

Latest Videos from Gran Turismo

After announcing that Gran Turismo 5 would be released in Japan in March 2010, Sony later announced that GT5 had been delayed

January 19, 2010 - 17:56

Gran Turismo 5 is set to feature around 1000 cars and over 20 total track locations, with variations bringing the number of unique circuits to 70. Yamauchi has explained that he aims to achieve the 1000 car milestone but actual details on the number of cars in the game is still unclear, with the number ranging between 950 and 1000. Dunsfold Park, –located in the United Kingdom– is the test track of the British automotive television show Top Gear that will be included in the game. The playable demo of Gran Turismo 5 at Gamescom '09 featured the Tokyo Route 246 track, seen in previous incarnations of the game. Other tracks shown to be in the final game are Daytona International Speedway, Indianapolis Motor Speedway, Nurburgring Nordschleife and two new tracks Rome and Madrid city circuits.

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width:1040px; height:644px; } #imgplay { margin:88px 0px 0px 190px; } #player { background:no-repeat
url('/videos/news/2010/january/granturismo.jpg') top center; } #splash, #player, #player embed, #player
object { width:560px; height:340px; }
```

Lamborghini and Bugatti make their first appearance in the game, following on from their introduction in Gran Turismo PSP, and it has been confirmed the new "gullwing" Mercedes-Benz SLS AMG will appear, along with Ferrari's recently unveiled 458 Italia. McLaren will also make their first appearance in GT5 as a native manufacturer, with the inclusion of the McLaren F1 road car. In an article briefly posted on Polyphony Digital's website, the introduction of electric cars was confirmed; this includes the latest Tesla Motors vehicle. Hybrids were previously included in Gran Turismo 4 with the Toyota Prius and the Honda Insight. At the 2009 Tokyo Game Show, Yamauchi mentioned that the latest hybrid and electric cars will be included, including the Tesla Roadster.

Yamauchi said in an interview with Edge Magazine that Gran Turismo 5 could have some compatibility with the PlayStation Portable version. He said, in an interview with G4, that "we're going to make it so that you can actually export the cars for the PSP version into Gran Turismo 5, so you can export your garage." Cars from Gran Turismo 5 Prologue will also be transferrable to GT5.

The game is also said to feature head tracking using the PlayStation Eye, allowing the player to move his or her head around the 3D cockpit instead of using buttons. Also announced is a GPS-based device which, when loaded into the game, will create a "ghost" lap of a run through a race circuit in real life, allowing you to compare your real life driving to that in the game. Naturally, this will only be available for tracks which exist in real life.

More Information at www.gran-turismo.com. Image Courtesy of Polyphony Digital Inc. and Sony Computer Entertainment Inc. Video Montage and Encoding: 3Dup.com