ACQUIRING THE LICENCES

Gran Turismo 4 offers plenty of guidance to help players win licences, plus a few useful options that are easily missed. Whenever you are making, or aspects of your performance that could be improved. Select the internal view (press 3), listen carefully to the changes of gear, and study the racing line of the vehicle with a view to replicating it on your next attempt. You should also note when the vehicle brakes by watching the rear lights in the external view, or by calling up the instrument panel in the internal view (press 3 twice and 4 once).

[4] For acceleration to be effective, your tyres must hold the track. Wheelspin is a hindrance that should be avoided.

As soon as you reach the 100km mark, brake heavily to bring the car to a halt just inside the chequered area. Note that all four wheels must be inside the designated stopping zone.

[29] Acceleration increases as the engine runs faster (in rpm). However, acceleration stops when the engine reaches full throttle. Good acceleration generally occurs towards the top of the rev range, but before the limiter.

[4] In Gran Turismo 4, the accelerator button, stick or pedal is analogue: it responds to the degree of pressure (or incline) used. Don’t forget this!

**ACQUISITION OF THE LICENCES**

Gran Turismo 4 comprises a series of driving licences, as well as acting as “keys” to much of Gran Turismo 4’s content, and driving licences are designed to teach and refine a variety of skills, from basic techniques to subtle nuances of control. Not only can you win new cars and unlock new races, you should notice a tangible improvement in your ability behind the wheel, too.

This chapter is designed to help you acquire licences by individually analysing each test. To aid accessibility, these are presented in the order in which they appear within the game. Whenever a test calls upon particular driving skills, these are illustrated via “golden rules” that are easy to memorise and use, or via more in-depth theoretical explanations.

Licences are acquired via the Licence Centre menu in Gran Turismo Mode. For more information on getting them, turn to page 19.

**GENERAL TIPS**

No matter how impatient you are to demonstrate your ability in competitive races, we advise that you first devote some time to acquiring licences. Both challenging and educational, they are relatively easy to complete, but much harder to master. A basic bronze pass can often be achieved in less than five minutes after a few attempts. Securing silver and gold trophies, on the other hand, generally requires greater perseverance and a not inconsiderable degree of patience.

Before approaching each licence, first consider what you intend to achieve.

- If you are a relatively inexperienced driver, or you simply want to obtain one or more licences very quickly, satisfy yourself with the bronze medal for all tests. Acquiring each driving licence should not take you more than an hour or two, and will enable you to win a car while picking up a few fundamental techniques.
- If you are a seasoned player looking to make serious progress, you should set your sights on the silver medal for every test. With a little persistence, you can win better vehicles and hone your abilities.
- If you are a Gran Turismo expert you should be aiming to acquire all licences by systematically earning gold medals across the board. Your efforts will be rewarded with high performance cars.

Whatever your ambitions may be, the guidelines and advice that follow will be enormously useful. Every test is studied in detail, along with specific skills it may require.

**TEST B-1**

This test takes place on a straight section of track. Your objective is to drive and then stop the vehicle in the chequered area as quickly as possible. This calls upon two skills: acceleration and braking.

To pass this test, it’s important to not lose time by accelerating too heavily, leading to a loss of traction (and, therefore, speed). If you select automatic transmission, the engine will help to neutralise this effect – don’t be afraid to put your foot down from the start. If you play with a manual transmission, try to accelerate progressively (around 5,000 rpm) so that the vehicle holds the road perfectly. Remember that you must partially lift the stick (or press the pedal or button) with reduced force to moderate your acceleration.

**Acceleration for Beginners**

- Press 3 while viewing a demonstration video or replay will increase its speed, enabling you to quickly reach the moment of improvement.
- Pressing 3 while viewing a demonstration video or replay will increase its speed, enabling you to quickly reach the moment of improvement.
- Pressing 3 while viewing a demonstration video or replay will increase its speed, enabling you to quickly reach the moment of improvement.
- If you find yourself frustrated by a seemingly inescapable challenge, try braking that test for a while. You will often find that you can complete it with comparative ease hours or days later. Remember that you can enter each test (bar the final challenge) at less than five minutes rpm). However, acceleration stops when the engine reaches full throttle. Good acceleration generally occurs towards the top of the rev range, but before the limiter.

**Testing**

As we have seen, the car will remain in its current gear until you release it.

- Whatever your style of driving and car setup, ensure that you take full advantage of the analogue controls of your controller (see page 23 for further details). Get used to making slight and moderate steering adjustments: it’s positively rubbish to turn the wheels to their fullest extent at every hint of a blast in the track. Similarly, the slightest whisper of pressure on the accelerator while negotiating a hairpin bend can make all the difference. More than anything else, appreciating the subtleties of analogue control is the key to acquiring every licence with honours – and, indeed, enjoying Gran Turismo 4 to its fullest.

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