



GRAN TURISMO 6[®]

THE UNAUTHORIZED
PLAYER'S GUIDE



ANDREW EVANS

Gran Turismo 6®: The Unauthorized Player's Guide

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Dedicated to the GTPlanet community.

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Foreword

When we first set out to write GTPEDIA in 2012, we had a couple of very simple aims: to compile all the data of all of the Gran Turismo games and provide players with the knowledge to forearm themselves to tackle each title. To GTPlanet's community of enthusiasts, this information would complement what they already know of the games to sufficiently prepare themselves.

With *Gran Turismo 6: The Unauthorized Player's Guide*, the ambition is more specific, yet more broad. Within this book we dissect Gran Turismo 6 to its raw components and provide all players, from GTPlanet's hardcore of driving 'aliens' down to the youngsters and novices who count GT6 as their first Gran Turismo title, with a route through the game.

This book is intended to answer all those "Which car is best for..." and "How do I..." questions that even those of us who've been playing the series since 1998 have from time to time, with guides to each event and challenge. If the game proves obstinate for you in any aspect, you should find the answer here.

Andrew Evans

Acknowledgements

We'd like to extend our thanks to everyone who bought GTPlanet's first book, GTPEDIA, which gave us the encouragement to write this strategy guide.

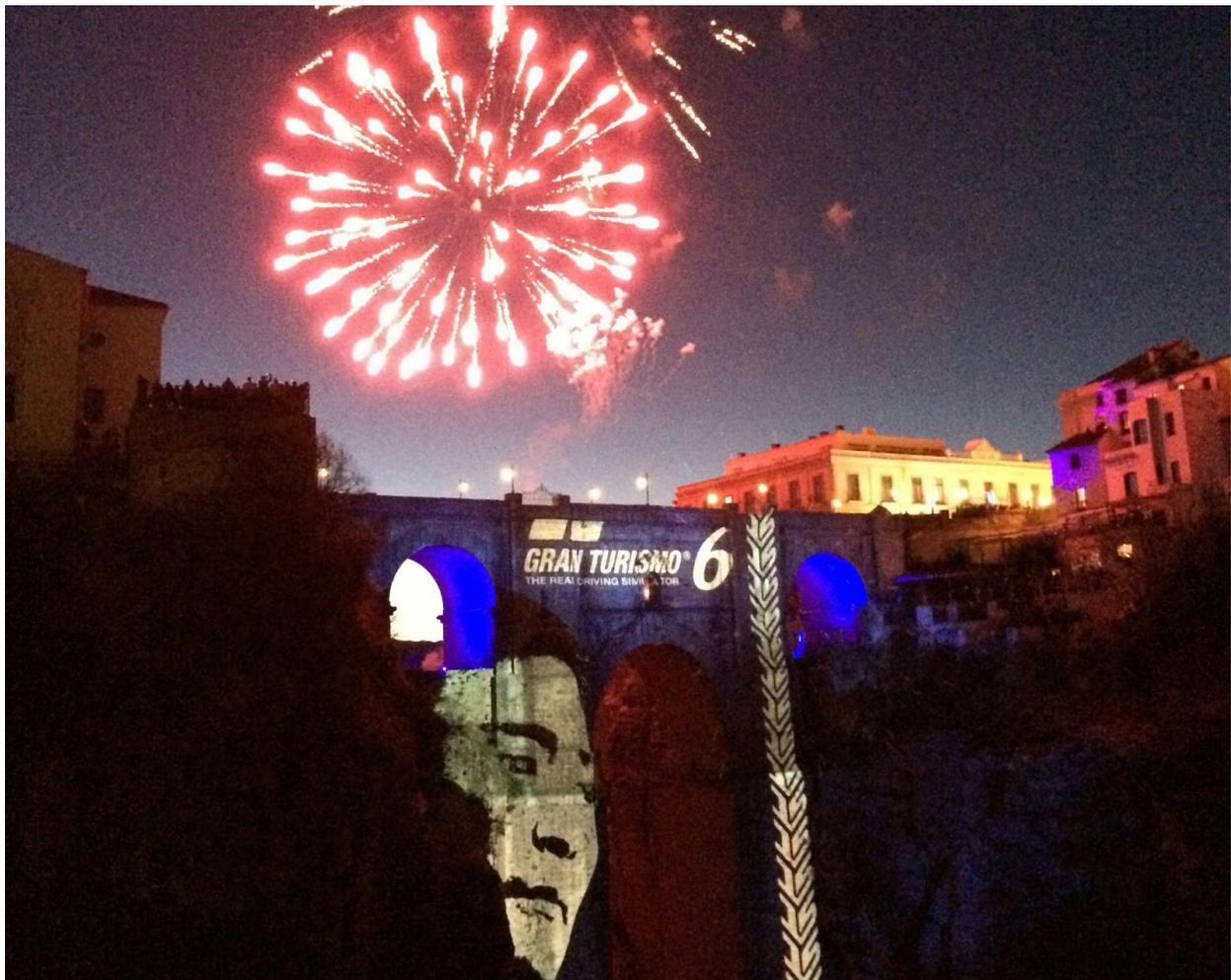
Thanks also go to "GTsail290", who as usual joined us on the quest to get through the game's races with as rubbish a car as we could manage. It is always a pleasure to compare notes!

Particular thanks to "Venari", whose spooky engineering skills helped craft the extensive tuning section in this book.

Welcome to Gran Turismo 6

Tradition dictates that even-numbered Gran Turismo games exceed their predecessors in scope, content and polish, so the announcement of GT6 was eagerly awaited by fans of the series. It succeeded Gran Turismo 5 – which was no small game itself – hitting the Guinness Book of Records for the largest vehicle stable of any racing game at the time.

GT6 was officially revealed at Silverstone Circuit in May of 2013 during a special event to celebrate the series' 15th anniversary. The game was eventually launched worldwide in December of that year, with a massive celebration that took over the entire city of Ronda, Spain (featured as a “Photo Travel” location in GT6) and the Ascari Race Resort nearby. To commemorate the event, Ronda renamed one of its streets “Paseo de Kazunori Yamauchi” in honor of the GT series' founder.



[See more from the GT6 Launch Party...](#)

True to form, GT6 outstrips its predecessor in content, polish and functionality. Unlike GT5, it features a success-based progression system that means you never have to repeat a race (or 'grind') to complete the game. Instead, players need only finish a certain number of races at a given level before taking the necessary licence tests to move on to the next.

There were more new features, too. Perhaps the most noticeable was the Vision Gran Turismo project, in which car makers collaborated with Polyphony Digital to create concept cars for the game. Typically these vehicles are evolutionary models with new design directions and advanced powertrains, though some manufacturers used the opportunity to explore more futuristic designs and technologies - as was the case with the laser-powered Chaparral 2X. The Vision GT project also saw car makers building scale or full sized models of their creations for motor shows, further leaning into what PD terms "the edge effect" between the game's virtual world and reality.

GT6 also brought the series' first checkpoint rally, in the style of racing games of old. On a 17 mile long circuit modelled closely on the roads of the Spanish countryside northwest of Ronda, gamers race against the stopwatch, getting time bonuses for overtaking AI drivers, hitting top speeds through speed traps and even launching the car over jumps. This challenge appears in the same special events section as the Goodwood Festival of Speed, the special tribute to Ayrton Senna and three driving tests that sees you tackle a most unusual environment: the Moon.

It all sounds rather dizzying, which is where this guide comes in. We'll help you through every driving mission, every licence test, every race - on the Moon or otherwise - with recommended cars, advice and even video for the trickiest parts. We've got a tuning guide to demystify the world of spring rates and gearboxes, checklists to help you sort out what you're missing and even some information on some of the cars that make Gran Turismo what it is.

Whatever your skill level, there should be something in here to help enhance your GT6 experience. Enjoy!

General Hints & Tips

Although the game has changed somewhat over the 15 years and 3 generations of PlayStation consoles, a number of things remain perpetually true.

First and foremost, Gran Turismo is far more towards the simulation side of driving than the majority of other console racing games. If you've come from arcade games, this is something of a culture shock - there's no power-ups, no hidden shortcuts and you don't get a boost for powersliding. You will, however, need to use the brakes a lot more than you may be used to and this can be frustrating at first.

It's also a terrible temptation for players migrating from arcade games to want the

most powerful car they can possibly drive almost immediately. This is generally a bad idea as the throttle is not as digital an affair as you'll find elsewhere – a lot of novice players will find themselves leaving the track to the inside of corners pretty regularly. And when they do hook up a corner exit, they'll arrive at the next one a great deal faster and fall off the track to the outside of the bend again.

All in all, it's worth picking up slower cars and getting used to how the game handles while learning your way around the myriad circuits the game offers – even if you're not railroaded into this by the way the career mode progresses. The game will teach you the circuits, in any case, if you'll let it – later games include an ideal driving line with braking zones (blue for go, red for slow), but throughout the series there has been a suggested gear indicator that will advise you what gear you should be in for the next turn and flash when you ought to be braking.

Gran Turismo also offers the ability to tune up your vehicles. Again, it can be tempting to turn the wick up by adding more power, but much of the above advice about crashing still applies, just a lot faster. There's a large range of tuning parts besides these though, covering the suspension, gear ratios and brakes, and they may seem daunting to the novice. It's easy to adjust things and get it wrong, but later GT games include a default feature and additional setting sheets which start at the car's base state of tune should you muck it up. A guide for tuning is included in a later section.

Like its predecessor, GT6 is a different game when connected to the internet than when not – something fans only found out properly when GT5's content servers were shut down!

If you boot up GT6 every day while connected to PSN you'll eventually build up a daily login bonus which will increase the amount of prize money you win at any event or race in the game or online – including championship bonuses. It peaks at a maximum of 200% for five days in a row, but it will fall again if you do not maintain it. It's important to keep the bonus, but the good news is that you're not necessarily required to wait for five days to keep it going.

As the bonus is logged by your console by comparing the time to your save file's time, you can trick your way up to 200%. Simply log in to the game, retrieve your daily bonus, manually save, exit and then set your PS3's timezone to whichever zone is currently nearest to reaching midnight next. Repeat as the time ticks past midnight and you'll be up to 200% in 4 hours – though if you choose your time carefully (1800GMT) it's possible to do it in less as there's a cluster of half hour and quarter hour time zones between GMT +6 and GMT +4.

There are also Seasonal Events posted on a regular schedule, most of which provide an opportunity to get quick money for very little expense. Some will provide a vehicle for you to use, incurring no expense and, better still, some reward you with the vehicle afterwards. This usually occurs with Vision GT cars and often doesn't require any particular talents – you only have to complete a lap, regardless of speed or cleanliness. This is especially useful as Vision GT cars are often pretty high

performance vehicles that can be used in high level events and, buoyed by four wheel drive, compliant to drive.

A number of other events exist in the game that are particular money-spinners, but most only offer their prizes once – so it's important to keep that 200% bonus up when doing them. The exception is the Red Bull X Challenge which is classed as a regular Career Mode event and can be repeated as often as you like for more money. The Red Bull Junior section is probably the easiest, but the Red Bull Standard section is the most profitable. If you're having difficulty in some of the races, remember that you have access to Racing Soft tyres and you can turn on Skid Recovery Force, both of which will dramatically improve your grip and corner speed.

Vehicle Spotlight



Mitsubishi Lancer Evo VI GSR TM SCP

The Mitsubishi Lancer is a stalwart of the Gran Turismo series, putting in an appearance in every game to date – and not just the numbered editions!

Power	311hp / 315PS / 232kW
Torque	310lb·ft / 42.1kgf·m
Weight	3,060lb / 1,360kg
Drive / Aspiration	4WD / Turbo
In-Game Price	32,980cr (Prize Car)

This particular example is one of the limited run of cars produced in 1999 to commemorate a fourth successive World Rally Championship for Finnish driver Tommi Mäkinen, driving an Evo VI prepared by the UK-based motorsports arm of

Mitsubishi Motors, Ralliart. Here it's presented in the iconic red, carrying the optional black, silver and white stripe you'd find on the rally cars.

Like many of the Japanese cars in the game, it's listed with 276hp (280PS) - as per the unofficial manufacturer agreement of the day - and around 280lb·ft from its turbocharged, 2 litre 4 cylinder engine, but both figures drift a little north of 300 when the car turns up in your garage - more reflective of real world numbers.

It's one of the most curiously useful cars available in Gran Turismo 6 and is offered to you as a prize car very early on in the game - for grabbing all golds in the National B level Mission Races. This means you can get it after just 6 races, 5 licence tests and the 5 Mission Races - and it meets the entry criteria for 55% of the races in the game as standard.

Of course many of those events are for racing cars and it's difficult to tune the 2 litre Lancer up to be competitive, but with very little fettling it can tackle 62 of the 191 races Gran Turismo 6 offers - just under a third - and put you in with a shout of winning each, making it a must-have to get you through the early part of the game with ease.

Race Events

In this section of the strategy guide we will cover each and every race event in the main career path section of Gran Turismo 6.

Divided into the same levels that you'll see in the game, there will be a section for each individual event that includes the locations of and lap counts (or timer requirement) for the races within each event, the vehicle restrictions you'll need to adhere to, the total amount of money you can win from winning each race once, a list of typical AI opponents and the one AI car whose presence makes the race that little harder - colloquially termed "the rabbit" you need to chase down.

There's also a short review of the general difficulty of the event and advice on what cars you might find useful to tackle them, along with a note for PlayStation Network trophy hunters if a particular trophy is available or best attempted in that individual event.

Note that each race event has a maximum of three stars available to it regardless of race length or difficulty. The first star is awarded for completing the race, the second for finishing in 3rd place or better and the third for winning the race - you can win all three in one go by simply winning the race at your first attempt. Championships do not confer stars, but the individual races that make up the Championship event do, and you can win the stars whether you're doing the races individually or as part of the Championship.

Novice

All races at Novice level will feature a six car grid - five AI opponents and the player's choice of vehicle. The AI pilots are relatively sedate and ignorant - you can pass them without too much of a challenge even in a markedly underpowered car, but you'll often find them going very slowly on the racing line in corners so you might have to disregard basic racecraft and out-in-out racing lines to save yourself from sailing into the back of them!

Recommended cars

Beginner: Honda Fit RS '10 (plus Sport Hard tyres)

Competent: Honda Fit RS '10

Advanced: Honda Fit RS '10

Sunday Cup

Races: High Speed Ring (2), Autumn Ring Mini (3)

Restrictions: 430PP, Sports Hard tyres

Total prize fund: 8,960cr

Opponents: Citroën Xsara VTR '03, MINI Cooper '02, Scion xA '03
AI Rabbit: Mazda MX-5/Miata/Roadster

A gentle introduction into GT6 life, these events should pose little problem for drivers of all but the most inexperienced levels.

The starter car you are required to buy - Honda's Fit - should see you clear of the field even in completely stock configuration. If you're struggling, fitting slightly softer tyres than the stock Comfort Soft grade will help you out - but if you're still battling no better than 3rd in these races you're going to find later parts of the game a chore.

🏆 **Trophy Hunters!** The speed of the AI field here means you should win at least one of these two races first time out and the *“First of Many!”* trophy.

Amateur Cup

Races: Brands Hatch Indy (2), Grand Valley East (2), Willow Springs: Big Willow (2)
Restrictions: 450PP, Sports Hard tyres
Total prize fund: 15,010cr
Opponents: Mazda Atenza Sport 25Z '07, Nissan Silvia S13 Qs '91, Renault Megane 2.0 16v '03
AI Rabbit: Toyota MR2 1600 G-Limited Supercharger '86

This event is locked until you have scored at least 4 stars from the 6 available in the Sunday Cup. As with the previous series, these races should not be so challenging for reasonable drivers, even in the stock Honda Fit. Again, no purchase is necessary!

Big Willow will be the fastest track you're asked to drive on at Novice level and the high road speeds may pose a problem at first. Some of the AI cars can vastly outstrip the Fit's straight line speed, but they are slow through the turn 3-5 complex and ought not to be so tricky in the end.

Novice Championship

Races: Brands Hatch Indy (2), Autumn Ring (2), Brands Hatch GP (2)
Restrictions: 450PP, Sports Hard tyres
Total prize fund: 14,570cr + 8,000cr Championship bonus
Typical AI opponents: Mazda MX-5/Miata/Roadster NB, Toyota MR2 1600G '86, Volkswagen Golf IV GTI '01
AI Rabbit: Toyota MR2 1600 G-Limited Supercharger '86

This event is locked until you have scored a total of 10 stars at novice level and will be your first tilt at a Championship type event, which keeps a track of driver ranking across the three races and awards a Championship Bonus if you win.

Series points are awarded as follows:

1st - 100pt; 2nd - 75pt; 3rd - 60pt; 4th - 50pt; 5th - 40pt; 6th - 30pt

Winning any two of the races, so long as you finish the other in no worse than 4th, will win you the series. They are no harder than the previous Amateur Cup races, with many of the same AI opponents and, though the full Brands Hatch track is a little longer than you'll be used to so far, should be no trickier to win with that stock Honda Fit. You have a little headroom for adding more power or reducing weight and for fitting softer tyres, but it should not be necessary.

The prize for winning all 24 available stars in Novice is a Renaultsport Clio Renaultsport '11.

👑 **Trophy Hunters!** This is the easiest place to net the “*Series Champion*” and “*Who's Laughing Now?*” trophies.

National B

National B level events are unlocked after you complete your National B licence – the graduation from Novice level. Although the grid sizes haven't changed much from Novice level, the AI drivers are a little less inept and you'll find that, even though sometimes you'll be racing against identical opponent vehicles, they are a little less sluggishly driven and a hair more challenging to overcome.

Recommended cars

Beginner: Ford Mustang Mach 1 '71, Gran Turismo Racing Kart Jr., Honda S2000 '06, Mitsubishi Lancer Evo VI, Renault Clio Renaultsport '11

Competent: Gran Turismo Racing Kart Jr., Honda Fit RS '10, Honda S2000 '06, Mitsubishi Lancer Evo VI, Plymouth XNR Ghia Roadster '60

Advanced: Chevrolet Corvette Stingray Racer Concept '59, Gran Turismo Racing Kart Jr., Honda Fit RS '10, Honda S2000 '06, Mitsubishi Lancer Evo VI

Freshman Cup

Races: Tsukuba (2), Silverstone: Stowe (3), Special Stage Route 5: Clubman (3)

Restrictions: 450PP, Sports Hard tyres

Total prize fund: 23,870cr

Opponents: Ford Focus ST170 '03, MINI Cooper S '05, Pontiac Vibe GT '03

AI Rabbit: SEAT Ibiza Cupra '04

This is one of three race series added to the career mode by a game version update – in fact the very first one – so if you haven't updated your game it may be absent.

Like the events at Novice level, it's not an Herculean task for the relatively seasoned gamers to complete this challenge with the standard Honda Fit starter car. Lower level players might like to fit the Sports Hard tyres that the event allows, or even give the Novice level prize car – the Renaultsport Clio – a try.

We're just getting started...

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