

Gran Turismo Hybrid Codes List

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GRAN TURISMO: THE REAL DRIVING SIMULATOR HYBRID CODES (NTSC-U 1.0)

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Ver.1.10

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Part 0: Version history

- 1.00: release of the FAQ
- 1.10: corrected misspelling errors

Part I: Intro

This mini-FAQ is a Hybriding guide for Gran Turismo. Maybe almost no one know that the first Gran Turismo can be have hybrid cars, because if you search in the internet you will have almost Gran Turismo 2 and Gran Turismo 4 results, (the same thing is for Gran Turismo 3 and 5), than here the Hybriding guide for Gran Turismo!!!

IMPORTANT NOTE: The following codes are ONLY for the NTSC-U (NORTH AMERICAN) version of the game, but it's not over yet, because the NTSC-U version have other TWO versions, the Version 1.0 and the Version 1.1. This guide have ONLY the NTSC-U 1.0 codes

Part II: Before to begin

Before to begin, you MUST learn some things, or better many notes for the hybriding:

- For hybriding a car, the car you want hybrid, MUST be on the first space of the garage, or the codes will affect the car in the first space
- For the hybrid procedure, you MUST have a GameShark, an external software sold separately. Is suggested the 2.2 version, but the 3.1 version is better
- There aren't codes for Engine and Drivetrain swapping and Body swapping codes unlike Gran Turismo 2
- Many codes will break many cars, then use the codes one by one
- Of course is the only way to obtain very high horsepower and very low weight, for example, you can obtain a near 1500hp and 800lbs Skyline GT-R R33 V-Spec

Requirements for hybrid procedure:
for begin to hybrid a car, you MUST have the following:

- A Sony PlayStation
- A GameShark (version 2.2 or higher, recommended the 3.1)
- A Gran Turismo: The Real Driving Simulator Disc
- A Memory Card for Sony PlayStation (1MB)
- A car in the Gran Turismo Mode garage

Part III: Hybrid Basecodes

once understand this, you can continue in the guide, then now the basecodes for the hybrids and I repeat once, the codes are ONLY for the NTSC-U 1.0 version

Engine Balance

8009BAA0

ROM

8009BAAA

Displacement

8009BAAC

Port/Polish

8009BABA

N/A Tune

8009BAB8

Intercooler

8009BAB2

Turbo

8009BAC8

Exhaust

8009BAB6

Transmission

8009BAB0

Suspension

8009BAC4

Front Stabilizer

8009BAC0

Rear Stabilizer
8009BAC2

Tires
8009BAC6

Weight Reduction
8009BAB4

Front Downforce
8009BADC

Rear Downforce
8009BAEA

Front Ride Height
8009BAE0

Rear Ride Height
8009BAED

Clutch
8009BAA6

Brakes
8009BAA2

Brake Controller
8009BAA4

Driveshaft
8009BAAE

Flywheel
8009BAAE

Race Modification
8009BABE

Now some car parts that I've founded, but there aren't many

Brakes (both Brakes and Brake controller): - 01EE -

Give to the your car powerful brakes. The Brake Controller can be setted till 94 (front) and 95 (rear), instead of 14 (both)

Ride Height (both Front and Rear): - 017B -

Give low ride height, like a Race Car

Suspension: - 0158 - - 0250 -

The first code (0158) give the stiffness of a Race Car, meanwhile the second code (0250), will give the suspensions of the Honda CRX Del Sol LM

Turbo: - 006E - - 00F5 -

The first code (006E) give the power of the supercharger, if you're asking, yes, in Gran Turismo there is the supercharger, in fact the only two cars are the both Aston Martin, in fact if you check the specs of any DB7, in the "Aspiration" task, will be not wrote "Natural" or "Turbo", but "Mechanical", this mean that cars have a supercharger, meanwhile the second code (00F5) will give a Stage 3 turbo. I don't known from what car, but I'm almost sure that is of the Toyota Supra RZ '98 (that form the new car lineup). Mix Turbo and N/A Tune for obtain a powerful car and high rpm (often 9000 rpm). Often surpass the 1000hp

Exhaust: - 0017 - - 019D -

Both codes are Toyota Supra RZ '98 exhausts. When you use these codes in other cars, the exhaust sound will be of the Supra, for example also a Mazda Demio can sound like a Supra. The 0017 code is a Sport exhaust, the 019D code is a Racing exhaust

Displacement: - 0003 -

This is a good displacement code, for sure from one of the Skyline GT-R models

Intercooler: - 0042 - - 0050 -

Both intercoolers are the best in the game, for sure from one of the three top cars (Nissan Skyline GT-R R33 V-Spec, Mitsubishi GTO TwinTurbo and Toyota Supra RZ), but I'm almost sure that are from the R33 or the RZ. The first (0042) is a sports intercooler, the second (0050) is a Race intercooler

Weight reduction: - 01D5 - - 01EE - - 01FF -

All of them are very good weight reduction codes. The last code, (01FF) is the best weight reduction code, in fact a car can have 500lbs of weight for example. Now also the Aston Martin DB7 Volante (heaviest car in the game) can be very light

Engine Balancing, Port/Polish and ROM: - 0061 - - 00A7 -

The Engine Balancing, Port/Polish and ROM codes, share the same last part code, like the successor, Gran Turismo 2. If you use the codes in already modified car with these three aspects, will don't take any affect, than use these codes in LM cars. The code (0061) is a good code for each aspect. The (00A7) code is a special code for the Engine Balancing, giving a huge amount of hp, (like 2000hp or 3000hp in fully tuned cars) and very high Engine revving, like about 20k rpm. The only problem is a very strong Engine lag, but about at 15000 rpm the car will go very fast because is the max power point. Use a Racing

Transmission for setting the closest possible gears for improve the car acceleration

N/A Tune: - 00A5 -

A good code. That give a Stage 3 N/A Tune. I'm almost sure that is the Stage 3 of the Supra SZ-R '98. Also here mix with Turbo for obtain both insane power and high revving

Transmission: - 0196 -

This give to the your car the seven gear transmission of a LM car

Tires: there are many codes for the tires, than I will these below:

- 0387: Tires from the Toyota Castrol Supra GT. I don't know if the dealer or the prize version, but maybe have the same tires

- 03C8: Tires from the Mitsubishi GTO LM

- 03F9: Tires from the Mazda RX-7 LM, like the Supra GT, I don't know the dealer or the prize version, but maybe have the same tires

- 03B1: Tires from the Nismo 400R. I don't known if are the Normal, Semi-Race or Race tires, but these are the largest tires in the game, more than the Dodge Viper RT/10 and GTS

- 0B31: do not to confuse with the code "03B1", the Nismo 400R tires. These are from the worst car in the game: the Mazda Demio LX G Package

- 040C: Tires from the Subaru Impreza Rally Car

- 03E2: Tires from the Honda/Acura NSX, but I don't known what type of NSX. Maybe from the LM GT2

- FFFF: very funny tires, because if you use these tires, the car will have very insane big tires, but the car don't will move

Part IV: Contact

For every thing, don't hesitate to mail me at one of these e-mails:

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Part V: Legal

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