

# Sports Car GT FAQ Final

by Wolf Feather

Updated on Sep 30, 2002

This walkthrough was originally written for Sports Car GT on the PSX, but the walkthrough is still applicable to the PC version of the game.

```
SSSSS P P P P P O O O O O R R R R T T T T T S S S S S
S      P  P  P  O  O  R  R  T  S
SSSSS P P P P P O  O R R R R R T  S S S S S
      S P      O  O  R  R  T      S
SSSSS P      O O O O O R  R  T  S S S S S
```

```
CCCCC AAA RRRR      GGGGG TTTT T
C      A  A  R  R      G      T
C      A A A A A R R R R R G G G G T
C      A  A  R  R      G  G  T
CCCCC A  A  R  R      GGGGG T
```

SPORTS CAR GT: GAME GUIDE

by

Jamie Stafford/Wolf Feather  
feather7@ix.netcom.com

Initial Version Completed: September 20, 2002  
FINAL VERSION Completed: September 30, 2002

=====  
=====  
=====

JOIN THE FEATHERGUIDES E-MAIL LIST: To be the first to know when my new and updated guides are released, join the FeatherGuides E-mail List. Go to <http://www.coollist.com/group.cgi?l=featherguides> for information about the list and to subscribe for free.

=====  
=====  
=====

## CONTENTS

- Spacing and Length
- Permissions
- Introduction
- Arcade Mode
- Season Mode
- The Cars
- Bonus Cars (Spoilers!!!!!!)

Bonus Season (Spoilers!!!!!!)

Contact Information

=====  
=====  
=====

#### SPACING AND LENGTH

For optimum readability, this driving guide should be viewed/printed using a monowidth font, such as Courier. Check for font setting by making sure the numbers and letters below line up:

1234567890123456789012345678901234567890123456789012  
ABCDEFGHIJKLMNPOQRSTUVWXYZabcdefghijklmnopqrstuvwxyz

=====

#### PERMISSIONS

Permission is hereby granted for a user to download and/or print out a copy of this driving guide for personal use. However, due to the extreme length, printing this driving guide may not be such a good idea.

This driving guide may only be posted on: FeatherGuides, GameFAQs.com, flgamers.com, PSXCodez.com, Cheatcc.com, gamesover.com, Absolute-PlayStation.com, RedCoupe, GameReactors.com, ps2replay.com, InsidePS2Games.com, CheatPlanet.com, The Cheat Empire, gamespot.com, ps2domain.net, a2zweblinks.com, Games Domain, Gameguru, cheatingplanet.com, neoseeker.com, RobsGaming.com, ps2fantasy.com, gamespot.com, and vgstrategies.com. Please contact me for permission to post elsewhere on the Internet.

Should anyone wish to translate this driving guide into other languages, please contact me for permission(s) and provide me with a copy when complete.

Remember: Plagiarism in ANY form is NOT tolerated!!!!

=====  
=====  
=====

#### INTRODUCTION

The 1998 auto racing game Sports Car GT is rather interesting. While the controls are just a bit twitchy (which could possibly cause some problems for really young players), the game does present some nice cars and some of the best racetracks in North America - including Sebring (site of the world-famous 12 Hours of Sebring endurance race, held every year in March) and Road Atlanta (site of the 10-hour Petit Le Mans endurance race, held every year in October - with class winners gaining an automatic entry into the following year's 24 Hours of Le Mans endurance race in France in June) - spread across four car classes and their respective seasons.

The game manual indicates that there are two fantasy courses in the game. Without giving anything away, these are part of

a bonus season which must be unlocked, and these courses are located in a world-famous city with well-recognized landmarks. That said, these are both the hardest and the easiest race venues in Sports Car GT - hardest due to circuit configuration, and easiest (in relative terms) due to the race competition.

=====  
=====  
=====

#### ARCADE MODE

Arcade Mode is a nice place to start with Sports Car GT, as it can provide players with a good idea of how the game will play and feel. This also allows players to experiment with various cars and learn many of the circuits in the game when performance 'does not matter' (success is far more important in Season Mode).

As is typical of Arcade Mode in most racing games, there are no opportunities to tune or otherwise adjust the selected car. However, even when new parts are added to cars purchased or won in Season Mode, the handling is really not very different, so learning how to handle the cars in Arcade Mode will pay dividends later when the player progresses to Season Mode (especially with the cars with higher horsepower outputs).

=====

#### SEASON MODE

This is where the majority of a player's time will be spent in Sports Car GT. There are four car classes: GTQ (GT Qualifier), GT3, GT2, and GT1. Initially, only GTQ is available, and players must successfully complete a season in each class in order to progress to the next higher car class' season.

Initially, a player is given \$50,000 to spend, and must obviously purchase a car before beginning the first season. There are two strategies for car selection: 1.) purchase a fairly expensive car (relative to the player's budget) and hit the racetracks immediately; 2.) purchase a relatively inexpensive car, freeing up money to immediately perform upgrades in an attempt to gain an advantage over the competition on the racetracks.

In each class' season, there is a preset number and order of tracks (note that those circuits used in other racing games are likely to have some variation between the games, so care must be taken when first racing 'known' tracks due to experience attained from other racing games):

Class	Circuit	Laps	Weather/Time
----	-----	----	-----
GTQ	Sebring International Short	3	Dry/Day
	Road Atlanta	3	Dry/Day
	Mosport Park	3	Dry/Day
	Desert Speedway	3	Dry/Night
GT3	Road Atlanta	3	Rain/Day

	Mosport Park	3	Dry/Day
	Sebring International Short	3	Rain/Day
	Desert Speedway	3	Dry/Twilight
	Laguna Seca Raceway	3	Dry/Day
GT2	Sebring International	4	Dry/Day
	Raceway		
	Desert Speedway	4	Dry/Night
	Mosport Park	4	Rain/Day
	Sebring International Short	4	Dry/Night
	Laguna Seca Raceway Reverse	4	Dry/Day
GT1	Sebring International	5	Rain/Day
	Raceway		
	Road Atlanta	5	Dry/Day
	Desert Speedway	7	Dry/Twilight
	Mosport Park	10	Dry/Day
	Road Atlanta Reverse	15	Dry/Day
	Sebring International	20	Dry/Night
	Raceway		

It is important to note that the selection of a tire compound in the GT1 season is extremely important. Rain Tires are used for wet-weather conditions; all other tire compounds are for dry-weather conditions. The tire compounds work as follows:

Compound	Results
-----	-----
Rain	Used for wet-weather conditions
Soft	Maximum pavement grip, minimum tire durability
Medium	Average pavement grip, average tire durability
Hard	Minimum pavement grip, maximum tire durability

For dry-weather racing conditions, Soft Tires are definitely the best choice, but they suddenly lose their durability after approximately ten laps.

Players can expect some rather slow advancement initially, due in large part to the low amount of money given to begin a career in Season Mode. However, rising through the car classes results in higher and higher award money for finishing in the first three positions; even within a single season, each race awards more award money than the preceding race.

Finishing the GTQ season well enough results in an invitation to the Supreme Challenge Invitational race. However, there is a \$10,000 entry fee, so failure is not an option!!!!!!! This is a three-lap race at Sebring International Short against a single BMW M3 Team PTG, which is also the prize car for winning this event. The beauty of a win in the Supreme Challenge Invitational is that the BMW M3 'costs' only \$10,000 (due to the \$10,000 entry fee), whereas buying it new from the Car Shop would cost \$65,000!!! Further, winning the BMW M3 also means that no money need be spent on upgrades, as the car then comes with all parts already added - all that the player need to worry about is how to customize the car's settings for optimal performance on the race circuits :-)

Finishing the GT2 season well enough results in an invitation to the Supreme Challenge Invitational race. However, there

is a \$70,000 entry fee, so failure is not an option!!!!!!!  
This is a three-lap race at Mosport Park in the rain against  
a single Callaway C7R Callaway Competition, which is also the  
prize car for winning this event.

Finishing the GT1 season well enough results in an invitation  
to the Paris GT-1 Invitational Season. This will become a  
menu option on the season select screen.

Finishing first place overall in a season (based upon a  
points system which is never explained) results in winning a  
bonus car. See the section Bonus Cars (Spoilers!!!!) at the  
end of this guide for details.

=====

#### THE CARS

For those interested in the cars available in Sports Car GT,  
here is the list:

Class	Car
GTQ	BMW M3 Sport Touring (x2) Panoz Esperante Grand Touring (x2) Porsche 911 Sport Touring Saleen S261 Sport Touring
GT3	BMW M3 Grand Touring (x2) Porsche 911 Grand Touring (x2) Saleen SR Grand Touring Vector M-12 Sport Touring
GT2	Callaway C7 Grand Touring (x2) Callaway C12 Sport Touring Lister Storm Grand Touring (x2) Mosler Raptor Grand Touring Vector M-12 Grand Touring (X2)
GT1	Panoz GTR-1 Grand Touring (x2) Porsche 911 GT1 Team Rohr

=====  
=====  
=====

#### BONUS CARS (SPOILERS!!!!)

Here are the bonus cars awarded for achieving first place  
overall in a given season (a wide expanse of blank lines is  
being added before and after this information so that those  
who do not wish to view this information can easily bypass  
this section):

Class	Car
GTQ	Saleen S261 Sport Touring
GT3	Saleen SR Grand Touring
GT2	Callaway CT Grand Touring
GT1	Callaway C7 Grand Touring

=====

BONUS SEASON (SPOILERS!!!!)

Finishing the GT1 season well enough results in an invitation to the Paris GT-1 Invitational Season. This will become a menu option on the season select screen. Should the player wish to buy a car within the Paris GT-1 Invitational Season, the cars available are those for the GT1 class/season. If the Paris GT-1 Invitational Season is selected, here are the races involved (a wide expanse of blank lines is being added before and after this information so that those who do not wish to view this information can easily bypass this section):

Class	Circuit	Laps	Weather/Time
-----	-----	-----	-----
PGT1I	Cours de Triumph	3	Dry/Day
	Eiffel Tour	3	Dry/Day
	Eiffel Tour	3	Wet/Day

Winning this season unlocks a credits video featuring nighttime racing action at Sebring International Raceway using a number of camera views not available in regular gameplay.



=====  
=====  
=====

CONTACT INFORMATION

For questions, rants, raves, comments of appreciation, etc., or to be added to my e-mail list for updates to this driving guide, please contact me at: FEATHER7@IX.NETCOM.COM; also, if you have enjoyed this guide and feel that it has been helpful to you, I would certainly appreciate a small donation via PayPal (<http://www.paypal.com/>) using the above e-mail address.

To find the latest version of this and all my other PSX/PS2 game guides, please visit FeatherGuides (<http://www.angelcities.com/members/feathersites/>). The latest version will always be immediately available at FeatherGuides, while other Web sites may lag behind by several days in their regularly-scheduled posting updates.

=====  
=====  
=====

=====  
Wolf Feather      Jamie Stafford  
=====

Just as there are many parts needed to make a human a human, there's a remarkable number of things needed to make an individual what they are.  
- Major Kusanagi, Ghost in the Shell

=====  
What isn't remembered never happened. - Serial Experiments Lain  
=====

This document is copyright Wolf Feather and hosted by VGM with permission.