

Graphics 5 / 5: This game is one of the only games that utilizes the PS5's full capability. The game's graphics are overall highly realistic, and all vehicle models are 1 to 1 replicas of their real life counterparts. It's easily the highest quality game I have ever played in terms of graphics, which is even more impressive when you see how optimized it is. I know it's a result of the game being developed entirely by Polyphony, a subsidiary of Sony that literally solely works on Gran Turismo, but this game doesn't even seem to stress the console at all. The fans never have to run loud and there's never any frame drops. It just like. Works. Really well.

Playability 5 / 5: The game makes it very easy to understand how the basic mechanics and techniques of racing work. You can turn on and off a ton of visual indicators and accessibility features to make playing easier or more challenging depending on your skill level. It has support for regular controllers and racing wheels, although you can tell it was designed for the PS5's dualsense. It makes amazing use of the controller's haptics, simulating a realistic pedal feel on the triggers and adaptively vibrating for the surface you're driving on. The driving feels like a mix of sim racing and arcade racers, which is exactly what the game is going for. Traction is affected by the weather conditions and the state of your tires, which will wear as the race progresses.

There are 532 cars in the game. I will discuss how cars are earned in the difficulty section, as that's a pretty big point for me, but I do want to mention that I like the cars available in the game. Almost every noteworthy car from every brand included is present, as well as a good selection of silly or unusual cars. In a game that contains high-performance legends like the Jaguar XJR-9 and the Bugatti Veyron, you can also choose to drive a Toyota Prius or a Fiat 500. There's a photo scapes mode, which allows you to visit over 1000 real life places with your virtual car and place it wherever you want. And take pictures of it. Honestly I can't figure out how they did it. You can make nearly any image you take look indistinguishable from real life.


There's a very alive social media system in the game. You can share replays, pictures, and vehicle skins in the game which thousands of people use every day. I know a guy that recreates Matchbox and Hot Wheels cars in the game. How cool is that? The community is always very positive, I think the most disrespectful thing I ever saw was someone saying "Decent photo" on something I posted. Ridiculous. Where's the instagram? Where's the people telling me to take baths with toasters? Where's the people doing my mom?

Music 4 / 5: Note: Most music is turned off in the video to avoid any potential copyright issues. This game's soundtrack is pretty good. Most of it is not original, being licensed by other artists which for the most part are decent, although some of them are not good. The great thing is you can change which songs appear during gameplay or on the menu, letting you remove the ones you don't like. The best songs are the ones produced by Masahiro Andoh, who has been making music for the series since the first installment. His songs only appear during races and replays. If any T-Square fans are reading this, this is the band's former leader and lead guitarist up until 2021. His songs are easily the best in my opinion, and he uses a variety of styles in each one. However, he is also the reason I am deducting a point. I'm at the stage where every time a song from somebody else comes on during a race I end up rolling my eyes. But I can't just take out ALL of the other music because he makes up a small section of the race music

playlist. Every selection in the menu music department is fire though. They're very relaxed and peaceful styles (like classical, orchestral, and several forms of jazz) compared to the race music's pumped-up/intense genres (rock, metal, etc).

It has the added benefit of muting the music by itself when you have spotify playing on the console, which is helpful and saves time having to do it manually.

As for sound design, every vehicle's engine is recorded from a real life sample with incredibly high quality. Every race sounds almost exactly the way it would in real life. This is especially noticeable during replays. As someone who has seen a Nascar race in real life, if you just boosted the game audio's volume I wouldn't be able to tell the difference.

Difficulty 3 / 5: This is the game's biggest drawback for me. Collecting cars is too hard after you complete the story mode. Winning races is not (despite what you may have seen in the video ). Let's talk about cars. At the start of the game, you earn one car for every race you win. Cool. They always fit the theme of the events you're competing at. Example: There are a set of 3 races for German cars only. The final race of the previous set, you get a free German car. Then you get 2 more during these. On the last one, you get a car to use in the next section. You earn enough money to upgrade and buy anything you need but haven't gotten yet. This is fine. I like this. Once you get done with the main storyline and are set free is when the problems start.

There are 3 main ways to buy cars. The Used Car Lot, the Brand Central, and the Legend Cars Dealership. The used cars are exactly what you think. A certain selection of cars can appear at random, which change out every few days. These are usually the cheap and low end cars, but there are some nicer/more expensive cars that sometimes appear (the highest I've ever seen was about 500,000 credits). This is a good place to go early when these cars are important to use, but once you've outgrown it there's not much of a reason to ever look at it except for collection purposes.

Brand Central is basically like the new car dealership. There's a page for every brand in the game, which you can open and look at the cars available. Most of these are available at all times, and are priced pretty well according to the car's performance itself. However. Some cars are only available when you are "invited" to purchase them. How do you get invited to purchase them? Winning them with lottery tickets. How do you get lottery tickets? You get one for completing the Daily Marathon, which is just driving 26.21 miles. These tickets usually don't even include invitations, and when they do, you usually don't get them. I've noticed these tickets usually give you the lowest possible option. If the selections are all money, you get the one that gives the least amount 8/10 times. You cannot buy tickets, and most challenge rewards don't give them either. When you do get an invitation, it's for one random car that you cannot pick or change. The car is also full price, and is usually pretty expensive. Also, just to throw it in, engine swaps function the same way. You win engines randomly from these same tickets, and cannot buy them from any store. When you do get one, only certain cars can be swapped with it, if any. Some of them only work in the specific car they are designed for.

Finally, you have Legend Cars. This is unlocked after reaching a certain point in the story. This is where all of your classic cars are, as well as most of the older race cars (pre-2001 I think). It works like the Used car lot, where a list of cars will appear at random, and are replaced over time. This is not the problem. The problem is the prices. The cheapest cars are like 30K-50K. Pretty reasonable. The majority of cars are several million dollars. A decent amount of them are the highest possible price of 20 million dollars. This is ridiculous.

Obtaining money in this game is slow. You earn about 5000 per race if you're just doing random, short races. The highest yielding race is the Le Mans 30 Minute 700 race. You get about 800K for completing it once. That's about 1.6 million per hour. Of driving the same boring track over and over. So not only do you have to drive the same track for several hours to earn money, you have to hope that you're lucky enough to be able to buy the car you want to, whether its winning invitations and hoping it's for the exact car you want or hoping it appears in the shop at random, depending on what it is.

As for racing, this game features rubberbanding. Most racing games do this, but in this game it feels like it's stronger in one direction than the other. Cars slow down when you're behind them, but it doesn't feel like they speed up much when you're ahead. You can easily beat a 700 power rating AI in a car with 550 points if you can drive halfway decently, even on the highest difficulty of Hard.

Customizing/tuning cars feels like a slog. It's highly customizable. Too customizable. The game quickly turns into a spreadsheet simulator, especially if you're the average player who isn't 100% knowledgeable about every little aspect of cars. There's not a lot of explanations, and when there is, it's a big wall of text that's hard to read. And if you're not a car person it will lead to more questions than answers if you do read this stuff. It's easier to just keep everything stock or just change parts and never look at the tuning.

Oh, also Music Rally is fun for about 30 minutes. Then it gets boring. It's cool but I wish you could set it to any song, car and track, instead of like 15 preset missions.

Personal 5 / 5: I really like this game. It's one of the few I own that when I play it, I feel relaxed. When I'm not trying to grind 6 million dollars or whatever. But otherwise this game is very fun. It's easy to pick up and just play without thinking too much. I like to use it as my winddown game. When I'm done with everything for the day, I can hop on, do 2 or 3 laps on a track and then go to bed feeling much more relaxed. Not a lot of other games can do that in my opinion. I think part of it is that cars were in the top 3 things of all time for me growing up. Nothing was cooler than a racing game. This is easily the highest quality one I've ever played. Every inch is oozing with obvious care, effort, and love for both video games and cars. Maybe that's true for every Gran Turismo game, I'm not sure. 7 is the only one I've ever owned.