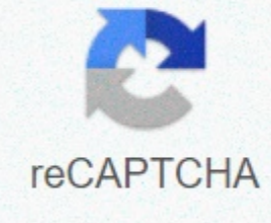




I'm not robot



**Continue**

## Gran turismo 4 reward car list

The Bad No Load option (the game saved in slot 1 automatically loads at startup, but cannot be loaded manually). Switching memory cards while GT4 is running can lead to damaged data blocks. For backups, you'll need to use the ps2 browser utility. A gameave GT4 takes up a huge 1.5M of space on a memory card (a gameave GT3 takes up about 200K). When you select a car to drive, the game is saved even if automatic saving is turned off. When you use the Trade feature, there is no way to view a car before you buy it. Also, the specs in the trade list are for the car on the other memory card (which could have been updated), not the car that is bought. No mileage information in the garage list (you will need to view the car to find out its mileage). The Garage list gets sorted when displayed, and then re-sorted after viewing or deleting a machine (a little annoying when checking for duplicate colors). The Striped and Striped Ford GT '05 appear sown to be the same car (same name, specifications and color icon in the garage list), but are not eligible for all the same events. There are 2 important features missing from endurance races that give the general impression that 24-hour races have been added prematurely. For one thing, there is no change in lighting/weather conditions, so any race that lasts more than a few hours can easily have an unrealistic feel at it (possibly leading to boredom). Another thing is that there is no way to save the game halfway in a race, so even a 24-hour race has to be done in a single session. If you want to take a break, you are forced to either use a human co-pilot, switch to B-Spec mode, or pause the game. Do not practice/qualify for non-championship events (configuration and testing must be done elsewhere). Images can be saved to USB, but only uploaded back from MC1 or MC2. Some AI machines appear in events where they are not eligible (e.g. Cien and ZZ-II in the B08 Supercar Festival). Good lots of new racing cars, many of which are buyable. Lots of new tracks, including 2 versions of the Le Mans circuit. Ability to save 3 sets of settings for each machine. Wings can be bought for most road cars. B-Spec mode gives you the option to have an AI teammate share some of the driving (handy for Endurance and other long races). No licenses are required to do racing in B-Spec mode, and there are a lot of events that can be done in A-Spec without a license. Optional accelerated time 3 times in the B-Spec Racing Monitor. is reset when the machines are purchased through the Trade feature. Garage can own up to 1000 cars. The Single-Race series can be reset to re-win prize machines. Giving up a race before you start doesn't matter as a lost race. Ability to take photos of cars with optional save to USB for viewing your PC. Lots of hours of play. Manufacturer/tuner areas The list below shows where the machines can be found. Note that although most tuners will be in Tuning Cars, some will be in [producer] &gt; Tuning Shop &gt; full model.

AreaManufacturers / Tuners AmericaBuick • Cadillac • Callaway • Chaparral • Chevrolet • Chrysler • DMC • Dodge • Eagle • Ford • Infiniti • Jay Leno • Lexus • Mercury • Nike • Panoz • Plymouth • Pontiac • Saleen • Shelby AustraliaFord Australia • FPV • Holden BelgiumGillet FranceAlpine • Citroen • Hommel • Pescarolo • Peugeot • Renault GermanyAudi • BMW • Mercedes-Benz • Opel • Ruf • Volkswagen HollandSpyker ItalyAlfa Romeo • Autobianchi • Cizeta • Fiat • Lancia • Pagani JapanAcura • ASL • Daihatsu • Dome • Honda / Mugen • Isuzu • Mazda • Mitsubishi • Nissan / Nismo • Subaru • Suzuki • Tommykaira • Toyota / TDRD KoreaHyundai • Proto Motors SpainSeatVolvo Tuning Cars Amuse • Blitz • HKS • Mine's • Opera • RE Amemiya • Spoon • Tom • Trial UVAC • Aston Martin • Bentley • Caterham • Ginetta • Jaguar • Jensen Healey • Land Rover • Lister • Lotus • Marcos • MG • Mini • Triumph • TVR • Vauxhall Car List For motorcade, cars marked with an asterisk (\*) are racing cars. Note that some machines may be listed differently from their in-game names; Sauber C9, for example, is listed at Mercedes-Benz, and Nismo cars are listed on Nissan. This has been done to make it easier to know which tuning shop manufacturer you will need to go to for upgrades. In some cases, however, you may need to go elsewhere; Sisleighly, for example, is listed under Nissan, but you will need to go to Tuning Cars for upgrades. There is also an option to display the tuning company in the Garage list, although this will not always show the correct tuner either; for Formula Gran Turismo, for example, shows Polyphony Digital, which is nowhere to be found and, for Sighthty, shows None, even if there are 5 tuners that sell upgrades for that car. So, when in doubt, check for an orange box flashing on the map. For the other column headers of the table, Drv is Drive, Asp is Aspiration, BHP is Brake Horse Power, and PWR is the Power-Weight Ratio. As with other Gran Turismo series titles, information for BHP and PWR may vary depending on various factors. For the Acquire column, D means that the car can be purchased from a new car dealer, P means that the car can be won as a prize (XNN following P: refers to an event), and U means that the car can be bought from one of the 3 used car dealers:

- 1980s (SouthWest of Home)
- Early 90s (NorthEast of Home)
- Late 90s (SouthEast Home) line-ups used car change every week (7 days) and things would be taking a license test will advance the day meter. After every 100 weeks (700 days), used car line-ups will end, thus line-ups of Week101 (Day701-707) will be the same in Sedmăna1, line-up-urile din S-pt-măna102 (Ziuă708-714) vor fi la fel ca în S-pt-măna2 i a'a mai departe. Pentru o lista a unora dintre colorile availability, consulta-i pagina GameSaves. CarDrvAspBHPPPWRAcquire AC Cars 427 S/C '66FRNA4862.700D Acura CL 3.2 Type-S '01FFNA2386.689U Acura CL 3.2 Type-S '03FFNA2665.868D Acura Integra Type-R '01FFNA1806.637U Acura NSX '91MRNA2445.591U Acura NSX '04MRNA2855.023D Acura NSX Coupe '97MRNA2655.248U Acura RSX Type-S '04FFNA2026.210D Alfa Romeo 147 2.0 Twinspark '02FFNA1508.537D Alfa Romeo 147 GTA '02FFNA2505.439D Alfa Romeo 155 2.5 V6 TI '93 '4WDNA4202.405P:D05 Alfa Romeo 156 2.5 V6 24V '98FFNA1747.578U Alfa Romeo 166 2.5 V6 24V Sportronic '98FFNA1748.713U Alfa Romeo Giulia Sprint GTA 1600 '65FRNA1156.491P:F01 Alfa Romeo Giulia Sprint Speciale '63FRNA1148.301P:D09 Alfa Romeo GT 3.2 V6 24V '04FFNA2325.815D Alfa Romeo GTV 3.0 V6 24V '01FFNA2196.447D Alfa Romeo Spider 1600 Duetto '66FRNA1108.715D Alfa Romeo Spider 3.0i V6 24V '01FFNA2196.606D Alpine A110 1600S '73RRNA1415.083P:F02 Alpine A310 1600VE '73RRNA1257.426P :G06 Amuse CarbonR (R34) '04FRTC6031.861D Amuse S2000 GT1 '04FRTC5102.314D Amuse S2000 R1 '04FRNA2634.261D Amuse S2000 Street Version '04FRNA2544.683D ASL Arta Garaiya (JGTC) '03 \*MRTC3233.479D ASL Garaiya '02MRNA2013.987D Aston Martin DB7 Vantage Coupe '00FRNA4264.171D Aston Martin DB9 Coupe '03FRNA4563.752D, P:F03 Aston Martin V8 Vantage '99FRSC5123.850U Aston Martin Vanguish '04FRNA4663.936D Audi A2 1.4 '02FFNA7512.339D Audi A3 3.2 Quattro '034WDNA2505.990D Audi A4 Touring Car '04 \*FRNA4612.344D Audi Abt Audi TT-R Touring Car '02 \*-NA4702.296D Audi Auto Union V16 Type C Streamline '37MRNA5201.923D, P:J01 Audi Le Mans Quattro '034WDTC6412.387P:F05 Audi Nuvolari Quattro '034WDTC6082.550P:N01 Audi Pikes Peak Quattro '034WDTC5073.749P:F04 Audi Quattro '824WDTC2036.363D Audi R8 Race Car (LM) '01 \*MRTC7951.133D, P:J11 Audi RS 4 '014WDTC3854.210D Audi RS 6 '024WDTC4534.061D Audi RS 6 Avant '024WDTC4534.150D Audi S3 '024WDTC2136.663D Audi S4 '984WDTC2396.320U Audi S4 '034WDNA3464.805D Audi TT Coupe 1.8T Quattro '004WDTC2256.214D , U Audi TT Coupe 3.2 Quattro '034WDNA2446.239D Audiobianchi A112 Abarth '79FFNA719.888P:A01 Bentley Speed 8 Race Car (LM) '03 \*MRTC7971.130P:J12 Blitz ER34 D1 spec 2004 (D1GP) '04 \*FRTC4752.487D BMW 120d '04FRTC1648.647D BMW 120i '04FRNA1528.790D BMW 2002 Turbo '73FRCT1716.326P:F06 BMW 320i Touring Car '03 \*FRNA2614.366D BMW 330i '05FRNA2595.896D BMW M Coupe '98FRNA2905.049U BMW M3 '04FRNA3444.564D BMW M3 CSL '03FRNA3603.851D BMW M3 GTR '03FRNA3803.551P:F07 BMW M3 GTR Race Car '01 \*FRNA4502.487P:D10 BMW M5 '05FRNA5083.374D BMW McLaren F1 GTR Race Car (LM) '97 \*MRNA6121.553P:K01 BMW V12 LMR Race Car (LM) '99 \*MRNA7991.127D BMW Z4 '03FRNA2315.903D Buick GNX '87FRTC2805.710D Buick '62FRNA5862.328D Cadillac Cien '02MRNA7601.907P:G01 Callaway C12 '03FRNA4393.369D Caterham Seven Fire Blade '02FRNA1602.303D Chaparral 2D Race Car (Can-Am) '67 \*MRNA4261.809D, P:J07 Chaparral 2J Race Car (Can-Am) '70 \*MRNA6941.183D Chevrolet Camaro IROC-Z Concept '88FRNA2336.298P:F08 Chevrolet Camaro LM Race Car '01 \*FRNA6011.930P:C02 Chevrolet Camaro SS '69FRNA3044.613D Chevrolet Camaro SS '00FRNA3314.714D Chevrolet Camaro Z28 302 '69FRNA2944.812D Chevrolet Camaro Z28 Coupe '97FRNA2615.977U Chevrolet Chevelle SS 454 '70FRNA4563.863P:C03 Chevrolet Corvette C5R (C5) '00 \*FRNA6191.840D Chevrolet Corvette Convertible (C1) '54FRNA1528.585P:C01 Chevrolet Corvette Coupe (C2) '63FRNA2535.424D Chevrolet Corvette Grand Sport (C4) '96FRNA3034.939U Chevrolet Corvette Stingray L46 350 (C3) '69FRNA3564.185D Chevrolet Corvette Z06 (C6) '03 \*FRNA6081.920P:F09 Chevrolet Corvette Z06 (C5) '00FRNA3853.663D Chevrolet Corvette ZR-1 (C4) '90FRNA3814.198D Chevrolet Silverado SST Concept '02FRNA4954.579P :A08 Chevrolet SSR '03FRNA2947.645D Chrysler 300C '05FRNA3455.444D Chrysler Crossfire '04FRNA2186.245D Chrysler Prowler '02FRNA2545.070P:A07 Chrysler PT-Cruiser '00FFNA1528.345D Citroen 2CV Type A '54FFNA1532.695P:D06, P:F11 Citroen C3 1.6 '02FFNA1109.657D Citroen C5 V6 Exclusive '03FFNA2107.324D Citroen Xantia 3.0i V6 Exclusive '00FFNA1977.610D Citroen Xsara Rally Car '99 \*FFNA2993.210D Citroen Xsara VTR '03FFNA10810.919D Cizeta V16T '94MRNA5892.787P:B08 Daihatsu Copen Detachable Top '02FFTC6313.083D Daihatsu Copen Detachable Top '02FFTC6312.610D Daihatsu Cuore TR-XX Avanzato R (J) '97FFTC5812.071U Daihatsu Midget '63MRNA1234.786P:F13 Daihatsu Midget II D-Type '98FRNA3118.482U Daihatsu Move Custom RS Limited '024WDTC6414.279D Daihatsu Move CX '95FFNA5014.830U Daihatsu Move SR-XX 2WD '97FFTC5713.257U Daihatsu Move SR-XX 4WD '974WDTC5714.129U Daihatsu Sirion CX 2WD (J) '98FFNA5315.918U Daihatsu Sirion CX 4WD (J) '984WDNA5316.866U Daihatsu Sirion X4 (J) '004WDTC1206.999U, P:F12 DMC DeLorean S2 '04RRNA2006.433P :M01 Dodge Charger 440 R/T '70FRNA3804.337D Dodge Charger Super Bee 426 Hemi '71FRNA4314.267P:J16 Dodge Ram 1500 Laramie Hemi Quad Cab '044WDNA3466.915D Dodge SRT4 '03FFTC2335.801D Dodge Viper GTS '99FRNA4563.442D Dodge Viper GTS-R Concept '00FRNA5052.920P:F10 Dodge Viper GTS-R Echipa Oreca Masina de curse '00 \*FRNA7521.927D Dodge Viper SRT-10 '03FRNA5073.025D Dome Zero '78MRNA1655.570P:L14 Eagle Talon ESi '97FFNA1418.896D Fiat 500F '65RNA1632.766U Fiat 500L '69RRNA1633.396U Fiat 500R '72RRNA1734.755U Fiat Barchetta Giovane Due '00FFNA1308.393D Fiat Coupe Turbo Plus '00FFTC2166.071D Fiat Panda Super adică '90FFNA4018.159U Fiat Punto HGT Abarth '00FFNA1318.418D Ford Australia 2000 Ford Falcon XR8 '00 \*FRNA6082.219D Ford Escort Rally Car '98 Ford Focus Rally Car '99 \*4WDTC3044.046D Ford Focus RS '02FFTC2204.764D Ford Focus ST170 '03FFNA1737.167D Ford GT [Concept] '02--SC5072.863P:I09 Ford GT [no stripes] '05MRSC5582.600P:K07 Ford GT [striped] '05MRSC5582.600D Ford GT40 Race Car '69 \*MRNA5001.995P:J02 Ford GT LM Race Car '02 \*MRNA6151.853P:J14 Ford GT LM Race Car Spec-II '04 \*MRNA6151.836P:B09 Ford Ka '01FFNA6215.678D Ford Model T Tourer '15FRNA2031.862P:L15 Ford Mustang GT '05FRNA3005.230D Ford Mustang SVT Cobra R '00FRNA3364.851U Ford RS2000 '844WDTC2504.715P:G03 Ford RS200 Rally Car '85 \*4WDTC4272.297P:I02 Ford SVT F-150 Lightning '03FRSC3855.532D Ford Taurus SHO '98FFNA2157.018U FPV F6 Typhoon '04FRTC3674.838D FPV GT '04FRNA3944.633D Gillet Vertigo Race Car '04 \*FRNA9010.866D Ginetta G4 '64FRNA914.972P:A06 HKS Genki Hyper Silvia RS2 (D1GP) '04 \*FRTC4832.342D Holden Commodore SS '04FRNA3334.986D Holden Monaro CV8 '04FRNA3334.986D Hommel Berlinette R/S Coupe '99MRNA1675.692D Honda 1300 Coupe 9 S '70FFNA1108.201D Honda Accord Coupe (US) '88FFNA10811.285U Honda Accord Coupe EX V6 (US) '03FFNA2436.083D Honda Accord Euro-R '00FFNA1986.702U Honda Accord Euro-R '02FFNA2206.320D Honda Arta NSX (JGTC) '00 \*MRNA4892.352D Honda Ballade Sports CR-X 1.5i '83FFNA998.198U Honda Beat '91MRNA5813.158U Honda Beat Version Z '93MRNA5813.158U Honda Castrol Mugen NSX (JGTC) '00 \*MRNA4892..352D Honda City Turbo II '83FFTC997.417U Honda Civic 1500 3door 25i '83FFNA909.036U Honda Civic SiR-II (EG) '91FFNA1496.961U Honda Civic SiR-II (EG) '92FFNA1516.892U Honda Civic SiR-II (EG) '93FFNA1516.892U Honda Civic SiR-II (EG) '95FFNA1526.824U Honda Civic Type R (EK) '97FFNA1626.473U Honda Civic Type R (EK) '98FFNA1656.366U Honda Civic Type R (EP) '01FFNA1816.565U Honda Civic Type R (EP) '04FFNA2185.449D Honda CR-X Del Sol SiR '92FFNA1527.222U Honda CR-X SiR '90FFNA1446.828U Honda Dualnote '014WDNA33953.545P:L07 Honda Element '034WDNA1619.701D Honda Gathers Drider Civic Race Car '98 \*FFNA1855.016D Honda HSC '03MRNA3303.486P:F15 Honda Insight '99FFNA839.896D Honda Integra Type R (DC2) '95FFNA1815.861U Honda Integra Type R (DC2) '98FFNA1825.929U Honda Integra Type R (DC2) '99FFNA1835.909U Honda Integra Type R (DC5) '03FFNA2255.199D Honda Integra Type R Touring Car '02 \*FFNA3103.383D Honda Jazz 1.4 dsi Se Sp '01FFNA1009.873D Honda Life Step Van '72FFNA3119.656P:E06 Honda Loctite Mugen NSX (JGTC) '01 \*MRNA4922.3 39D Honda Mobil 1 NSX '01 \*MRNA4922.339D Honda Mugen Motul Civic Si Race Car '87 \*FFNA2253.947P:F14 Honda Mugen S2000 '000FRNA2475.023D Honda N360 '67FFNA2817.062U Honda NSX '90MRNA2515.380U Honda NSX '93MRNA251 5.380U Honda NSX '95MRNA2515.380U Honda NSX '97MRNA2535.327U Honda NSX '99MRNA2535.327U Honda NSX '01MRNA2814.772D Honda NSX-R Concept '01MRNA2904.384P:B03 Honda NSX-R Concept '01MRNA2904.384P:B03 Honda NSX-R Prototip LM Race Car '02 \*MRNA5192.156P:J05 Honda NSX-R Prototip LM Road Car '02MRNA5532.224p:J09 Honda NSX Tip R '92MRNA2604.729U Honda NSX Tip R '02MRNA2954.301D Honda NSX Tip S '97MRNA2535.209U Honda N Tip S '99MRNA2535.209U Honda NSX Tip S '01MRNA2814.701D Honda NSX Tip S Zero '97MRNA2614.867U Honda NSX Tip S Zero '99MRNA2614.867U Honda Odyssey '034WDNA16010.593D Honda Prelude Si VTEC '91FFNA1946.607U Honda Prelude SiR '96FFNA1777.133U Honda Prelude SiR S Spec '98FFNA1966.477U Honda Prelude Tip S '96FFNA1966.681U Honda Prelude Tip S '98FFNA1966.681U Honda Raybrig NSX (JGTC) '00 \*MRNA4892..352D Honda S2000 '99FRNA2235.566U Honda S2000 '01FRNA2235.566U Honda S2000 '03FRNA247 5.064D Honda S2000 LM Race Car '01 \*FRNA3203.280D Honda S2000 Tip V '00FRNA2235.656U Honda S2000 Tip V '01FRNA2235.656U Honda S2000 Tip V '03FRNA2455.185D Honda S500 '63FRNA4415.299U, P:L11 Honda S600 '64FRNA5213.843U Honda S800 '66FRNA6311.429U Honda S800 RSC Masina de curse '68 \*FRNA1006.621P :B07 Honda Takata Dome NSX (JGTC) '03 \*MRNA4942.370D Honda Today G '85FFNA2819.601U Honda Z Act '70FFNA2818.319U HPA Motorsports Stage II R32 '044WDTC5302.804D Hyundai Accent Rally Car '01 \*4WDTC3044.046D Hyundai Clix '014WDTC3054.329P:F16 Hyundai Coupe FX '01FFNA1767.617D Hyundai HCD6 '01MRNA2195.253P:G11 Infiniti FX45 Concept '024WDNA3454.343P:G05 Infiniti G35 Sedan '03FRNA2625.773D Isuzu 117 Coupe '68FRNA1089.683U, P:F17 Isuzu Bellett 1600 GT-R '69FRNA1088.945U Isuzu Piazza XE '81FRNA1229.777U Jaguar E-Type Coupe '61FRNA2694.535P:D02 Jaguar S-Type R '02FRSC4054.439D Jaguar XJ220 '92MRTC5242.619D Jaguar XJ220 LM Edition '01 \*MRTC5502.144P:D01 Jaguar XJR-9 Masina de curse (LM) '88 \*MRNA9280.964D , P:N02 Jaguar XKR Coupe '99FRSC3484.715U Jaguar XKR R-Performance '02FRSC3954.397D Jay Leno Tank Car '03FRNA9013.886P:M02 Jensen Healey Interceptor Mk.III '74FRNA3525.160U, P:L13 Lancia Delta HF Integrale Evoluzione '914WDTC1927.030U Lancia Delta HF Integrale Rally Car '92 \*4WDTC3003.733P:H01 Lancia Delta S4 Rally Car '85 \*4WDTC4561.953P:I01 Lancia Stratos '73MRNA1895.195D Lancia Stratos Rally Car '77 \*MRNA2773.178P:I05 Land Rover Range Stormer Concept '044WDSC3507.139P :G10 Lexus GS300 '91FRTC2636.386U Lexus GS300 '00FRTC2905.803D Lexus GS300 Vertex Edition (J) '00FRTC2905.803D Lexus IS200 '98FRNA1608.180D Lexus IS200 J '98FRNA2096.398D Lexus IS300 Sport Cross '01FRNA2206.692D Lexx SC300 '97FRTC2536.174U Lexus SC430 '001FRNA2796.198D Lister Storm V12 Masina de curse '99 \*FRNA6022.387P:J08 Lotus Carlton '90FRTC3454.802U Lotus Elan S1 '62FRNA1066.030P:F18 Lotus Elise '00MRNA1225.848D Lotus Elise 111R '04MRNA1924.476D Lotus Elise 111s '02MRNA1565.154D Lotus Elise Sport 190 '98MRNA1723.905U Elise Tip 72 '01MRNA1226.192P:F19 Lotus Esprit Sport 350 '00MRTC3583.630D Lotus Esprit Turbo HC '87MRTC2185.261P:A05 Lotus Esprit V8 '02MRTC3583.854D Lotus Esprit V8 GT '98MRTC3234.100U Lotus Esprit V8 SE '98MRTC3234.270U Lotus Europa Special '71MRNA1285.693P:1 D03 Lotus Motor Sport Elise '99MRNA2043.424D Marcos Mini Marcos GT '70FFNA777.262P:F26 Mazda 110S (L10A) '67FRNA1118.452P:F20 Mazda 110S (L10B) '68FRNA1168.308U Mazda 323F '93FFNA1597.801U Mazda 787B Masina de curse (LM) '91 \*MRNA8031.034D , U



R2465.12TarmacN, R1City Cursuri Trial Mountain3.98TarmacN, R1Original Circuit Tsukuba2.04TarmacN1World Circuit Tsukuba Wet2.04TarmacN49World Circuite Event Liste În această secțiune, evenimentele au fost împărțite în grupele prezentate mai jos. The letters in parentheses are: A=Beginner, B=Professional, C=American, D=European, E=Japanese, F=Face, G=SpConEasy, H=SpConNormal, I=SpConHard, J=Endurance, K=Extreme, L=Licenses, M=Missions, and N=Completion. \* Originally available (A, B, C, D, E) & Producer Events (F) & Special Conditions (G, H, I) & Endurance Events (J) & Extreme Events (K) & Miscellaneous (L, M, N) In the first column of the tables below, the letter(s) in parentheses is the required license ( , B, A, IB, IA or S). Any other restrictions will also be listed in the Column. Tires means that only sports or normal tyres are allowed, Class means that only normal sports/road cars are allowed (no racing cars, special cars are allowed). The brand means that only cars from a particular manufacturer are allowed, and the car means that only a specific brand/model is allowed. For events where Tires is a restriction, you can often buy sports tires for cars that do not already include them (e.g. racing cars). For the Racing column, numbered races are part of a Championship, while bulleto denote Unique Races. The number in parentheses is the number of laps, unless it is in a time format followed by an H. For the Cars column, C is Competition (you have cars that make up the field), R is recommended (cars known to be competitive enough for the event), and P is the Prize (the car you will purchase after winning the event). For the Contest line, the number after C is the approximate BHP rating of the competition. For recommended machines, a previous asterisk (\*) means that the machine can be used as it is, while a previous caret (^) means that the machine may need maximum upgrades and proper tuning. Examples of m and Sn cars are: Rn - Race Cars Sn - Sport / Road Cars R1 Polyphony, high-end LM cars, Chaparral, ... S1 Speed 12, Cien, Pagani, SLR McLaren, ... R2 JGTC cars, travel cars, rally cars, ... S2 NSX, stock Skyline GT-R, ... R3 Low-powered/low-performance race cars S3 Low-powered/low-performance road cars Initially Asalable Events All of these events, except one, are initially available when you start Gran Turismo Mode. The exception is the Gran Turismo World Championship (B09), which is only unlocked when you do all other events in Beginner and Professional have been completed. A Beginner EventsRacesCars A01. Sunday Cup (-)Tyres + A.Ring Mini Rev.(2) + Driving Park (4) + HighSpeed (2) + CSR 5 Rev. (2) + Motegi West (3) C: 152 S3 R: \*Nismo 270R, Starter Car, ... P: Autobianchi A112 Abarth '79 A02. FF Challenge (-)Tyres, FF + Middle Rev. (2) + Suzuka East (3) + Hong Kong Rev. (2) + Gr.Valley East (2) + Motegi East (2) C: 219 S3 R: Concept-S2, 147 GTA, Civic Type R, ... P: Mazda Mazda6 Concept '01 A03. FR Challenge (-)Tyres, FR + Seattle (2) + Tsukuba (3) + SSR 5 (2) + Laguna Seca (2) + Motorland Rev.(4) C: 306 S3 R: Fairlady LM, Option Stream, BP Falken, ... P: Nissan Skyline 2000GT-B '67 A04. 4WD Challenge (-)Tyres, 4WD + Gr.Valley East (2) + A.Ring Mini Rev.(4) + Suzuka East (3) + El Capitan Rev. (2) + Fuji 90's (2) C: 346 S3 R: RSC Rally, Impreza Rally, Skyline GT-R, ... P: Toyota Triathlon Engine '04 A05. MR Challenge (-)Tyres, MR + Beginner (5) + A.Ring Rev.(2) + New York Rev. (2) + Fuji 90's (2) + El Capitan (2) C: \*NSX-R Concept, Cizeta, ... P: Lotus Esprit Turbo HC '87 A06. Uoare K Cup (-)Anvelope, 3400mm max + Motorland (4) + Tsukuba (3) + Inceptor (7) C: 64 S3 R: Cappuccino, Ginetta, Copen, ... P: Ginetta G4 '64 A07. Spider &amp; Roadster (B)Anvelope, convertible + Motegi East (2) + Trial Mt. Rev.(2) + Infineon (2) C: 286 S3 R: GSX-R/4, Speedster Turbo, \*A07 Est, ... P: Chrysler Prowler '02 A08. Sport Truck Race (-)Anvelope, camion + Fuji 90's (2) + Laguna Seca (2) + Seattle Rev. (2) C: 495 S3 R: Toyota Tacoma, Chevrolet SSR, ... P: Chevrolet Silverado SST '02 B. Professional EventsRacesCars B01. Cupa Clubman (B)Anvelope + Caise Hill (3) + Motegi East (3) + Seoul Rev. (4) + CSR 5 (5) + Deep Forest (3) C: 315 S2 R: Fairlady LM, RX-8 LM, RSC Rally, ... P: Mazda Mazda6 MPS '05 B02. Tuning Masina GP (A) 1. Caise Hill Rev. (2) C: 219 S3 R: (3) C: 219 S3 R: Concept-S2, 147 GTA, Civic Type R, ... P: Nissan Option Stream Z '04 B03. Cursa de SPORTURI NA (B)Anvelope, NA + Infineon (3) + Caise Hill Rev. (3) + Motegi (3) + SSR 5 Rev. (3) + Trial Mt. Rev. (3) C: 403 S2 R: RX-8 LM, \*Cien, ... P: Honda NSX-R Concept '01 B04. Cursa de Turbo Sport (B)Anvelope, Turbo + Fuji 80's (3) + Tokyo Rev. (2) + HighSpeed (3) + New York Rev. (2) + Miljocul terenului (3) C: 464 S2 R: Fairlady LM, RSC Rally, ... P: Mazda BP Falken RX-7 '03 B05. Boxer Spirit (B)Anvelope, boxer + Hong Kong (4) + Infineon (3) + D.Forest Rev. (2) C: 522 S2 R: Impreza Touring, Rr 3400S, Impreza Rally, ... P: Ruf CTR Yellow Bird '87 B06. World Classics (IB)Anvelope, până la 1970 modela 1. Fuji 80's (2) 2. El Capitan Rev. (2) 3. Nurburgring (1) 4. Monaco (2) 5. Laguna Seca (2) C: 486 S2 (a se vedea Rivalii pentru a evita) R: AC 427, Z06 C2 Race, 110S, ... P: Mercedes-Benz Daimler 1886 B07. World Compact Car (IB)Anvelope, 4000mm max 1. Seattle (3) 2. Tsukuba (5) 3. G.Valley E. Rev.(4) 4. Hong Kong Rev.(4) 5. Motegi Est (4) C: 260 S3 R: \*GSX-R/4, \*AC 427, Ginetta, ... P: Honda S800 RSC Race '68 B08. Supercar Festival (IA)Class, Anvelope, 493hp min + Seul (8) + Fuji 90's (6) + New York (6) + Midfield Rev. (6) + Infineon (6) C: 558 S1 R: R390 Road, SLR McLaren, Shelby S1, ... P: Cizeta V16T '94 B09. Gran Turismo Lume (IA) 1. Tokyo (10) 2. Motegi SS (21) 3. Hong Kong (18) 4. Seoul Rev. (19) 5. El Capitan (11) 6. New York (15) 7. Opera Rev. (18) 8. Suzuka (9) 9. Gr.Valley Rev. (11) 10. LeMans I (4) C: 940 R1 R: 88C-V, R92CP, ... P: Ford GT LM Spec-II '04 C. American EventsRacesCars C01. Toate American Championship (AJUS) 1. Seattle (5) 2. (5) 3. New York (4) 4. El Capitan Rev. (4) 5. Laguna Seca (5) C: 752 R1 (see Rivals To Evity) R: Camaro LM, Oreca Viper, Chaparral Z3, ... P: Chevrolet Corvette Convertible '54 C02. Stars and Stripes (IB)USA, Class, Tires + Laguna Seca (3) + Seattle (3) + Infineon (4) C: 456 S1 R: Shelby S1, C06 C5, Z28 '97, ... P: Chevrolet Camaro LM '01 C03. Muscle Machine (AJUS, Tires + New York Rev. (3) + Laguna Seca (3) + El Capitan (3) C: 507 S1 R: \*Cien, Shelby S1, Z06 C2 Race, ... P: Chevrolet Chevelle SS 454 70 C04. Old Muscle Car (B)US, Tires, up to 1980 models + New York (2) + Infineon (2) + Seattle (2) C: 492 S2 (see Rivals To Evit) R: Z06 C2 Race, Chevelle, Chaparral, ... P: Plymouth Super Bird 70 D. European EventsRacesCars D01. Pan Euro Championship (IB)EU, Tires 1. Opera (6) 2. Great Valley (5) 3. LeMans I (2) 4. Monaco (6) 5. Nurburgring (2) C: 625 S1 R: M3 Race, Alfa 155 T1, ... P: Jaguar XJ220 LM Edition '01 D02. British GT Series (IA)UK, Tires 1. Great Valley (3) 2. Fuji 90's (3) 3. El Capitan (3) 4. Infineon (3) 5. Midfield Rev. (3) C: 494 S1 R: XJ220 LM, Tuscany, ... P: Jaguar E-Type Coupe '61 D03. British Lightweight Series (BJUK, Tires, 1000kg max + Autumn Ring (2) + Apricot Hill Rev. (3) + SSR 5 (2) C: 120 S2 R: Ginetta, MS Elise, Sport 190, ... P: Lotus Europa Special '71 D04. Deutsche Touring, Mr. Meisters. (IA) EU, travel car 1. Opera (6) 2. Midfield (6) 3. HighSpeed Rev.(5) 4. Nurburgring (1) 5. Fuji 2005 GT (5) C: 470 R2 R: CLK Touring, Abt TT-R, ... P: AMG CLK-GTR Racing Car '98 D05. La Festa Italiano (IB)IT, Class, Tires + Autumn Rev. (2) + Monaco (2) + Infineon (2) C: 304 S2 R: Cizeta, \*C12S, \*Zonda C12, ... P: Alfa Romeo 155 2.5 V6 T1 '93 D06. Tous France Championat (AFRA, Class, Tires 1. Opera (4) 2. LeMans I (1) 3. SSR 5 (2) 4. Gr.Valley Rev. (3) C: 210 S2 R: Clio V6 24V, Renault 5 Turbo, Hommel, ... P: Citroen ZCV Type-A '54 D07. Europa Classic Car League (IB)EU, Tires, pre-70's 1. Nurburgring (1) 2. Fuji 80's (2) 3. Opera Rev. (2) 4. Suzuka (1) 5. D.Forest Rev. (2) C: 486 S3 (see Rivals to Avoid) R: AC 427, 300 SL, E-Tip, ... P: Mercedes-Benz Benz Patent 1886 D08. Euro Hot Hatch League (IB)EU, Class, Tires, hatchback 1. Motegi Est (3) 2. Opera (4) 3. Trial Mt. Rev. (3) 4. Suzuka East (5) 5. SSR 5 Rev. (3) C: 260 S2 R: Clio V6 24V, A3, ... P: Volvo 240 GLT Estate '88 D09. 1000 Miles (1) -Class, Tires, up to 1970 models 1. Nurburgring (25) 2. Opera (95) 3. Monaco (99) 4. LeMans I (35) C: 486 S2 (see Rivals to Avoid) R: AC 427, 300 SL, Skyline KPGCo (10) 110S, ... P: Alfa Romeo Giulia Sprint '63 D10. Schwarzwald League A (AD), Cars, Tires + Trial Mt. Rev. (3) + Opera Rev. (4) + Autumn Ring (4) C: 317 S2 R: Speedster Turbo, T1 1.8T, A3, 120i, ... P: BMW M3 GTR Race Car '01 D11. Schwarzwald League B (IB)DE, Cars, Tires + Nurburgring (1) + Tokyo (2) + Fuji 90's (3) + HighSpeed Rev.(3) + Suzuka (2) C: 613 S1 R: LM Quattro, M3 GTR, SL 55 AMG, 3400S, ... P: AMG 190E 2.5 16V Evo.II '92 E. Japanese EventsRacesCars E01. Japan Championship (AJJP, Tires 1. Fuji 90's (5) 2. Tsukuba (10) 3. Tokyo Rev. (4) 5. Motegi (4) 6. Suzuka (4) C: 415 S1 R: RX-8 LM, RSC Rally, \*Option Stream, ... P: Nissan Fairlady Z Concept LM '02 E02. All Japan GT (IA) 1. Tokyo (5) 2. Suzuka East (12) 3. Seoul (10) 4. Fuji 90's (6) 5. Motegi SS (12) 6. Laguna Seca (7) 7. Hong Kong (9) 8. Motegi (6) 9. Fuji 2005 GT (6) 10. Suzuka (5) C: 505 R2 R: Fairlady LM, RX-8 LM, ... P: Nissan Motul Pitwork Z '04 E03. Japanese 70's Classic (B)JP, Class, Tires, 70's + Fuji 80's (2) + A.RingMini Rev.(4) + Trial Mt. Rev. (2) C: 160 S3 R: 240ZG, 280Z-L, 400GLX, ... P: Nissan Skyline HT 2000GT-R KPGC10 70 E04. Japanese 80's Festival (AJJP, Class, Tires, 80's + El Capitan (3) + CSR 5 Rev. (5) + Tsukuba (5) + Apricot Rev. (3) + Suzuka (2) C: 223 S2 R: Skyline GT-R '89, GTS-i Type M '89, ... P: Mitsubishi HSR-II Concept '89 E05. Japanese 90's Challenge (AJ) JP, Class, Tires, 90 years + Apricot Hill (3) + G.Valley E. Rev.(4) + Motegi East (3) + SSR 5 Rev. (3) + Fuji 90's (3) C: 244 S2 R: Slightly, MR2 GT-S, RX-7 GT-X, ... P: Nismo 400R (R33) '96 E06. Japanese Compact (BJJP, Tires, 4000mm max 1. Motegi East (2) 2. A.RingMini Rev.(4) 3. Tsukuba (3) 4. D.Forest Rev. (2) 5. Suzuka East (3) C: 139 S3 R: \*GSX-R/4, MR2 1600 G-Limited, ... P: Honda Life Step Van '72 Manufacturer Events Although grouped together in a single list here, these events are actually scattered in different places and can be found in [country] &gt; [producer] &gt; Event. For the full list of countries and producers that can be found there, see Producer Areas. In general, you can find eligible machines at the manufacturer where the event takes place; Exceptions are cars that are eligible for Toyota Altezza Race, which can be bought and upgraded to America &gt; Lexus, while the event is at Japan &gt; Toyota. Although a few of the one-face will require you to fully upgrade your car, most of them can be won with minimal upgrades (C: line should give you an idea of how much to upgrade). Note that the Aston Martin Festival is the only-face that has a tire restriction; for all others where upgrades are required, Racing Tires are given that even SuperHard will be an improvement over even the softest Sport/normal tires. F. Events manufacturerRacesCars F01. Alfa Romeo GTA Cup (-)Cars + Gr.Valley E.Rev.(2) + Tsukuba (3) + Apricot Hill (2) C: 250 S2 R: 147 GTA, Giulia GTA P: Alfa Romeo Giulia Sprint GTA '65 F02. Alpine Renault Alpine Cup (A)Face 1. Tokyo (2) 2. Process Mt. (2) 3. Opera Rev. (4) 3. SSR 5 (2) 5. Valea Mare (2) C: 141 S3 R: A110, A310 P: Alpine A110 1600S '73 F03. Aston Martin Festival (B)Make, Tires + Fuji 90's (2) + Hong Kong (3) + Autumn Ring (2) C: 559 S2 R: DB9, ... P: Aston Martin DB9 Coupe '03 F04. Audi A3 Cup (-)Car + Suzuka East (3) + Midfield (2) + Laguna Seca (2) C: 250 S2 R: A3 3.2 Quattro P: Audi Pikes Peak quattro '03 F05. Audi Tourist Trophy (B)Cars 1. El Capitan (2) 2. Tokyo Rev. (2) 3. D.Forest Rev. (2) C: 247 S2 R: TT 1.8T, \*Abt TT-R, ... P: Audi Le Mans quattro '03 F06. BMW 1 Series Trophy (-)Cars + Grand Valley (1) + Infineon (2) + Motegi East (2) C: 164 S2 R: 120i, 120d P: BMW 2002 Turbo '73 F07. BMW 'M Club (A)Cars 1. El Capitan Rev. (3) 3. Opera Rev. (4) 4. Suzuka (2) 5. Nurburgring (1) C: 508 S2 R: \*M3 GTR Race, M3 CSL, ... P: BMW M3 GTR '03 F08. Chevrolet Camaro Meeting (B)Cars + Seoul (4) + El Capitan Rev. (3) + Midfield (3) C: 331 S2 R: \*LM, SS '00, Z28 '97, ... P: Chevrolet Camaro IROC-Z '88 F09. Chevrolet Corvette Festival (IB)Cars + Seattle (4) + Laguna Seca (4) + Infineon (4) + El Capitan (4) C: 385 S2 R: Z06 C5, \*CSR, ... P: Chevrolet Corvette Z06 Race '63 F10. Chrysler Crossfire Trophy (A)Car + Seattle (2) + Motegi SS (3) + Trial Mt. Rev. (2) C: 218 S2 R: Crossfire P: Dodge Viper GTSR Concept '00 F11. Citroen ZHP-2CV (-)Car 1. Opera (1) 2. Monaco (1) 3. Autumn Mini (2) 4. D.Forest Rev. (1) 5. Tsukuba (4) C: 15 S3 R: 2CV Type A P: Citroen ZCV Type-A '54 F12. Daihatsu Copen Race (A)Cars + Tsukuba (2) + Motorland (3) + Autumn Mini (3) C: 63 S2 R: Detachable Top, Active Top P: Daihatsu Sirion X4 '00 F13. Daihatsu Midget II Race (-)Car + Motorland Rev. (4) C: 33 S3 R: D-Type P: Daihatsu Midget '63 F14. Honda Civic Race (B)Cars + Motegi East (2) + Suzuka East (3) + Deep Forest (2) + Autumn Mini (3) + Midfield Rev. (2) C: 181 S2 R: Type R, \* Gatcher Driider, ... P: Mugen Motul Civic Si Race '87 F15. Honda Type R Meeting (IB)Cars + Motegi (4) + Autumn Rev. (5) + Suzuka (4) + Motorland Rev. (10) + Tsukuba (10) C: 306 S2 R: NSX-R Concept, \*NSX-R LM, Civic Type R, ... P: Honda HSX '03 F16. Hyundai Sports Festival (B)Make + Inel de toamnă (2) + Hong Kong (2) + Gr.Valley Est (2) + Tsukuba (3) + Seul (2) C: 176 S2 R: Coupe FX, \* Accent Rally, ... P: Hyundai Clix '01 F17. Isuzu Sports Classics (-)Make + Tsukuba (4) + Fuji 80's (2) + Trial Mt. (2) C: 133 S3 R: Piazza, Bellett, 117 Coupe P: Isuzu 117 Coupe '68 F18. Lotus Classics (-)Autoturisme 1. Hong Kong Rev.(2) 2. Laguna Seca (2) 3. El Capitan (2) 4. Tsukuba (3) 5. Caise Hill Rev.(2) C: 128 S3 R: Elan S1, Europa Special P: Lotus Elan S1 '62 F19. Lotus Elise Trophy (A)Cars 1. Tokyo (1) 2. Rev. toamnă (2) 3. SSR 5 Rev. (2) 4. Hong Kong (2) 5. Dealul Caiselor (2) C: 201 S2 R: MotorSport, Sport 190, 111R, ... P: Lotus Elise Tip-72 '01 F20. Mazda 'RE Club (B)Cars + Laguna Seca (2) + Toamna Rev. (2) + CSR 5 Rev. (2) + Opera (2) + Suzuka (1) C: 297 S2 R: \*RX-8 LM, RX-7 LM, RX-8 Tip S, ... P: Mazda 110S (L10A) '67 F21. Mazda Roadster Cup (B)Cars 1. Motegi Est (2) 2. Tokyo (1) 3. CSR 5 Rev. (2) 4. Tsukuba (3) 5. Trial Mt. Rev. (2) C: 200 S3 R: 1800 RS '04, 1800 RS '00, MX-5 '89, ... P: Mazda MX-Crossport '05 F22. Mazda RX-8 Cupa (B)Cars 1. Laguna Seca (2) 2. SSR 5 (2) 3. Fuji 90's (2) 4. El Capitan (2) 5. Tsukuba (3) C: 285 S2 R: Tip S, Concept Tip-I, ... P: Mazda RX-8 Concept LM Race '01 F23. Mercedes Silver Arrow (A)Cars + Fuji 90's (3) + Nurburgring (1) + Opera (3) C: 625 S2 R: \*AMG 190E Touring, \*SL 55 AMG, ... P: Mercedes-Benz CLK Touring Car '00 F24. Mercedes SL Challenge (IB)Cars + Caise Hill (4) + Fuji 80's (4) + El Capitan (4) C: 613 S2 R: 55 AMG, 65 AMG, ... P: Mercedes-Benz 300 SL Coupe '54 F25. MG Festival (A)Make + Hong Kong Rev.(2) + Suzuka (1) + Opera (2) + Motorland (4) + G.Valley E.Rev. (2) C: 161 S2 R: TF160, MGF P: MGF '97 F26. Mini Sport Meeting (-)Make + Opera (2) + Tokyo (1) + CSR 5 Rev. (3) + Seattle (2) + New York Rev. (2) C: 163 S3 R: Cooper S, Cooper, One P: Marcos Mini Marcos GT '70 F27. Mitsubishi Evolution Meeting (B)Cars + CSR 5 (3) + Fuji 90's (2) + Tokyo (1) C: 377 S2 R: \*Mine's Evo Vi, Lancer Evo VII RS, ... P: Lancer 1600 GSR Rally '74 F28. Mitsubishi Mirage Cup (-)Cars 1. Tsukuba (3) 2. Inel de toamnă (2) 3. SSR 5 (2) 4. Laguna Seca (2) 5. Suzuka (1) C: 198 S3 R: Cyborg ZR, 1400GLX P: Mitsubishi i Concept '03 F29. Nissan Micra Brothers (B)Cars + Toamna Mini (4) + Suzuka Est (3) + Gr.Valley Rev. (2) C: 117 S3 R: Martie, mm-FR, Micra P: Nissan mm-R Cupa Car '01 F30. Nissan Red Emblem (IA)Cars + Motegi (10) + Trial Mt. Rev. (6) + Fuji 80's + New York Rev. (6) + Suzuka (6) C: 394 S2 R: Nismo 400R, Skyline GT-R R34, ... P: Nismo Skyline GT-R LM Road Car '95 F31. Nissan Silvia Sisters (B)Cars + Tsukuba (3) + Route 5 (2) C: 216 S2 R: Nismo 270R, \*C-West Razo, ... P: Nissan Sileighty '98 F32. Nissan Z Club (A)Cars + New York (3) + Tokyo Rev. (2) + El Capitan (3) + Laguna Seca (3) + Gr.Valley Rev. (2) C: 286 S1 R: \*Fairlady LM, \*Motul Pitwork, \*Option Stream, ... P: Nissan 240ZG (HS30) '71 F33. Opel Speedster Cup (IB)Cars + Grand Valley (3) + Toamna Rev. (4) + Suzuka Est (4) + Infineon (3) + Seattle (3) C: 379 S2 R: \*Turbo P: Opel Calibra Touring Car '94 F34. Peugeot 206 Cup (IB)Cars + Opera (4) + Tsukuba (5) + Motorland Rev. (8) + Suzuka (4) + Monaco (3) C: 275 S2 R: 206 Rally, \*RC, \*S16 P: Peugeot 205 Turbo 16 Rally '85 F35. Renault Clio Trophy (IB)Cars 1. Suzuka (3) 2. Motegi (4) 3. Tsukuba (7) 4. Pădure adâncă (4) 5. El Capitan (4) C: 298 R2 R: \*V6 24V, Trophy P: Renault Clio Sport Trophy Race '00 F36. Renault Megane Cup (A)Masini 1. Suzuka Est (3) 2. Opera (3) 3. Laguna Seca (2) 4. Seul (3) 5. Monaco (2) C: 138 S2 R: 2.0 IDE, 2.0 16V P: Renault Avantage '02 F37. Saleen S7 Club (IB)Car + LeMans I (2) + El Capitan (4) + SSR 5 Rev. (4) + Suzuka (3) + Infineon (4) C: 558 S1 R: St P: Nike One 2022 F38. Cupa Shelby Cobra (IB)Make + Seattle Rev. (2) + HighSpeed Rev. (2) + New York (2) + Laguna Seca (2) + Trial Mt. Rev. (2) C: 492 S1 R: Seria 1, 427 P: Shelby Mustang G.T.350R '65 F39. Subaru 360 Race (A)Car + Tsukuba (3) C: 16 S3 R: 360 P: Subaru 360 '58 F40. Subaru Stele de Pleiade (IB)Face 1. Tsukuba (5) 2. Process Mt. (3) 3. Suzuka (2) 4. D.Forest Rev.(3) 5. Laguna Seca (3) C: 348 S2 R: Impreza Rally, Impreza Sedan, ... P: Subaru Impreza Super Touring '01 F41. Suzuki Concepte (-)Masini + Motegi Vest (4) + Seattle (2) + Tsukuba (3) C: 177 S2 R: GSX-R/4, \*Concept-S2 P: Suzuki GSX-R/4 '01 F42. Suzuki K Cup (B)Cars + A.RingMini Rev.(4) + Tsukuba (3) + Motorland (4) C: 64 S3 R: Cappuccino, Alto, ... P: Suzuki Concept-S2 '03 F43. Toyota Altezza Race (B)Cars + Tsukuba (3) + Suzuka (1) + Caise Hill (2) + Motegi (2) + Fuji 2005 (2) C: 220 S2 R: \*Touring, IS200 J, IS300, ... P: Toyota Altezza Touring Car '01 F44. Toyota Vitz Race (-)Cars + Fuji 90's (2) + Suzuka Est (3) + Motegi Est (2) + Tsukuba (3) + Inel de toamnă (2) C: 139 S3 R: RS Turbo, RS 1.5, ... P: Toyota Yaris RS Turbo '02 F45. Triumph Spitfire Cupa (A)Car + El (2) + Motegi West (3) + A.RingMini Rev. (4) + CSR 5 (3) + Seoul Rev. (2) C: 123 S3 R: 1500 P: Triumph Spitfire 1500 '74 F46. TVR Blackpool Racers (A)Make + Suzuka East (5) + SSR 5 (3) + Laguna Seca (3) + Opera (4) + Fuji 2005 (3) C: 809 S2 R: Speed 12, Speed 6, Griffith, ... P: TVR Cbera Speed 12 '00 F47. Volkswagen Beetle Cup (B)Cars 1. Fuji 90's (2) 2. Motegi (2) 3. Tsukuba (3) 4. Suzuka (1) 5. Fuji 2005 (2) C: 205 R3 R: Cup, RSI P: Volkswagen Beetle 1100 Std '49 F48. Volkswagen GTI Cup (B)Cars + Hong Kong Rev. (2) + Tsukuba (3) + Opera (2) + Midfield Rev. (2) + D.Forest Rev. (2) C: 204 S2 R: Lupo GTI Cup, Golf GTI P: Volkswagen Golf GTI '76 F49. Volkswagen Lupo Cup (A)Cars 1. Fuji 90's (2) 2. Nurburgring (1) 3. Tsukuba (3) 4. Suzuka (1) 5. Infineon (2) C: 135 R3 R: GTI Cup, Cup, \*1.4 P: Volkswagen Karmann Ghia '68 Special Conditions (Rally Events) These events are always open/unlocked. All this, with the exception of the Tsukuba Wet Circuit (G09, H09 and I09), are types of events organized either on earth, snow or on street courses. For events that do not require dirt or snow tires (Umbria, Capri, George V, and Tsukuba), your best bet is to use the softest tires you have bought for your car (ideally, Racing/Soft or Racing/Qualification) because there is no tire wear in these events. G. EasyRacesCars G01 Special Conditions. Umbria Rally (A) + Citta di Aria (2) + Citta di Aria Rev. (2) C: 167 S2 R: \*RSC Rally, Nismo 270R, ... P: Cadillac Cien '02 G02. Rally Capri (A) + Costa di Malefi (2) + Costa di Malefi Rev. (2) C: 203 S2 R: \*Nismo 270R, Starter Car, ... P: Toyota RSC Rally Raid Car '02 G03. Grand Canyon Rally (A) Dirt Tires + Grand Canyon (2) + Grand Canyon Rev. (2) C: 203 S2 R: Impreza Rally, RSC Rally, ... P: Ford RS200 '84 G04. Whistler Ice Race (A)Snow Tires + Ice Arena (2) + Ice Arena Rev. (2) C: 192 S2 R: Impreza Rally, RSC Rally, ... P: Toyota RSC '01 G05. Chamonix Rally (A)Snow Tires + Chamonix (2) + Chamonix Rev. (2) C: 203 S2 R: Impreza Rally, RSC Rally, ... P: Infiniti FX45 Concept '02 G06. George V Rally (A) + George V Paris (2) + George V Paris Rev. (2) C: 213 S2 R: \*Fairlady LM, \*RSC Rally, ... P: Alpine A310 1600VE '73 G07. Swiss Alps Rally (A)Dirt Tires + Swiss Alps (2) + Swiss Alps Rev. (2) C: 225 S2 R: Impreza Rally, RSC Rally, ... P: Mitsumushi CZ-3 Asphalt '01 G08. Tahiti Rally (A)Dirt Tires + Tahiti Maze (2) + Tahiti Maze Rev. (2) C: 213 S2 R: Impreza Rally, RSC Rally, ... P: Renault 5 Turbo 80 G09. Tsukuba Wet Circuit (A) + Tsukuba (2) C: 342 S2 R: \*Fairlady LM, \*RSC Rally, ... P: Mazda RX-8 (Type-I) 01 G10. Yosemite Rally I (A)Dirt Tires + Cath.Rocks 1 (2) + Cath.Rocks 1 Rev. (2) C: 213 S2 R: Impreza Rally, RSC Rally, ... P: Land Rover Range Rover '04 G11. Yosemite Rally II (A)Dirt Tires + Cath.Rocks 2 (2) + Cath.Rocks 2 Rev. (2) C: 192 S2 R: Impreza Rally, RSC Rally, ... P: Hyundai HDC6 '01 H. Special Conditions NormalRacesCars H01. Umbria Rally (IB) + Citta di Aria (3) + Citta di Aria Rev. (3) C: 327 R3 R: 88C-V, Fairlady LM, ... P: Subaru Impreza Rally Prototype '01 H03. Grand Canyon Rally (IB) Dirt Tires + Grand Canyon (3) + Grand Canyon Rev. (3) C: 286 R3 R: RS200 Rally, Impreza Rally, ... P: Mitsubishi CZ-3 Tarmac Rally '02 H04. Whistler Ice Race (IB)Snow Tires + Ice Arena (3) + Ice Arena Rev. (3) C: 316 R3 R: RS200 Rally, Impreza Rally, ... P: Mitsubishi Lancer Evo.IV Rally '97 H05. Chamonix Rally (IB)Snow Tires + Chamonix (3) + Chamonix Rev. (3) C: 260 R3 R: RS200 Rally, Impreza Rally, ... P: Subaru Impreza Rally Car '01 H06. George V Rally (IB) + George V Paris (3) + George V Paris Rev. (3) C: 327 R3 R: 88C-V, Fairlady LM, ... P: Renault 5 Maxi Turbo Rally '85 H07. Swiss Alps Rally (IB)Dirt Tires + Swiss Alps (3) + Swiss Alps Rev. (3) C: 327 R3 R: RS200 Rally, Impreza Rally, ... P: Toyota Celica GT-Four Rally (ST205) '95 H08. Tahiti Rally (IB)Dirt Tires + Tahiti Maze (3) + Tahiti Maze Rev. (3) C: 327 R3 R: RS200 Rally, Impreza Rally, ... P: Ford Escort Rally Car '98 H09. Tsukuba Wet Circuit (IB) + Tsukuba (3) C: 558 R2 R: 88C-V, Fairlady LM, ... P: Mazda6 Touring Car '02 H10. Yosemite Rally I (IB)Dirt Tires + Cath.Rocks 1 (3) + Cath.Rocks 1 Rev. (3) C: 260 R3 R: RS200 Rally, Impreza Rally, ... P: Subaru Impreza Rally Car '99 H11. Yosemite Rally II (IB)Dirt Tires + Cath.Rocks 2 Rev. (3) + Cath.Rocks 2 Rev. (3) C: 260 R3 R: RS200 Rally, Impreza Rally, ... P: Toyota Celica GT-Four Rally '95 I. Special Conditions HardRacesCars I01. Umbria Rally (IA) + Citta di Aria (5) + Citta di Aria Rev. (5) C: 355 R2 R: Polyphony, 88C-V, Fairlady LM, ... P: Lancia Delta S4 Rally Car '85 I02. Rally Capri (A) + Costa di Malefi (5) + Costa di Malefi Rev. (5) C: 456 R2 R: Polyphony, 88C-V, Fairlady LM, ... P: Ford RS200 Rally Car '85 I03. Grand Canyon Rally (IA)Dirt Tires + Grand Canyon (5) + Grand Canyon Rev. (5) C: 351 R2 R: Escudo, RS200 Rally, ... P: Mitsubishi Starion Rally '84 I04. Whistler Ice Race (IA)Snow Tires + Ice Arena (5) + Ice Arena (5) C: 351 R2 R: Escudo, RS200 Rally, ... P: Nissan Bluebird Rally '69 I05. Chamonix Rally (IA)Snow Tires + Chamonix (5) + Chamonix Rev. (5) C: 351 R2 R: Escudo, RS200 Rally, ... P: Lancia Stratos Rally Car '77 I06. George V Rally (A) + George V Paris (5) + George V Paris Rev. (5) C: 456 R2 R: Polyphony, 88C-V, Fairlady LM, ... P: Peugeot 205 Turbo 16 Evo.2 I07. Rally '86 I07. Swiss Alps Rally (IA)Dirt Tires + Swiss Alps (5) + Swiss Alps Rev. (5) C: 351 R2 R: Escudo, RS200 Rally, ... P: Nissan 240RS Rally Car '85 I08. Tahiti Rally (IA)Dirt Tires + Tahiti Maze (5) + Tahiti Maze Rev. (5) C: 456 R2 R: Escudo, RS200 Rally, ... P: Mitsubishi Pajero Rally Raid '85 I09. Tsukuba Wet Circuit (A) + Tsukuba (5) C: 927 R1 R: Polyphony, 88C-V, Fairlady LM, ... P: Ford GT [Concept] '02 I10. Yosemite Rally I (IA)Dirt Tires + Cath.Rocks 1 (5) + Cath.Rocks 1 Rev. (5) C: 347 R2 R: RS200 Rally, ... P: Suzuki Escudo Dirt Trial '98 I11. Yosemite Rally II (IA)Dirt Tires + Cath.Rocks 2 (5) + Cath.Rocks 2 Rev. (5) C: 300 R2 R: Escudo, RS200 Rally, ... P: Mitsubishi Pajero Evo Rally '03 Endurance Events These events are unlocked when 25% game completion is achieved. For a general guide, see Endurance Racing. J. Endurance EventsRacesCars J01. Grand Valley 300km (IB) + Grand Valley (60) C: 550 R2 R: 88C-V, R92CP, 787B, ... P: Audi Auto Union V16 '37 J02. Laguna Seca 200 Mile (A) + Laguna Seca (90) C: 558 S1 R: Fairlady LM, RX-8 LM, GSX-R/4, ... P: Ford GT40 Racing Car '69 J03. Roadster 4 Hours (-)Tyres, Mazda MX-5 + Tsukuba (4:00 H) C: 147 S3 R: MX-5 1800 RS, MX-5 1.8 RS, ... P: Mazda RX-7 LM Race Car '01 J04. Tokyo R246 300km (IB) + Tokyo (60) C: 608 R2 R: 88C-V, R92CP, 787B, ... P: Mitsubishi FT0 Super Tour '97 J05. Super Speedway 150 Mile (IB) + Motegi SS (100) C: 940 R1 R: 88C-V, R92CP, RB Race, ... P: Honda NSX-R Proto Race '02 J06. Nurburgring 24 Hours (IB) + Nurburgring (24:00 H) C: 420 R2 R: Bentley, RB Race, 88C-V, ... P: Polyphony Formula GT '04 J07. Nurburgring 4 hours (IB)Tyres + Nurburgring (4:00 H) C: 403 S2 R: Fairlady LM, RX-8 LM, Shelby S1, ... P: Chaparral 2D Race Car '67 J08. Suzuka 1000km (IB) + Suzuka (172) C: 519 R2 R: 88C-V, R92CP, 787B, ... P: Lister Storm V12 Racing Car '99 J09. Motors 8 Hours (A)Tyres + Motegi (8:00 H) C: 345 S2 R: Fairlady LM, RX-8 LM, GSX-R/4, ... P: Honda NSX-R LM Road '02 J10. Tsukuba 9 Hours (B)Tyres + Tsukuba (9:00 H) C: 364 J02. (see Rivals to Avoid) R: Fairlady LM, RX-8 LM, GSX-R/4, ... P: Nissan Calsonic Skyline '93 J11. Sarthe Circuit 24 Hours 1 (IA) + LeMans I (24:00 H) C: 940 R1 R: 88C-V, RB Race, ... P: Audi R8 '01 J12. Sarthe Circuit 24 Hours 2 (IA) + LeMans II (24:00 H) C: 940 R1 R: 88C-V, RB Race, ... P: Bentley Speed 8 Racing Car '03 J13. Fuji 1000km (A) + Fuji 90's (228) C: 940 R1 R: 88C-V, Bentley, RB Race, ... P: Nissan R92CP Racing Car '92 J14. Infineon World Sport (IA) + Infineon (2:45 H) C: 940 R1 R: 88C-V, R92CP, RB Race, ... P: Ford GT LM Race Car '02 J15. El Capitan 200 Miles (A)Tyres + El Capitan (66) C: 508 S1 (see Rivals to Avoid) R: Fairlady LM, RX-8 LM, GSX-R/4, ... P: Toyota 88C-V Race Car '89 J16. New York 200 Miles (A)Tyres + New York (76) C: 616 S1 R: Fairlady LM, Shelby V1, GSX-R/4, Cien, ... P: Dodge Charger Super Bee '71 Extreme Events Extreme Events are unlocked when Professional Events &gt; Gran Turismo World Championship has been won (GTWC itself is unlocked when all other events in beginner and professional have been completed). Note that you don't necessarily need to win all GTWC races; you just have to finish the championship in 1st place in general. K. Extreme EventsRacesCars K01. Gran Turismo All Stars (IA) 1. HighSpeed Rev. (7) 2. Fuji 80's (6) 3. Laguna Seca (7) 4. A.Ring Rev. (9) 5. Test course (2) 6. Gr.Valley Rev. (6) 7. Suzuka (5) 8. Infineon (8) 9. LeMans I (2) 10. Nurburgring (2) C: 953 R1 R: Sauber, 88C-V, C60/Judd, ... P: BMW McLaren F1 GTR '97 K02. Dream Car (S) 1. Opera (7) 2. Tokyo Rev. (4) 3. Deep forest (5) 4. Seoul Rev. (7) 5. Hong Kong (7) 6. Test course (2) 7. Beginner (27) 8. LeMans II (2) 9. El Capitan Rev. (4) 10. Monaco (7) C: 661 R1, R2 R: 88C-V, Fairlady LM, ... P: Nissan GT-R Concept LM Race '02 K03. Polyphony Digital Cup (S)Tyres 1. Motegi (6) 2. Seattle Rev. (7) 3. Infineon (8) 4. Tokyo Rev. (5) 5. Fuji 2005 (6) 6. Motorland Rev. (19) 7. LeMans I (2) 8. El Capitan Rev. (6) 9. Suzuka (5) 10. Nurburgring (2) C: 558 S2 R: 88C-V, Fairlady LM, Shelby S1, ... P: Opera Performance S2000 '04 K04. Like Wind (S) + Test Course (5) C: 919 R1 R: Sauber, 88C-V, C60/Judd, ... P: Volkswagen W12 Nardo Concept '01 K05. Formula GT World (S) 1. Tokyo (60) 2. Motegi SS (127) 3. New York (74) 4. High speed (77) 5. Gr.Valley (62) 6. LeMans I (23) 7. Monaco (78) 8. Seoul (113) 9. Infineon (76) 10. Laguna Seca (85) 11. Motegi (64) 12. Nurburgring (15) 13. El Capitan (64) 14. Fuji 2005 (67) 15. Suzuka (53) C: 905 R1 R: Formula GT P: Mercedes-Benz Sauber Mercedes C9 '89 K06. Real Circuit Tours (IA) + Suzuka (6) + Motegi (8) + Tsukuba (15) + Laguna Seca (10) + Infineon (9) + Fuji 2005 (8) + LeMans I (3) + Nurburgring (2) C: 940 R1 R: Sauber, R92CP, C60/Judd, ... P: Nissan Gran Turismo PaceCar '01 K07. Premium Sports Lounge (IB)Cars, Tires + Monaco (4) + Opera (5) + Hong Kong Rev.(5) + HighSpeed Rev.(4) + New York Rev. (3) C: 625 S1 R: R390 Road, SLR McLaren, Shelby S1, ... P: Ford GT [solid color] '05 Various Events List below mainly serves as reference for the Purchase column from the list of cars. For more information, see Licenses or missions. L. License examsPrize Car L01. Intern B - Bronze Volkswagen Lupo 1.4 '02 L02. Domestic A - Bronze Pontiac Sunfire '02 L03. International B - Bronze Nike One 2022 L04. International A - Bronze Nismo 270R (S14) '94 L05. Special License - Bronze Mercury Cougar XR-7 '67 L06. Intern B - Silver Mazda Kusabi '03 L07. Internal A - Silver Honda DaLnote '01 L08. International B - Silver Mazda RX-8 Concept (Type-II) '

(English, French, German, Italian or Spanish). Choose a display name that will be displayed in the upper-left corner of the Gran Turismo Mode home page and above the garage door on the home page. Before entering Arcade Mode or Gran Turismo Mode, go to Options and set global preferences. The ones I would normally set are: Replay &gt;: Screen Display On, Sound &gt;: BGM Off, Misc &gt;: Opening Movie Off, Misc &gt;: Auto-Save Off, and KMH Units. After exiting the Options page, you can choose either Arcade Mode or Gran Turismo Mode. If you're new to the Gran Turismo series or racing games in general, I'd recommend spending some time in Arcade Mode &gt;: Single Race to get a feel for some of the cars and tracks before moving to Gran Turismo Mode. There are several ways to proceed in Gran Turismo Mode, and this section includes just a few examples. Starting from scratch. The steps below assume that you are quite new to the Gran Turismo series and that you do not have a gameave GT3 or GT4 Prolog from which you can transfer data. If you've been a fan for a long time and have GT3 and GT4 Prologue gamesaves, see Starting with an advantage. On the Gran Turismo Mode homepage, you'll see various icons on something that looks like a map. Choose a car from the Starter Cars list, then go to one of the second-hand car dealers to buy it. Answer Yes when asked Use car now?. Then go to GT Auto (just west and slightly south of home) and buy an oil change for Cr.50. Go to Beginner Events (SouthEast Home) and make Sunday Cup. These are unique breeds that, which, Championships, it can be done in any order. Before you start the first race, go to Settings ,switch to Set B (top center of the screen), scroll to the third column of options, and then scroll down to Driving Aids, and then set the first ASM to 5. Press [Square] to exit Settings, and then press the A-Spec icon to start the race. Continue to do each of the 5 races until you have won each of them. If you're not yet familiar with a track, the easiest way to find out is to watch Replay to see how other cars drive (press [Up]/[Down] to switch between cars, press [Square] to switch HUD, and press [X] to change the camera view). At this stage, there are several other events that do not require a license, but you do not yet have the means to win them easily. So rather than fight through the early stages using a under-powered car to earn a measly few credits, your best bet is to get the B and A licenses in place. Go to the License Center (just south of home) and then pass 16 tests to win license B. After each test passed, you can press [Left] twice, followed by [X], to proceed to the next test. Note that between 8 and 9 tests, there is a Coffee Break event that you can safely skip because it doesn't matter for anything. Once you have obtained license B, license A tests should not be too hard. Once you have purchased License A, go to Garage and sell Autobianchi and VW Lupo. Then you should have at least 15,000 cr,000 in the kitty. Take your car to The Relevantant Tune Shop and buy any upgrades you can afford (I'd normally start with a Chip Racing, NOS, and/or FC Transmission). Go to Special Conditions (SouthWest home, near 1980 used cars) and enter the Capri Rally. Before you start the race, go to Settings and verify that all newly purchased parts are mounted. The piece is quite long and there are 2 versions to learn, so it can take a few trying to win them both. More car upgrades will give you an easier go of it, but if you're getting a lot of penalties, a better option is to take the time to learn the track. Note that the Capri Rally (or any other special event) will not grant anything to a non-win, so if you need more upgrades to be able to win it, you are unlikely to have any choice other than to use the Sunday Cup as your current money-maker. After you have won both races, go to the garage and change to the newly purchased RSC Rally Raid. Then go back to Special Conditions and redo the Capri rally one more time (be sure to delete the race records; otherwise, you will lose on the prize car). Before you start your first race with the new RSC: go to Settings, switch to Set B and set the following: Brakes 3/5, Driving Aids 5/10/6, and Automatic Transmission Setting 7. Re-win both races to purchase a second RSC RSC Rally Raid Car, which can then be sold. Now you have the means to win a fair credits in a fairly short period of time, which should make the gameplay still much easier. Starting with an advantage. The steps below assume that you have GT3 and GT4 Prologue gamesaves from which you can transfer data. In Gran Turismo mode, go to the Status &gt;: home page. For this step, you'll need 2 gamesaves: • a GT3 gameave that has at least Cr.100,000, and • a GT4 Prolog gameave that has the Red license. Gamesaves can be on a memory card in Slot1 or Slot2 (the program will check both). Important note: Never remove the card in Slot1 while GT4 is running! If the gamesaves are on another card, use MC Slot2 to check. Press [START] to initiate the transfer process. The program will then guide you through the steps to purchase Cr.100,000 plus licenses B and A. Note that if you do not have a gameave GT4 Prolog that has the Red license, you will need to obtain the B and A licenses normally (for example, by promoting 16 tests per license). With a Cr.110,000 budget, there are a number of cars you could choose to start with. In addition to the cars listed in the Starter Cars section, you could also choose to buy a car from a new car dealer, or you could buy a new or used car from a Gameave Garage. Starting with all licenses. The steps below assume that you want to get all the licenses before you do any events. The 2 main advantages are that you will not have to spend any credits on a startup machine, and you will be eligible for any event that is currently available (assuming you have an eligible car). Get your B and A licenses. Get IB and IA licenses. The prize for obtaining an IA license is a Nismo 270R that is capable of winning the G02 money-maker and can also be used for F31 one-make. You'll eventually need to get your S license, but since it's going to be a while before you need it, you can choose to either get it now or get it later. The advantage of getting it now is that you'll have it out of the way. General Walkthrough There are several ways to play through Gran Turismo 4, and this is just one example. Keep in mind that because your preferences and skill level will vary, choosing when to get your licenses is entirely up to you. For the tables in this section, the first column shows the machine and how it can be purchased (in parentheses). Bullets (•) are used to show the level of dependency (for example, Nismo 400R can be purchased by first using Nismo 270R to earn a Slightly and then using Slightly to earn 400R). The second column of each table shows events which the machine can be used. Bold events are those in which another useful machine can be won. Note that the event list will often be a subset of those for whom the car is eligible. For example: RSC Rally and Fairlady LM are eligible for many of the but since Fairlady LM is more competitive, it's the best choice to deal with. Note that if you are a long-time fan of the Gran Turismo series, there are also alternative ways to get started. Go through all the preliminary things, so it's described in Getting Along, plus any of the 3 Starting... sections (starting from scratch, starting with an advantage or starting with all licenses). Regardless of which of the 3 starts with, you should end with at least b and licenses, plus the ability to easily earn credits (using G02 money-maker) when needed. In these early stages of the game, your best bet is to make events easy first and leave things harder for later. The table below shows an example of how you can use the starting machine to win a more useful car, which in turn can be used to win other useful cars. Note that although a Nissan Fairlady LM is used as the main workhorse here, there are many other cars that could be used in return. In general, if you want to get the most use out of your favorite cars, your best bet is to purchase them as soon as possible so that there are several canceled events for which they can be used (see Japanese Cars Restart for an example). Nissan Nismo 270R S14 '94 (L04) or [other starter car] (Used: Cr.10,000 max.) A01, G02, F31 A01, G02 • Nissan Slightly '98 (F31) E05 •• Nissan Nismo 400R R33 '96 (E05) F30 • Toyota RSC Rally Raid Car '02 (G02) A04, E01 •• Nissan Fairlady Z Concept LM Race Car '02 (E01) A03, B01, E02, B04, E02, F32, G01, G06, G09, H01, H02, H06, H09, I01, I02, I06, I09 •• Alpine A310 1600VE '73 (G06) F02 •• Cadillac Cien '02 (G01) A05 •• B03, C03 •• Chevrolet Chevelle SS 454 '70 (C03) C04 • Honda NSX-R Concept '01 (E03) F15 •• Mazda RX-8 Concept Type-1 '01 (G09) F20, F22 •• Nissan 240ZG HS30 '71 (F32) E03 •• Subaru Impreza Rally Car Prototype '01 (H02) F40 • Subaru Impreza Super Touring Car '01 (F40) B0 • Ruf CTR Yellow Bird '87 (B05) D11 •• Mercedes-Benz AMG 190E Evo2 DTM '92 (D11) F23 • Mercedes-Benz CLK Touring Car '00 (F23) D01, D04 •• Jaguar XJ220 LM Edition '01 (D01) D02 The main goal here is to reach 25% game completion. While it is possible to achieve this goal using only the Listed Award-winning cars, not all will be to everyone's liking. Remember that you can always return to harder events later, so for now, just make things easy and then move on to the next step. While the previous step focuses mainly on Prize cars, this step focuses mainly on Dealer Cars. The table below includes a selection of machines that could be worth buying if you have already reached 25% the completion of the game, the game, Go to the next step and return to it later. Audi A3 3.2 Quattro '03 (Cr.42,490) [Cr.36.116] D08, D10, F04 • BMW M3 GTR Race '01 (D10) D01, F07 • BMW M3 GTR '03 '01 (F07) D11 •• Jaguar XJ220 LM Edition '01 (D01) D02 BMW M3 CSL '00 (Cr.113,610) [Cr.96,568] D11, F07 • Mercedes-Benz AMG 190E Evolution II '92 (D11) F23 •• Mercedes-Benz CLK Touring Car '00 (F23) B03, D01, D04 •• Mercedes-Benz AMG CLK-GTR Race Car '98 (D04) A05, B03, D01 •• Jaguar XJ220 LM Edition '01 (D01) D02 Chevrolet Corvette Z06 C5 '00 (Cr.53,570 [Cr.45,534] ^B08, C02, F09 • Chevrolet Camaro LM Race Car '01 (C02) F08 • Chevrolet Corvette Z06 C2 Race Car '63 (F09) B06 • Cizeta V16T '94 (B08) D05 • Alfa Romeo 155 2.5 V6 TI '93 (D05) D04 Lotus Motor Sport Elise '99 (Cr.97,180 [Cr.82,602] B07, D01, D03, F19 • Jaguar XJ220 LM Edition '01 (D01) D02 • Lotus Europa Special '71 (D03) F18 Mercedes-Benz SL 55 AMG R230 '02 (Cr.168,120 [Cr.142,901] D11, F23, F24 • Mercedes-Benz CLK Touring Car '00 (F23) D04 •• Mercedes-Benz AMG CLK-GTR Race Car '98 (D04) D01 •• Jaguar XJ220 LM Edition '01 (D01) D02 Renault Clio Sport V6 24V '00 (Used: Cr.25,260 - 37,890) D06, D08, F35 • Citroen C2V Type A '54 (D06) F11 • Renault Clio Sport Trophy V6 24V Race Car '00 (F35) B07, F35 Shelby Series 1 Super Charged '03 (Cr.184,630 [Cr.156,935] A07, B03, B08, C02, C03, F38 • Honda NSX-R Concept '01 (B03) F15 • Cizeta V 16T '94 (B08) D05 • Chevrolet Camaro LM Race Car '01 (C02) F08 Suzuki Cappuccino EA21R '95 (Used: Cr.5,102-7,290) A06, F42 • Suzuki Concept-S2 '03 (F42) A02, F41 • Suzuki GSX-R/4 '01 (F41 [Cr.200,000] A07, B07, E06 TVR Tuscan Speed '600 (Cr.94,050 [Cr.79,942] A07, B08, D01, D02, D03, F46 • Cizeta V16T '94 (B08) D05 • Lotus Europa Special '71 (D03) F18 [Various useful cars] AC Cars 427 S/C '66 (Cr.423,200 [Cr.359,719] B06, D07, D09 Toyota Tacoma X-Runner '04 (Cr.24,520 [Cr.20,841] A08 Achieving 25% game completion unlocks endurance events where you can win machines that can be used for events where a high-end LM machine is recommended. The easiest to purchase is probably the Toyota 88C-V, which can be won in the J15 El Capitan 200 Miles using any reasonably competitive car that you're comfortable with. Once you've purchased a high-end LM machine, you can use it to win the B09 event that unlocks Extreme Events (the last of the blocked events). • Audi R8 Race Car '01 (J11) • Nissan R92CP Race Car '92 (J13) • Bentley Speed 8 Race Car '03 (J12) • Toyota Minolta 88C-V Race Car '89 (J15) B09, E02, J01, J02, J04, J05, J06, J07, J08, J09, J10, J11, J12, J13, J14, J15, J16, K01, K02, K03, K04, K06 The events listed should be sufficient to reach you 50% game completion, the reward for which is a Jaguar XJ39 R Race Car '88, which gives you a 5th high-end LM car to choose from. At this stage, most of the remaining unmade events will require machines that have limited usage, as shown in the table below. Most of these are Producer Events (aka one-face). Alfa Romeo 147 GTA '02 (Cr.48,040 [Cr.40,833] F01 Aston Martin DB9 Coupe '03 (Cr.164,470 [Cr.139,799] F03 Audi TT Coupe 1.8T Quattro '00 (Cr.47,700 [Cr.40,544] F05 BMW 120i '04 (Cr.31,940 [Cr.27,148] F06 Chrysler Crossfire '04 (Cr.35,670 [Cr.30,319] F10 Daihatsu Copen Detachable Top '02 (Cr.14,980 [Cr.12,732] F12 Daihatsu Midget II D-Type '98 (Used: Cr.2,870) F13 Honda Civic Type R EP '04 (Cr.23,310 [Cr.19,813] F14 Hyundai Coupe FX '01 (Cr.33,020 [Cr.28,066] F16 Isuzu Piazza XE '81 (Used: Cr.8,627) F17 Lexus IS200 '98 (Cr.24,000 [Cr.20,399] F43 Mazda MX-5 1800 RS NB 'J '04 (Cr.23,500 [Cr.19,974] F21, J03 MG TF160 '03 (Cr.38,860 [Cr.37,030] F25 Mini Cooper-S '02 (Cr.26,390 [Cr.22,771] F26 Mitsubishi Lancer Evolution VIII GSR '04 (Cr.33,980 [Cr.28,882] F27 Mitsubishi Mirage Cyborg ZR '97 (Used: Cr.6,677) F28 Nissan Micra '03 (Cr.10,950 [Cr.9,300] F29 Opel Speedster Turbo '00 (Cr.49,550) [Cr.42,117] F33 Peugeot 206 RC '03 (Cr.29,090 [Cr.24,726] F34 Polyphony Formula Gran Turismo '04 (J06) K05 Renault Megané 2.0 IDE Coupe '00 (Used: Cr.13,300) F36 Saleen ST '02 (Cr.419,130 [Cr.356,260] F37 Subaru 360 '58 (Cr.36,000 [Cr.30,599] F39 Toyota Yaris RS Turbo J '02 (Cr.18,880) [Cr.16,047] F44 Triumph Spitfire 1500 '74 (Cr.17,200 [Cr.14,619] F45 Volkswagen Lupo GTI Cup Car J '03 (Cr.50,000 [Cr.42,499] F48, F49 Volkswagen New Beetle Cup Car '00 (Cr.50,000 [Cr.42,499] F47 If you are going to complete the game 100%, you will also need to complete the driving missions and any remaining unmade rally events. Restarting – For GT Longtime fans While the general Walkthrough is intended for players of all skill levels and focuses mainly on effective gameplay, this walkthrough is intended for long-lived fans of the Gran Turismo series and focuses on alternative ways to start a new gameave. The goal of each restart is to reach 25% completion of the game using only cars from a particular country. This section assumes that you have already played through GT4 at least once and you have a Gameave Garage that includes various useful machines. For all the restarts presented here, the first steps will be the same: 1. Go through all the preliminary things. 2. Purchase all licenses and 3. Transfer Cr.100,000 from a GAMEave GT3. If you don't start with an initial Cr.110,000 and you need more credits, you have at least 2 options to choose from: • Sell your prize cars giving you a total of at least Cr.29,608, or • Use Nismo 270R to make G02 G02 once, giving you a total of Cr.285,624. Each restart includes 3 bits of information: title, a table, and a list of notes. For a description of the tables, see General Guide to the presentation. Note that since the cars are supposed to be purchased from a Gameave Garage, all prices listed here are trade prices. American Cars Restart Chevrolet Camaro Z28 Coupe '97 (–Cr.8,438) G02, A01, F08 Chevrolet Corvette Z06 C5 '00 (Cr.45,534) F09, C02 • Chevrolet Camaro LM Race Car '01 (C02) B02, B04, C01, E02, H01, H09, I01, I02, I06 •• Chevrolet Corvette Convertible C1 '54 (C01) D09 •• Ford RS200 Rally Car '85 (I02) A04, B07, G03, F07, G08, G10, G11 • Chevrolet Corvette Z06 C2 Race Car '63 (F09) A03, B06, C02, H01, H02, H06, H09, I01, I02, I06 • Cadillac Cien '02 (G01) ^A05 Chrysler Crossfire '04 (Cr.30,319) F10 Dodge SRT4 '03 (Cr.17,543) A02, G03, SVT F-150 Lightning '03 (Cr.29,792) A08 Saleen S7 '02 (Cr.356,260) F37 For the starter car, if you don't have Z28 '97 on Garage Gamesave yet, you can find them in weeks 56, 58, 95 and 96. An alternative is to use a new (non-used) Chevrolet Camaro SS '00 (Cr.18,827) instead. The main working horses used here are Camaro LM and Shelby Series 1. Note that Cien, Z06 C5, and F7 are eligible for many of the same events, so if you have all your favorites, your best bet is to get them early and use them instead. For D09, I would recommend maximum upgrades. See also: Rivals to avoid. British Cars Restart TVR Griffith 500 '94 (–Cr.20,555) F46, G02 • TVR Cerbera Speed 12 '00 (F46) A03, B03, D01, G02 • Jaguar XJ220 LM Edition '01 (D01) B02, B04, E02, G02, I01, H02, H06, H09, I02, I06 Lotus Elise Sport 190 '98 (–Cr.32,635) A01, A05, A07, B01, B07, D03, F19, G01, G02, G06, G09 • Lotus Europa Special '71 (D03) F18, G02 AC Cars 427 S/C '66 (Cr.359,719) B06, D07, D09, G02 Aston Martin DB9 Coupe '03 (Cr.139,799) F03 Ginetta G4 '64 (Cr.40,799) A06 Jaguar XJ220 '92 (Cr.636,768) B08 MG MGF '97 (–Cr.14,283) F25, G02 Mini Cooper-S '02 (Cr.22,771) A02, F26 Triumph Spitfire 1500 '74 (Cr.14,619) F45 Due to the small number of useful British prize cars, most of the machines used here will have to be bought. For this reason, the G02 money-maker is listed several times to spread the load. For the home car, any TVR will do, but at a higher price. Since the car is only used for 2 events, the cheapest car is probably the most practical. For classic events (B06, D07, D09), an alternative is to use a Jaguar E-Type Coupe '61 (D02) or Ginetta G4 '64 (Cr.40,799), any of which will give you more of a challenge, but save you some credits. If you're not using AC 27, see Rivals To For B08, an alternative is to use a Lotus Spirit Sport 350 '00 (Cr.107,303) where you want more of a challenge and/or you want to save some credits. French Cars Restart Renault Megané 2.0 IDE Coupe '00 (–Cr.13,300) A02, F36, G02 Renault Clio Sport V6 24V '00 (–Cr.25,260) D06, D08, F35, G02 • Citroen C2V Type A '54 (D06) F11 • Renault Clio Sport Trophy V6 24V Race Car '00 (F35) A01, A05, B01, B03, B07, G01, G02, G06, G09, H01, H02, H06, H09, I01, I02, I06 •• Alpine A310 1600VE '73 (G06) F02 Peugeot 206 Rally Car '99 (Cr.637,499) A04, B02, B04, D01, F34, G02, G03, G04, G05, G07, G08, G10, G11, H03, H07, H11 Peugeot 206CC '01 (Cr.22,541) A07 Pesagolo Courage G60/Peugeot Race Car '03 (Cr.3,824,999) E02, I09 G02 money-maker is listed several times, so less repetition will be required when it comes time to buy a Pescarolo. Although the Clio Sport V6 24V has only a few events listed, it can also be used for many of the same events as trophy race car. For offroad rally events (G03, G04, G05, ...), 206 Rally Car is probably the best choice, but an alternative is to use one of the prize rally cars (if you like a bit of a challenge or want to save some credits). For e02 and I09, if you want to stay with the theme of using only French cars, your choices are pretty much limited to 2 cars Pescarolo and Peugeot 905. Although prices are a little higher than their early stage of play, the advantage of having a high-end LM car early is that you will have more options of that endurance race to start with (you won't necessarily have to start with the J15). German Cars Restart Audi TT Coupe 1.8T Quattro '00 (–Cr.23,850) F05, D10 • Audi Le Mans Quattro '03 (F05) ^A04, D11 • Mercedes-Benz AMG 190E 2.5 16V Evo.II DTM '92 (D11) F23 • Mercedes-Benz CLK Touring Car '00 (F23) B04, D01, B02, D04, E02, G01, G02, G06, G09, I02 • BMW M3 GTR Race Car '01 (D10) A03, B01, B03, F07, H01, H02, H06, H09, I01, I06 Audi A3 3.2 Quattro '03 (Cr.36,116) F04, D08 Mercedes-Benz SL 55 AMG R230 '02 (Cr.142,901) F24 • Mercedes-Benz 300 S L Coupe '54 (F24) B06, D07, D09 Opel Speedster Turbo '00 (Cr.42,117) A01, A05, A07, B07, ^F33 For the starter car, an alternative is to use a new (unhelpful) Audi TT (Cr.40,544). As the main working horse, CLK Touring Car and M3 GTR Race Car are just as useful. If you prefer one over the other, use the machine for most of the events. Alternatively, D04 grants a CLK-GTR Race Car armg, which is also eligible for many of the same events. For 300 SL, I would recommend maximum upgrades. See also: Rivals to avoid. Italian machines Restart Alfa Romeo 147 GTA '02 (Cr.40,833) A02, D05, D08, A02, F01, G02, • Alfa Romeo 155 2.5 V6 TI '93 (D05) A04, B02, B04, D01, D04, E02, H01, I06 •• Lancia Delta S4 Rally '85 (I01) G03, G04, G05, G07, G08, G10, G11 • Alfa Romeo Giulia Sprint GTA 1600 '65 '65 ^A03, B06, D07, D09 •• Autobianchi A112 Abarth '79 (A01) A06, B07 Alfa Romeo Spider 3.0i V6 24V '01 (Cr.43,511) A07 Pagani Zonda C12S '00 (Cr.382,533) A05, B01, B03, B08, G01, G06, G09, H02, I02 For D05, you can choose to either upgrade 147 or use a Zonda C12S. The latter will probably require making The G02 money-maker once or twice. For classic events (B06, D07, D09), see Rivals To Avoid. Japanese start cars Nissan Nismo 270R S14 '94 (L04) A03, F31, G02 • Nissan Slightly '98 (F31) E05, G02 • Nissan Nismo 400R R33 '96 (E05) F30, G02 • Toyota RSC Rally Raid Car '02 (G02) A04, G02 Suzuki GSX-R/4 '01 (Cr.200,000) A01, A05, A07, B01, B02, B03, B04, ^B07, E01, ^E06, F41, G01, G02, G06, G09, H01, H02, H06, H09, I02, I06 • Mazda RX-8 Concept Type-1 '01 (G09) F20, F22 •• Mazda 110S L10A '67 (F20) B06, D09 • Nissan Fairlady Z Concept LM Race Car '02 (E01) E02, F32, I01, I09 •• Nissan 240ZG HS30 '71 (F32) E03 • Subaru Impreza Rally Car Prototype '01 (H02) B05, F40 Due to the large number of Japanese cars in the GT4, there will be many alternatives for many of the cars used here. This restart is essentially just an example of getting a lot of use from a machine that normally wouldn't use much if it was purchased later. Note that GSX-R/4 can also be won, but I chose to buy it so that I could have in the color that I want and have it quite early. GSX-R/4 is just one example and there are a lot of alternatives that could be used instead. Which ever car you choose as your main workhorse, I would recommend maximum upgrades to get the most out of it. For classic events (B06, D09), see Rivals To Avoid. Money Makers Events below can be used to earn a fair amount of credits in a fairly short time. L is the required license to make the event in A-Spec. Credits is the approximate amount where all races are won and the prize car is sold. The times are for A-Spec; You can shorten these (all except G02 and H09) to about a third in B-Spec using Race Monitor 3x accelerator. LEventCreditsInUse --A01. Sunday Cup112K20-30 min. any start car --A06. Easy K Cup16K15-25 min. Ginetta –F01. Alfa Romeo GTA Cup30K15-25 min.147 GTA –F06. BMW 1 Series Trophy11K15-25 min.120i BF43. Toyota Altezza Race105K20-30 min. Altezza Touring AD10. Schwarzwald League A227K20-30 min. Opel Speedster Turbo or Audi A3 AG02. Capri Rally270K10-15 min. any R2 or S1 IBC02. Stars and Stripes240K15-20 min. Shelby Series 1 or Saleen IBD05. La Festa Italiano280K15-20 min. Cizeta IBF40. Subaru Stars of Pleiade220K20-30 min.any Impreza IBH09. Tsukuba Wet100K3-5 min.any R2 with soft tires IAD04. Deutsche Touringcar min. CLK Touring Machine IAJ15. El Capitan 200 Miles99K110-130 min.any R2 or S1 Basic Tuning Notes below are just very basic ways to make a car a little more fun you can install/uninstall parts or change settings by pressing the Settings icon (red toolbox) on a Racing menu or by pressing [Start] on the home page. Note that when you buy new parts, you can quickly go through it by not installing them at the Parts Store, but instead installing them in Settings. For each machine, you can store up to 3 sets of settings (Sets A, B, and C). I would recommend leaving Set A to defaults and changing only Set B and/or Set C. With Set Remained unchanged, you can tell at a glance, just by entering Settings, if you use custom settings or default values (assuming you don't install any parts in the Parts Store while Set A is active). If you plan to use a machine for more events, it is probably best to buy all upgrades as soon as possible (rather than a few at a time over a longer period of time), so other events (not just those that need an upgraded car) will also benefit from additional performance. Plan to refresh the stiffness of the body. For high-performance cars that receive a lot of mileage, it's probably a good idea to check your body stiffness refresh plan at the Tuning Shop from time to time. If purchased, it means that the car is no longer in optimal condition. If a car doesn't handle it as well as it used to, buying Body Rigidity Refresher Plan can help. Brake balance. Contrary to what I used to believe, higher values for Balance brake settings don't necessarily make a car stop any faster than lower values; in fact, it seems that the opposite is true. From what I understand from the description in the game, brake settings balance the power of the abs and not the power of the brakes themselves. With a higher front setting (e.g. 6/3), a machine will tend to thin; with a higher rear setting (e.g. 3/6), a machine will tend to overseva. Driving aid. The options in the Driving Aids section give you the ability to change the handling features of any car, whether or not you buy an upgrade for it. You can control the supersot and sub-file by changing the ASM settings and control the wheels by changing the TCS setting. If a machine substeers, you can reduce the first ASM setting and/or increase the second ASM setting; for a machine that oversees, is the opposite (increases the first setting and/or decreases the second setting). Nitro. An upgrade that I've always overlooked (until recently) is Nitro. It seems that it can actually come in handy when using a car that is barely competitive enough. The part is NOS and can be found in the Engine section of the Tuning Store. With NOS installed, you can press [R1] to activate the injection to give the machine a light power boost, and the best time to do so is when you exit a corner that leads to a straight. You can set the injection rate on the Settings page; a higher rate is suitable for short while a lower rate will make Nitro last longer and is more ideal for endurance racing. The gauge of the Nitro tank is on the right side of the tahomaer on the dashboard (opposite the throttle indicator). Oil change. Whenever you buy a used car, always remember to take it to GT Auto for an oil change. It is worth Cr.50 because it increases the power of a used car by about 10% and is cheaper than any upgrade. You should also check the oil periodically if you use a machine a lot. New cars may also benefit from an oil change, but the power increase for a machine that has never been used is only about 5%. Overst/Sub-stop. The table below describes 3 different ways to compensate for the oversizer and substaves. ProblemTo Compensate oversteer • Use tougher tires on the front and/or softer tires on the back. • In the brake balance, increase the front setting and/or decrease the Back setting. • In driving Aids, increase the first ASM setting and/or decrease the second ASM setting. Understeer • Use softer tires on the front and/or harder on the back. • In the brake balance, decrease the front setting and/or increase the Back setting. • In driving Aids, reduce the first ASM setting and/or increase the second ASM setting. Examples of configuration. Here are some examples of some very basic tuning. Note that these are just examples. These configurations will not be ideal for all parts and will not suit everyone's driving style; as always, the mileage may vary. The cars in the list below have all been updated to the maximum or maximum level. T is tires, BB is Brake Balance, TAS is Transmission Auto Settings, DA is driving AIDS, DF is DownForce, and WB is weight balance. CarSetup AC 427T: SS/SH, BB: 3/4, TAS: 11, DA: 5/10/5 Alfa Romeo 147 GTAT: SS/SS, BB: 3/9, TAS: 7, DA: 5/12/6, DF: 16/16 Cadillac CienT: RM/RM, TAS: 9, DA: 5/8/5, DF: 45/55 Cizeta V16TT: SS/SM, BB: 3/5, TAS: 6, DA: 5/10/5 Opel Speedster TurboT: RS/RS, BB: 3/5, TAS: 9, DA: 5/10/5, DF: 30/30 Saleen S7T: SM/SH, BB: 3/6, TAS: 9, DA: 5/10/5 Shelby Series 1T: SM/SH, BB: 3/5, TAS: 9, DA: 5/10/5 Subaru Impreza Rally Car Prototype T: RM/RM, BB: 3/9, TAS: 10, DA: 5/10/7, DF: 13/18 DA and WB are free; To be able to change the settings for all the others, the car will need to have the following upgrades mounted: Setting UpgradeWhere To buy TTiresTuning Shop &gt;: TiresBBBrake ControllerTuning Shop &gt;: TASTransmission Brakes / Fully CustomizableTuning Shop &gt;: DrivetrainDFWingGT Auto &gt;: Wing Shop Tire Choice. For short races, it is usually best to use the softest tires that will last the entire race. On the other hand, Racing that requires pitstops, is usually a good idea to use the heaviest tires, which will still be fast enough to be able to build a gap of at least 30 seconds per internship. In addition to determining the pitstop strategy, the choice of tyres can also influence a car You can compensate for the overwek by using heavier tires on the front and/or softer tires on the back; to compensate the substeer, is the opposite (softer face and/or heavier rear tires). In general, unless you're clearing for the oversteer/understeer, it's probably best to use the same compound for both front and back, even if they might wear it at different rates. When testing tyres, be careful not to assess their suitability too early (for example, wait until they are fully heated before drawing any conclusions). TransmissionCompletely customizable. With the FC transmission installed, you have full control over the gearbox. You can adjust individual tools, but in most cases a quick setup using Automatic Settings should be sufficient. For a car that takes a long time to upshift and never reaches the top speed on a long straight, you can reduce the value to give you a better acceleration. For a car that upshifts too fast and tops too early on a long straight, you can increase the value to give you faster speed. Upgrade levels. The list below includes some suggestions for different upgrade levels. Note that the power kit depends on the car being upgraded; it can be either NA tuning, Turbo + Intercooler, or Supercharger. LevelRecognized 1 upgrades. MinimalOil change, Racing chip, NOS 2. LightOil Change, Stage1 Power Kit, Racing Chip, NOS, FC Transmission, TR Clutch, RC Flywheel, Carbon Driveshaft, SS Tires RH 3. ModeatOil change, SR Exhaust, racing brakes, brake controller, medium power kit, racing chip, NOS, FC Transmission, TR clutch, RC Flywheel, FL LSD, carbon driveshaft, RC Suspension, RS tires, VCD Controller 4. FullOil change, RC exhaust, racing brakes, brake controller, maximum power kit, racing chip, NOS, FC Transmission, TR clutch, RC Flywheel, FL LSD, carbon shaft, RC suspension, SS Tires RS, VCD Controller, Weight Reduction Stage 3 Upgrade Parts. Most upgrade pieces can be found at [country] &gt;: [producer] &gt;: Tuning Shop. Two others (Original/Stage5 turbo and Original/ORG suspension) are only available on different tuning cars. In addition, GT Auto includes Oil Change and Wing Shop, where you can further improve a car's performance. In the list below, upgrades included in parentheses (()) are permanent and cannot be undone/uninstalled. SectionTuning Shop EsaltingSPIS[R] RC Exhaust BrakesRace kit • MotorStage Brake Controller 1|2|3 NA REGULATORY • [Port polish] • [Engine balance] • [Movement] • Racing chip • NOS DrivetrainCL| SC| Transmission FC • SP| Clutch TW|TR • SP| SM| VOLAN RC • 1|1.5|2| FL| AYC LSD • Carbon Carbon TurboStage 1|2|3|4|5 Turbo kit • SP| RC Intercooler • SPIS[R] Supercharger Suspension RC Suspension Tires ORGN| N2| Standard N3 • SH| SM| SS Sport • RSH| RH|RM| RS| RQ Racing • DT Dirt • CONTROLLER SN Snow OtherVCD • Weight Reduction Stage 1|2|3 | [Increasing Stiffness] • Body Refresh Plan Auto Upgrades GT Auto Upgrades Oil ChangeOil Change Wing ShopStraight Type A| B| C • Type 3D A| B| C| N2| Weight balance. This, like driving AIDS, is another way to tweak a handling machine for free (for example, you don't need to buy an upgrade to be able to change settings). By balancing the weight, it is possible to have some control over the stability of a machine (to a certain extent). As an example: for a car like Ginetta G4 on a bumpy track like the Nurburgring, you can add weight to the front to make the car more stable. You can find out which end (front or back) to add weight by mounting soft tires and checking tire wear; any of the least bearing is the place where the weight is to be applied. Note, however, that more weight means less speed; for this reason, tweak weight balance should only be used if a car already has more than enough power to make it competitive. Car Collecting These notes are meant to save you some time if your goal is to collect all the colors of a prize car, or if you just want a prize car in a certain color. You will need up to 3 memory cards and, to avoid confusion, they should be clearly labeled 1, 2 and 3. You'll also need to make sure that the main gameave (the one that will own the car collection) has enough credits to buy all the cars you want on it. Important: To reduce the risk of data loss and/or memory card damage, make sure you have The AutoSave option set to Off before you try any of these procedures. Don't try any of these while Self-Rescue is on! Purchase a car in the desired color for the single race series: win all races except the lightest. Go to Home and save the game. Go back to the series and win the remaining race. If you don't get a machine in a desired color, reset PS2 to restart GT4. Repeat steps 3-4 until you get a machine in a desired color. For championships: Not all races except the last one. On the grid list for the last race, press the green output icon. Go to Home and save the game. Go back to the championship and start the last race. Assuming you have at least an 11-point lead, you can either press [Start] to exit or race. Championship to collect the prize car. If you don't get a machine in a desired color, reset PS2 to restart GT4. Repeat steps 4-7 until you get a machine in a desired color. Collecting cars using 2 memory cards to collect all colors from a single race series: Win all races except the easiest. Go to Home and save the game. Reset PS2 and remove the GT4 disc or, if you are using the new stop PS2 and open the lid. Use the ps2 browser utility to copy MC 1 to slot 1 to MC 2 in slot 2. Exit the Browser utility, remove MC 1, and move MC 2 to slot 1. Close the tray or disc cover and restart the GT4. Go back to the series and win the remaining race to win a prize car. If you don't get a machine in a desired color, reset the PS2 and repeat the last step until you do. Once you get a desired color, go to Home and then Save the game. Stop PS2, move MC 2 to slot 2, enter MC 1 in slot 1, and then restart GT4. Use the GT4 Trade function to buy the new car from MC 2. Repeat steps 2-11 until you have the car in all the desired colors. To collect 2 colors from a single championship: Not all races except the last. Get out of the championship, go home and save the game. Reset PS2 and remove the GT4 disc or, if you're using the new flat PS2, turn off PS2 and open the cover. Use the ps2 browser utility to copy MC 1 to slot 1 to MC 2 in slot 2. Exit the Browser utility and close the tray or disc cover to restart GT4. Finish the championship to win the first car prize. If you don't get a machine in a desired color, reset PS2 to repeat the last step. Once you get a desired color, go to Home and then Save the game. Stop PS2, remove MC 1, enter MC 2 in slot 1, and then restart GT4. Finish the championship to get the car with the second prize. If you don't get a machine in a desired color, reset PS2 to repeat the last step. Once you get a desired color, go to Home and then Save the game. Stop PS2, move MC 2 to slot 2, enter MC 1 in slot 1, and then restart GT4. Use the GT4 Trade function to buy the second car from MC 2. Collecting cars using 3 memory cards to collect all the colors of a single championship: do all races except the last one. Get out of the championship, go home, then save the game. Reset PS2 and remove the GT4 disc or, if you're using the new flat PS2, turn off PS2 and open the cover. Use the BROWSER PS2 utility to copy MC 1 to MC 2 and MC 3. Exit the Browser utility and close the tray or disc cover to restart GT4. Finish the championship to win the first car prize. If you don't get a machine in a desired color, reset PS2 to repeat the last step. Once you get a desired color, go to Home and then Save the game. Stop PS2, remove MC 1, enter MC 2 in slot 1, and then restart GT4. Finish the championship to get another prize car. If you don't get a machine in a desired color, reset PS2 to repeat the last step. Once you get a desired color, go to Home and then Save the game. Stop PS2, move MC 2 to 2, enter MC 1 in slot 1, and then restart GT4. Use the GT4 Trade function to buy the new car from MC 2, and then save the game. If you now have the car in all the desired colors, you can stop here; otherwise, continue to the next step. Stop PS2, remove MC 1, move MC 2 to slot 1 to insert MC 3 into slot 2 and open the tray or disc cover. Use the PS2 browser utility to copy MC 3 to MC 2. Exit the Browser, and then close the tray or disc cover to restart GT4. Repeat Steps 10-18 until you have the car in all the desired colors. Gamesaves for future use If you have additional memory cards and enjoy GT4 enough to want to play it in the future, there are at least 2 gamesaves that might be worth creating: a QuickStart license and a Gameave Garage. A QuickStart license is especially useful if you like racing in the GT4, but you're not particularly proud of the license tests. Creating a QuickStart license can be a bit time consuming, but the steps are simple and only need to be done once. 1. Start a new gameave. 2. Purchase all licenses, including license S, but leave all other events unmade. 3. Save the game and tag the License QuickStart memory card (or whatever you want). Whenever you want to start a new gameave, you can use the PS2 BROWSER UTILITY to copy the QuickStart license to another memory card and then continue the gameplay there (on other MC). A Gameave Garage is especially useful if you want access to cars that you wouldn't normally have access to. A custom Gameave garage can serve as a specialized dealer from which you can buy used cars, prize cars, or any other useful cars even before they become available in the game. Creating a Gameave Garage isn't as simple as creating a QuickStart license, but here are the basic steps: 1. Start with an existing gameave that's either 100% complete or almost complete. 2. Sell or dispose of any machines that are pretty much useless for normal gameplay. 3. Buy or win any missing cars that might be useful for future gameplay. 4. Save the game and tag the Garage or Util Cars memory card (or whatever you want). For Step 1, starting with an existing gameave means that it will already include most (if not all)

(D05)Jaguar XJ220 LM Edition '01 (D01)Subaru Impreza Super Tour '01 (F40) BMW M3 GTR Race Car '01 (D10)Mazda RX-8 Concept LM '01 (F2 )Suzuki GSX-R/4 '01 (F42) Chevrolet Camaro LM '01 (C02)Nissan Fairlady Z Concept LM '02 (E01)Toyota Altezza Touring Car '01 (F43) For J03 Roadster 4 Hours, there are 11 cars to choose from, and any of them will do. However, for the simplest go of it, the 2 most competitive of the bouquet are 1800 RS '00 (used) and 1800 RS '04 (new). Order of the race. Besides choosing which race to start with, there are also different game strategies to choose from. You could, for example, choose the order of the race based on the restrictions they impose, or on the type of competition they include, or on how long it takes. By restrictions: by difficulty: duration: car + tires: J03 Tires: J07, J09, J10, J15, J16 None: J01-J02, J04-J06, J08, J11-J14 Easy: J03, J07, J09, J10, J02, J15, J16 Normal: J01, J04, J06, J08 J05, J11, J12, J13, J14 Short: J05, J04, J01, J02, J15, J16, J14 Environment: J03, J07, J08, J13, J09, J10 J10 J06, J11, J12 Of course, you could just decide the order of the race as you go along; the choice is entirely yours. Preparation. The choice of which car and configuration to use will generally depend on whether you want an easy go of it or want more of a challenge. Preparing for an easy go of it is essentially a matter of choosing the best machine and using an optimal setup. If you go for maximum upgrades, remember to also buy a change of oil and wings (if available). Also be sure to buy all the tire compounds (Soft, Hard, etc.) and tire types (Sport or Racing) that you might need. Note that the Pitstop Menu will allow you to switch compounds but not types, so remember to match Tire Racing (if allowed) before starting a race. When choosing tire compounds, there are basically 2 strategies to choose from: softer tires for faster laps, but shorter periods, or harder tires for longer periods, but slower laps. For any of the strategies, the goal is to build enough lead to be able to stay in the lead going into the next stage. If you are not in the lead when you start your next internship, you may still be able to win the race, but it won't be easy; In which case, if you're not looking for a challenge, your best bet is to restart the race using a more competitive car. Timed races. While the goal in fixed length races is to complete a fixed number of laps in as short a time as possible, the goal in timed races is simply to cross the line first after time runs out. For fixed-time rides, the faster your lap time, the faster you'll finish. For timed races, lap times are important for another reason. After being mentioned in Quirks and features, there is no way to save your progress while in a race, making it impossible to spread a race over multiple sessions. For races with more time, if you want to take a break and you don't have human co-drivers to share some of the driving, you're basically left with 3 options: • Build enough lead to park in the pitbox while you're taking a break, • Switch to B-Spec mode and let your Co-driver do some driving, or • Pause the game (which , essentially makes a long run even more). The first option (building a lead) is probably the best because it gives you an incentive to drive quickly, even if there is already a huge gap. You can figure out about how much time a break you can take by multiplying the approximate lap time by the number of laps you're up to (e.g. a lead of 2 laps in 24H means you've won about a 15-minute break). Note that the second option (relying on a co-pilot you have) can be a bit risky because a driver you won't always be able to handle every combination of car and setup. Also note that when your computer is running in Unattended B-Spec mode, pitstops take longer because there is a 5 second pause before pitcrew actually does nothing. If you are, be. on B-Spec for a good part of the race, it is probably a good idea to use a machine and setup that far-performs the rest of the domain. 24-hour races. Choosing the best possible car and setup is especially important if you want to win a 24-hour race. Unless you have human co-drivers to share some of the driving, you will most likely have to switch to B-Spec mode and rely on AI co-drivers for at least part of the race. The table below shows all possible AI cars that can occur in 24-hour races and could be useful in choosing a car and/or planning your racing strategy. The machines are sorted by ranking, and the number in parentheses is the length of a traineeship (in laps). You Have Competition - J06. Nurburgring 24H 1 Chadaral 2D Race Car '67 (6) 9 Nissan Falken GT-R Race Car '04 (4) 2 Audi Abt Audi TT-R Touring Car DTM '02 (6)10 Toyota WedsSport Celica JGTC '03 (7) 3 BMW M3 GTR Racing Car '01 (5)11 RE Amemiya Asparadrink RX7 JGTC '04 (7) 4 Opel Calibra Touring Car '94 (5)12 Subaru Cusco Subaru Advan Impreza JGTC '03 (6) 5 Vauxhall CaliBra Super Touring Car '94 (5)13 ASL Arta Garaiya JGTC '03 (6) 6 Alfa Romeo 155 2.5 V6 TI DTM '93 (5)14 Toyota SuperAutobacs Apex MR-S JGTC '00 (7) 7 Audi A 4 Touring Car DTM '04 (6)15 Nissan C-West Razo Silvia JGTC '01 (6) 8 Mercedes-Benz AMG 190E Evolution II DTM '92 (6)16 Spoon S2000 Race Car '00 (8) AI Competition - J11. LeMans 24H 1 Sauber Mercedes C9 '89 (7) 8 Pesafolo PlayStation C60/Judd '04 (8) 2 Nissan R92CP '92 (7) 9 Bentley Speed 8 '03 (9) 3 Mazda 787B '91 (8)10 Toyota GT-One '99 (8) 4 Nissan R89C '89 (7)11 Nissan R39 0 GT1 '98 (8) 5 Pesagolo Courage C60/Peugeot '03 (8)12 Panoz Esperante GTR-1 '98 (8) 6 BMW V12 LMR '99 (8) 13 Dodge Viper GTS-R Team Oreca '00 (9) 7 Audi R8 '01 (8)14 Chevrolet Corvette C5R '00 (9) AI Competition - J12. LeMans 24H 2 1 Mazda 787B '91 (9) 5 Nissan R92CP '92 (7-8) 2 Sauber Mercedes C9 '89 (7-8) 6 Nissan R89C '89 (7-8) 3 Toyota Minolta 38 8C-V '89 (7-8) 7 Peugeot 905 '92 (9) 4 Jaguar XJR-9 '88 (8) 8 Ford GT40 '69 (12) For LeMans flights, if you plan to use a car that is not listed, Be sure to test in B-Spec mode before using it in a real race. The same goes for the Nurburgring 24H, unless you use a high-end LM machine (which is the recommended way to go). For all 3 races, it is best to use a car that is quite stable on rough roads. For setup, you can use maximum power kit and RSH/RSH tires, but I would recommend leaving the rest of the settings at their default values. Making sure a car will be competitive enough in B-Spec mode is especially important if you plan to leave the system unattended any period of time. Example gameflow. There are many different ways to play through endurance races, and the tables below show only 3 examples. The first example focuses on and it's probably the best choice for anyone who wants to get through endurance races as quickly and easily as possible. The idea here is to use the best cars, even if it looks like overkill. 1. Mazda MX-5 1800 RS '04 (Cr.23,500) J03 • Mazda RX-7 LM Race Car '01 (J03) J15 • • Toyota Minolta 88C-V Race Car '89 (J15) J06, J11, J12 • Audi R8 '01 (J11) | Bentley Speed 8 '03 (J12) J07, J09, J10, J16 • • Polyphony Formula Gran Turismo '04 (J06) J01, J02, J04, J05, J08, J13, J14 In this second example, the goal is to acquire high-end LM cars first, and leave most of the races slower for later. Purchasing a high-end LM car quite early means that it can also be useful for events other than endurance racing. 2. Nissan Fairlady Z Concept LM '02 (E01) J15 • Toyota Minolta 88C-V '89 (J15) J11, J12, J13, J14 • • Audi R8 '01 (J11) J07, J09, J10, J16 • • Bentley Speed 8 '03 (J12) J01, J02, J04, J05, J06, J08 Mazda MX-5 1800 RS '00 (~Cr.11,640 - 19,787) J03 This third and final example shows just one of many alternative ways to make anendurance a little more challenging. The basic idea is to use cars that better suit the competition (rather than machines that can beat them easily). 3. Suzuki GSX-R/4 '01 (F42 | Cr.200,000) J07, J09, J10, J15, J16, J02 • Toyota Minolta 88C-V '89 (J15) J05, J11, J12, J13, J14 Mazda MX-5 '89 (~Cr.5,949) J03 • Mazda RX-7 LM Race Car '01 (J03) J01, J04, J06, J08 Note that for all cars used in the above examples, there are other alternatives that could be used instead. In general, any comparable car that you are comfortable with should do just as well. For a list of alternatives for 88C-V, Bentley and Audi R8, see Best Racing Cars. progress of the day counter. The list below shows some of the actions that are known to advance the Day counter. • Buying a car• Buying wheels or wings• Performing a license test • Introducing a race• Removing a wing• Selling a car• Watching a race Preview If you want to advance the day counter one week at a time (for example, to check the next batch of used cars), here's an easy way to do this: Go to the License Center. Press [X] once to enter the B license overview page and press [X] again to enter the B-1 test. Press [Left] twice, followed by [X], to proceed to the next test. Repeat this step until you reach B-7. Once you've reached B-7, exit the License Center by pressing [Square] 3 times. Note that the Next License Test icon will only be available if you have already taken the current test, so the first 6 will have to be carried out in order for the above to work; otherwise, you will need to exit and enter each test separately (which is much more time consuming). Also, if you want to advance the day counter 2 weeks to a time (to unlock the parts), you would exit the B-13 instead of Arcade mode. Arcade Mode includes the following sub-modes: • Single Race • Time Trial • 2-Player Split-Screen • Multi LAN Race If you use Arcade Mode to learn some tracks, Replays in Single Race will give you the opportunity to study the racing lines of AI drivers and acceleration/braking points. While pressing [Up]/[Down] to switch between machines, press [Square] to switch HUD and/or press [X] to change the camera view. Initially, 25 tracks and 240 cars are available. To make more cars and parts available, you will need to enter Gran Turismo Mode. New parts are unlocked by advancing the day counter (see topic above), while several cars can be made available simply by purchasing them. Purchasing a car in Gran Turismo Mode will, in most cases, make it available in Arcade Mode; the exception is if you buy it from a Gameave Garage. A car purchased from a Gameave Garage that is not already available in Arcade Mode can be made available either by re-purchasing it from an in-game dealer or by winning it as a prize. Once a car has been registered, it will remain available in Arcade Mode, even after it has been sold in Gran Turismo mode (which might be useful to know if you want the cars to be available in Arcade Mode, but not necessarily want to get them in the garage). Although various activities in Gran Turismo Mode will have an effect on what is available in Arcade Mode, there is (as far as I can tell) anything in Arcade Mode that will have no effect on anything in Gran Turismo Mode (for example, the day meter and other statistics remain the same). AutoSave. AutoSave can be found in Options &gt; Miscellaneous &gt; Misc. Regardless of whether autosaving is turned on or off, the program will always save the game when you change to another machine. With Auto-save On, the program will also save the game whenever you go back to the gran Turismo World screen (screen that includes Home and other icons) if something has changed in the sub-mode you just got out of. Here are examples of the types of things that trigger a save when autosaving is turned on: exiting an event group (for example, Beginner, Professional) after you make one or more races. Exiting a country (e.g. America, UK, Japan) after buying parts from a tuning shop. Exiting a country (e.g. America, UK, Japan) after doing one or more one-make races. Exit a license test and return to the screen showing the 16 tests and a cup labeled Break. With Auto-save Off, switching to another machine is the only thing that will trigger an automatic save; All saves will only occur when they are performed manually. One advantage of having Auto-save Off is that it minimizes wear 'n' on the memory card. Another advantage is that it gives you the opportunity to return to previous gamestates (the point where the game was last saved). The only real downside of having Auto-save Off is that you have to to save the game manually, or swipe to another machine, before shutting down PS2. B-Spec mode. For many of the normal events, you can choose to either drive yourself in A-Spec mode or let an AI driver drive in B-Spec mode. There are basically 2 ways to get into B-Spec mode: • Choosing the B-Spec icon from the Race menu before starting a race, or • Choosing B-Spec from the Pitstop menu when entering the pitlane during a race. While in B-Spec mode, you have the option to run in either Live View or Race Monitor. Live View is the default value where B-Spec starts and is the view that B-Spec returns to after each pitstop. While Live View allows you to see all the action on the track, Race Monitor allows you to get a better picture of how your car is dealing with your opponents. Among other things, the Race Monitor screen shows where all the cars are and what the gaps are between them. The list below shows all available commands in B-Spec mode. CommandFunction (common) [Left]/[Right] Change the stroke pace (1...5) [Up]/[Down] Select a machine in the [Triangle] Exceed [Circle] Pit in CommandFunction field (Live View only) [X] Change the camera view (spectator, forwardview, rearview) [R1] Enter Race Monitor [R2] Switch HUD (on-screen information) CommandFunction (Race Monitor only) [L1]+[Left]/[Right] Change accelerator speed (1x ... 3x) [X] Switch between Map and BestLap/Sector info [R1] Return to Live View Although B-Spec is especially useful for longer races as an alternative to having human co-drivers, it can also be useful to make races that you don't yet have a license for. One thing to keep in mind, however, is that the AI driver probably won't be as skilled as you might expect. In general, if you are going to use B-Spec, your best bet is to use cars that are competitive enough to easily beat the competition (i.e. cars that could be considered overkill for A-Spec). Percentage of completion of the game. The list below shows the game completion percentage for which each event group counts, plus other information. The abbreviations used are: Es=Events, Rs=Races, Cs=Championships, SRs=SingleRaceSeries. A. Beginner: 5.8% (8 Es, 34 Rs, 0 Cs, 8 SRs) F. Face: 37.2% (49 Es, 205 Rs, 14 Cs, 35 SRs) B. Professional: 8.8% (9 Es, 48 Rs, 4 Cs, 5 SRs) G.H.I. Rally: 10.6% (33 Es, 63 Rs, 0 Cs, 33 SRs) C. American: 2.6% (4 Es, 14 Rs, 1 C, 3 SRs) J. Resistance: 2.7% (16 Es, 16 Rs) D. European: 9.3% (11 Es, 48 Rs, 7 Cs, 4 SRs) K. Extreme: 10.7% (7 Es, 7 59 Rs, 4 Cs, 3 SRs) E. Japanese: 6.5% (6 Es, 35 Rs, 3 Cs, 3 SRs) M. Missions: 5.7% (5 Es, 34 Rs) Note that licenses (L) will not affect the completion percentage of Also note that the percentages displayed can be stopped by 0.1%, depending on the order in which the event groups are made. Memory cards. Using memory cards with is a little more complicated than with any other title in the Gran Turismo series. Although the Auto-save feature doesn't cause as much wear 'n' tear I previously thought, there are other things worth keeping in mind. First, you can't switch memory cards to back up your gamesaves; this will almost certainly lead to corrupted data, making the memory card completely useless for storing a GT4 gameave. As a general rule, it's important to remember never to remove a memory card from MC Slot 1 while GT4 is running. If you want to back up the GT4 gameave, you can use the PS2 browser utility, and if you want to use the Commerce function to buy cars from a Gameave Garage, remember that you can only use MC Slot 2. rivals to avoid. For some events, there may be one or more rivals who seem to be in a league of their own. Unless you're using a similar or better car, your best bet is to keep exiting and restarting the event until these rivals are absent from the grid list. EventRivals to avoid B06. World ClassicsAC 427, Buick Special B08. Supercar FestivalCadillac Cien '02 C01. All American PitchUral Championship 2J, Panoz Esperante C04. Old Muscular Car ChampionshipBuick Special D07. Europa Classic Car LeagueAC 427 D09. 1000 MilesAC 427 J10. Tsukuba 9 HoursLotus Elise 111R J15. El Capitan 200 MilesLotus Motor Sport Elise K03. Polyphony Digital CupFord GT '05 Track Practice. There are 5 tracking areas represented by green/white icons on the map. Each includes different pieces that you can use for practice and testing. If you're not yet familiar with all tracks, tracking areas offer an alternative to switching to Arcade mode. If you know all the tracks but just want to test a setup (for example, for an endurance race), Track Zones offers an alternative to entering a normal event. Two drawbacks, however, are that they cost Cr.5 to enter, and there is no tire wear indicator. To test the wear of a car's tires, you can use the practical/qualifying session (blue/yellow/red leaderboard icon) of any championship (not a single race series) for which your car is eligible. The table below shows the no-restriction championships (other than the required license). ChampionshipEvent GroupRace 1 Track B02. Tuning Car GP (A)Professional EventsApricot Hill Reverse B09. Gran Turismo World (IA)Professional eventsTokyo R246 E02. All Japan GT (IA)Japanese EventsTokyo R246 K01. GT All Stars (IA)Extreme EventsHighSpeed Reverse K02. Dream Car Championship (S)Extreme EventsOpera K05. Formula GT World (S)Extreme EventsTokyo R246 Table Week. GT4 includes a day, but not against the week. The table below is meant to be used as a quick search table. The dates are in the Week: FirstDay-LastDay format. 1: 1-7 21: 141-147 41: 281-287 61: 421-427 81: 561-567 2: 8-14 22: 148-154 42: 288-294 62: 428-434 82: 82: 3: 15-21 23: 155-161 43: 295-301 63: 435-441 83: 575-581 4: 22-28 24: 162-168 44: 302-308 64: 442-448 84: 582-588 5: 29-35 25: 169-175 45: 309-315 65: 449-455 85: 589-595 6: 36-42 26: 176-182 46: 316-322 66: 456-462 86: 596-602 7: 43-49 27: 183-189 47: 323-329 67: 463-469 87: 603-609 8: 50-56 28: 190-196 48: 330-336 68: 470-476 88: 610-616 9: 57-63 29: 197-203 49: 337-343 69: 477-483 89: 617-623 10: 64-70 30: 204-210 50: 344-350 70: 484-490 90: 624-630 11: 71-77 31: 211-217 51: 351-357 71: 491-497 91: 631-637 12: 78-84 32: 217-224 52: 358-364 72: 498-504 92: 638-644 13: 85-91 33: 225-231 53: 365-371 73: 505-511 93: 645-651 14: 92-98 34: 232-238 54: 372-378 74: 512-518 94: 652-658 15 : 99-105 35: 239-245 55: 379-385 75: 519-525 95: 659-665 16: 106-112 36: 246-252 56: 386-39 2 76: 526-532 96: 666-672 17: 113-119 37: 253-259 57: 393-399 77: 533-539 97: 673-679 18: 12 0-126 38: 260-266 58: 400-406 78: 540-546 98: 680-686 19: 127-133 39: 267-273 59: 407-41 3 7 9: 547-553 99: 687-693 20: 134-140 40: 274-280 60: 414-420 80: 554-560 100: 694-700 Action Replay Notes. The notes below can be useful if you want to play through GT4 using the cheap Replay action system (sold separately). Disable AI cheats is especially useful to win races that your current car is not normally able to win. This cheat can also be used for missions. Press [Select]+[Left] to turn off AI, [Select]+[Right] to reactivate AI. Freeze Timer cheat is probably the most useful for things would be license tests. Press [R3] to stop the clock, [L3] to restart the clock. Gold Medal/A-Spec Cheap Points allow you to set gold for events without having to do them. When you set Golds for unique races in AR, they will remain set in GT4 when you delete statistics for that series. For example, if you set Golds for Race 1,3,4 and 5 in a series, only Race 2 will be reset when you delete statistics. This makes it easier to win cars without having to do all the races that can come in handy if you are trying to collect cars in all available colors (or just want a car in a certain color). Note that the Golds setting for championships or championship races will not work for rewinning cars and is practically only useful for completing the game. Cheap Lap Modifier allows you to set whether all races (including timed races) will always be 1, 5, 10, or 99 laps. If you set this to 1, you can do an endurance race any time it takes to make a single tour, making these additional money-makers possible: LEventCreditsInUsing IBJ06. Nurburgring 24 Hours2.7M10 min.any high-end LM machine IAJ11. Sarthe Circuit 24 Hours I2.1M7 min.any state-of-the-art IAJ12 LM machine. Sarthe 24 Hours I12.1M6 I12.1M6 High-end LM car If you also have Disable AI cheat enabled, you can also choose to do the above in B-Spec mode where you will have the option to use the 3x. Max Cash cheap accelerator is probably the most useful for things would be the creation of new Garage Games. For normal gameplay, the absurdly high number that is displayed can get a little annoying, especially when overwriting text (for example, this is what happens in the Earnings dialog). No Time Penalties cheat is mainly useful for special conditions (Rally) events and missions; as far as I know, there are no sanctions issued elsewhere. With Ultra Fast Timer enabled, the clock runs 10 times faster (6min in real time = 1 hour accelerated time). You can use this cheat to make a 24-hour race in about 2.5 hours, which probably comes closer to what the race should have been (since there is no variable weather/lighting conditions implemented). The downside of using this cheat is that the tour times in The Journal entries will often be in hours instead of minutes. For questions, comments, etc... see the README file. [Principal] [Cars] [Formula] [Motorcycles] [Rally] [Downloads] [Links] [Notes] This page was last updated on: Sunday, October 29, 2017 2017

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