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|
|           Gran Turismo 5
|
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|
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|
|           Version: 1.00
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II. Technical [TECH]

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|| Walkthrough ||
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This guide can also be found on the CheatMasters blog at:

<http://www.cheatmasters.com/blog/2011/09/06/gran-turismo-5-faq-walkthrough-guide/>

```

[W1]
| ===== |
|           |
| Licenses |
|           |
| ===== |

```

|National B License|
[W1.1]

+200m Stopping Challenge (B-1)+

```

Gold      |0:13.300
-----|-----
--
Silver    |0:13.600
-----|-----
--
Bronze    |0:15.000
-----|-----
--
Vehicle   |Toyota VITZ RS 1.5 '07
-----|-----
--
Track     |Top Gear Test Track
-----|-----
--
Description |Drive 200 meters and stop on the checkered area. If you hit the
|cones, you are disqualified. Pretty simple, but leave the
|transmission automatic, especially if you are new to the game.

```

+Steering (B-2)+

Gold	0:22.200
-----	-----
--	
Silver	0:22.600
-----	-----
--	
Bronze	0:25.000
-----	-----
--	
Vehicle	147 TI 2.0 Twin Spark'06
-----	-----
--	
Track	Tokyo R246
-----	-----
--	
Description	Drive through a sweeping right-hand turn. This is ridiculously easy. Not only should you never brake, but you should be able to keep on the gas as you go through the turn. Just follow the line and be sure not to ride the inside curb or you'll lose speed. At the end, when you come out of the turn, move to the outside wall and ignore the racing line. It leads you to the other wall to prepare for the next turn, but the finish line comes before the next turn. Following the line will just waste time.

+"Out-in-Out"-The Most Basic Cornering Line (B-3)+

Gold	0:26.300
-----	-----
--	
Silver	0:26.500
-----	-----
--	
Bronze	0:28.500
-----	-----
--	
Vehicle	Swift Sport '07
-----	-----
--	
Track	Deep Forest Raceway
-----	-----
--	
Description	All you have to do here is turn a corner using the most basic cornering line. Enter the corner from the outside, come to the inside at the apex, and then leave the corner at the outside again. Just follow the racing line and you'll do fine. The biggest obstacle to overcome here is actually braking. You can't overdo it with the braking or you'll never get the gold time. Don't be afraid to carry a little speed through the corner.

+Braking Into a Corner (B-4)+

Gold	0:13.800
----- -----	
--	
Silver	0:14.000
----- -----	
--	
Bronze	0:16.000
----- -----	
--	
Vehicle	Civic Type-R '08
----- -----	
--	
Track	Autumn Ring
----- -----	
--	
Description	This is similar to the last test. You'll need to go through a basic corner. This time you'll be entering it with more speed, so proper braking will be essential. When you approach a corner, you should do all of your braking before you turn in. This is because your turning ability is severely diminished if you are braking at the same time. Brake, turn the corner, and gas it as you are coming off of the apex of the turn.

+Basic Cornering Theory- Slow In, Fast Out (B-5)+

Gold	0:18.900
----- -----	
--	
Silver	0:19.500
----- -----	
--	
Bronze	0:21:000
----- -----	
--	
Vehicle	207 GTi '07
----- -----	
--	
Track	Tsukuba Circuit
----- -----	
--	
Description	You will need to negotiate a hairpin turn. The basics are the same as the last test, except this time you'll need to be even more precise with your turning and braking.

+Exiting From a Looping Corner (B-6)+

Gold	0:14.600
----- -----	
--	
Silver	0:15.200
----- -----	
--	
Bronze	0:17.500

```
-----|-----
--
Vehicle   |Megane Renault Sport '08
-----|-----
--
Track     |Nurburgring
-----|-----
--
Description |You will need to negotiate a hairpin turn. More of the same, but
        |you'll be going faster, so braking is more important.
```

+High Speed Driving Lines and Throttle Control (B-7)+

```
Gold      |0:19.000
-----|-----
--
Silver    |0:20.000
-----|-----
--
Bronze    |0:23.500
-----|-----
--
Vehicle   |Golf V GTI '05
-----|-----
--
Track     |Autumn Ring
-----|-----
--
Description |You will drive through a series of turns here. The ones you'll
        |need to slow down for are the first and last ones. The middle
        |"slalom" type area should allow you to maintain a decent speed.
```

+Finding a Line Through an S-Bend (B-8)+

```
Gold      |0:21.100
-----|-----
--
Silver    |0:21.600
-----|-----
--
Bronze    |0:25.000
-----|-----
--
Vehicle   |S2000 '06
-----|-----
--
Track     |High Speed Ring
-----|-----
--
Description |You will have to drive through an S-turn. This is basically just
        |three regular turns linked together. As such, you'll have to pay
        |close attention to the racing line, because each turn leads into
        |the next one. This is actually fairly simple and your biggest
        |obstacle will be keeping the S2000 under control.
```

+Overtaking Using Slipstreams (B-9)+

Gold	1st
----- -----	
--	
Silver	2nd
----- -----	
--	
Bronze	3rd
----- -----	
--	
Vehicle	RX-8 Type S '07
----- -----	
--	
Track	Fuji Speedway
----- -----	
--	
Description	All you have to do here is overtake 3 cars on a straight before you reach the finish line. You do this by drafting, or driving behind the car in front of you. This will give you some speed. You'll need to keep drafting cars to inch your way into 1st place. Drafting the lead red car can be difficult because the car behind him gets in the way, so just try to wait for an opening and then squeeze behind him. Be sure you don't hit any of the cars or you will be disqualified.

+Indianapolis Motor Speedway 1 Lap Battle (B-10)+

Gold	1st
----- -----	
--	
Silver	3rd
----- -----	
--	
Bronze	9th
----- -----	
--	
Vehicle	CR-Z a '10
----- -----	
--	
Track	Indianapolis Superspeedway
----- -----	
--	
Description	You've got 1 lap to pass up 15 other cars and get into first place on this huge oval. Drafting and adhering to the racing line are essential here. You won't get disqualified for touching another car, but try to keep contact to a minimum.

+400m Stopping Challenge (A-1)+

Gold |0:16.300

-----|-----
--
Silver |0:17.000

-----|-----
--
Bronze |0:19.000

-----|-----
--
Vehicle |TTS Coupe '09

-----|-----
--
Track |Top Gear Test Track

-----|-----
--
Description |This is the same thing as the B-1 challenge, except you'll have
|a faster car and more distance. This results in a lot more
speed.

+Approaching a Blind Corner (A-2)+

Gold |0:27.000

-----|-----
--
Silver |0:27.400

-----|-----
--
Bronze |0:30.000

-----|-----
--
Vehicle |Atenza Sport 25Z '07

-----|-----
--
Track |Rome

-----|-----
--
Description |You'll need to negotiate three turns here. You will only need to
|brake while coming in to the second turn, as the first one is
|really just a bend and you probably won't have enough speed to
|overshoot the last one. The cornering is pretty basic, so the
|trick will be maintaining speed. Don't slow down too much at the
|second turn.

+Cone Slalom (A-3)+

Gold |0:20.000

-----|-----
--
Silver |0:21.000

```

-----|-----
--
Bronze   |0:25.000
-----|-----
--
Vehicle  |MINI Cooper S '07
-----|-----
--
Track    |Top Gear Test Track
-----|-----
--
Description |You'll have to weave in and out of a series of cones. If you hit
|one you'll be disqualified. This can be rather difficult until
|you get the hang of it. The main obstacle won't be the cones,
|it'll be trying to maintain a good speed while keeping the MINI
|from sliding all over the place. Try to avoid the
|racing line when you're first starting. You'll be slow enough
|that you can stay pretty close to the cones. Don't start
|widening out until the end.

```

+Tackling the Monza Circuit Chicane (A-4)+

```

Gold     |0:18.900
-----|-----
--
Silver   |0:20.000
-----|-----
--
Bronze   |0:22.000
-----|-----
--
Vehicle  |135i Coupe '07
-----|-----
--
Track    |Autodromo Nazionale Monza
-----|-----
--
Description |You'll have to navigate a chicane, which in this case amounts to
|two very tight and very short turns after you've gained a lot of
|speed. To do this effectively you're going to have to go through
|the turn efficiently, which means doing all of your braking
|before you get into the corner. If you get greedy with the speed
|you will go into the grass or the wall.

```

+Tackling Continuous Urban Right-Angled Corners (A-5)+

```

Gold     |0:14.500
-----|-----
--
Silver   |0:15.000
-----|-----
--
Bronze   |0:17.000
-----|-----
--

```

Vehicle	Evora '09
--	
Track	London
-----	-----
--	
Description	You'll have to go through two 90 degree turns. You won't build
up too much speed, so you shouldn't have to brake a lot. Worry	
most about the line, and don't try to hard to avoid the inside	
curbs. Sometimes it's better to just graze them then go out of	
your way missing them.	

+Mastering a Set of Undulating Corners (A-6)+

Gold	0:19.000
--	
Silver	0:19.300
-----	-----
--	
Bronze	0:21.000
-----	-----
--	
Vehicle	Eunos Roadster (NA Special Package) '89
-----	-----
--	
Track	Trial Mountain
-----	-----
--	
Description	This requires you to run through a few easy turns. You shouldn't
have to brake at all or even let off the gas. Just follow the	
the racing line. This is simple to do but hard to perfect, and	
you will need to perfect it for the gold.	

+Driving a Mountainous Dirt Track (A-7)+

Gold	0:32.000
--	
Silver	0:33.000
-----	-----
--	
Bronze	0:34.000
-----	-----
--	
Vehicle	Focus ST '06
-----	-----
--	
Track	Eiger Nordwand
-----	-----
--	
Description	You'll need to perform a turn on a dirt track. This is pretty
easy to do and is mainly designed to familiarize you with the	
loose and slippery nature of dirt and gravel courses.	

+Tackling the High Speed "Schumacher S" (A-8)+

```
Gold          |0:13.800
-----|-----
--
Silver        |0:14.200
-----|-----
--
Bronze        |0:16.000
-----|-----
--
Vehicle       |Concept 1 Series tii '07
-----|-----
--
Track         |Nurburgring
-----|-----
--
Description   |You'll have to negotiate a mild S-bend here. The turns aren't
              |difficult and you should only slow down for the first one. Also,
              |don't slow down too much. Barely brake, just enough to get you
              |situated into the corner, and then let loose on the gas.
```

+Using Braking to Overtake on the Inside of a Corner (A-9)+

```
Gold          |1st
-----|-----
--
Silver        |2nd
-----|-----
--
Bronze        |3rd
-----|-----
--
Vehicle       |C4 Coupe 2.0VTS '05
-----|-----
--
Track         |Fuji Speedway
-----|-----
--
Description   |You'll have to overtake 3 cars here. However, unlike last time,
              |there's no way you're going to be able to catch them on the
              |straight. You will have to cut inside all of them when you reach
              |the corner. This is tricky because you need to catch up to them
              |and then get ahead of them, but at the same time you can't
overdo
              |it or you'll overshoot the corner or hit one of their cars. Once
              |you know when to brake, this all become pretty simple.
```

+High Speed Ring 1 Lap Battle (A-10)+

```
Gold          |1st
-----|-----
--
Silver        |3rd
```

```

-----|-----
--
Bronze   |7th
-----|-----
--
Vehicle  |Lancer Evolution X GSR PP. '07
-----|-----
--
Track    |High Speed Ring
-----|-----
--
Description |You have 1 lap to overtake all the other cars. This isn't just
an
          |oval either, and the reason for that is because you won't be
them      |overtaking the cars by drafting. You'll have to cut inside of
you've    |on the corners to get ahead. This isn't too difficult once
          |got the layout of the course down.

```

```

|International C License|
[W1.3]

```

+1000m Stopping Challenge (IC-1)+

```

Gold     |0:26.700
-----|-----
--
Silver   |0:27.000
-----|-----
--
Bronze   |0:28.500
-----|-----
--
Vehicle  |DB9 Coupe '06
-----|-----
--
Track    |Top Gear Test Track
-----|-----
--
Description |More of the same, made harder with the addition of speed. You'll
          |want to start braking just after the last big X on the ground.
test.     |It'll definitely take a few tries to get a good feel for the

```

+Hard Braking and Exiting a Corner After a Downhill Straight (IC-2)+

```

Gold     |0:16.200
-----|-----
--

```

```

Silver      |0:16.700
-----|-----
--
Bronze     |0:19.000
-----|-----
--
Vehicle    |M5 '08
-----|-----
--
Track      |Trial Mountain
-----|-----
--
Description |You'll have to brake hard and turn while going at high speed.
          |This is a bit misleading, as you won't actually be going that
          |fast. Also, the whole straight part of this isn't downhill.
          |The big obstacle here is actually going to be braking too much.

```

+Taking a Tight Double Hairpin (IC-3)+

```

Gold       |0:18.300
-----|-----
--
Silver     |0:19.000
-----|-----
--
Bronze    |0:22.000
-----|-----
--
Vehicle    |Fairlady Z (Z34) '08
-----|-----
--
Track      |Indianapolis Road Course
-----|-----
--
Description |You'll have to do a 90 degree turn followed by two short hairpin
          |turns. This can be tricky. The hard part is knowing when to
          |brake. You may be tempted to try to blow through the first
          |corner since you have to slow down so much on the hairpins.
Don't.
          |You'll just screw yourself in the end. Do them all properly.

```

+Early Braking When Driving Downhill on Dirt (IC-4)+

```

Gold       |0:27.000
-----|-----
--
Silver     |0:28.000
-----|-----
--
Bronze    |0:32.000
-----|-----
--
Vehicle    |Lancer Evolution IX GSR '05
-----|-----
--

```

Track	Eiger Nordwand
--	
Description	Here you have to negotiate a few turns, including two hairpins,
while going downhill on a dirt track. This is very easy. I	
managed to get a gold even after sliding into two walls. Just	
think of it as more dirt track experience.	

+High Speed Cornering on the Rome City Course (IC-5)+

Gold	0:18.500
--
Silver |0:19.000
-----|-----
--
Bronze |0:21.000
-----|-----
--

Vehicle	G35 Coupe '06
--

Track	Rome
--

Description |You'll have to build up speed on a straight and then brake
|suddenly to negotiate a tight turn. It's simple to execute but
|hard to master. Braking is everything here, so just take note of
|your speed as you exit the turn and adjust accordingly.

+Blind Corners in the Woodlands (IC-6)+

Gold	0:11.200
--
Silver |0:11.500
-----|-----
--
Bronze |0:13.500
-----|-----
--

Vehicle	Silvia Spec-R Aero (S15) '02
--

Track	Deep Forest Raceway
--

Description |You'll have to negotiate a fairly simple turn here, but it's
|hard to master, and you start right next to it. When you first
|go into it, adhere to the racing line. As you come out of it,
|gas it. There's a point as you exit the turn where it doesn't
|look like you'll be able to avoid hitting the wall if you mash
|on the accelerator, but you will be able to straighten it out in
|time.

+Consecutive Corners With Different Bank Angles on Dirt (IC-7)+

```
Gold          |0:20.000
-----|-----
--
Silver        |0:21.000
-----|-----
--
Bronze        |0:25.000
-----|-----
--
Vehicle       |Impreza Sedan WRX STI '10
-----|-----
--
Track         |Toscana
-----|-----
--
Description   |You'll have to take on three different turns on a dirt road.
This          |is more difficult than the last dirt road tests. For starters,
if            |you hit the wall, you're disqualified. Braking is very important
              |here. On the first two turns, you can get away with drifting the
              |corners slightly. However, on the last turn you must slow down!
              |If you don't you will end up on the wall.
```

+Traversing Monza Circuit's Notorious Lesmo Corner (IC-8)+

```
Gold          |0:21.300
-----|-----
--
Silver        |0:22.000
-----|-----
--
Bronze        |0:25.500
-----|-----
--
Vehicle       |Brera Sky Window 3.2 JTS Q4 '06
-----|-----
--
Track         |Autodromo Nazionale Monza
-----|-----
--
Description   |You'll have to take on two turns in the same direction here.
              |It's not simple to master, but the in-game text makes it sound
              |harder than it really is. It's still just two turns. Stick to
the          |racing line.
```

+Using Late Braking to Overtake (IC-9)+

```
Gold          |1st
-----|-----
--
```

Silver	2nd
----- -----	
--	
Bronze	3rd
----- -----	
--	
Vehicle	Corvette Z06(C6) '06
----- -----	
--	
Track	Fuji Speedway
----- -----	
--	
Description	This is another overtaking challenge. You'll pass the first two cars on the straight, but the last one requires you to brake late
	to pass him. The thing you need to know about this, though, is that the stopping distance of your Corvette is a lot longer than that of the Viper in the lead. Start braking the moment that racing line turns red, or you'll go off the course. You'll still slide in front of the Viper.

+Rome City Course 2 Lap Challenge (IC-10)+

Gold	1st
----- -----	
--	
Silver	3rd
----- -----	
--	
Bronze	7th
----- -----	
--	
Vehicle	S1288 '76
----- -----	
--	
Track	Rome
----- -----	
--	
Description	You'll have 2 laps to overtake all the other cars on the field. The second lap is there mainly to give you time to overtake the 2 or 3 cars that will undoubtedly gain a significant lead on you.
	You'll have to deal with the corners successfully to catch them, which isn't simple in this car.

|International B License|
[W1.4]

+Wet Road Stopping Challenge (IB-1)+

Gold	0:14.900
-----	-----
--	
Silver	0:15.400
-----	-----
--	
Bronze	0:16.800
-----	-----
--	
Vehicle	GT-R SpecV '09
-----	-----
--	
Track	Top Gear Test Track
-----	-----
--	
Description	Another stopping challenge, this time on a wet road. Same deal as before, but you'll have to stop sooner.

+Tackling the First Corner of Circuito de Madrid (IB-2)+

Gold	0:16.000
-----	-----
--	
Silver	0:16.500
-----	-----
--	
Bronze	0:18.600
-----	-----
--	
Vehicle	R8 5.2 FSI QUattro '09
-----	-----
--	
Track	Circuito de Madrid
-----	-----
--	
Description	You'll have to take on a series of short and tight turns here. The turns themselves aren't hard, but all together it can be a pain to master. Just follow the racing line.

+FR Cone Slalom Challenge (IB-3)+

Gold	0:18.500
-----	-----
--	
Silver	0:19.300
-----	-----
--	
Bronze	0:22.500
-----	-----
--	
Vehicle	FT-86 Concept '09
-----	-----
--	
Track	Top Gear Tes Track

-----|-----
--
Description |Another cone slalom. This one is rather difficult. Everything's
|roughly the same except the car. It's rear wheel drive, so it'll
|be harder to control as you weave in and out of the cones.
Nothing
|but practice is going to make this any easier.

+Snow-Driving Challenge (IB-4)+

Gold	0:19.900
--	
Silver	0:20.300
-----	-----
--	
Bronze	0:23.500
-----	-----
--	
Vehicle	SX4 WRC'08
-----	-----
--	
Track	Chamonix
-----	-----
--	
Description	You'll have to negotiate a few turns on a snowy course. Snow can
be worse than dirt, but here it's no big deal. You should only	
have to brake while going into the second turn.	

+High Speed Blind Corners on Tokyo Route 246 (IB-5)+

Gold	0:14.200
--	
Silver	0:14.500
-----	-----
--	
Bronze	0:17.000
-----	-----
--	
Vehicle	NSX Type-R '02
-----	-----
--	
Track	Tokyo R246
-----	-----
--	
Description	This boils down to one turn that you'll have to process. Braking
is key here.	

+Tackling the Final Corner at Tsukuba (IB-6)+

Gold	0:18.700
--

Silver	0:19.000
--	
Bronze	0:22.000
-----	-----
--	
Vehicle	Supra 3.0GT Turbo A '88
-----	-----
--	
Track	Tsukuba Circuit
-----	-----
--	
Description	This is a fairly basic turn. It'll take a few tries to get the
braking down, but this shouldn't be too difficult.	

+Undulating Consecutive High Speed Corners on Dirt (IB-7)+

Gold	0:19.500
--	
Silver	0:20.000
-----	-----
--	
Bronze	0:23.500
-----	-----
--	
Vehicle	Focus RS WRC 07 '08
-----	-----
--	
Track	Toscana
-----	-----
--	
Description	This is a sweeping corner where the road moves up and down. Like
the in-game text says, the entry is easy, but the exit isn't.	
Still, it's not that hard to deal with after you've become	
familiar with the turn.	

+The Carousel at the Nurburgring (IB-8)+

Gold	0:17.200
--
Silver |0:17.600
-----|-----
--
Bronze |0:19.000
-----|-----
--
Vehicle |F40 '92
-----|-----
--
Track |Nurburgring
-----|-----
--
Description |This is a hairpin turn unique to the Nurburgring, and if you've

|ever played a racing game before, you'll probably recognize it.
|The outside of it banks up, so you can go into it a BIT faster,
|but be careful exiting. Mashing on the gas on that type of road,
|especially in this Ferrari, can make you lose control fast.

+Strategic Driving on the Final Section of Tokyo Route 246 (IB-9)+

Gold	1st
-----	-----
--	
Silver	2nd
-----	-----
--	
Bronze	3rd
-----	-----
--	
Vehicle	Insight LS '09
-----	-----
--	
Track	Tokyo R246
-----	-----
--	
Description	Another overtaking challenge. Use the first few bends and turns to pass the first two cars. You'll have to really cut inside on the last turn to pass up that final car, though.

+Deep Forest Raceway 2 Lap Battle (IB-10)+

Gold	1st
-----	-----
--	
Silver	3rd
-----	-----
--	
Bronze	7th
-----	-----
--	
Vehicle	Z4 M Coupe '08
-----	-----
--	
Track	Deep Forest Raceway
-----	-----
--	
Description	Another race where you have to overtake all the drivers. You'll need to negotiate the corners pretty well if you hope to catch up to the lead car in time.

|International A License|
[W1.5]

+Mastering the Circuit de la Sarthe's "Indianapolis" section (IA-1)+

```
Gold          |0:38.200
-----|-----
--
Silver        |0:38.800
-----|-----
--
Bronze        |0:42.000
-----|-----
--
Vehicle       |Skyline Coupe 370GT Type SP '07
-----|-----
--
Track         |Circuit de la Sarthe
-----|-----
--
Description   |You'll have to take on three turns here after a lengthy
straight.
              |The turns get progressively sharper, and the road is pretty
              |narrow. Stick to the racing line and try not to cut the corners
              |too much.
```

+Braking from Hunaudieres into Mulsanne (IA-2)+

```
Gold          |0:30.300
-----|-----
--
Silver        |0:31.000
-----|-----
--
Bronze        |0:33.000
-----|-----
--
Vehicle       |IS F '07
-----|-----
--
Track         |Circuit de la Sarthe
-----|-----
--
Description   |Here you'll have to brake after a long straight and take a right
              |turn. It's simple on paper but a bit harder to actually execute
              |properly. It's easy to overshoot the corner, but it's also easy
              |to go overboard with the braking, so keep trying it until you
              |find a good balance.
```

+The Corkscrew at Laguna Seca Raceway (IA-3)+

```
Gold          |0:18.500
-----|-----
--
Silver        |0:19.000
-----|-----
--
```

Bronze |0:21.000

-----|-----

--

Vehicle |Corvette Convertible(C3) '69

-----|-----

--

Track |Laguna Seca

-----|-----

--

Description |If you've ever played a racing game before, you'll undoubtedly
|recognize the annoying chicane that you'll have to deal with
|here. Not only are the turns tight, but it all goes downhill,
|so braking and a proper racing line are equally important. When
|braking, remember that you can use the curbs to take off a bit
|more speed.

+Braking Into Consecutive Corners on Snow (IA-4)+

Gold |0:40.000

-----|-----

--

Silver |0:41.000

-----|-----

--

Bronze |0:47.000

-----|-----

--

Vehicle |Celica GT-Four Rally Car (ST205) '95

-----|-----

--

Track |Chamonix

-----|-----

--

Description |You'll have to negotiate three tight turns on snow. Snow is even
|harder to drive on than dirt, so you will probably be drifting
|through these corners. This is a great way to get used to
handling
|on snow, though.

+Driving Around Madrid's Puerta de Alcalá (IA-5)+

Gold |0:15.500

-----|-----

--

Silver |0:16.000

-----|-----

--

Bronze |0:18.500

-----|-----

--

Vehicle |Murcielago LP 670-4 SuperVeloce '09

-----|-----

--

Track |Circuito de Madrid

-----|-----
--
Description |You'll have to take on a roundabout, which is almost a full
|circle turn. This is tricky, but you can take the turn in a
|couple of different ways and still be successful. Also, if
you're
|having trouble or just want to have a bit of fun, you can
practice
|some basic drifting here.

+Visualizing a Driving Line Through Blind Corners (IA-6)+

Gold	0:30.700
--
Silver |0:31.200
-----|-----
--
Bronze |0:34.500
-----|-----
--
Vehicle |Tuscan Speed 6 '00
-----|-----
--
Track |Nurburgring
-----|-----
--

Description |You'll have to deal with a few tricky turns here. Just follow
|the racing line and use proper braking. The hardest part is
|undoubtedly that last turn, which can sneak up on you. Do not
|overdo it with the acceleration when approaching it or you will
|go off the track.

+Toscana's Tricky High Speed Consecutive Corners (IA-7)+

Gold	0:31.400
--
Silver |0:32.000
-----|-----
--
Bronze |0:35.000
-----|-----
--
Vehicle |Impreza WRC 2008
-----|-----
--
Track |Toscana
-----|-----
--

Description |You'll take on three turns on a dirt road. This is trickier than
|your previous dirt road experience because you'll be building
|up quite a bit of speed on that first straight. Also, they throw
|in bumps and hills, so keeping your car on the road is a bit of
|a pain. If you can make it through the second turn without any

|trouble, you should be fine.

+Cape Ring-Spiral Bridge (IA-8)+

Gold	0:27.000
-----	-----
--	
Silver	0:28.000
-----	-----
--	
Bronze	0:33.000
-----	-----
--	
Vehicle	C 63 AMG '08
-----	-----
--	
Track	Cape Ring
-----	-----
--	
Description	You'll have to go through a loop here. This is remarkably easy, especially compared to the other IA tests. You'll need to brake a BIT when going into the loop and a BIT when coming out, but other than that, don't be afraid to step on the gas.

+Strategic Driving on the First Corner of the Grand Valley Speedway (IA-9)+

Gold	1st
-----	-----
--	
Silver	2nd
-----	-----
--	
Bronze	3rd
-----	-----
--	
Vehicle	C30 R-Design '09
-----	-----
--	
Track	Grand Valley Speedway
-----	-----
--	
Description	Here, you'll have to overtake 3 other cars by using late braking. This is very easy. Do not brake at all on that first bend. Use drafting to get ahead of the first car. Your car is just faster than the others, so don't go overboard with the "late" part of late braking. You won't need that much distance to get into 1st.

+Grand Valley Speedway 2 Lap Battle (IA-10)+

Gold	1st
-----	-----
--	
Silver	3rd

```

-----|-----
--
Bronze   |7th
-----|-----
--
Vehicle  |Gallardo LP 560-4 '08
-----|-----
--
Track    |Grand Valley Speedway
-----|-----
--
Description |You'll have to overtake all the other cars on the field. The
turns
        |are tricky and the opponents are fast, but your biggest obstacle
        |is going to be the Gallardo. It's fast and responsive, but gets
        |rather squirrely under braking. This is a problem if you're
trying
        |to brake late to overtake some cars. It might take a few tries
        |before you're comfortable with how it works.

```

```

|Super License|
[W1.6]

```

+Applied Overtaking-Monza (S-1)+

```

Gold     |1st
-----|-----
--
Silver   |3rd
-----|-----
--
Bronze   |7th
-----|-----
--
Vehicle  |430 Scuderia '07
-----|-----
--
Track    |Autodromo Nazionale Monza
-----|-----
--
Description |This is an overtaking race, usually reserved for the 10th test
        |in each license. The other cars are fast and the course features
        |two long straights. The last one will be a true pain because at
        |that point you'll be trying to catch cars that are faster than
        |you.

```

+Applied Overtaking-Trial Mountain Circuit (S-2)+

```

Gold     |1st

```

```
-----|-----
--
Silver   |2nd
-----|-----
--
Bronze   |5th
-----|-----
--
Vehicle  |GranTurismo S '08
-----|-----
--
Track    |Trial Mountain
-----|-----
--
Description |Another difficult overtaking race. You may notice that the bar
but        |has seemingly been raised for the silver and bronze trophies,
           |don't get too alarmed. It's actually still moderately easy to
           |obtain them. Gold is the one to worry about.
```

+Applied Overtaking-Nurburgring GP (S-3)+

```
Gold     |1st
-----|-----
--
Silver   |3rd
-----|-----
--
Bronze   |7th
-----|-----
--
Vehicle  |SLS AMG '10
-----|-----
--
Track    |Nurburgring
-----|-----
--
Description |Another overtaking race. This one seemed a bit simpler to me,
           |partially because of the way the turns are set up. They're a
           |little more conducive to late-brake overtaking. Also, remember
           |that, while ill advised in an actual race, here you can use the
           |other cars to "help" you slow down when going into a corner.
```

+Applied Overtaking-Tokyo Route 246 (S-4)+

```
Gold     |1st
-----|-----
--
Silver   |2nd
-----|-----
--
Bronze   |5th
-----|-----
--
Vehicle  |330 P4 Race Car '67
```

```
-----|-----
--
Track      |Tokyo R246
-----|-----
--
Description|More of the same, but with faster cars and a more difficult
          |track. Watch out on the last 90 degree turn if you're trying to
          |late brake and pass some cars. It's very easy to strike the wall
          |hard enough to disqualify you, even if it doesn't actually knock
          |off that much speed.
```

+Applied Overtaking-Laguna Seca Raceway (S-5)+

```
Gold       |1st
-----|-----
--
Silver     |3rd
-----|-----
--
Bronze     |5th
-----|-----
--
Vehicle    |Camaro SS '10
-----|-----
--
Track      |Laguna Seca
-----|-----
--
Description|More overtaking, but this one is relatively easy. Hell, it's
just
          |easy in general. The cars are mostly American classics and they
          |are slower than the last races cars. Your main obstacle is going
          |to be the short length of the track. You'll have to pass cars at
          |almost every single turn to reach 1st in time.
```

+Applied Overtaking-Madrid City Course (S-6)+

```
Gold       |1st
-----|-----
--
Silver     |3rd
-----|-----
--
Bronze     |5th
-----|-----
--
Vehicle    |Miura P400 Bertone Prototype CN0706 '67
-----|-----
--
Track      |Circuito de Madrid
-----|-----
--
Description|This is very much like the last race. Easy overall, but the
          |track can be a big obstacle. This time, it's not the length so
          |much as the layout and your own car. It's pretty easy to go
```

|into a wall if you're not careful.

+Applied Overtaking-Top Gear Test Track (S-7)+

```
Gold      |1st
-----|-----
--
Silver    |3rd
-----|-----
--
Bronze    |5th
-----|-----
--
Vehicle   |XKR Coupe '10
-----|-----
--
Track     |Top Gear Test Track
-----|-----
--
Description |Another easy race. The track is short, but the actual route
you're     |supposed to take is encased in a line of cones. If you go
outside    |of the cones, you're still on asphalt, so it's kind of easy to
           |cheat your way into 1st at a couple of spots. If you've watched
           |Top Gear before, you might be familiar with the layout of the
           |track, but otherwise, keep the racing line on, as it can be a
           |bit confusing without it.
```

+Applied Overtaking-Suzuka Circuit (S-8)+

```
Gold      |1st
-----|-----
--
Silver    |2nd
-----|-----
--
Bronze    |5th
-----|-----
--
Vehicle   |8C Competizione '08
-----|-----
--
Track     |Suzuka Circuit
-----|-----
--
Description |This is slightly more difficult, but still fairly easy. You must
           |be aggressive about overtaking on the corners, because there
           |will be plenty of straight roads in this, and the other cars can
           |get away from you if you're not careful.
```

+Applied Overtaking-Circuit de la Sarthe (S-9)+

```
Gold      |1st
```

```

-----|-----
--
Silver   |3rd
-----|-----
--
Bronze   |7th
-----|-----
--
Vehicle  |LFA '10
-----|-----
--
Track    |Circuit de la Sarthe
-----|-----
--
Description |This is tricky, but not hard. The course is long, so you'll have
it's      |time to get ahead, but there are a lot of long straights, and
          |very easy to go off the road if you get too wild. Still, you'll
          |have to take some chances if you want to nab 1st.

```

+Applied Overtaking-Special Stage Route 5 (S-10)

```

Gold     |1st
-----|-----
--
Silver   |2nd
-----|-----
--
Bronze   |5th
-----|-----
--
Vehicle  |McLaren MP4-12C '10
-----|-----
--
Track    |Special Stage Route 5
-----|-----
--
Description |You'd think the last race here would be hard, but it's actually
          |remarkably easy. The hardest part will be stopping the Bugatti
          |and the other McLaren from passing you back up again on the last
          |straight, but even that's not a big deal.

```

```

          |=====|
          |      |
          | A-Spec Races |
          |      |
          |=====|

```

[W2]

|Beginner Series|
[W2.1]

+Sunday Cup+

Level | 0

-----|-----
--
Requirements | None

-----|-----
--
Best Opp. | Nissan Primera 20V '01

-----|-----
--
Worst Opp. | Toyota Corolla Levin BZ-R '98

-----|-----
--
Race #1 | Autumn Ring Mini, Sunny, 3 Laps

-----|-----
--
Race #2 | Grand Valley Speedway, Sunny, 2 Laps

-----|-----
--
Race #3 | Tsukuba Circuit, Sunny, 2 Laps

+FF Challenge+

Level | 0

-----|-----
--
Requirements | Front Wheel Drive, Front Engine

-----|-----
--
Best Opp. | Honda Civic Type-R '08

-----|-----
--
Worst Opp. | Honda Prelude Si VTEC '91

-----|-----
--
Race #1 | Suzuka Circuit, Sunny, 3 Laps

-----|-----
--
Race #2 | Clubman Stage Route 5, Nighttime, 3 Laps

-----|-----
--
Race #3 | Deep Forest Raceway, Sunny, 2 Laps

+World Compact Car Race+

Level | 1

-----|-----
--

Requirements	Compact Cars
Best Opp.	Peugot 207 GTi '07
Worst Opp.	BMW 120i '04
Race #1	London, Sunny, 3 Laps
Race #2	Circuito De Madrid, Sunny, 3 Laps
Race #3	Cape Ring, Sunny, 3 Laps

+Lightweight K Cup+

Level	1
Requirements	Assortment of cars weighing less than 1000(?) kg.
Best Opp.	Suzuki Auto Works RS-Z '97
Worst Opp.	Mazda Autozam AZ-1 '92
Race #1	Autumn Ring, Sunny, 3 Laps
Race #2	Suzuka Circuit, Sunny, 3 Laps

+Japanese Classics+

Level	2
Requirements	Japanese, pre-1980
Best Opp.	Dome-Zero Concept '78
Worst Opp.	Isuzu 117 Coupe '68
Race #1	Suzuka Circuit, Sunny, 3 Laps
Race #2	Tsukuba Circuit, Sunny, 3 Laps

-----|-----
--
Race #3 |Grand Valley Speedway, Sunny, 3 Laps

+Yaris Race+

Level	2

--
Requirements	Toyota VITZ, Toyota Yaris

--
Best Opp.	Toyota VITZ RS 1.5 '07

--
Worst Opp.	Toyota Yaris F(J) '99

--
Race #1 |Fuji Speedway, Sunny, 3 Laps

+European Classic Car Championship+

Level	3

--
Requirements	European, 1960-1979

--
Best Opp.	Alfa Romeo Giulia Sprint Speciale '63

--
Worst Opp.	Mini Marcos GT '70

--
Race #1	Circuito de Madrid, Sunny, 3 Laps

--
Race #2 |Cote d'Azur, Sunny, 2 Laps

+World Classic Car Series+

Level	3

--
Requirements	pre-1970

--
Best Opp.	Chevrolet Corvette Convertible(C1) '54

--
Worst Opp.	Mazda Cosmo Sport(L10B) '68

--

Race #1	Circuit de la Sarthe, Sunny, 1 Lap
--
Race #2 |Eiger Nordwand, Sunny, 3 Laps
-----|-----
--
Race #3 |Autumn Ring, Sunny, 3 Laps

+FR Challenge+

Level	4
--
Requirements |Rear Wheel Drive, Front Engine
-----|-----
--
Best Opp. |BMW M3 '04
-----|-----
--
Worst Opp. |Nissan Fairlady Z 300ZX Version S TwinTurbo 2seater (Z32) '98
-----|-----
--
Race #1 |Grand Valley Speedway, Sunny, 3 Laps
-----|-----
--
Race #2 |Tsukuba Circuit, Sunny, 3 Laps
-----|-----
--
Race #3 |Trial Mountain, Sunny, 3 Laps

|Amateur Series|
[W2.2]

+Clubman Cup+

Level	5
--
Requirements |None
-----|-----
--
Best Opp. |Volkswagen Golf V GTi '05
-----|-----
--
Worst Opp. |Nissan Silvia Spec-R AERO(S15) '99
-----|-----
--
Race #1 |Tsukuba Circuit, Sunny, 5 Laps
-----|-----
--

Race #2 |Tokyo R246, Sunny, 3 Laps

-----|-----
--

Race #3 |Cape Ring, Sunny, 3 Laps

+European Hot Hatch Championship+

Level |5

-----|-----
--

Requirements |European

-----|-----
--

Best Opp. |Peugot 207 GTi '07

-----|-----
--

Worst Opp. |Citroen Xsara VTR '03

-----|-----
--

Race #1 |Eiger Nordwand, Sunny, 3 Laps

-----|-----
--

Race #2 |Rome, Sunny, 3 Laps

+NR-A Roadster Cup+

Level |6

-----|-----
--

Requirements |Mazda Roadster, Rear Wheel Drive, Front Engine

-----|-----
--

Best Opp. |Mazda Roadster RS (NC) '07

-----|-----
--

Worst Opp. |Mazda MX-5 1.8 RS (NB, J) '98

-----|-----
--

Race #1 |Tsukuba Circuit, Sunny, 5 Laps

+Pick-Up Truck Challenge+

Level |6

-----|-----
--

Requirements |Pick-Up Trucks

-----|-----
--

Best Opp. |Chevrolet Silverado SST Concept '02

-----|-----
--

Worst Opp. |Toyota Tacoma X-Runner '04

-----|-----
--

Race #1 |Laguna Seca, Sunny, 3 Laps

-----|-----
--

Race #2 |Daytona Speedway, Sunny, 3 Laps

+Japanese 90's Challenge+

Level |7

-----|-----
--

Requirements |Japanese, 1990-1999

-----|-----
--

Best Opp. |Toyota Celica GT-Four RC (ST185) '91

-----|-----
--

Worst Opp. |Honda Prelude Si VTEC '91

-----|-----
--

Race #1 |Tsukuba Circuit, Sunny, 5 Laps

-----|-----
--

Race #2 |Cape Ring, Sunny, 5 Laps

+Tous France Championnat+

Level |7

-----|-----
--

Requirements |French

-----|-----
--

Best Opp. |Megane Renault Sport '08

-----|-----
--

Worst Opp. |Citroen Xsara VTR '03

-----|-----
--

Race #1 |Circuit de la Sarthe, Sunny, 1 Lap

-----|-----
--

Race #2 |Circuito de Madrid, Sunny, 3 Laps

+Festival Italia+

Level |8

-----|-----
--

Requirements |Italian

-----|-----
--

Best Opp. |Alfa Romeo Brera Sky Window 3.2 JTS Q4 '06

-----|-----
--

Worst Opp. | Fiat Punto HGT Abarth '00

-----|-----
--

Race #1 | Rome, Sunny, 3 Laps

-----|-----
--

Race #2 | London, Sunny, 3 Laps

+Classic Muscle Car Championship+

Level | 8

-----|-----
--

Requirements | American, pre-1980

-----|-----
--

Best Opp. | Chevrolet Chevelle SS 454 '70

-----|-----
--

Worst Opp. | Chevrolet Camaro SS '69

-----|-----
--

Race #1 | Autodromo Nazionale Monza, Sunny, 3 Laps

+Supercar Nostalgia Cup+

Level | 9

-----|-----
--

Requirements | pre-1980

-----|-----
--

Best Opp. | Jensen Interceptor Mk.II '74

-----|-----
--

Worst Opp. | Ferrari S1288 '76

-----|-----
--

Race #1 | Rome, Sunny, 3 Laps

-----|-----
--

Race #2 | Suzuka Circuit, Sunny, 3 Laps

-----|-----
--

Race #3 | Laguna Seca, Sunny, 3 Laps

|Professional Series|

[W2.3]

+Mini Challenge+

Level	10
--
Requirements |MINI Cooper
-----|-----
--
Best Opp. |MINI Cooper S '07
-----|-----
--
Worst Opp. |MINI Cooper S '02
-----|-----
--
Race #1 |Circuito de Madrid, Sunny, 3 Laps

+Muscle Car Championship+

Level	11
--
Requirements |American
-----|-----
--
Best Opp. |Chrysler 300C '05
-----|-----
--
Worst Opp. |Dodge Challenger R/T '70
-----|-----
--
Race #1 |Daytona Speedway, Sunny, 3 Laps
-----|-----
--
Race #2 |Laguna Seca, Sunny, 5 Laps

+Supercar Festival+

Level	11
--
Requirements |None
-----|-----
--
Best Opp. |Bugatti Veyron 16.4 '09
-----|-----
--
Worst Opp. |Ferrari 599 '06
-----|-----
--
Race #1 |High Speed Ring, Sunny, 3 Laps
-----|-----
--
Race #2 |Daytona Speedway, Sunny, 3 Laps
-----|-----
--

Race #3 |Nurburgring, Sunny, 3 Laps

+Lupo Cup+

Level |12

-----|-----

--

Requirements |Volkswagen Lupo

-----|-----

--

Best Opp. |Volkswagen Lupo GTI Cup Car (J) '03

-----|-----

--

Worst Opp. |Volkswagen Lupo Cup Car '00

-----|-----

--

Race #1 |Nurburgring, Sunny, 1 Lap

+Japanese 80's Festival+

Level |12

-----|-----

--

Requirements |Japanese, 1980-1989

-----|-----

--

Best Opp. |Nissan Skyline GTS-t Type M(R32) '89

-----|-----

--

Worst Opp. |Toyota Corolla Levin GT-Apex (AE86) '83

-----|-----

--

Race #1 |Autumn Ring, Sunny, 5 Laps

-----|-----

--

Race #2 |Deep Forest Raceway, Sunny, 5 Laps

+Lamborghini Exclusive+

Level |13

-----|-----

--

Requirements |Lamborghini

-----|-----

--

Best Opp. |Lamborghini Murcielago LP-640 '09

-----|-----

--

Worst Opp. |Lamborghini Countach LP400 '74

-----|-----

--

Race #1 |Rome, Sunny, 3 Laps

+British Lightweights+

Level	13
----- -----	
--	
Requirements	British, Weigh 1200 kg or less
----- -----	
--	
Best Opp.	TVR Griffith 500 '94
----- -----	
--	
Worst Opp.	Lotus Elise 111R '04
----- -----	
--	
Race #1	London, Sunny, 3 Laps
----- -----	
--	
Race #2	Top Gear Test Track, Sunny, 3 Laps

+La Festa Cavallino+

Level	14
----- -----	
--	
Requirements	Ferrari
----- -----	
--	
Best Opp.	Enzo Ferrari '02
----- -----	
--	
Worst Opp.	Ferrari 430 Scuderia '07
----- -----	
--	
Race #1	Autodromo Nazionale Monza, Sunny, 3 Laps

+Gran Turismo World Championship+

Level	14
----- -----	
--	
Requirements	None
----- -----	
--	
Best Opp.	Chevrolet Camaro LM Race Car
----- -----	
--	
Worst Opp.	Lister Storm V12 Race Car '99
----- -----	
--	
Race #1	Circuit de la Sarthe, Sunny, 2 Laps
----- -----	
--	
Race #2	Nurburgring, Sunny, 1 Lap
----- -----	
--	

Race #3	Circuito de Madrid, Sunny, 5 Laps
--
Race #4 |Cape Ring, Sunny, 5 Laps
-----|-----
--
Race #5 |Grand Valley Speedway, Sunny, 5 Laps

|Expert Series|
[W2.4]

+Tuned Car Championship+

Level	15
--
Requirements |None
-----|-----
--
Best Opp. |Nissan OPTION Stream Z '04
-----|-----
--
Worst Opp. |NSMO Skyline GT-R R-Tune (R34)'99
-----|-----
--
Race #1 |Suzuka Circuit, Sunny, 5 Laps
-----|-----
--
Race #2 |Daytona Speedway, Sunny, 5 Laps
-----|-----
--
Race #3 |Grand Valley Speedway, Sunny, 5 Laps
-----|-----
--
Race #4 |Special Stage Route 5, Nighttime, 5 Laps
-----|-----
--
Race #5 |Tokyo R246, Sunny, 5 Laps

+Schwarzwald League A+

Level	15
--
Requirements |German
-----|-----
--
Best Opp. |Volkswagen Golf IV R32 '03
-----|-----
--

Worst Opp.	Volkswagen Polo GTI '01
--
Race #1 |Nurburgring, Sunny, 3 Laps
-----|-----
--
Race #2 |Tokyo R246, Sunny, 3 Laps

+MR Sports Cup+

Level	16
--
Requirements |Mid-Engine, Rear Wheel Drive
-----|-----
--
Best Opp. |Saleen S7 '02
-----|-----
--
Worst Opp. |Ferrari 430 Scuderia '07
-----|-----
--
Race #1 |Deep Forest Raceway, Sunny, 5 Laps
-----|-----
--
Race #2 |High Speed Ring, Sunny, 5 Laps
-----|-----
--
Race #3 |Circuit de la Sarthe, Sunny, 2 Laps

+Historic Racing Car Cup+

Level	16
--
Requirements |pre-1980
-----|-----
--
Best Opp. |Toyota 7 Race Car '70
-----|-----
--
Worst Opp. |Chaparral 2D Race Car '67
-----|-----
--
Race #1 |Deep Forest Raceway, Sunny, 5 Laps
-----|-----
--
Race #2 |Cote d'Azur, Sunny, 5 Laps

+Turbo Challenge+

Level	17
--

Requirements |Turbocharged

-----|-----
--

Best Opp. |Audi RS 6 Avant '02

-----|-----
--

Worst Opp. |Nissan Skyline GT-R (R32) '91

-----|-----
--

Race #1 |High Speed Ring, Sunny, 3 Laps

-----|-----
--

Race #2 |Autodromo Nazionale Monza, Sunny, 3 Laps

+Gallardo Trophy+

Level |17

-----|-----
--

Requirements |Lamborghini Gallardo LP 560-4 '08

-----|-----
--

Best Opp. |Lamborghini Gallardo LP 560-4 '08

-----|-----
--

Worst Opp. |Lamborghini Gallardo LP 560-4 '08

-----|-----
--

Race #1 |Rome, Sunny, 5 Laps

+Japanese Championship+

Level |18

-----|-----
--

Requirements |Japanese

-----|-----
--

Best Opp. |Nissan 350Z Gran Turismo 4 Limited Edition (Z33) '05

-----|-----
--

Worst Opp. |Nissan Fairlady Z 300ZX Version S TwinTurbo 2seater (Z32) '98

-----|-----
--

Race #1 |Tsukuba Circuit, Sunny, 10 Laps

-----|-----
--

Race #2 |Fuji Speedway, Sunny, 5 Laps

-----|-----
--

Race #3 |Grand Valley Speedway, Sunny, 5 Laps

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Race #4 |Autodromo Nazionale Monza, Sunny, 5 Laps

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--
Race #5 |Suzuka Circuit, Sunny, 5 Laps

+Gran Turismo All-Stars+

Level	19

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Requirements	None

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Best Opp.	Nissan R92CP Race Car '92

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Worst Opp.	Audi R8 Race Car (Audi Playstation Team ORECA) '05

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Race #1	Trial Mountain, Sunny, 5 Laps

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Race #2	Grand Valley Speedway, Sunny, 5 Laps

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Race #3	Nurburgring, Sunny, 1 Lap

--
Race #4	Cape Ring, Sunny, 5 Laps

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Race #5 |Tokyo R246, Sunny, 5 Laps

+Polyphony Digital Cup+

Level	19

--
Requirements	None

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Best Opp.	Mercedes-Benz SL 55 AMG (R230) '02

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Worst Opp.	Mitsubishi Lancer Evolution VII GSR TM Edition SCP '99

--
Race #1	Circuito de Madrid, Sunny, 5 Laps

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Race #2	Trial Mountain, Sunny, 5 Laps

--
Race #3 |Grand Valley Speedway, Sunny, 5 Laps

|Extreme Series|
[W2.5]

+Schwarzwald League B+

Level |20

Requirements |German

Best Opp. |Audi RS 6 Avant '08

Worst Opp. |BMW M3 Coupe '07

Race #1 |Cape Ring, Sunny, 5 Laps

Race #2 |Nurburgring, Sunny, 1 Lap

+Like the Wind+

Level |21

Requirements |None

Best Opp. |Suzuki Escudo Dirt Trial Car '98

Worst Opp. |Nissan R390 GTI Race Car '98

Race #1 |Daytona Speedway, Sunny, 5 Laps

Race #2 |Indianapolis Speedway, Sunny, 5 Laps

+NASCAR Series+

Level |21

Requirements |Stock Cars

Best Opp. |2010 Denny Hamlin #11 Toyota Camry

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Worst Opp. |2010 Dale Earnhardt Jr. #88 Chevrolet Impala
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Race #1    |Indianapolis Speedway, Sunny, 5 Laps
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Race #2    |Grand Valley Speedway, Sunny, 5 Laps
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Race #3    |High Speed Ring, Sunny, 5 Laps
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Race #4    |Laguna Seca, Sunny, 5 Laps
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Race #5    |Daytona Speedway, Sunny, 10 Laps

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+European Championship+

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Level      |22
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Requirements |European
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Best Opp.   |Jaguar XKR Coupe '09
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Worst Opp.  |Volvo S60 T-S Sport '03
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Race #1     |Rome, Sunny, 5 Laps
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Race #2     |Deep Forest Raceway, Sunny, 5 Laps
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Race #3     |Autodromo Nazionale Monza, Sunny, 5 Laps

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+German Touring Car Championship+

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Level      |22
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Requirements |German, Touring Cars
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Best Opp.   |Abt Audi TT-R Touring Car '02
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Worst Opp.  |AMG Mercedes 190 E 2.5 - 16 Evo II Touring Car '92
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Race #1	Cape Ring, Sunny, 5 Laps
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Race #2 |Nurburgring, Sunny, 8 Laps
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Race #3 |Nurburgring, Sunny, 1 Lap

+Super GT+

Level	22
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Requirements |Japanese
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Best Opp. |Nissan Xanavi Nismo Z (Super GT) '06
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Worst Opp. |Lexus Petronas Tom's SC430 (Super GT) '08
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Race #1 |Suzuka Circuit, Rainy, 10 Laps
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Race #2 |Fuji Speedway, Sunny, 10 Laps
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Race #3 |Tokyo R246, Sunny, 10 Laps

+American Championship+

Level	23
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Requirements |American
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--
Best Opp. |Panoz Esperante GTR-1 Race Car '98
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Worst Opp. |Ford Mark IV Race Car '67
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Race #1 |Indianapolis Speedway, Sunny, 5 Laps
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Race #2 |Laguna Seca, Sunny, 5 Laps

+Formula Gran Turismo World Championship+

Level	23
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Requirements	Formula Gran Turismo
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Best Opp.	Formula Gran Turismo
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Worst Opp.	Formula Gran Turismo
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Race #1	Fuji Speedway, Sunny, 20 Laps
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Race #2	Indianapolis Speedway, Sunny, 20 Laps
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Race #3	Cote d'Azur, Sunny, 20 Laps
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Race #4	Nurburgring, Sunny, 20 Laps
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Race #5	Autodromo Nazionale Monza, Rainy, 20 Laps
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Race #6	Suzuka Circuit, Rainy, 20 Laps

+Dream Car Championship+

Level	24
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Requirements	None
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Best Opp.	Jaguar XJR-9 LM Race Car '88
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Worst Opp.	Mazda RX-7 LM Race Car
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Race #1	Indianapolis Speedway, Sunny, 10 Laps
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Race #2	Autodromo Nazionale Monza, Rainy, 10 Laps
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Race #3	Tokyo R246, Sunny, 10 Laps
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Race #4	Circuit de la Sarthe, Rainy, 3 laps
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Race #5	Nurburgring, Rainy, 3 Laps

[W3]

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| Special Events |  
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|Gran Turismo Karting Experience|
[W3.1]

Includes Beginner, Intermediate, and Advanced sections. This whole thing is just kart racing, using the Gran Turismo PDI Racing Kart 100. You'll have to bring your own.

Use the Beginner courses to get the hang of karting. Karts handle much differently than normal cars. They steer a lot easier and are a lot less stable, especially when braking. If you brake and turn at the same time and do it right, you'll drift through a corner. Do it wrong and you'll go into a wall. Oversteering and spinning out is also a common problem.

The Intermediate and Advanced sections up the skill level of your competition. The last race in the Advanced section in particular is difficult, simply because you'll move from racing on kart tracks to racing on an actual track. The corners are much less forgiving, and the curbs are not flat. Hitting one as you round a corner will probably screw you up.

|Jeff Gordon NASCAR School|
[W3.2]

Includes Beginner, Intermediate, and Advanced sections. The point of these exercises is to sharpen your skills on an oval. Don't be fooled by the simple nature of the track. Some of these challenges can be very difficult.

The Beginner section introduces you to drafting, a technique that no NASCAR driver can do without. The Intermediate section has you maintaining an inside or an outside line as you drive around a curve. If you deviate from the line even a bit, you will be disqualified.

The Advanced section has you using drafting to overtake again, but this time the opponents will be faster and the circumstances will be different. In the first race, you'll come out of a pit stop into a group of cars. The last two races have you starting at the end of a line of cars and trying to force your way to the top.

|Top Gear Test Track|
[W3.3]

Includes Beginner, Intermediate and Advanced sections. Each section has one race with a specific type of car. They all take place on the Top Gear Test Track. The Beginner section has you driving a hilariously slow Volkswagen SambaBus. The Intermediate section puts you behind the wheel of a Lotus Elise, which is quite slippery on this track.

The Advanced section has you driving another slow vehicle, the Volkswagen Kubelwagen. This time, however, there's another batch of Kubelwagen's going around the track, and as you may know, this course is a figure 8. Parts of the course go back over themselves, so watch your left and right, because errant Kubelwagens may pop out of nowhere and blindside you.

|AMG Driving Academy|
[W3.4]

Includes Beginner, Intermediate, Advanced, and Expert sections. Each section has 5 races. 4 of them cover different sections of the Nurburgring, and the final race has you doing a full lap.

The Beginner section puts you in a '54 Mercedes-Benz 300 SL Coupe. The Intermediate section sticks you into a significantly faster '10 Mercedes-Benz SLS AMG.

The Advanced and Expert sections also put you into a '54 and '10 Mercedes, respectively. This time, however, the track is wet. It's hard enough to master those turns on a dry track, so this will really push your skills to the limit.

|Gran Turismo Rally|
[W3.5]

Includes Beginner, Intermediate, and Advanced sections. Your skills as a rally racer will be honed and tested on these tracks. Luckily, you can use whatever car you want, as long as it's below the maximum HP limit and it has the appropriate tires for the race. Each section has three races, and each race is made up of stages. The first race will always be a dirt/gravel track, the second will always be snow, and the third will always be tarmac.

The Beginner section limits your car to 245 HP. Intermediate limits you to 345 HP. The Advanced section requires you to have an actual rally car to participate.

|Grand Tour|
[W3.6]

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This only has an Entry level with 5 races. The first race is a time trial on the Eiger Nordwand track with an '08 Alfa Romeo 8C Competizione. The second race is a 2 lap battle on the Autodromo Nazionale Monza track with an '07 Ferrari 430 Scuderia. The third race is on the Toscana track at night, in an '09 Lamborghini Murcielago LP 640. The fourth race is another time trial on the Toscana dirt track in an '08 Ford Focus RS WRC 07 rally car. The final race takes place in Rome and has you driving a '67 Lamborghini Miura P400 Berton Prototype CN 0706.

|Sebastion Loeb Rally Challenge|
[W3.7]

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There is only an Entry level section here with 3 rally races. Your car for all of them will be the '08 Citroen C4 WRC. They are all time trials. The first race is on dirt, the second race is on gravel and tarmac, and the final race is on snow.

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||  Technical  ||
[TECH]
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