

# GT PEDIA

*GTPLANET'S GUIDE TO THE  
WORLD OF GRAN TURISMO®*

**SAMPLE EDITION**



Andrew Evans

Jordan Greer

*GTPEdia: GTPlanet's Guide to the World of Gran Turismo*

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*Dedicated to the GTPlanet community.*

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# Foreword

Gran Turismo has no story line, no characters, and no particular order of progression. It strips away the decoration and the frills found in most video games and instead focuses on the cars and tracks it contains. It highlights what makes each one different, teaching players while entertaining them.

That, too, is ultimately the goal of *GTPEDIA*: to strip away the marketing and hype, and tell the story of these games through the facts, figures, and statistics which make each one unique. Whether you just discovered the franchise or have enjoyed it since 1998, be prepared to learn something new as you explore the incredible world of Gran Turismo.

*Jordan Greer*  
Founder, GTPlanet.net

# About This Book

This book was made possible by years of research and study by GTPlanet, an online community of dedicated enthusiasts who share a passion for the Gran Turismo video game franchise. All of the data it contains has been privately compiled without the assistance of Sony Computer Entertainment or Polyphony Digital. It has been independently designed, edited, printed, and distributed.

Thank you for purchasing *GTPEDIA*, which supports our efforts to create and maintain this resource.

## Updates & Corrections

With downloadable content and software, the latest Gran Turismo games are constantly evolving and so is *GTPEDIA*. Updates and corrections to the text and data are available to download for free at the book's website, <http://www.gtplanet.net/gtpedia>.

Readers are encouraged to report errors, necessary corrections, or other problems with the book at <http://www.gtplanet.net/contact>.

# Acknowledgements

The many Gran Turismo titles are spread out over a considerable period of time. Until recently, different versions of each game were released in different countries and were “region-locked”, making it nearly impossible for any individual to log all the information contained in this book. It could not have been created without the assistance of several GTPlanet community members from around the world to which we are grateful.

“RogsR34UK” has been part of GTPlanet since 2003, and is one of very few members to both own and have played the limited release of *GT Concept 2002: Tokyo-Seoul* and the Korean version of *Gran Turismo 4*. His data regarding the differences between those versions and other regions' releases is included in this book.

“daan” has been involved with GTPlanet since 2002 as a senior member of the site's forum moderation staff. With *GT5 Prologue's* servers having been taken offline and no way to update the Spec 2 disc version to Spec 3 (outside the Japanese Spec 3 disc release), daan was able to provide valuable game play information.

For the chronology and content of the rarest Gran Turismo titles, we turned to “edward\_v12”, the preeminent collector who kindly helped us complete the “Other Games” chapter. His spectacular collection features limited edition versions of the main games, playable store demos, game show press kits, and a host of other Gran Turismo and Polyphony Digital memorabilia.

A special word of thanks also goes out to everyone who contributed to the project in other ways, including “Amar212” and “homeforsummer”, who offered valuable feedback during the book's development.



# Gran Turismo

The first Gran Turismo game was the culmination of five years' work for Kazunori Yamauchi and his small, 10-employee team at Polys Entertainment (later to become Polyphony Digital).

Although Gran Turismo wouldn't be released until 1997, the idea of the game was born in the early 1980s. As a teenager in Kashiwa, Japan, Yamauchi was immersed in the world of cars and vehicle tuning, but found the motoring video games of the era to be lacking. At the time, however, he was primarily interested in movie production, establishing a film society in his school before studying graphic design at university.

Yamauchi eventually joined the PlayStation team of Shuhei Yoshida at Sony Computer Entertainment Inc. and, with his own team, created the 1994 arcade kart racer *Motor Toon Grand Prix*. The bright, cartoonish game showcased the capabilities of the new console and immediately spawned a sequel in 1996. Underpinning both titles was a surprisingly advanced physics model; a hidden mode in the second game (called "Motor Toon GP R") even let players drive an open wheeled formula car and a stock car on the game's tracks. Combined with smooth and detailed graphics, *Motor Toon Grand Prix 2* was a true *Gran Turismo* predecessor.

*Gran Turismo*, however, was thoroughly groundbreaking. It featured a wide variety of licensed cars, from supercars and concepts, to station wagons, sedans, and mundane hatchbacks – all of which could be raced together.

Though none of the game's eleven tracks were actual locations – licensed circuits would not be part of the series for a few more years – the locations varied widely in length, difficulty, topography and scenery, showcasing cutting-edge graphics for the era.

The main game mode featured ability tests – called Licence tests – to familiarise you with the game's physics model and to unlock more advanced race series. Each vehicle had realistic tuning options to enhance its performance, allowing players to modify a pedestrian car like a Honda Civic to compete with an NSX or Skylines. Specialist high-performance cars,

## FAST FACTS

### Platform

PlayStation

### Release Dates

Japan (SCPS 10045):  
December 23, 1997

Europe (SCES 00984):  
May 8, 1998

North America (SCUS 94194):  
May 12, 1998

### Total Sales

10.8 million as of Sep. 2012

## *Gran Turismo*

unique variants, and fictional racing models were available for winning the various race series and beating gold-standard times in the Licence tests.

Arcade Mode featured a selection of the game's cars split into performance classes (A - High-end cars; B - Sports and performance cars; C - Sport compact cars) and up to eight of the game's circuits available as a drop-in time trial or race mode. Progression was also available in Arcade Mode; as the player completed the tracks in Easy, Normal or Hard modes, more vehicles and tracks could be unlocked, with an End Credit sequence and a "HiFi Mode" (featuring three of the tracks with a higher refresh rate and lower draw distance) also available for Arcade Mode completion.

According to the Polyphony Digital website, as of September 2012, *Gran Turismo* had sold 10.85 million copies worldwide (including 2.55 million in Japan, 3.99 million in North America and 4.3 million in Europe) and has been credited for car manufacturer's decisions to launch models in hitherto untapped markets - notably the entire TVR range in Japan and the Mitsubishi Lancer Evolution series in North America.

### **Tracks**

*Gran Turismo* featured eleven fictional tracks, based on eight different locations. All but one - the Test Course - was available in reverse, giving a total of twenty-one variations of circuits.

Though fictional, the circuits' designs and landscapes clearly drew much of their inspiration from real-world venues. Grand Valley takes the form of a large, purpose-built motorsports complex, similar to Belgium's Spa-Francorchamps. Deep Forest is usually twinned with Germany's Black Forest and the Hockenheimring. Autumn Ring and Trial Mountain, assigned to Japan and Europe respectively, are similarly extra urban. Conversely, the two Route 5 tracks and Route 11 commonly draw comparisons with Tokyo's highway system - particularly the Wangan Shuto Expressway - though sectors of the tracks retain a peculiarly European feel with Italian architectural touches. Last is the Test Course, which is just that - 3 miles' worth of banked curve and unwavering straights to test your car's limits.

<b>NAME</b>	<b>LENGTH</b>	<b>REVERSE</b>	<b>TYPE</b>
Autumn Ring	1.833 mi / 2.950 km	Yes	Asphalt
Autumn Ring Mini	N/A	Yes	Asphalt
Clubman Stage Route 5	1.533 mi / 2.466 km	Yes	Asphalt
Deep Forest	2.225 mi / 3.580 km	Yes	Asphalt
Grand Valley East	1.880 mi / 3.025 km	Yes	Asphalt
Grand Valley Speedway	3.083 mi / 4.960 km	Yes	Asphalt
High Speed Ring	1.927 mi / 3.100 km	Yes	Asphalt

## Gran Turismo

Special Stage Route 5	2.347 mi / 3.776 km	Yes	Asphalt
Special Stage Route 11	3.042 mi / 4.894 km	Yes	Asphalt
Test Course	N/A	No	Asphalt
Trial Mountain	2.473 mi / 3.979 km	Yes	Asphalt

## Licence Tests

One of *Gran Turismo*'s innovations was its licence test system, which served as both a tutorial and as a way to unlock higher-value race series. The various tests taught the player the intricacies of the game's physics model, particularly the simulated differences between vehicles of various drivetrain types. It also introduced players to the circuits and a variety of cars, from a mundane Mazda Demio to an intimidating TVR Griffith.

Each test had three levels of grading. A Bronze grade was merely any time achieved inside the minimum expected standard to pass that test. Silver and Gold grades are gained by beating preset, lower times. Achieving a Bronze on every test in a Licence is the minimum requirement to gain that Licence. Achieving a Silver on each test gained no additional reward. Achieving a Gold on every test in each Licence was rewarded with a special prize car.

### B-LICENCE TESTS

<b>B1</b>	Using a Mazda Demio, accelerate from rest and come to a halt at a point 1,000 metres away as quickly as possible. Test location is Test Course.	G: 34.750 S: 35.200 B: 36.000
<b>B2</b>	Identical to the previous test, this time using a Mitsubishi GTO. Test location is Test Course.	G: 26.400 S: 26.700 B: 27.000
<b>B3</b>	Using a Honda CR-X del Sol, accelerate from rest, navigate a tight, left-hand corner and pass the finish line as quickly as possible. Test location is Deep Forest.	G: 28.150 S: 28.500 B: 29.000/30.000
<b>B4</b>	Identical to the previous test, this time using a Nissan Silvia. Test location is Deep Forest.	G: 28.150 S: 28.500 B: 29.000/30.000
<b>B5</b>	Identical to the previous test, this time using a Mitsubishi GTO. Test location is Deep Forest.	G: 23.650 S: 24.300 B: 25.000
<b>B6</b>	Using a Mitsubishi FTO, accelerate from rest through a right-left combination corner and then through the finish gate. Test location is High Speed Ring.	G: 26.350 S: 27.000 B: 28.000
<b>B7</b>	Identical to the previous test, this time using a Nissan Silvia. Test location is High Speed Ring.	G: 25.750 S: 26.300 B: 27.000

## Gran Turismo

<b>B8</b>	From a static start, complete a lap of High Speed Ring using a Mazda Eunos Roadster.	G: 1'19.500 S: 1'20.500 B: 1'22.000
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➤ The prize car awarded for all-golds on B-Licence is the Dodge Concept.

### A-LICENCE TESTS

<b>A1</b>	Using a Toyota Supra, accelerate from rest, navigate a left-hand corner and then the same corner as in tests B3, B4 and B5. Test location is Deep Forest.	G: 32.400 S: 33.000 B: 34.000
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<b>A2</b>	Using a Toyota Supra, accelerate from rest and go round a right-hand hairpin. Test location is Autumn Ring.	G: 24.760 S: 25.200 B: 26.000
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<b>A3</b>	Using a Mazda RX-7, accelerate from rest and go round a right-hand hairpin. Test location is Grand Valley Speedway.	G: 42.800 S: 43.200 B: 44.000
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<b>A4</b>	Navigate the middle sector of Trial Mountain using a Nissan Skyline GT-R.	G: 37.400 S: 38.300 B: 39.000
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<b>A5</b>	Starting at the bottom hairpin of Grand Valley, pass through the following complex to the first tunnel using a Honda Prelude.	G: 30.200 S: 30.700 B: 32.000
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<b>A6</b>	Accelerate out of the first corner at Deep Forest and negotiate the next complex through the first two tunnels. Test car is a Toyota MR-2.	G: 26.150 S: 26.500 B: 27.000
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<b>A7</b>	A small, 100m long course has been built on the Grand Valley Speedway straight. Using a Subaru Impreza, complete five laps as quickly as possible.	G: 29.500 S: 31.000 B: 33.000
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<b>A8</b>	Drive the first hairpin, high-speed S-section and second hairpin of Grand Valley Speedway in a Toyota Supra.	G: 1'05.600 S: 1'06.000 B: 1'08.000
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➤ The prize car awarded for all-golds on A-Licence is the Toyota TRD3000GT.

### IA-LICENCE TESTS

<b>IA1</b>	Using a TVR Griffith 400, complete a lap of High Speed Ring.	G: 1'03.990 S: 1'05.200 B: 1'07.000
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<b>IA2</b>	Using a Dodge Viper GTS, complete a lap of Special Stage Route 5.	G: 1'26.350 S: 1'27.000 B: 1'30.000
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<b>IA3</b>	Using a TVR Griffith 400, complete a lap of Grand Valley Speedway.	G: 1'57.880 S: 1'59.900 B: 2'03.000
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## Gran Turismo

<b>IA4</b>	Using a Dodge Viper GTS, complete a lap of Deep Forest.	G: 1'18.630 S: 1'20.500/1'19.300 B: 1'24.000/1'23.000
<b>IA5</b>	Using a TVR Griffith 400, complete a lap of Autumn Ring.	G: 1'20.240 S: 1'21.100 B: 1'24.000
<b>IA6</b>	Using a Dodge Viper GTS, complete a lap of Trial Mountain.	G: 1'28.540 S: 1'29.500 B: 1'33.000
<b>IA7</b>	Using a TVR Griffith 400, complete a lap of Special Stage Route 11.	G: 2'06.330 S: 2'10.000/2'07.700 B: 2'14.000/2'11.000
<b>IA8</b>	Using a Dodge Viper GTS, complete a lap of Grand Valley Speedway Reverse.	G: 1'55.428 S: 1'56.600 B: 1'59.000

➤ The prize car awarded for all-golds on IA-Licence is the Nismo 400R.

Where two times are listed, the second is applicable to the NTSC-J version only.

## Events

The core of *Gran Turismo* is, of course, racing. Alongside the Arcade Mode outlined in the introduction, the game has five different race areas. Memory Card Battle allows a two player race using cars from the players' own garages. Time Trial mode gives players a two-lap standing start time attack run on any of the 21 courses. Spot Race uses five tracks (Autumn Ring Mini, Deep Forest, Grand Valley East, High Speed Ring, Trial Mountain) and pits the player against a randomly selected grid.

The two most significant areas are GT League and Special Event. GT League has a series of four events which can be considered the "career" mode of *Gran Turismo* – winning the final event unlocks the end credits. Special Event includes specialist races for cars with certain characteristics and the three Endurance races, where tyre wear and pit strategy become additional factors. These events are more lucrative, both in terms of prize money and of bonus cars, as bonus cars may be awarded multiple times.

## GT LEAGUE

### Sunday Cup

B-licence required, no vehicle restrictions, 3 races:

1. Autumn Ring Mini (2 laps)
2. High Speed Ring (2 laps)
3. Grand Valley East (2 laps)

Prize Money:

1<sup>st</sup> 3,000cr; 2<sup>nd</sup> 1,000cr; 3<sup>rd</sup> 500cr; 4<sup>th</sup> 400cr; 5<sup>th</sup> 300cr; 6<sup>th</sup> 200cr; 1,500cr Pole Position bonus, 15,000cr Championship bonus, maximum prize money of 28,500cr

Prize Car:

Mazda Mazdaspeed Demio A-Spec

## Gran Turismo

### Known AI Opponents:

Honda EG Civic Ferio SiR-II '93 (179hp/1074kg), Honda EK Civic SiR-II (177hp/1074kg), Mazda Demio GL-X (144hp/946kg), Mitsubishi Mirage Asti RX (167hp/1055kg), Mitsubishi Mirage Cyborg R (167hp/1025kg), Nissan S14 Silvia Q's Aero (152hp/1173kg), Toyota Corolla Levin BZG (169hp/1015kg), Toyota MR2 G-Limited (177hp/1222kg), Toyota Starlet Glanza V (154hp/907kg)

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### Clubman Cup

A-licence required, no vehicle restrictions, 3 races:

1. Autumn Ring Mini (2 laps)
2. High Speed Ring (2 laps)
3. Grand Valley East (2 laps)

Prize Money:

1<sup>st</sup> 7,000cr; 2<sup>nd</sup> 5,000cr; 3<sup>rd</sup> 2,000cr; 4<sup>th</sup> 1,000cr; 5<sup>th</sup> 700cr; 6<sup>th</sup> 500cr; 2,500cr Pole Position bonus, 20,000cr Championship bonus, maximum prize money of 48,500cr

Prize Car:

Chevrolet Camaro Z28 30th Anniversary

Known AI Opponents:

Honda Integra Type-R (252hp/1008kg), Honda Prelude Type-S (265hp/1097kg), Mitsubishi Eclipse GT (286hp/1180kg), Mitsubishi FTO GP version R (258hp/963kg), Nissan 180SX TypeX (287hp/1082kg), Nissan R33 Skyline GTS25t TypeM (300hp/1207kg), Subaru Impreza '96 Wagon WRX (296hp/1144kg), Toyota MR2 GT-S (296hp/1136kg)

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### GT Cup

A-licence required, no vehicle restrictions, 4 races:

1. Grand Valley Speedway (3 laps)
2. Deep Forest (3 laps)
3. Special Stage Route 5 (3 laps)
4. Trial Mountain (3 laps)

Prize Money:

1<sup>st</sup> 10,000cr; 2<sup>nd</sup> 7,000cr; 3<sup>rd</sup> 3,000cr; 4<sup>th</sup> 2,000cr; 5<sup>th</sup> 1,000cr; 6<sup>th</sup> 500cr; 5,000cr Pole Position bonus, 25,000cr Championship bonus, maximum prize money of 85,000cr

Prize Car:

Toyota Chaser LM (Black/White)

Known AI Opponents:

Dodge Viper GTS (440hp/1130kg), Honda NSX TypeSZero (409hp/976kg), Mitsubishi GTO '95 MR (504hp/1408kg), Mitsubishi Lancer Evolution IV GSR (340hp/1131kg), Nissan R33 Skyline GT-R V-Spec (521hp/1290kg), Subaru Impreza '96 Sedan WRX STi ver.III (340hp/1047kg), Toyota Supra RZ (452hp/1265kg), TVR Griffith 500 (333hp/919kg)

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### GT World Cup

IA-licence required, no vehicle restrictions, 6 races:

1. High Speed Ring (3 laps)
2. Trial Mountain (3 laps)
3. Grand Valley Speedway (3 laps)
4. Special Stage Route 5 (3 laps)
5. Deep Forest (3 laps)
6. Special Stage Route 11 (3 laps)

Prize Money:

1<sup>st</sup> 20,000cr; 2<sup>nd</sup> 10,000cr; 3<sup>rd</sup> 5,000cr; 4<sup>th</sup> 3,000cr; 5<sup>th</sup> 2,000cr; 6<sup>th</sup> 1,000cr; 10,000cr Pole Position bonus, 50,000cr Championship bonus, maximum prize money of 230,000cr

Prize Car:

None; GT Hi-Fi Mode and End Credits unlocked

Known AI Opponents:

## *Gran Turismo*

Honda Accord SiR (325hp/936kg, Race Modified), Honda NSX-R LM GT2 (541hp/1035kg), Mazda Lantis 2000 Coupe Type R (326hp/904kg, Race Modified), Mitsubishi GTO TwinTurbo (675hp/1214kg, Race Modified), Mitsubishi Lancer Evolution IV GSR (429hp/958kg, Race Modified), Nissan R32 Skyline GT-R '91 (660hp/1050kg, Race Modified), Subaru Impreza Rally Edition (575hp/966kg), Toyota Celica GT-Four (326hp/887kg, Race Modified), Toyota Castrol Supra GT (646hp/1134kg)

### **SPECIAL EVENTS**

#### **FF Challenge**

B-licence required, Front-wheel drive vehicles only, 3 races:

1. Deep Forest Reverse (2 laps)
2. Grand Valley East (2 laps)
3. Special Stage Route 11 (2 laps)

Prize Money:

1<sup>st</sup> 5,000cr; 2<sup>nd</sup> 2,000cr; 3<sup>rd</sup> 1,500cr; 4<sup>th</sup> 1,000cr; 5<sup>th</sup> 500cr; 6<sup>th</sup> 300cr; 1,500cr Pole Position bonus, 10,000cr Championship bonus, maximum prize money of 29,500cr

Prize Cars:

Honda CR-X EF8 SiR, Toyota Celica SS-II '95

Known AI Opponents:

Honda CR-X del Sol SiR (189hp/976kg), Honda EG Civic SiR-II '93 (208hp/923kg), Honda EK Civic Type-R (213hp/931kg), Honda Prelude Type-S (256hp/1097kg), Mazda Lantis Coupe 2000 Type R (208hp/1039kg), Mitsubishi Eclipse GT (236hp/1180kg), Mitsubishi FTO GP Version R (258hp/1134kg), Nissan Primera '95 2.0Te (201hp/989kg), Toyota Celica SS-II (198hp/1183kg), Toyota Corolla Levin BZG (214hp/933kg), Toyota Starlet Glanza V (174hp/888kg)

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#### **FR Challenge**

B-licence required, Front-engine, rear-wheel drive vehicles only, 3 races:

1. Grand Valley East (2 laps)
2. Deep Forest Reverse (2 laps)
3. Grand Valley Speedway Reverse (2 laps)

Prize Money:

1<sup>st</sup> 5,000cr; 2<sup>nd</sup> 2,000cr; 3<sup>rd</sup> 1,500cr; 4<sup>th</sup> 1,000cr; 5<sup>th</sup> 500cr; 6<sup>th</sup> 300cr; 1,500cr Pole Position bonus, 10,000cr Championship bonus, maximum prize money of 29,500cr

Prize Cars:

Nissan S13 Silvia Qs 1800cc, SilEighty

Known AI Opponents:

Mazda FC Savanna RX-7 Infini III (245hp/1183kg), Mazda FD Efina RX-7 Type RZ (308hp/1232kg), Nissan 180SX '94 TypeX (258hp/1193kg), Nissan S13 Silvia '91 Ks 2000cc (272hp/1153kg), Nissan S14 Silvia K's '95 (293hp/1232kg), Nissan S14 Silvia K's Aero (293hp/1222kg), Nissan Fairlady Z Version S TwinTurbo 2seater (320hp/1508kg), Toyota AE86 Sprinter Trueno GT-Apex (226hp/912kg), Toyota JZA70 Supra TwinTurbo R (310hp/1499kg), Toyota Supra RZ (366hp/1489kg)

## **4WD Challenge**

B-licence required, Four-wheel drive vehicles only, 3 races:

1. Trial Mountain Reverse (2 laps)
2. Grand Valley Speedway (2 laps)
3. Special Stage Route 5 Reverse (2 laps)

Prize Money:

1<sup>st</sup> 5,000cr; 2<sup>nd</sup> 2,000cr; 3<sup>rd</sup> 1,500cr; 4<sup>th</sup> 1,000cr; 5<sup>th</sup> 500cr; 6<sup>th</sup> 300cr; 1,500cr Pole Position bonus, 10,000cr Championship bonus, maximum prize money of 29,500cr

Prize Cars:

Mitsubishi Lancer Evolution IV GSR (Blue-green, Purple, Yellow), Subaru Alcyone SVX S4 (Blue, Purple, White)

Known AI Opponents:

Mitsubishi GTO '95 MR (457hp/1656kg), Mitsubishi Lancer Evolution III GSR (313hp/1242kg), Mitsubishi Lancer Evolution IV GSR (331hp/1331kg), Nissan Pulsar '91 GTi-R (291hp/1203kg), Nissan R33 Skyline GT-R (369hp/1508kg), Subaru Alcyone SVX Version L (336hp/1597kg), Subaru Impreza '96 Wagon WRX (313hp/1272kg), Subaru Impreza WRX-STi Type R (311hp/1222kg), Subaru Legacy Touring Wagon GT-B (318hp/1410kg), Toyota Celica GT-Four (304hp/1360kg)

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## **Lightweight Challenge**

B-licence required, Lightweight vehicles only (FWD cars with 1,998cc displacement or less and 1,170kg weight or less; RWD cars with 1,845cc displacement or less and 990kg weight or less; no race models), 3 races:

1. Autumn Ring Mini Reverse (2 laps)
2. Clubman Stage Route 5 (2 laps)
3. Deep Forest Reverse (2 laps)

Prize Money:

1<sup>st</sup> 5,000cr; 2<sup>nd</sup> 3,000cr; 3<sup>rd</sup> 2,500cr; 4<sup>th</sup> 2,000cr; 5<sup>th</sup> 1,000cr; 6<sup>th</sup> 500cr; 2,000cr Pole Position bonus, 10,000cr Championship bonus, maximum prize money of 31,000cr

Prize Cars:

Honda Civic Type R (Pink, Yellow, Blue), Mazda Eunos Roadster (Gold, Lavender, Yellow)

Known AI Opponents:

Honda EG Civic SiR-II '93 (217hp/891kg), Honda Civic Type R (235hp/900kg), Honda CR-X EF-8 SiR (192hp/860kg), Honda Integra Type-R (223hp/922kg), Mazda Demio GL-X (175hp/737kg), Mitsubishi Cyborg R (197hp/891kg), Mitsubishi Mirage Asti RX (230hp/917kg), Toyota Corolla Levin BZG (211hp/914kg), Toyota AE86 Corolla Levin GT-Apex (226hp/884kg), Toyota Sprinter Trueno BZG (211hp/914kg), Toyota AE86 Sprinter Trueno GT-Apex (226hp/884kg), Toyota Starlet Glanza V (174hp/879kg)

Eligible Player Cars:

Honda EG Civic SiR-II '93, Honda EG Civic Ferio SiR-II '93, Honda EK Civic SiR-II, Honda EK Civic Ferio Si II, Honda EK Civic Type-R, Honda CR-X del Sol Si-R '92, Honda CR-X del Sol VXi '92, Honda CR-X EF-8 SiR, Honda Integra SiR-G, Honda Integra Type-R, Mazda Demio LX-G package, Mazda Demio GL, Mazda Demio GL-X, Mazda Mazdaspeed Demio A-Spec, Mazda Eunos Roadster '89, Mazda Eunos Roadster, Mazda Eunos Roadster '90 V-Special, Mazda Eunos Roadster V-Special, Mazda Eunos Roadster '92 S-Special, Mazda Eunos Roadster S-Special, Mitsubishi FTO GR '94, Mitsubishi FTO GR, Mitsubishi FTO GPX '94, Mitsubishi FTO GPX, Mitsubishi FTO GP version R, Mitsubishi Mirage Cyborg R, Mitsubishi Mirage Asti RX, Toyota AE86 Corolla Levin GT-Apex (except prize car), Toyota AE86 Sprinter Trueno GT-Apex, Toyota Corolla Levin BZG, Toyota Sprinter Trueno BZG, Toyota Starlet Glanza V



## **US v Japan**

A-licence required, American and Japanese cars only, 5 races:

1. Trial Mountain Reverse (3 laps)
2. Special Stage Route 5 (3 laps)
3. High Speed Ring (3 laps)
4. Grand Valley East Reverse (3 laps)
5. Special Stage Route 11 (3 laps)

Prize Money:

1<sup>st</sup> 10,000cr; 2<sup>nd</sup> 7,000cr; 3<sup>rd</sup> 5,000cr; 4<sup>th</sup> 2,000cr; 5<sup>th</sup> 1,000cr; 6<sup>th</sup> 500cr; 3,000cr Pole Position bonus, 20,000cr Championship bonus, maximum prize money of 85,000cr

Prize Cars:

Dodge Viper GTS-R (White/blue, White/green), Mitsubishi FTO LM (Green, Black)

Known AI Opponents:

Chevrolet Camaro Z28 (415hp/1036kg, Race Modified), Chevrolet Corvette '96 Coupe (456hp/964kg, Race Modified), Chevrolet Corvette '96 Grand Sport (456hp/964kg, Race Modified), Dodge Concept Car (249hp/966kg), Dodge Viper GTS (440hp/970kg, Race Modified), Dodge Viper RT/10 (440hp/954kg, Race Modified), Mitsubishi GT0 Twin Turbo (524hp/1214kg, Race Modified), Mitsubishi Lancer Evolution IV GSR (388hp/958kg, Race Modified), Nissan R32 Skyline '91 GT-R (541hp/1050kg, Race Modified), Nissan Nismo 400R (469hp/1100kg), Subaru Impreza Rally Edition (575hp/966kg)

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## **UK v Japan**

A-licence required, British and Japanese cars only, 5 races:

1. Trial Mountain Reverse (3 laps)
2. Special Stage Route 5 (3 laps)
3. High Speed Ring (3 laps)
4. Grand Valley East Reverse (3 laps)
5. Special Stage Route 11 (3 laps)

Prize Money:

1<sup>st</sup> 10,000cr; 2<sup>nd</sup> 7,000cr; 3<sup>rd</sup> 5,000cr; 4<sup>th</sup> 2,000cr; 5<sup>th</sup> 1,000cr; 6<sup>th</sup> 500cr; 3,000cr Pole Position bonus, 20,000cr Championship bonus, maximum prize money of 85,000cr

Prize Cars:

TVR Cerbera LM Edition (White/burgundy, White/green), Honda CR-X del Sol LM (Black/white, Red/white)

Known AI Opponents:

Aston Martin DB7 Coupe (424hp/1224kg, Race Modified), Aston Martin DB7 Volante (424hp/1331kg, Race Modified), Honda NSX Type S Zero (382hp/901kg, Race Modified), Mazda Eunos Cosmo 20B Type E CCS (490hp/1163kg, Race Modified), Mazda FD Efini RX-7 A spec (428hp/889kg, Race Modified), Mazda FD Efini RX-7 Type RZ (428hp/887kg, Race Modified), Toyota JZA70 Supra TwinTurbo R (440hp/1078kg, Race Modified), Toyota Supra RZ (492hp/1071kg, Race Modified), TVR Cerbera (436hp/943kg, Race Modified), TVR Griffith 4.0 (430hp/909kg, Race Modified), TVR Griffith 500 (430hp/909kg, Race Modified)

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## **UK v US**

A-licence required, British and Japanese cars only, 5 races:

1. Trial Mountain Reverse (3 laps)
2. Special Stage Route 5 (3 laps)
3. High Speed Ring (3 laps)
4. Grand Valley East Reverse (3 laps)
5. Special Stage Route 11 (3 laps)

Prize Money:

1<sup>st</sup> 10,000cr; 2<sup>nd</sup> 7,000cr; 3<sup>rd</sup> 5,000cr; 4<sup>th</sup> 2,000cr; 5<sup>th</sup> 1,000cr; 6<sup>th</sup> 500cr; 3,000cr Pole Position bonus, 20,000cr Championship bonus, maximum prize money of 85,000cr

## Gran Turismo

### Prize Cars:

Dodge Concept Car Race modified (Purple, Yellow), Mazda RX-7 A-spec LM Edition (Green, Purple)

### Known AI Opponents:

Aston Martin DB7 Coupe (424hp/1224kg, Race Modified), Aston Martin DB7 Volante (424hp/1331kg, Race Modified), Chevrolet Camaro Z28 (415hp/1036kg, Race Modified), Chevrolet Corvette '96 Coupe (456hp/964kg, Race Modified), Chevrolet Corvette '96 Grand Sport (456hp/964kg, Race Modified), Dodge Concept Car (249hp/966kg), Dodge Viper GTS (440hp/970kg, Race Modified), Dodge Viper RT/10 (440hp/954kg, Race Modified), TVR Cerbera (436hp/943kg, Race Modified), TVR Griffith 4.0 (430hp/909kg, Race Modified), TVR Griffith 500 (430hp/909kg, Race Modified)

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## Megaspeed

A-licence required, no vehicle restrictions, 3 races:

1. High Speed Ring (2 laps)
2. Test Course (2 laps)
3. High Speed Ring Reverse (2 laps)

### Prize Money:

1<sup>st</sup> 15,000cr; 2<sup>nd</sup> 10,000cr; 3<sup>rd</sup> 5,000cr; 4<sup>th</sup> 2,000cr; 5<sup>th</sup> 1,000cr; 6<sup>th</sup> 500cr; 5,000cr Pole Position bonus, 30,000cr Championship bonus, maximum prize money of 90,000cr

### Prize Cars:

Aston Martin DB7 Coupe (Orange, Purple, White), Toyota Soarer 2.5GT-T VVT-i (Purple, Orange, Yellow)

### Known AI Opponents:

Honda NSX Type S (534hp/1014kg), Mazda Eunos Cosmo 20B Type E CCS (652hp/1374kg), Mitsubishi GTO TwinTurbo(903hp/1432kg), Nissan Fairlady Z Version S TwinTurbo 2by2 (652hp/1315kg), Nissan R33 Skyline GT-R V-Spec (915hp/1290kg), Toyota MR2 GT-S (465hp/1072kg), Toyota Soarer 2.5GT-T VVT-i (767hp/1307kg), Toyota JZA70 Supra TwinTurbo R (649hp/1274kg), Toyota Supra RZ (876hp/1265kg)

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## Normal Car

A-licence required, no tuned or race cars, 5 races:

1. Autumn Ring Mini Reverse (5 laps)
2. Grand Valley East Reverse (5 laps)
3. Clubman Stage Route 5 Reverse (5 laps)
4. Deep Forest Reverse (5 laps)
5. Special Stage Route 11 (5 laps)

### Prize Money:

1<sup>st</sup> 50,000cr; 2<sup>nd</sup> 10,000cr; 3<sup>rd</sup> 5,000cr; 4<sup>th</sup> 4,000cr; 5<sup>th</sup> 2,000cr; 6<sup>th</sup> 500cr; 10,000cr Pole Position bonus, 100,000cr Championship bonus, maximum prize money of 400,000cr

### Prize Cars:

Toyota Supra RZ (Orange, Blue, Purple), Subaru Impreza '96 WRX STi ver.III (Blue, Orange, Yellow)

### Known AI Opponents:

Honda NSX Type S Zero (285hp/1252kg), Mazda FD Efina RX-7 A spec (256hp/1203kg), Mitsubishi Lancer Evolution IV GSR (268hp/1331kg), Nissan R33 Skyline GT-R (310hp/1508kg), Subaru Impreza '96 Sedan WRX STi ver.III (270hp/1232kg), Toyota TRD3000GT (291hp/1489kg)

## **Hard Tuned Car**

IA-licence required, no race cars/race modified cars, 5 races

1. High Speed Ring Reverse (5 laps)
2. Grand Valley Speedway Reverse (5 laps)
3. Clubman Stage Route 5 Reverse (5 laps)
4. Autumn Ring Reverse (5 laps)
5. Special Stage Route 11 Reverse (5 laps)

Prize Money:

1<sup>st</sup> 50,000cr; 2<sup>nd</sup> 30,000cr; 3<sup>rd</sup> 20,000cr; 4<sup>th</sup> 10,000cr; 5<sup>th</sup> 5,000cr; 6<sup>th</sup> 1,000cr; 10,000cr Pole Position bonus, 100,000cr Championship bonus, maximum prize money of 400,000cr

Prize Cars:

Toyota AE86 Sprinter Trueno GT-Apex (White, Blue, Pink), Nissan R32 Skyline GT-R '91 (Blue, Red, Yellow)

Known AI Opponents:

Honda Civic SiR-II (265hp/934kg), Honda NSX Type R '92 (490hp/1030kg), Mazda FD Efini RX-7 Type RZ (486hp/1047kg), Mitsubishi Lancer Evolution III GSR (424hp/1056kg), Nissan R32 Skyline GT-R Nismo (592hp/1257kg), Nissan R33 Skyline GT-R V-Spec (669hp/1290kg), Toyota Chaser V (504hp/1231kg), Toyota Supra RZ (612hp/1265kg)

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## **Grand Valley 300**

IA-licence required, no vehicle restrictions, 1 race

1. Grand Valley Speedway (60 laps)

Prize Money:

1<sup>st</sup> 300,000cr; 20,000cr Pole Position bonus, no Championship, maximum prize money of 320,000cr

Prize Cars:

Toyota Castrol Supra GT (Black/red/blue, Black/red/green)

Known AI Opponents:

Honda Accord SiR (326hp/936hp, Race Modified), Honda NSX-R LM GT2 (541hp/1035kg), Mazda Lantis Coupe 2000 Type R (326hp/904kg, Race Modified), Mitsubishi GTO TwinTurbo (675hp/1214kg, Race Modified), Mitsubishi Lancer Evolution IV GSR (429hp/958kg, Race Modified), Nissan Primera '90 2.0 Te (324hp/918kg, Race Modified), Nissan R32 Skyline GT-R '91 (660hp/1050kg, Race Modified), Nissan Nismo GT-R LM (653hp/1124kg), Subaru Impreza Rally Edition (575hp/966kg), Toyota Celica GT-Four (326hp/887kg, Race Modified), Toyota Corona Exiv 200GT (326hp/887kg, Race Modified), Toyota Castrol Supra GT (646hp/1134kg)

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## **All-Night Endurance 1**

IA-licence required, no vehicle restrictions, 1 race

1. Special Stage Route 11 (30 laps)

Prize Money:

1<sup>st</sup> 150,000cr; 20,000cr Pole Position bonus, no Championship, maximum prize money of 320,000cr

Prize Cars:

Nissan S14 Silvia LM Edition (Red, Green)

Known AI Opponents:

Honda Accord SiR (326hp/936hp, Race Modified), Honda NSX-R LM GT2 (541hp/1035kg), Mazda Lantis Coupe 2000 Type R (326hp/904kg, Race Modified), Mitsubishi GTO TwinTurbo (675hp/1214kg, Race Modified), Nissan Primera '90 2.0 Te (324hp/918kg, Race Modified), Nissan R32 Skyline GT-R '91 (660hp/1050kg, Race Modified), Nissan Nismo GT-R LM (653hp/1124kg), Subaru Impreza Rally Edition (575hp/966kg), Toyota Celica GT-Four (326hp/887kg, Race Modified), Toyota Corona Exiv 200GT (326hp/887kg, Race Modified), Toyota Castrol Supra GT (646hp/1134kg)

## All-Night Endurance 2

IA-licence required, no racing models, 1 race

1. Special Stage Route 11 Reverse (30 laps)

Prize Money:

1<sup>st</sup> 150,000cr; 20,000cr Pole Position bonus, no Championship, maximum prize money of 320,000cr

Prize Cars:

Nissan Nismo GT-R LM Road Version (Silver)

Known AI Opponents:

Honda Civic SiR-II (265hp/934kg), Honda NSX Type R '92 (490hp/1030kg), Mazda FD Efni RX-7 Type RZ (486hp/1047kg), Mitsubishi Lancer Evolution III GSR (424hp/1056kg), Nissan R32 Skyline GT-R Nismo (592hp/1257kg), Nissan R33 Skyline GT-R V-Spec (669hp/1290kg), Toyota Chaser V (504hp/1231kg), Toyota Supra RZ (612hp/1265kg)

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- AI fields may differ in terms of power and weight according to the versions of the game. All above cars are listed as in the PAL/Worldwide version. The additional car list should be consulted to determine region-specific vehicle substitutions.

## Cars

What brought the first *Gran Turismo* recognition and acclaim, perhaps more so than any of its other characteristics, was the eclectic mix of real cars in a quantity never before seen in a racing game.

Though there were just 10 manufacturers from Japan, North America and the United Kingdom in the original game, the car list covered almost all bases. Alongside the American sports cars of Corvette and Viper came the ordinary runabouts from Japan in the shape of Civics and Demios. Big, crushing cruisers from Aston Martin raced alongside Japan's most popular sports cars of the day, including Acura's NSX, Nissan's Skyline GT-R, and Mazda's RX-7, introducing them to new markets of consumers who may have never seen such models before.

Each car could be modified in ways that mirrored how tuners work in the real world, with more efficient exhaust systems, forced induction systems, ECU upgrades, softer tyre compounds, and weight reductions. The gearbox and suspension of each road car could be replaced or even changed for minutely adjustable, highly-variable race kit, allowing individual set-ups for each car on each track. Camber, toe, bound/rebound and spring rates could be set, changing the behaviour and attitude of the car. Full "racing modifications" could also be performed, replacing large parts of the vehicle structure while adding downforce-generating wings and splitters, along with preset paintwork and decal schemes which drew inspiration from JGTC and JTCC cars of the day.

Of course, *Gran Turismo* also featured genuine race cars, alongside some drawn from imagination. The Special models available at dealerships included 1995 Le Mans entries from Nissan, Toyota and Honda, along with fictional racers from Mitsubishi and Mazda. A Le Mans Viper GTS-R was also available as a prize car. Of particular note is the fictional Honda CR-X del Sol

## Gran Turismo

LM race car, a mid-engined variant of a front-engined, front-wheel drive car!

### CAR LIST

#### Aston Martin

DB7 Coupe	New, 150,000cr, FR road, 328hp, 1725kg
DB7 Volante	New, 164,000cr, FR road, 328hp, 1875kg

#### Chevrolet

Camaro Z28	New, 24,770cr, FR road, 279hp, 1570kg
Camaro Z28 30th Anniversary Edition	Prize, 20,000cr, FR road, 279hp, 1570kg
Corvette Coupe '96	New, 45,350cr, FR road, 323hp, 1460kg
Corvette Grand Sport '96	New, 49,250cr, FR road, 323hp, 1460kg

#### Chrysler

Concept Car	Prize, 0cr, FR road, 213hp, 980kg
* Concept Car	Prize, 35,000cr, FR race, 560hp, 900kg
‡ Concept Car	Prize, 200,000cr, FR race, 560hp, 603kg
† Dodge Concept Car	Prize, 35,000cr, FR race, 560hp, 603kg
Dodge Viper GTS	New, 80,040cr, FR road, 440hp, 1470kg
Dodge Viper GTS-R	Prize, 35,000cr, FR race, 680hp, 1249kg
‡ Dodge Viper GTS-R	Prize, 200,000cr, FR race, 680hp, 836kg
Dodge Viper RT	New, 68,800cr, FR road, 440hp, 1446kg

#### Honda

† Accord Sedan	New, 23,540cr, FF road, 181hp, 1490kg
Accord SiR	New, 23,540cr, FF road, 181hp, 1320kg
† Accord Wagon	New, 26,980cr, FF road, 181hp, 1450kg
Accord Wagon SiR	New, 26,980cr, FF road, 181hp, 1430kg
† Civic '91 CR-X Si	Used, FF road, 152hp, 986kg
CR-X del Sol LM	Prize, 35,000cr, MR race, 563hp, 900kg
† CR-X del Sol LM	Prize, 35,000cr, MR race, 563hp, 890kg
CR-X del Sol Si-R '92	Used, FF road, 159hp, 1090kg
† CR-X del Sol SiR	New, 18,730cr, FF road, 155hp, 1100kg
† CR-X del Sol VGi	New, 15,530cr, FF road, 129hp, 1040kg
CR-X del Sol VXi '92	Used, FF road, 123hp, 1030kg
CR-X EF-8 SiR	Used/prize, 20,000cr, FF road, 152hp, 970kg
† del Sol '93 S	Used, FF road, 123hp, 1037kg
† del Sol '93 Si	Used, FF road, 159hp, 1037kg
† Civic (EG) 3door Si '93	Used, FF road, 164hp, 950kg
Civic (EG) Ferio SiR-II '93	Used, FF road, 151hp, 1090kg
† Civic (EG) Sedan '93	Used, FF road, 151hp, 1032kg
Civic (EG) SiR-II '93	Used, FF road, 164hp, 1040kg
Civic (EK) Type-R	New/Prize, 19,980, FF road, 175hp, 1050kg
† Civic (EK) 3door	New, 17,280cr, FF road, 164hp, 1022kg
Civic (EK) Ferio Si II	New, 18,280cr, FF road, 164hp, 1120kg
† Civic (EK) Sedan	New, 18,280cr, FF road, 164hp, 1142kg
Civic (EK) SiR-II	New, 17,280cr, FF road, 164hp, 1090kg
† Integra GSR	New, 19,580cr, FF road, 171hp, 1210kg
Integra SiR-G	New, 19,580cr, FF road, 171hp, 1120kg
Integra Type-R	New, 22,280cr, FF road, 189hp, 1100kg
† Integra Type-R	New, 22,280cr, FF road, 189hp, 1177kg
NSX	New, 91,870cr, MR road, 285hp, 1350kg

## Gran Turismo

† NSX	New, 91,870cr, MR road, 285hp, 1392kg
NSX '90	Used, MR road, 268hp, 1350kg
† NSX '91	Used, MR road, 268hp, 1365kg
† NSX '93	Used, MR road, 268hp, 1370kg
NSX Type S	New, 103,570cr, MR road, 285hp, 1320kg
NSX Type S Zero	New, 98,570cr, MR road, 285hp, 1270kg
NSX TypeR '92	Used, MR road, 268hp, 1230kg
‡ NSX-R GT1 Turbo	Special, 500,000cr, MR race, 541hp, 1050kg
NSX-R LM GT2	Special, 500,000cr, MR race, 541hp, 1050kg
† Prelude	New, 18,830cr, FF road, 188hp, 1340kg
Prelude Si '91	Used, FF road, 152hp, 1240kg
† Prelude Si '93	Used, FF road, 152hp, 1300kg
Prelude Si VTEC '91	Used, FF road, 205hp, 1290kg
† Prelude Si VTEC '94	Used, FF road, 205hp, 1330kg
Prelude SiR	New, 18,830cr, FF road, 188hp, 1260kg
† Prelude Type SH	New, 26,530cr, FF road, 208hp, 1380kg
Prelude Type-S	New, 26,530cr, FF road, 208hp, 1310kg

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## Mazda

Demio GL	New, 13,430cr, FF road, 94hp, 960kg
Demio GL-X	New, 14,560cr, FF road, 94hp, 960kg
Demio LX-G Package	New, 10,530cr, FF road, 77hp, 910kg
Efini RX-7 A-Spec	New, 45,150cr, FR road, 256hp, 1220kg
Efini RX-7 Touring X	New, 38,150cr, FR road, 256hp, 1330kg
Efini RX-7 Type RB Bathurst	New, 32,400cr, FR road, 256hp, 1260kg
Efini RX-7 Type RZ	New, 40,150cr, FR road, 256hp, 1250kg
Eunos Cosmo 13B Type-SCCS	Used, FR road, 220hp, 1520kg
Eunos Cosmo 20B Type-ECCS	Used, FR road, 270hp, 1640kg
Eunos Roadster	New, 17,400cr, FR road, 127hp, 980kg
Eunos Roadster	Prize, 20,000cr FR road, 127hp, 990kg
Eunos Roadster '89	Used, FR road, 114hp, 980kg
Eunos Roadster '90 V-Special	Used, FR road, 114hp, 990kg
Eunos Roadster '92 S-Special	Used, FR road, 114hp, 990kg
Eunos Roadster S-Special	New, 22,250cr, FR road, 127hp, 990kg
Eunos Roadster V-Special	New, 24,400cr, FR road, 127hp, 990kg
Lantis 2000 Type-R	New, 20,750cr, FF road, 169hp, 1240kg
* Mazdaspeed Demio A-Spec	Prize, 20,000cr, FF road, 90hp, 900kg
Mazdaspeed Demio A-Spec	Prize, 20,000cr, FF road, 94hp, 820kg
RX-7 A-Spec LM Edition	Prize, 35,000cr, FR race, 570hp, 1050kg
RX-7 FC Infini III	Used, FR road, 204hp, 1200kg
RX-7 FD '91 Type-R	Used, FR road, 256hp, 1260kg
RX-7 LM Edition	Special, 500,000cr, FR race, 588hp, 960kg
RX-7 Savanna GT-X	Used, FR road, 199hp, 1250kg

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## Mitsubishi

Eclipse GT	New, 23,600cr, FF road, 216hp, 1330kg
FTO GPX '94	Used, FF road car. 189hp, 1170kg
FTO GP Version R	New, 21,600cr, FF road, 189hp, 1150kg
FTO GPX	New, 23,330cr, FF road, 189hp, 1170kg
FTO GR	New, 18,870cr, FF road, 171hp, 1150kg
FTO GR '94	Used, FF road, 161hp, 1150kg
FTO LM Edition	Prize, 35,000cr, 4W race, 541hp, 930kg
Galant VR-4	New, 29,800cr, 4W road, 272hp, 1480kg
Galant VR-G Touring	New, 20,900cr, FF road, 142hp, 1240kg
GTO '92	ed, 4W road, 214hp, 1650kg

## Gran Turismo

GTO '92 TwinTurbo	Used, 4W road, 310hp, 1710kg
GTO '95 MR	Used, 4W road, 311hp, 1680kg
GTO '95 SR	Used, 4W road, 214hp, 1650kg
GTO '95 TwinTurbo	Used, 4W road, 311hp, 1710kg
GTO LM Edition	Special, 500,000cr, 4W race, 604hp, 1280kg
GTO SR	New, 29,980cr, 4W road, 214hp, 1610kg
GTO Twin Turbo	New, 43,230cr, 4W road, 311hp, 1710kg
Lancer Evolution III GSR	Used, 4W road, 259hp, 1260kg
Lancer Evolution IV GSR	New/Prize, 23,940, 4W road, 268hp, 1350kg
Mirage Asti RX	New, 17,630cr, FF road, 167hp, 1070kg
Mirage Cyborg-R	Used, FF road, 167hp, 1040kg

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## Subaru

Alcyone SVX S4	Used/Prize, 20,000cr, 4W road, 227hp, 1590kg
Alcyone SVX Version L	Used, 4W road, 227hp, 1620kg
Impreza '94 Wagon WRX	Used, 4W road, 250hp, 1280kg
Impreza '94 WRX	Used, 4W road, 211hp, 1270kg
Impreza '95 Wagon WRX-STi v II	Used, 4W road, 250hp, 1280kg
Impreza '95 WRX-STi v II	Used, 4W road, 266hp, 1240kg
Impreza '96 WRX	New, 25,550cr, 4W road, 268hp, 1250kg
Impreza '96 WRX Sports Wagon	New, 25,220cr, 4W road, 236hp, 1290kg
Impreza '96 WRX Sp. Wgn STi vIII	New, 28,850cr, 4W road, 270hp, 1300kg
Impreza '96 WRX STi Version III	New, 28,850cr, 4W road, 270hp, 1250kg
Impreza '96 WRX STi Version III	Prize, 20,000cr, 4W road, 270hp, 1220kg
Impreza Rally Edition	Special, 500,000cr, 4W race, 575hp, 980kg
Impreza WRX Type R STi Version	New, 30,000cr, 4W road, 270hp, 1240kg
Legacy '93 Touring Sport RS	Used, 4W road, 239hp, 1370kg
Legacy '93 Touring Wagon GT	Used, 4W road, 239hp, 1390kg
Legacy Touring Sedan RS	New, 27,330cr, 4W road, 270hp, 1380kg
Legacy Touring Wagon GT-B	New, 29,330cr, 4W road, 270hp, 1430kg

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## Toyota

AE86 Corolla Levin GT-Apex	Used, FR road, 133hp, 925kg
AE86 Sprinter Trueno GT-Apex	Used, FR road, 133hp, 925kg
Castrol Supra GT	Special, 500,000cr, FR race, 646hp, 1150kg
Castrol Supra GT	Prize, 35,000cr, FR race, 646hp, 1150kg
Celica GT-Four	New, 32,600cr, 4W road, 245hp, 1380kg
Celica SS-II	Prize, 20,000cr, FF road, 177hp, 1220kg
Celica SS-II	New, 21,360cr, FF road, 177hp, 1200kg
Chaser LM Edition	Prize, 20,000cr, FR race, 655hp, 1260kg
Chaser Tourer S	New, 27,500cr, FR road, 192hp, 1400kg
Chaser Tourer V	New, 32,200cr, FR road, 286hp, 1470kg
Corolla Levin BZG	New, 16,900cr, FF road, 158hp, 1030kg
Corona Exiv 200GT	New, 22,290cr, FF road, 177hp, 1200kg
JZA70 Supra TwinTurbo R	Used, FR road, 268hp, 1520kg
MA70 Supra GT Turbo Limited	Used, MR road, 230hp, 1550kg
MarkII '92 Tourer S	Used, FR road, 175hp, 1370kg
MarkII '92 Tourer V	Used, FR road, 266hp, 1450kg
MR2 G-Limited	New, 23,600cr, MR road, 167hp, 1240kg
MR2 GT-S	New, 27,130cr, MR road, 243hp, 1280kg
Soarer '95 2.5GT-T	Used, FR road, 266hp, 1570kg
Soarer 2.5 GT-T VVT-i	New/Prize, 34,800cr, FR road, 269hp, 1560kg
Sprinter Trueno BZG	New, 16,900cr, FF road, 158hp, 1030kg
Starlet Glanza V	New, 14,300cr, FF road, 131hp, 920kg
Supra '95 RZ	Used, FR road, 291hp, 1490kg

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Supra '95 SZ-R	Used, FR road, 213hp, 1430kg
Supra RZ	New/Prize, 43,900cr, FR road, 300hp, 1510kg
Supra SZ-R	New, 34,000cr, FR road, 213hp, 1450kg
TRD3000GT	Prize, 20,000cr, FR road, 291hp, 1510kg

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### TVR

Cerbera	New, 84,800cr, FR road, 343hp, 1100kg
Cerbera LM Edition	Prize, 35,000cr, FR race, 581hp, 900kg
‡ Cerbera LM Edition	Prize, 200,000cr, FR race, 581hp, 603kg
Griffith 4.0 Blackpool B340	New, 79,800cr, FR road, 327hp, 1060kg
Griffith 500	New, 83,200cr, FR road, 333hp, 1060kg

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\* - PAL, Worldwide version-specific

† - NTSC-UC, North American version-specific

‡ - NTSC-J, Japanese version-specific

Power statistics for all the cars are valid for Worldwide and North American releases. Japanese version cars have power values 2-4% higher than these even after hp to PS conversion factor.

Weight statistics for the majority of cars are from Worldwide version and are consistent across all versions. Any car with a different weight value is classed as a new car and denoted as version-specific if it is unique to one game version.

All prize cars in the Japanese version are valued at the equivalent of 200,000cr (20,000,000cr in that version's own credit system) regardless of any other factor. In other versions, prize road cars are valued at 20,000cr and prize race cars at 35,000cr, with the exception of the green-striped Viper GTS-R which is valued at 32,500cr (blue-striped version is 35,000cr).

Arcade Mode in Worldwide and North American releases include a second generation Mazda Roadster and a second generation Chevrolet Corvette. These cars cannot be used in GT Mode, but sometimes appear used by the AI drivers during Spot Races.

The black Castrol Supra prize race car is superficially the same as the white prize and Special versions, but has a narrower track and so receives a separate entry.



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