

Country: France (West City) Drv A Tuned NA Turbo Tuned Racing
5 entries Trn MinHP MaxHP MaxHP Wt. Wt.

Clio 16V	FF	N	112	126	---	2220	----
Clio Sport V6	MR	N	262	295	505	2451	2376

Laguna V6	FF	N	202	380	---	2883	2766
Megane 2.0 16V Coupe	FF	N	151	293	---	2372	2299
[R]Espace F1	MR	N		818			2865

RUF

Country: Germany (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
8 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

RUF BTR2	RR	T	437		536	2843	----
RUF BTR TypeI	RR	T	381		628	2411	----
RUF BTR TypeII	RR	T	413		512	2431	----
RUF CTR2	4WD	T	532		620	2707	----
RUF CTR2 Sport	4WD	T	551		656	2687	----
RUF CTR Yellow Bird	RR	T	482		598	2433	----
RUF RCT	RR	T	391		655	2746	----
RUF Turbo-R	4WD	T	551		656	2923	----

Shelby

Country: USA (South City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
5 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

*Cobra 427 '67	67	FR	N	449	617	---	2164	----
Awarded in Muscle Car Cup Race 2.								
GT350 '66	66	FR	N	322	551	---	2491	2389
GT500 '68	68	FR	N	378	607	---	3174	----
Series 1		FR	N	338	571	---	2436	----
[R]Cobra Coupe '65	65	FR	N		388			2299

Subaru

Country: Japan (East City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
42 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

Subaru 360	69	RR	N	37	43	142	861	---
Forester S/tb '97 (J)	97	4WD	T	254		383	2647	2539
Impreza Wagon '94 (J)	94	4WD	T	266		393	2511	2409
Impreza Wagon '96 (J)	96	4WD	T	250		381	2530	2429
Impreza Wagon '97 (J)	97	4WD	T	276		388	2530	2429
Impreza Wagon '98 (J)	98	4WD	T	264		401	2550	2447
Impreza Wagon STi versionII '95 (J)	95	4WD	T	264		390	2511	2409

Impreza Wagon STi versionIII '96 (J)	96	4WD	T	279	403	2550	2447	
Impreza Wagon STi Ver.IV '97 (J)	97	4WD	T	291	429	2608	2502	
Impreza Wagon STi Ver.V '98 (J)	98	4WD	T	293	472	2568	2464	
Impreza Wagon STi Ver.VI '99 (J)	99	4WD	T	305	490	2568	2464	
Impreza Sedan '94 (J)	94	4WD	T	223	364	2491	2389	
Impreza Sedan WRX '96 (J)	96	4WD	T	280	375	2451	2352	
Impreza Sedan '97 (J)	97	4WD	T	273	374	2451	2352	
Impreza Sedan '98 (J)	98	4WD	T	273	383	2491	2389	
Impreza Sedan STi versionII '95 (J)	95	4WD	T	273	377	2431	2332	
Impreza Sedan STi versionIII '96 (J)	96	4WD	T	279	403	2451	2352	
Impreza Sedan STi Ver.IV '97 (J)	97	4WD	T	291	429	2451	2352	
Impreza Sedan STi Ver.V '98 (J)	98	4WD	T	293	472	2491	2389	
Impreza typeRA STi Ver.VI '99 (J)	99	4WD	T	291	466	2431	2332	
Impreza Sedan STi Ver.VI '99 (J)	99	4WD	T	305	490	2491	2389	
Impreza typeR STi Ver. '96 (J)	96	4WD	T	279	403	2431	2332	
Impreza typeR STi Ver.IV '97 (J)	97	4WD	T	291	429	2431	2332	
Impreza typeR STi Ver.V '98 (J)	98	4WD	T	293	472	2471	2372	
Impreza typeR STi Ver.VI '99 (J)	99	4WD	T	305	490	2471	2372	
Impreza 22B STi Version '98 (J)	98	4WD	T	306	531	2491	2389	
Legacy Sports RS '93 (J)	93	4WD	T	273	417	2687	2579	
Legacy Wagon GT '93 (J)	93	4WD	T	273	417	2727	2616	
Legacy Sedan RS '96 (J)	96	4WD	T	285	454	2707	2597	
Legacy Wagon GT-B '96 (J)	96	4WD	T	285	454	2804	2691	
Legacy Wagon GT-B '97 (J)	97	4WD	T	285	454	2804	2691	
Legacy Wagon GT-B '98 (J)	98	4WD	T	293	516	2903	2786	
Legacy B4 RSK '98 (J)	98	4WD	T	296	490	2764	2652	
Pleo RS '98 (J)	98	FF	N	64	70	184	1743	----
Pleo RM '98 (J)	98	4WD	N	64	69	187	1865	----
SVX Lsi '95	95	4WD	N	244	383	---	3176	3048
SVX S4 '95 (J)	95	4WD	N	244	383	---	3119	2993
Vivio RX-R '97 (J)	97	4WD	N	64	70	174	1541	1494
Vivio RX-RA '97 (J)	97	4WD	N	64	70	174	1521	1474
[R]Cusco Impreza GT '99 (J)	99	FR	T			453		2160
[R]Impreza Rally Car '99 (J)	99	4WD	T			476		2711
*[R]Impreza Rally Car		4WD	T			404		2160
Awarded in Grand Valley 300km Endurance.								

Suzuki

Country: Japan (East City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
13 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
=====								
Alto Works RS/X '90 (J)	90	4WD	T	64		187	1439	1395
Alto Works Limited '97 (J)	97	4WD	T	64		170	1439	1395
Alto Works RS/Z '97 (J)	97	4WD	T	64		187	1439	1395
Alto Works RS/Z '98 (J)	98	4WD	T	64		182	1459	1415
Capcino '95 (J)	95	FR	T	64		187	1419	1375
Kei S '98 (J)	98	4WD	T	64		184	1541	----

Selvo Mode SR-Four '90 (J)	90	4WD	N	66	73	115	1397	----
Wagon R Turbo RT/S '95 (J)	95	4WD	T	60		155	1662	1611
Wagon R Aero RS '97 (J)	97	4WD	T	64		187	1622	1571
Wagon R Column FT '97 (J)	97	4WD	T	64		170	1662	1611
Wagon R RR '98 (J)	98	4WD	T	64		184	1662	1611

[R]Cultus Pikes Peak Version (J)		4WD	T			786		1924
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[R]Escudo Pikes Peak Version (J)		4WD	T			981		1763
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Tommy kaira

Country: Japan (East City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
8 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

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m13 StageII (J)		FF	N	92	105	182	1682	----
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M30 GTS '87 (J)	87	FR	N	263	293	408	2764	----
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M30 GTS-R '91 (J)	91	FR	N	292	331	649	2550	----
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Tommykaira R '95 (J)	95	4WD	T	427		655	3000	----
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Tommykaira R '99 (J)	99	4WD	T	380		665	3020	----
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ZZ-S Coupe (J)		MR	N	200	229	279	1358	1316
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*ZZIII (J)		MR	N	197	223	276	1358	----
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Awarded in Pure Sports Car Cup Race 2.

*[R]ZZII (J)		MR	T			588		2248
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Awarded in Gran Turismo All-Stars Race 4.

Toyota

Country: Japan (East City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
82 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.

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2000GT GT '68	68	FR	N	162	226	325	2321	2250
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Lexus IS		FR	N	165	262	355	2568	2464
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Lexus IS 200		FR	N	168	279	385	2627	2522
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Altezza RS200 '98 (J)	98	FR	N	216	306	414	2627	2522
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Altezza 280T Tuned by Tom's (J)		FR	T	277		411	2627	2522
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*Angel T01 (J)		MR	N	164	244	---	1419	----
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Awarded in Pure Sports Car Cup Race 1.

Lexus GS 300	97	FR	N	244	407	---	3156	3029
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Lexus GS 400		FR	N	315	421	---	3284	3152
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Aristo 3.0V '91 (J)	91	FR	T	296		545	3295	3163
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Aristo V300 '97 (J)	97	FR	T	316		703	3295	3163
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Caldina GT-T '97 (J)	97	4WD	T	267		385	2824	2709
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Celica '84	84	FR	N	175	357	---	2504	2427
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Celica GT-R '91 (J)	91	FF	N	174	263	---	2453	2378
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Celica '96	96	FF	N	190	285	---	2433	2358
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Celica '97	97	FF	N	190	312	---	2453	2378
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Celica Elegant Version '99 (J)	99	FF	N	195	264	---	2310	2239
Celica Mechanical Version '99 (J)	99	FF	N	195	284	---	2310	2239
Celica SS-II '99 (J)	99	FF	N	195	284	---	2310	2239
*XYR '99	99	FF	N	195	221	---	2310	----
Awarded in Historic Car Trophy Race 3.								
Celica GT-Four '88 (J)	88	4WD	T	188		346	2647	2539
Celica GT-Four '91 (J)	91	4WD	T	229		374	2746	2636
Celica GT-Four RC '91 (J)	91	4WD	T	241		411	2746	2636
Celica GT-Four '95 (J)	95	4WD	T	259		464	2707	2597
Chaser Tourer S '96 (J)	96	FR	N	207	231	341	2746	2636
Chaser Tourer V '96 (J)	96	FR	T	286		450	2883	2766
*Chaser TRD Sports X30 (J)		FR	T	326		677	2883	2766
Awarded in Luxury Sedan Cup Race 2.								
Levin GT-APEX TypeI '83 (J)	83	FR	N	133	198	260	1876	1818
Trueno GT-APEX TypeI '83 (J)	83	FR	N	133	198	260	1876	1818
Levin GT-APEX TypeII '85 (J)	85	FR	N	133	198	260	1876	1818
Trueno GT-APEX TypeII '85 (J)	85	FR	N	133	198	260	1876	1818
Levin BZG '96 (J)	96	FF	N	182	256	---	2067	2003
Trueno BZG '96 (J)	96	FF	N	182	256	---	2067	2003
Levin BZR '98 (J)	98	FF	N	182	256	---	2189	2123
Trueno BZR '98 (J)	98	FF	N	182	256	---	2189	2123
*Tom's T111 (J)		FF	N	182	286	---	2067	----
Awarded in FF Car Challenge Race 2.								
Corona Exiv 200GT '96 (J)	96	FF	N	190	302	---	2433	2358
Mark II Tourer S '92 (J)	92	FR	N	190	212	346	2687	2579
Mark II Tourer V '92 (J)	92	FR	T	283		427	2843	2729
MR2 1600G-Limited '86 (J)	86	MR	N	142	152	279	2149	2083
MR2 G-Limited '96 (J)	96	MR	N	180	299	---	2431	2332
MR2 G-Limited '98 (J)	98	MR	N	208	315	---	2473	2398
MR Spider '96 (J)	96	MR	N	208	315	---	2493	----
MR2 GT-S '96 (J)	96	MR	T	259		460	2511	2409
MR2 GT-S '98 (J)	98	MR	T	276		506	2491	2389
*Tom's T020 (J)		MR	N	244	361	---	2473	----
Awarded in Mid-Engine Challenge Race 2.								
*TRD2000GT (J)		MR	T	276		506	2530	----
Awarded in Mid-Engine Challenge Race 1.								
MR-S S Edition '99 (J)	99	MR	N	144	162	254	1966	1906
*MR-S Show Version '97 (J)	97	MR	N	144	162	---	1966	----
Awarded in Convertible Car World Cup Race 2.								
PRIUS '97 (J)	97	FF	N	63	63	---	2733	----
Lexus SC 300	96	FR	N	244	360	571	3040	2916
Lexus SC 400		FR	N	305	417	---	3251	3121
Soarer 2.5GT-T '95 (J)	95	FR	T	283		418	3079	2956
Soarer 2.5GT-T VVT-i '96 (J)	96	FR	T	284		427	3059	2936
Starlet 3 Door Turbo S '82 (J)	82	FF	N	73	174	---	1439	1395
Starlet 3 Door Turbo S '87 (J)	87	FF	T	103		223	1600	1552
Starlet Glanza V '96 (J)	96	FF	T	138		236	1865	1807
Starlet Glanza V '98 (J)	98	FF	T	138		227	1926	1867
Supra '96	95	FR	N	229	387	---	2804	2691

Supra '97	97 FR N 229	387	---	2843	2729
Supra SZ-R '97 (J)	97 FR N 231	387	---	2843	2729
Supra Turbo '93	93 FR T 244			423	3040 2916
Supra Twinturbo-R '91 (J)	91 FR T 283			443	2980 2859
Supra Turbo '96	96 FR T 306			657	2923 2804
Supra Turbo '97	97 FR T 309			665	2960 2841
Supra RZ '97 (J)	97 FR T 338			741	2960 2841
*Tom's Supra (J)	FR T 322			751	2960 ----
Awarded randomly in Super Touring Car Trophy.					
*TRD3000GT (J)	FR T 332			710	2960 2841
Awarded randomly in Super Touring Car Trophy.					
Vitz F '99 (J)	99 FF N 71	80		191	1662 1611
GT-ONE Road Car '98	98 MR T 593			975	1984 ----
*[R]Altezza LM Edition	FR T			590	2270
Awarded in "Millenium In Rome" 2hr Endurance.					
*[R]Weds Celica GT '99 (J)	99 FF T			394	3042
Awarded randomly in GT300 Championship.					
*[R]Celica Rally Car	4WD T			569	2116
Awarded randomly in Laguna Seca 200 Mile Endurance.					
[R]Corolla Rally Car '98	98 4WD T			420	2645
*[R]Corolla Rally Car '97	97 4WD T			397	2645
Awarded randomly in "Millenium In Rome" 2hr Endurance.					
*[R]GT-ONE Race Car '98	98 MR T			672	1984
Awarded randomly in Gran Turismo World League.					
*[R]GT-ONE Race Car '99	99 MR T			672	1984
Obtain gold medals in all Super License tests.					
*[R]Momo MR2 GT '99 (J)	99 MR T			374	2843
Awarded randomly in GT300 Championship.					
*[R]Castrol Supra GT '96 (J)	96 FR T			685	2535
Awarded in GT Euro League Race 1.					
[R]Castrol Supra GT '99 (J)	99 FR T			686	2535
*[R]Cerumo Supra GT '99 (J)	99 FR T			686	2535
Awarded randomly in GT500 Championship.					
*[R]Denso Supra GT '99 (J)	99 FR T			686	2535
Awarded in Trial Mountain 30 Lap Endurance.					
*[R]BP Trueno GT '99 (J)	99 FR T			358	2039
Awarded randomly in GT300 Championship.					

TVR

Country: UK (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
11 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
=====							
Cerbera Speed 6	FR	N	367	541	---	2290	2220
Cerbera 4.2	FR	N	378	571	---	2231	2162
Cerbera 4.5	FR	N	453	564	---	2231	2162
Chimaera 4.0	FR	N	247	439	---	2149	----

Chimaera 4.5	FR	N	299	477	---	2149	----
Chimaera 5.0	FR	N	333	528	---	2149	----
Griffith 500	FR	N	357	564	---	2149	2083
Griffith Blackpool B340 (J)	FR	N	351	569	---	2149	2083
*Tuscan Speed 6	FR	N	383	551	---	2149	2083
Awarded in Pure Sports Car Cup Race 3.							
*Speed 12	FR	N	807	807		1926	1867
Awarded in Gran Turismo All-Stars Race 3.							
*[R]Cerbera LM Edition	FR	N		624			1962
Awarded in S.S. Route 5 All-Night.							

Vector

Country: USA (South City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
3 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
=====							
M12	MR	N	516	634	---	3209	----
Wiegert Vector W8 Twin Turbo	MR	T	659		758	3040	----
[R]M12 LM Edition	MR	N		679			2557

Venturi

Country: France (West City)	Yr	Drv	A	Tuned	NA	Turbo	Tuned	Racing
3 entries		Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
=====								
Atlantique 300		MR	T	216		631	2451	----
Atlantique 400GT		MR	N	423	459	476	2332	2261
[R]Atlantique 600 LM	95	MR	T			705		2116

Volkswagen

Country: Germany (North City)	Drv	A	Tuned	NA	Turbo	Tuned	Racing
8 entries	Trn		MinHP	MaxHP	MaxHP	Wt.	Wt.
=====							
Golf IV GTI	FF	N	129	269	305	2491	2389
Golf IV 2.3 V5	FF	N	155	175	349	2517	2416
Golf IV V6	FF	N	155	175	349	2517	2416
Golf IV GTI 1.8T	FF	T	157		384	2506	2429
Lupo 1.4	FF	N	78	86	175	1750	1697
New Beetle GLS 2.0L	FF	N	119	135	370	2462	2363
!- - (Polo 1.4 16V)	FF	N	103	118	182	2078	----
Not normally accessible. See the "Hidden Cars" section for details.							
[R]New Beetle GT	4WD	T			449		2116

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| Prize Car Listing |

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License Tests

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B License

Honda Spoon S2000

A License

Dodge Concept Car

I-C License

[R]Mitsubishi 3000GT LM Edition

I-B License

[R]Honda del Sol LM Edition

I-A License

[R]Mitsubishi FTO LM Edition

Super License

[R]Toyota GT-ONE Race Car '99

Gran Turismo League

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GT Euro League

Race 1: [R]Toyota Castrol Supra GT '96

Race 2: [R]Nissan Zexel Skyline GT '97

Race 3: [R]Nissan Kure R33 GT '97

GT Pacific League

Race 1: [R]Nissan 300ZX GT '97

Race 2: [R]Mazda RX-7 LM Edition

Race 3: [R]Nissan Drag 180SX

Gran Turismo World League (prize car awarded randomly)

[R]Honda Mugen NSX GT '99

[R]Nissan Calsonic Skyline GT '97

[R]Nissan R390 GT1 LM Race Car '98

[R]Toyota GT-ONE Race Car '98

Special Events

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FF Car Challenge

Race 1: Honda Mugen Accord SIR-T

Race 2: Toyota Tom's T111

Race 3: Honda Mugen Prelude Type-S

FR Car Challenge

Race 1: Nissan Sileighty
Race 2: Nissan Nismo 270R
Race 3: Mazda RX-7 GT-C '99

Mid-Engine Challenge

Race 1: Toyota TRD2000GT
Race 2: Toyota Tom's T020
Race 3: [R]Ford GT40 Race Car

4WD Challenge

Race 1: Subaru Legacy Wagon GT-B '96
Race 2: Nissan Nismo 400R Preceding Model
Race 3: Nissan Mine's R32.5 Skyline GT-R

Light-Weight "K" Cup

Race 1: Honda Mugen Beat
Race 2: Mazda Demio A-spec '97
Race 3: Honda Mugen CR-X II

Compact Car World Cup

Race 1: Toyota Vitz F '99
Race 2: Renault Clio 16V
Race 3: Volkswagen Lupo 1.4

Luxury Sedan Cup

Race 1: Honda Accord Type-R
Race 2: Toyota Chaser TRD Sports X30
Race 3: Nissan GT-R 4Door Tuned by Nismo

Muscle Car Cup

Race 1: Plymouth PT Spyder
Race 2: Shelby Cobra 427 '67
Race 3: Dodge Phaeton

Convertible Car World Cup

Race 1: Mazda MX-5 Miata A Spec
Race 2: Toyota MR-S Show Version '97
Race 3: [R]Dodge Concept Car LM Edition

Historic Car Trophy

Race 1: Honda Mugen CR-X III
Race 2: Lotus Europa
Race 3: Toyota XYR '99

Station Wagon Cup

Race 1: Subaru Impreza Wagon STi Ver.V '98
Race 2: Honda Mugen Accord Wagon
Race 3: Nissan Stagea 260RS Tuned by Nismo

'80s Sports Car Cup

Race 1: Honda Mugen Ferio
Race 2: Honda Mugen CR-X III
Race 3: Honda Mugen Civic Type-R
Race 4: Honda Mugen Integra Type-R
Race 5: [R]Nissan Skyline Silhouette Fomula R30

Grand Touring Car Trophy

Race 1: [R]Nissan Daisin Silvia GT '99
Race 2: [R]Honda Mugen NSX GT
Race 3: [R]Nissan Unisia GT-R GT '99

Pure Sports Car Cup

Race 1: Toyota Angel T01
Race 2: Tommy kaira ZZIII
Race 3: TVR Tuscan Speed 6

Tuned NA No.1 Cup (prize car awarded randomly)

Honda Spoon Civic Type-R
Honda Spoon Integra Type-R
Mazda MX-5 Miata B Spec
Mazda MX-5 Miata C Spec

Tuned Turbo Car No.1 Cup (prize car awarded randomly)

Nissan Mine's R33 Skyline GT-R
Nissan Nismo 400R
[R]Nissan R33 Drag GT-R

Gran Turismo All Stars

Race 1: Mitsubishi Mine's Lancer Evolution V
Race 2: Nissan Mine's R34 Skyline GT-R
Race 3: TVR Speed 12
Race 4: [R]Tommy kaira ZZII
Race 5: Nissan R390 Road Car '97

Super Touring Car Trophy (prize car awarded randomly)

Chevrolet Camaro Z28 30th Anniversary '96
Toyota Tom's Supra
Toyota TRD3000GT

GT300 Championship (prize car awarded randomly)

[R]Nissan Zanavi Silvia GT '99
[R]Toyota BP Trueno GT '99
[R]Toyota Momo MR2 GT '99
[R]Toyota Weds Celica GT '99

GT500 Championship (prize car awarded randomly)

[R]Dodge STP Viper GT
[R]Honda Takata NSX GT
[R]Nissan Arta GT-R GT '99
[R]Toyota Cerumo Supra GT '99

Endurance (prize cars awarded randomly)

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Grand Valley 300km Endurance

[R]Nissan R390 GT1 LM Race Car '97

[R]Subaru Impreza Rally Car

Apricot Hill 200km Endurance

Lancia Stratos

[R]Dodge Viper GTS-R

Seattle 100 Mile Endurance

[R]Ford Escort Rally Car

[R]Ford GT90

Laguna Seca 200 Mile Endurance

[R]Mitsubishi 3000GT LM Edition '99

[R]Toyota Celica Rally Car

"Millenium In Rome" 2hr Endurance

[R]Toyota Altezza LM Edition

[R]Toyota Corolla Rally Car '97

Trial Mountain 30 Lap Endurance

[R]Toyota Denso Supra GT '99

S.S.Route 5 All-Night

[R]Mitsubishi Lancer Evolution VI Rally Car '99

[R]TVR Cerbera LM Edition

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| Statistics: Best & Worst |

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With all the car data accumulated, it's finally possible to single out the cars with the best stats in each area. These lists are organized first by class (normal, special, or race car), then by statistic, and finally by drivetrain. All statistics refer to full tune, with all highest-spec HP increases and all three levels of weight reduction performed.

Normal Cars

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Least Power

FF: Toyota PRIUS '97 (63 HP)

4WD: Daihatsu Opti Club Sport 4WD '97 (82 HP)

FR: Daihatsu Midget II D-Type (82 HP)

MR: Honda Beat (128 HP)

RR: Fiat 500R (138 HP)

Highest Power: Normal

FR: Lister Storm V12 (709 HP)
MR: Vector M12 (634 HP)
FF: Alfa Romeo GTV 3.0 V6 24V (410 HP)
4WD: Mitsubishi 3000GT SL (391 HP)

Highest Power: Turbo

4WD: Nissan Skyline GT-R R34 V-spec '99 (774 HP)
MR: Wiegert Vector W8 Twin Turbo (758 HP)
FR: Toyota Tom's Supra (751 HP)
RR: RUF RCT (655 HP)
FF: Ford Cougar '99/Cougar 2.5i 24V (512 HP)

Lightest Weight

RR: Subaru 360 (861 lb)
FR: Daihatsu Midget II D-Type (1155 lb)
FF: Daihatsu Opti Club Sport 2WD '97 (1338 lb)
MR: Lotus Elise 190 & Tommy kaira ZZ-S Coupe (1358 lb)
4WD: Suzuki Selvo Mode SR-Four '90 (1397 lb)

Heaviest Weight

FR: BMW 740i (4030 lb)
4WD: Nissan Stagea Autech Ver. 260RS (3373 lb)
MR: Vector M12 (3209 lb)
FF: Dodge Intrepid ES (3130 lb)
RR: RUF BTR2 (2833 lb)

Lowest Power-to-Weight Ratio

FF: Toyota PRIUS '97 (.023)
4WD: Daihatsu Opti Club Sport 4WD '97 (.057)
FR: Daihatsu Midget II D-Type (.071)
MR: Toyota MR-S Show Version '97 (.082)
RR: Fiat 500R (.131)

Highest Power-to-Weight Ratio: Normal

FR: Shelby Cobra 427 '67 (.285)
MR: Vector M12 (.198)
FF: Spoon Integra Type-R (.171)
4WD: Mitsubishi 3000GT SL (.126)

Highest Power-to-Weight Ratio: Turbo

FR: Mazda RX-7 GT-C '99 (.272)
RR: RUF BTR TypeI (.260)
MR: Lotus Esprit Sport 350 (.258)
4WD: Nissan Skyline GT-R R34 '99 (.256)
FF: Ford Cougar '99/Cougar 2.5i 24V (.188)

Special Models

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Highest Power

MR: Toyota GT-ONE Road Car '98 (975 HP)
FR: TVR Speed 12 (807 HP)

Lightest Weight

MR: Tommy kaira ZZIII (1358 lb)

FR: TVR Speed 12 (1926 lb)

Highest Power-to-Weight Ratio

MR: Toyota GT-ONE Road Car '98 (.491)

FR: TVR Speed 12 (.419)

Race Cars

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Least Power

FF: Mini Cooper MK1 (239 HP)

FR: Toyota BP Trueno GT '99 (358 HP)

MR: Toyota Momo MR2 GT '99 (374 HP)

4WD: Citroen Xsara Rally Car (378 HP)

Highest Power

FR: Nissan Drag 180SX (1011 HP)

4WD: Nissan R33 Drag GT-R (1011 HP)

MR: Renault Espace F1 (818 HP)

FF: Toyota Weds Celica GT '99 (394 HP)

Lightest Weight

FF: Mini Cooper MK1 (1543 lb)

4WD: Daihatsu Storia Rally Car & Suzuki Escudo Pikes Peak Version (1763 lb)

FR: TVR Cerbera LM Edition (1962 lb)

MR: Honda del Sol LM Edition (1962 lb)

Heaviest Weight

MR: Ford GT90 (3201 lb)

FF: Toyota Weds Celica GT '99 (3042 lb)

4WD: Mitsubishi 3000GT LM Edition '99 (2865 lb)

FR: Dodge Viper GTS-R (2749 lb)

Lowest Power-to-Weight Ratio

FF: Toyota Weds Celica GT '99 (.130)

MR: Toyota Momo MR2 GT '99 (.132)

4WD: Lancia Delta S4 (.146)

FR: Shelby Cobra Coupe '65 (.169)

Highest Power-to-Weight Ratio

4WD: Suzuki Escudo Pikes Peak Version (.556)

FR: Nissan Drag 180SX (.468)

MR: Toyota GT-ONE Race Car (.338)

FF: Taelvon FTO GT '99 (.179)

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| Frequently Asked Questions |

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I wanted to leave this as the domain of other GT2 FAQs, but I guess their

coverage is lacking because I keep getting these same questions from readers via e-mail. Hopefully this will help.

Update for Version 2.2: I've let the car list portion of this document be added as a companion to the "Ultimate GT2 Information Database", at the www.granturismo.com forums. If you see a question that I haven't answered here, try checking it at <http://ubb.granturismo.com/Forum16/HTML/005826.html>.

How do I get the Datsun 240Z/Impreza 22B/'68 2000GT/etc...?

Several of the used cars in the game are extremely rare and only show up in their respective dealer's used car lots very infrequently. They *are* available, and not myths or mirages. The selections of the used car lots change (in a pre-scripted fashion) every 10 game days (on day 10, day 20, day 30, etc.) so that's how often you should check to see if what you're looking for has come up. To the best of my knowledge, these are the used cars that could qualify as rare and will take some patience to find (some more than others). I've included the pair of four-character tags to get these cars using the GameShark codes in the "Hidden Cars" section.

Mazda AZ-1 A spec '91 (B2D8, 0B0C)
Mazda RX-7 GT-Turbo '83 (30D8, 0B0C)
Mazda RX-7 RS-R '97 (C718, 0B0D)
Mazda RX-7 Type RZ '97 (C918, 0B0D)
Mitsubishi Lancer Evolution V RS '98 (C198, 170D)
Datsun 240Z 240ZG HS30 '71 (5918, 180C)
Nissan Skyline GT-R KPGC10 '71 (8098, 180C)
Nissan Skyline 2000 RS-X DR30 '84 (4058, 180C)
Nissan Skyline GTS-R R31 '87 (4098, 180C)
Nissan Skyline 280 Type MR (9058, 180C)
Nissan Skyline GT-R NISMO R32 '90 (40D8, 1860)
Subaru 360 (41D8, 1D0C)
Subaru Impreza 22B STi Version '98 (30D8, 1D0C)
Toyota 2000GT GT '68 (3498, 1E0C)
Toyota Celica '84 (2898, 1E0E)

A few of these are available very early in the game cycle, so you may want to try creating a second save at the beginning of Simulation Mode, buying them there, and trading them over to your "real" game save.

Finally, if you have a DexDrive, there are many game saves out there for download that probably have one or more of these cars. I'll put saves up at www.gamefaqs.com and private.addcom.de/bradley/gt2 with these cars sometime soon.

How do I get the game to award me a particular prize car?

Many people playing GT2 would like to know what factors decide which prize car you're awarded in a race that awards more than one (like GT World League or the Endurance races). Countless theories on what influences the prize car award have been proposed, from the believable (the car you race, or your lead in points) to the outlandish (how many times you pit stop in an endurance race or even what laps you choose to pit stop on).

The truth of the matter is that prize cars are awarded completely at random. "But I got the same car five times in a row!" Well, when tossing a coin it's entirely possible to get heads five times in a row. You can change as many variables as you want about the way you race and it won't influence GT2's decision at all. How do I know? Using the GameShark, I raced GT World, GT300, GT500, and all of the Endurance races under repeated identical

conditions--same car, same setup, same lead in points, etc., and I managed to get all the cars awarded by the races without there being any difference in any (controllable) variable from race to race.

So no, there is nothing I can tell you that will prevent you from getting that Escort a third time instead of the GT90. It's a stupid game mechanic--Polyphony should have programmed the game to keep track of how many times you've won a particular event to ensure a proper "rotation" of the car awarded--but it's the way things work. If you're fed up with it, like me, then get a DexDrive or GameShark and cheat your way into the cars you don't have. Don't feel bad, you're entitled to them--GT2's awards system is silly.

I bought a car and it has more or less HP than the dealer said it did!

I've heard this complaint over and over and over again, and there is no good explanation. Two popular opinions:

1. It's intended to simulate real life--a dealer won't tell you the real performance of a car, and if you want to find out for sure you have to test it yourself. Apparently, there are also restrictive automotive laws in Japan that require that cars do not have a peak HP greater than 276 HP, which dealers apparently sidestep by *claiming* that the car only pushes 276 in brochures and the like, even though it does much more when tested. So if a car dealer will fudge the numbers to fool the government, it should come as no surprise that they might do it to you. A dodgy explanation indeed, but it's the best one I've seen that doesn't call the phenomenon a bug.

2. It's a bug, yet another example of Polyphony's rushed programming of GT2. I'm not sure about the validity of this since the same "bug" existed in the original GT and Polyphony did not "fix" it for this release, but there sure are bugs and glitches aplenty everywhere else in this game.

Regardless of the reason, the fact of the matter is that you can't trust the dealer to give you the correct HP of a car, ever. Accept it and move on, and consult this list before any purchases so you know what you're getting into--it's one of the reasons I put the work into creating it.

What are the differences between the Jpn/NA/Euro versions of GT2?

To create an exhaustive listing of these would be too time-consuming, but a few important ones:

The GameShark codes I've included here do not work in the Jpn or Euro versions of the game. I don't have the time or inclination to track down congruent codes for those versions, but if someone else would like to contribute them, it would be much appreciated by the many readers that have contacted me asking for them.

Engine power is in "ps" in the Jpn version, and HP in NA and Euro versions. I don't know if any actual values were changed between versions or the units simply converted.

Car weight is in pounds in the NA version and in kilograms in the Jpn and Euro versions. Again, I'm unsure if any actual values were changed or if the relative weights of the cars stay the same. One of the biggest differences between the NA and Jpn/Euro versions of the original GT was a drastic change in weight to some of the high-end cars.

Speed is in miles per hour (mph) in the NA version, and in kilometers per hour (kph) in the Jpn and Euro versions. Jay Rogers tells me this is

irritating to UK users as they use mph in real life. :)

All in all, the Euro version seems to be very, very similar to the Jpn version, with few changes attempted--the Opel dealership became Vauxhall, and some car names were changed to reflect import model designations (Daihatsu Storia becomes Daihatsu Sirion, for instance), but not much else was done.

Update for Version 1.5: I've gotten e-mail from Euro version player Ron Rangi, who tells me that the Euro version might have as few as 539 cars in it. Obviously, this means that quite a few got cut. Which ones those are is beyond the scope of this FAQ, but Jesse Katianda points out one somewhat significant example in the Nissan Nismo GT-R LM Road Car R33.

Sony Computer Entertainment America, on the other hand, went wild attempting to "localize" GT2 for the NA release, adding an Acura dealership to North City to handle the Integra and NSX (which are sold under the Acura name in the US), changing the names of some cars to reflect their US names (e.g. Mazda Eunos Roadster became Mazda MX-5 Miata, and Mitsubishi GTO became Mitsubishi 3000GT), changing model years to reflect lag in import car markets (e.g. the Acura NSX and Toyota Supra), and changing measurement units in the Car Settings screen from SI to English (resulting in some hilarious settings, like ride heights of over ten feet). There Honda cars obviated by the Acura dealer are still in the code and can be driven, by the way--see the "Hidden Cars" section for details.

If anyone has any informed commentary on differences between the various regional versions of GT2, let me know. Most notable would be any changes in actual relative car performance (not just the units) in the highest-end cars.

What car am I supposed to use in Manufacturer Event X?

This is related to the question above--in the NA version, SCEA changed the car names without updating the related manufacturer events to reflect the new names. Thus, there's a "Roadster" competition at Mazda and an "Alcyone" event at Subaru, when neither of those cars seem to exist in the game. To find out what car you're supposed to be using for these events and any others whose names confuse you, choose to see a preview of the race by clicking that handy-dandy movie-projector icon, and see what cars the computer puts in.

What's a "hybrid"?

"Mr. P" from the GameFAQs GT2 message board explains hybrids thusly (and better than I ever could):

"GT2 is structured in an object-oriented way, with each car in the car garage having a listing for each modifiable part, each of which tells the game how to affect an element of handling... Each car has different codes for different parts, which is part of the grandeur of GT. By hacking with a GameShark, or related equipment, you can put parts from one car into another, making a hybrid of the two. And you can hybridize parts from many cars together, too, pulling the best brakes from here and the best engine from there, turbo boost... etc. All this requires a GameShark, of course, or some specific software for the DexDrive; if you have one of those, you can then make experimental monsters in GT. :-)"

While this FAQ has some GameShark codes in it, they are only for accessing complete cars already in the code--not for making hybrids.

Is the McLaren F1 in the game?

A few rumors have spread about the availability of the McLaren F1 in GT2. The most common one states that you need to buy every single car in the game in black, but there are a few other even more ridiculous ones as well. This rumor is completely unfounded, except for a few pieces of circumstantial evidence, as its proponents have yet to provide a GameShark code, save file, screenshot, statistics, or ANY other details, whatsoever, on the car.

Update for Version 2.1: Rogsr34UK (rogsr34uk@dial.pipex.com) has catalogued every inch of the GT2 car code and it ain't in there. Period. If you encounter one (or any other car that's not in this FAQ), it's a hybrid.

+-----+
| GT2's Best Cars |
+-----+

As in my GT list, I'm including this section to highlight the real gems of the game in various classes. With 600 cars featured in GT2, finding the best the game has to offer is an even bigger task (though some, like the Suzuki Escudo, jump right out atcha). Further, the huge number of cars makes it more likely that two people won't agree on which could be called the best.

Best Bargain Cars

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Just like in the original GT, Simulation Mode sets you loose with only 10,000 credits, so unless you're studly enough to get all golds in a license test, a trip to the used car lots in East City is required. Some cars are affordable in the sequel that were just out of reach in the original, so here's a new list of picks for those who are just starting.

Honda Civic 3 Door Si '93

This was a good starter car in GT, and retains that distinction in the sequel. Its best assets are front-wheel drive and light weight.

Mazda RX-7 Infini III '90

No big hyperbole surrounding this one, just a good FR car choice that's available early and not a Nissan.

Nissan Pulsar GTi-R '91

Statistically this car is superior to the Celica, but a high center of gravity and narrow tires prevent it from living up to its pedigree.

Nissan Silvia K's 2000cc '91

Less power than the Skyline, but also lighter. Nissan says it's "probably the ideal car for beginners," but I'd favor a FF or 4WD.

Nissan Skyline GTS-t Type M R32 '91

Nuff said. Skyline fans will surely be locking on this one. Nissan itself even touts it as "just the model to learn the basics of driving".

Toyota Celica GT-Four RC '91

This has both high power and high weight, but the 4WD makes these attributes easier to handle. More "sporty" than the Pulsar, too.

Best Stock Cars

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I had made this kind of list in my FAQ for the first GT, because there was a "Normal" race that didn't allow any modifications or racing models. No such event is found in GT2, but I think it's interesting enough to note the new

supercars and tuner cars that kick butt right out of the box.

Lister Storm V12 (FR; 591HP, 3170lb)

You just know when a manufacturer makes it into the game for only ONE car, it's gotta be good. And is it ever--though a V12 engine in the front of a 3000-pound body sounds like a recipe for disaster, the Storm V12's ride is smooth and stable, thanks to race car-like downforce.

Nissan Mine's R34 Skyline GT-R (4WD; 618HP, 3395lb)

I was originally only going to include this so Jpn car fans wouldn't cry foul, but it grew on me. The numbers speak for themselves--this is the most powerful stock 4WD in the game--but the ride is a little jittery.

RUF CTR2 Sport (4WD; 529HP, 3020lb)

All the 4WD RUFs are hardcore cars, but this is by far the pick of the litter. Though it's not as fast, I prefer it to the Mine's R34 since it sticks to the road better.

Shelby Cobra 427 '67 (FR; 423HP, 2354lb)

Shelby's signature roadster may have the aerodynamics of a streamlined house brick, but it sure is fun to drive. It's best on the twisty tracks, since its top-end is held back by its 4-speed transmission.

TVR Cerbera 4.5 (FR; 428HP, 2425lb)

The Cerbera continues to be one of the best stock cars available and has a real selling point in its price. Not only is performance comparable to any of these, it's a steal at only 80,000 credits.

Wiegert Vector W8 Twin Turbo (MR; 634HP, 3417lb)

Vector has gotten a lot of fans with its unique, space-age designs, and the W8 is a perfect example. It's heavy, and the transmission's kinda weird, but the power of the twin-turbo V8 is unbeatable.

Best Road Cars

=====

I feel kind of redundant writing out this list since almost all of these are the road versions of race cars or else barely street-legal, but a lot of the fastest cars don't have an [R] in front of their names and definitely deserve mention. (I know the GT40 has one. See "Mysteries of the GT40".)

Ford GT40

Kicking it old school with this '65 model comes highly recommended. Handling is a little sloppy compared to current-model cars, but with some practice it can be turned into spectacular power-slides.

Jaguar XJ220 GT Race Car

This car is a little heavy, but the peak power is astounding and it owns any course with a long straightaway. Of course, racing modification only helps, and makes this car as dominant as the top-tier race cars.

Lotus Elise GT1

The Elise GT1 suffers from the same nervous handling as the Esprit GT1. Stiffening the front springs will help keep it from getting away, and increasing downforce (with racing modification performed) helps too. With race mod this car is the equal of the best full-blown race cars.

Nissan R390 GT1 Road Car

Great power, but held back by their sucky suspensions, which can never be upgraded, nor the settings changed. Challenge yourself with one of

these after you're bored with the XJ220 and GT-ONE.

Toyota GT-ONE Road Car '98

Highest peak power in the game should draw anyone's attention to this one, and performance matches the statistics. 200+ mph is readily available with the stage 4 turbo, but the suspension has a little trouble handling that kind of punch from the engine.

TVR Speed 12

Initially, simply opening the throttle will result in a spin 90% of the time. To fix this ugliness, invest in a TCS Controller and jack that baby all the way to max. It'll harm acceleration a bit, but I think "the most powerful road car ever built" has a little extra to spare. ;)

Best Rally Cars

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I've finally gotten around to trying out the rally mode with some seriousness, and felt like making a list of what's worked out best for me. The Cultus and Escudo have been moved here from the Best Race Cars list, since this is the type of racing they were intended to do.

Daihatsu Storia Rally Car (4WD; 427HP, 1763lb)

Daihatsu ain't good for much, but their rally car turned out pretty good. It's disturbingly light, so prepare to be launched into the stratosphere by large jumps. Sadly, it's hard to justify this car's \$1M price when the superior Tigra is half that much.

Honda del Sol LM Edition (MR; 617HP, 1962lb)

Pressing the del Sol LM into service as a rally car by softening the springs and raising the ride height results in a surprisingly effective weapon. It needs a lighter touch than the 4WDs, but at its best it has turned in better times for me than anything save the Pikes Peak cars.

Opel Tigra Ice Race Car (4WD; 524HP, 2094lb)

The best buyable rally car (the two degenerates below notwithstanding), and it's only 500K credits. With it you'll be set for all the rally races except the hill climbs. Perhaps the best value in all of GT2.

Suzuki Cultus Pikes Peak Version (4WD; 786HP, 1924lb)

This can be used in road races, but it obviously belongs here. Running this in any rally race except the hill climbs, or running it in any road race at all, will take all the challenge out of the game and is commonly considered cheating by GT2 fans.

Suzuki Escudo Pikes Peak Version (4WD; 981HP, 1763lb)

See above... times ten. The Escudo is easily the best car in the game overall, but it's clear the hill climbs are the only events it was intended to do. Use it, don't abuse it.

Toyota Celica Rally Car (4WD; 569HP, 2116lb)

Not much to say about this one except that it's as good as it is hard to get. Seems like too many of the best cars in this game are tucked away in license tests or endurance races. (Will we see the Escudo and Cultus become rare prize cars in GT3, perhaps?)

Best Mid-HP Race Cars

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GT300 Championship limits your car's HP to under 591, and there are quite a

few cool race cars that qualify. While not the heaviest hitters, these cars are fun to drive and will dominate GT300. GT World League, GT500, and GT All-Stars are also well within their capabilities.

Audi TT LM Edition (4WD; 544HP, 2138lb)

Having seen the TT recommended a few times but not expecting much, I was blown away by its hellish the off-the-line kick and responsive steering even with the gas still pressed. Granted, acceleration tapers off to average quickly, but it's made up for by amazing cornering at full bore.

Dodge Concept Car LM Edition (MR; 526HP, 1984lb)

To say that the Concept Car LM has been... um... "castrated" since its complete dominance of the original GT would perhaps be a start. Fatter, slower, and uglier, it's like the proverbial champ that got too lazy-- but it still commands respect with its light weight and stable handling.

Honda S2000 GT1 (FR; 577HP, 2116lb)

This new Honda creation not only looks menacing (especially in that elite "stealth black" color), it has the performance to back it up, with a better power-to-weight ratio than even the Viper race cars. I like to stiffen the rear springs to get rid of that Supra-esque understeer.

Lotus Esprit GT1 (MR; 577HP, 1984lb)

While it has as much or more potential than any of these entries, the Esprit's twitchy handling can make it a real handful. So don't cane the nuts off it--straight line braking only, especially when dealing with a banked curve.

Mazda RX-7 LM Edition & RX-7 GT-C LM Edition (FR; 551/558HP, 2116lb)

The crazy cool RX-7 returns, joined by the new RX-7 GT-C. There are slight differences in handling between the two machines, but both deliver great acceleration at all speeds and pull out of corner drifts with authority.

Mitsubishi FTO LM Edition (4WD; 549HP, 2050lb)

The FTO LM was renowned for its tameness in GT, and it continues to make the most of good-not-great performance by mating it with the most predictable, consistent handling in the game. It's amazing how much not crashing every ten seconds can help your lap times. :)

Best High-HP Race Cars

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In GT, the best race cars were the best cars period, but in GT2 they're often outclassed by full-tune road cars. Still, these are well within the absolute best the game has to offer and dwarf the other 99% of the cars in the game. The go-to vehicles for GT World, GT500, and GT All-Stars.

Honda del Sol LM Edition (MR; 617HP, 1962lb)

Still light, still nimble, still cute and adorable. (I contend that this car is the most eligible for being made into a plush stuffed doll.) Raise the downforce to keep it from getting too uppity.

Nissan R390 GT1 LM Race Car '97 (MR; 633HP, 2204lb)

The one I'm talking about here is the black version awarded in the Grand Valley Endurance--the blue '98 model from GT World League is merely okay (as high-power Le Mans race cars go:). Pray the game doesn't reward your hour of hard work with the lame Impreza Rally Car instead... :/

Nissan Skyline GT-R GT '99 (4WD; 702HP, 2601lb)

The race version of the Skyline comes in four different flavors and is the best way to get accustomed to high-HP LM racing, but it whispers "rookie" when over-relied upon. Learn to race the MR cars as well to get the most out of GT2.

Toyota GT-ONE Race Car (MR; 672HP, 1984lb)

This is either the '98 or '99 model; they're basically the same. Despite being rear-wheel drive, this one will rarely get out of hand and sticks to the road like glue. The more I drive it, the more I love it.

TVR Cerbera LM Edition (FR; 624HP, 1962lb)

Meet the new boss... same as the old boss. The Cerbera LM continues to dole out spankings with the best of them, and with a hell a cool new blue paint job to boot. Too bad about having to do that freakin' endurance race to get it. :(More downforce helps this one too, by the way.

Venturi Atlantique 600 LM (MR; 705HP, 2116lb)

I SWEAR I have not been paid off by the French. Trust me--this is the most under-rated car in the game. If you want a challenging car after growing bored with the Skyline, then throw down the cash. Handling is a little hyper, but there are numerous remedies for that.

+-----+
| Hidden Cars |
+-----+

I'm normally not a GameShark user, but in the interest of making this list a true clearinghouse of all GT2 car statistics, I'm including the normally inaccessible [R]Mercedes-Benz CLK Race Car, Volkswagen Polo 1.4 16V, and other cars that were removed for US release in the list, and adding this section to help people acquire them. These cars are in the game code but not purchasable or winnable through normal means. Allegedly the [R]CLK Race Car had to be cut because of EA's fascist licensing policies (it appears in one or more of the Need For Speed games, I'm told). Why the ostensibly innocent Polo didn't make it in is anyone's guess, and I figure the 300ZX thing was just an oversight that occurred when the names were changed from Fairlady Z. The Hondas were revised by SCEA for sale at the Acura dealer they added...

The Lost Hondas
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Why be interested in using the Hondas instead of their readily-available Acura equivalents? A few reasons:

All the Honda versions can take racing modification (only three of the nine can in Acura form).

All the Honda versions have functioning Info screens (the "i" icon in the garage and showroom view). The Acuras offer naught but a buzzing noise to those who are interested in commentary.

There are some cosmetic differences--the Acura versions of the Integra have the American nose, with the two pairs of circular headlights, as opposed to the Japanese Integra's more traditional bar-shaped configuration.

There are differences in performance between the Acura and Honda versions: the Honda NSX Type R '92 is much lighter than its '93 Acura counterpart, and the Honda Integra Type R 98 spec is much lighter than any Acura version of the Integra, with no change in power.

Finally, for those purist Honda fans out there that regard SCEA's creation of

the Acura dealer as anathema, this should be right up your alley.

GameShark

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One way to get your hands on these cars is with the InterAct GameShark. Previous versions of the FAQ had a code that would make the desired car show up in a used car lot; RogsR34UK has pointed me to a superior code that lets you buy any car from a new car showroom, thus letting you see all the available colors and pick whichever you want. The drawback, however, is that you'll have to pay the standard price for the car (i.e., a cool million in the case of the CLK). But, I figure GameShark users won't have problems with lack of funds... :)

In this chart are the first eight characters of the two lines:

NTSC Version 1.0	NTSC Version 1.1	NTSC Version 1.2
801C3018	801C30D8	801C3328
801C301A	801C30DA	801C332A

The four-character tags on the first and second line follow this chart (or the rare cars chart in the FAQ section):

Car Name	1st Line	2nd Line
Honda Integra SiR-G ('95)	8758	124D
Honda Integra SiR-G ('98)	3458	120D
Honda Integra Type R	8718	124D
Honda Integra Type R 98 spec	3718	120D
Honda NSX '90	D898	1261
Honda NSX Type R '92	D718	1261
Honda NSX	D318	1261
Honda NSX Type S	D758	1261
Honda NSX Type S Zero	D618	1261
[R]Mercedes-Benz CLK Race Car	E0DC	115C
Nissan 300ZX 2by2 Twin Turbo '94	20D8	1892
Volkswagen Polo 1.4 16V	A1D8	1181

Start the game with a code activated (they only work one at a time) and visit the Toyota new car showroom. The screen will look normal, but if you click the first car in the list you'll see the car you identified in the code. Buy it in whatever color you want, then exit all the way out to the main menu and save your game. Restart *without* the code activated to race your new car (the game will lock up if you try to enter an event with the code still activated). Keep in mind you'll still need to take the car to the appropriate dealer to buy new tuning parts for it.

Experiences of readers attempting to use this code seems to indicate that GameShark version 3.x is the minimum necessary. The codes were originally tested (and work perfectly) on my GameShark CDX version 3.3, but I've heard from version 2.x users who couldn't get the codes to work. Please, no more mail on this subject--my inbox is already overflowing with "I can't get the codes to work!" messages, and my GameShark experience is simply too limited to solve everyone's problems.

Finally, those that are interested can find codes to "edit" the other slots in the Toyota showroom (to buy multiple cars without having to restart), as well as four-character tags for every car in the game (so you can use this trick to get that prize car or rare car that's eluding you, or look at some of the weird stuff I talk about later) at www.rogs.dial.pipex.com.

DexDrive

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[Previous version's venomous rants about various websites deleted. I think enough people have seen them; they'd just be taking up space at this point.]

Update for Version 2.0: FINALLY someone has come forward with some web space to host the save file. It can now be found on the web at Bradley's GT2 site, private.addcom.de/bradley/gt2. If you have any problems downloading or using the file, then let Bradley know. Any compliments on the useful contents of the file, can, of course, be directed to me. :)

Update for Version 2.1: I'll assemble a save with all the hidden cars, as well as a few other hard-to-get cars, and upload it to Bradley's site and GameFAQs (now that the latter is hosting DexDrive saves).

I hope access to these cars (especially the [R]CLK Race Car, which has been asked about since GT2's release) helps everyone enjoy GT2 more.

Use The [R]Alfa Romeo 155 Touring Car or [R]Opel Calibra Touring Car

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If you don't have either of these peripherhals, the closest things to the [R]CLK Race Car are the [R]Alfa Romeo 155 Touring Car and [R]Opel Calibra Touring Car. They have the same high-revving engine, power and torque curves, suspension and LSD settings, gear ratios, and weight. So buy one and just pretend--the only thing you'll be missing is the CLK's better braking ability.

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| Final Rants |

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As much as it bugs me when I see this kind of stuff in FAQs, I'm going to editorialize for a moment here. However, unlike certain blowhard FAQ authors, I'll try to keep it to under 1K.

Yes, GT2 is the best racing game of all time... but I think it could have been a lot better. It's loaded with bugs, which is unacceptable for a PC game, let alone an un-patchable console game, and needless changes were made to the front-end (I'm especially frustrated at the way the cursor often hangs in open space in the menus, instead of defaulting to a clickable spot). These factors, plus the load times (which admittedly are unavoidable given the game's scope) make playing GT2 more of... well, more of a chore than it should be. The game's graphics are decidedly inferior to the original's, bordering on just plain bad by any standard. It is apparent that texture resolution was increased so that stickers would be more readable on race cars, but sacrificing everything else to achieve this end was a case of fixing what wasn't broken. All of these things combine to give GT2 a very un-polished feel that keeps it from what I would give a "10/10" rating.

We (well, I, and those who agree) can only hope that GT2000 will not only preserve the best elements of GT2, but fix all these hiccups... which is not guaranteed. It seems like Sony may very well rush its development to meet the holiday season, just like last year; hopefully, this won't happen (or won't be necessary), and GT2000 will be one for the record books.

By the way, a reliable source (Magic Box--<http://come.to/magicbox>) reports that GT2000 is now called GT3 (since it won't be out in 2000), and will contain "only" 150 or so cars. I'll resist more editorialization, but I'm sure everyone else will have a lot to say...

Okay, rant over. Now for some miscellaneous stuff.

Mysteries of the GT40

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The Ford GT40 has been bugging me for some time. It's clearly the *road* version of the [R]GT40 Race Car (the press blurb says so), but it gets tagged with that [R] symbol anyway, at least in the garage listing. Plus it can take engine tuning, which no other "race" car can. So I've decided that it was a programmers' oversight to give it the [R] designation when it bears more similarities to, say, the Toyota GT-ONE Road Car '98. Thus, I'm considering the GT40 a road car and not a race car. Point against is that you can adjust the GT40's downforce like a real race car, but the game itself agrees with me on a certain level... that [R] disappears when the GT40 is listed in race results. :)

Update for Version 1.2: I looked into this phenomenon some more and saw that there are three other cars that exhibit the disappearing [R]:

Ford GT90
Renault Espace F1
Tommy kaira ZZII

However, these other three behave like race cars; i.e., no tuning except TCSC/ASCC. Since the GT40 can take engine tuning, I stand by my assertion that it's an exception (read: "screwup") and should be a road car.

Adventures in GameShark Weirdness

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Well, I must say that upon being directed to RogsR34UK's site by "Mr.P" of the GameFAQs GT2 message board, I was like a kid in a candy store. A list of every single car in the GT2 code and the GameShark codes to get them? Yes, please! But, unfortunately, most of the hidden cars are disappointments. There's a bunch of new GT40's, a Mugen S2000, a handful of new RUFs, and even something called a Rex Supercharger VX... but, sad to say, they're all just body style data and not real cars. Well, they are real cars, but their stats are exactly the same as an RX-7 LM Edition, so there's no practical reason to check them out unless you're into making hybrids.

The only other stuff of note is the "Esso" (rather than Exxon) versions of various Peugeot race cars, which I'm guessing were used for the Euro version, and a couple of hidden Shelby cars. Don't get excited, they're just a GT350 with its logo written as "GT350" (instead of "G.T.350") and a "GT500KR" with stats identical to the in-game GT500. If you want to see these and the other ones above, feel free to visit RogsR34UK's site at www.rogs.dial.pipex.com and get the codes; the only hidden cars I've decided to include in this FAQ are those that differ in statistics (not just name) from available cars.

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| Credits & Copyright Info |
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And last but not least, CJayC at www.gamefaqs.com and the other webmasters I've approved to host this FAQ, for making it available to GT2 players.

Finally, the copyright warning, reprinted with the gracious permission of Kao Megura. Take it seriously or suffer.

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