

# GT 64 Championship Edition Guide

by nnguyen11490

Updated on Jun 3, 2003

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GT64 Championship Edition

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Game: GT64 Championship Edition  
Platform: N64  
FAQ/Strategy Guide  
Aurthor: nnguyen11490  
Version: v1.0 [6/2/03]

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## Table Of Contents

\*\*\*\*\*

1. Version/Updates
2. Introductory
3. Game Options
4. Controls
5. Cars Information
6. Track Maps
7. Secret/Codes
8. Credits
9. Contact Information

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## Version/Updates

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v1.0 6-2-03 FAQ Launh

- Added Track Maps
- Added cars and driver information

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## Introductory

\*\*\*\*\*

I was browsing in my room looking for a game until I suddenl come across this game! It has been a while since I played it so I decided to check it out again. Then I went to GameFAQs to see if there any information about the game. But there were nothing! So now I decided to write a FAQ for this game! The game isn't very long and it's pretty hard to try to play it for the first time. So I just play it, take notes on it, and drew some maps for it. And now I'm gonna share it all here in my FAQ :)

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## Game Options

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Once you're at the main title screen press start and you will see the game options. Here are them all:

Championship - Race in a tournament. You can start a New Game or Continue from where you're left off before.

Time Trail - Here you can race against time to see how fast you are, or practice racing for a while.

Battle - In Battle Mode you can battle a friend or play against the computer in a race!

Records - Your racing records will be listed here.

Options - Change the setting, sound and other option in the game in this Option.

## WHILE RACING

Menu :

Continue - Continue the race

Exit - Quit the Race

Restart - Restart the Race From the Beginning

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## Controls

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A Button : Speed Up

B Button : Brakes

Control Pad/Stick : Steering

C - Left/Right : Back View

C - Up/Down : Change Camera Angle

Start : Menu

\*\*\*\*\*

Cars Information

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Here is all of the cars information in the game. note I'm still missing 2 cars. Contact me (check below) if you have information on the one I missed!

Example: Here is the order I'm going to list everything in.

Car's Name

Car's #

Max Power: (Speed)

Drivers: Driver #1 ; Driver #2

-----

Castrol-Tom's-Supra

#36

Max Power: 480/6800

Drivers: M Krumm ; P.D.L Rosa

-----

Castrol-Cerum-Supra

#38

Max Power: 480/6800

Drivers: H. Takeuchi ; K. kanishi

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Denso-Super-GT

#39

Max Power: 480/6800

Drivers: M. Kageyama ; T. Tamicawa

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Zexel-Skyline

#2

Max Power: 490/6300

Drivers: A. Suzuki ; E. Comas

-----

Unisa-Jecs-Skyline

#3

Max Power: 490/6300

Drivers: M. Hasemi ; T. Tanaka

-----

Calsonic-Skyline  
#12  
Max Power: 4900/6300  
Drivers: K. Hoshia ; S. Motoyama

-----  
Nissan-300ZX-GTS  
#75  
Max Power: 430/6000  
Drivers: T. Takahashi ; Y. Tachickawa

-----  
Ayex-Dome-Mugen-NSX  
#18  
Max Power: 450/NA  
Drivers: K. Yamamoto ; T. Kurosuwa

-----  
Raybric-NSX  
#100  
Max Power: 450/NA  
Drivers: A iida ; K. Takahashi

-----  
Imagineer-GTR  
#001  
max Power: 450/5750  
Drivers: Ryoji Tsukuba ; Yan Qui

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Track Maps  
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Here are the tracks in ASCII format. You can use these maps to help you find a quicker way to win an opponent!

NOTE: There are No Shortcuts in the game!

KEY:

<<< or >>> = Start

CP = Check Point

-----  
USA GP (Short)  
  
\*\*\*\*\*  
\*\*\*\*\*CP\*\*\*\*\* \* START  
\*\* \*\*\*\*\*<<<\*\*\*\*\*  
\*\* \*  
\*\* \*\*\*\*\*CP\*\*\*\*\* \*\*  
\*\* \* \* \*



-----  
Europe GP (Short)

```

                **
                *   CP   ***
                *   **   **   *
                *   **   *
                *   *
                **   *
                *   *   *
CP   *   *   *
    *   *   *
    *   ***   *>>>*
    *   *   ** START
    *   **
    *   *
    *   *
    *   *
    *   ****   **
    *   ***

```

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Europe GP (Long)

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  |  \ | |   / / | | |
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Not Available Yet!

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Secret/Codes

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Here are some Secrets/Codes that will help you throughout the game!

Tracks Mixed Up

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Beat Easy Mode and all of the track will go backward.

Fast Start

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Press the (A) Button once the light barely flicked to Green to go faster.

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Credits

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In this section I would like to thank everyone who made this FAQ possible.

