Regional differences

The game has been released in 3 different regions, NTSC-U, NTSC-J and PAL. All of them have their own differences between themselves, and we will compare all regions in the instances where any game version differs from the rest.

Cars

Acura RSX

Region	Sell price (in credits)
NTSC-U/NTSC-J	7.500
PAL	75.000

Dodge Viper GTS-R Team Oreca '00

Region	Purchase price (in credits)	Dealership brand	Livery differences
NTSC-U	1.000.000	Dodge	-
NTSC-J	1.000.000	Chrysler	Includes a PlayStation logo in several places
PAL	-	Dodge	Includes a PlayStation logo in several places

Formula 1 vehicles

The selection of F1 cars between regions is pretty different. While the NTSC versions of the game have 6 cars, PAL only has 2 of them. Not only that but their naming structure and design are completely different.

First we'll start with the NTSC ones, since those are the most complex to understand.

Car	Cylinders in the engine	Year of participation	Driver
Polyphony Digital F090/S	10	1990	Ayrton Senna
Polyphony Digital F094/H	10	1994	Damon Hill
Polyphony Digital F094/S	10	1994	Ayrton Senna
Polyphony Digital F686/M	6	1986	Nigel Mansel
Polyphony Digital F687/S	6	1987	Ayrton Senna
Polyphony Digital F688/S	6	1988	Ayrton Senna

If you can't figure out the naming for these cars, here it goes: the first number equals to the number of cylinders of the engine that car has, the last two numbers are the last two digits in the year those cars were driven by the specific driver they wanted to pay homage to. The letter in the end represents the first letter in the last name of the drivers whose real counterpart of those cars were being driven by.

As for the PAL vehicles go, there's simply no structure to follow, even though they are simply reusing two of the NTSC vehicles (with some minor changes and some extra liveries).

Car	NTSC counterpart
Polyphony001	Polyphony Digital F094/S
Polyphony002	Polyphony Digital F688/S

Honda S2000 '99

Region	Purchase price (in credits)	Differences
NTSC-U/NTSC-J	33.800	-
PAL	-	The front bumper has two black bars, and its title thumbnail is missing when viewing the car from the garage

Initial credit funds

Region	Amount of credits
PAL/NTSC-U	18.000
NTSC-J	15.000

NTSC-J is basically a harder NTSC-U version, and here's one of the reasons why that's the case: the credits you get upon starting the game. If we take into account the Mazda MX-5 '93's price, we can see that the best initial car cannot be bought, meaning that your initial car must be another one by force.

Language differences

Between regions, some elements are called different due to some nuances between regions, even if the language is the same. Considering that english is the only language that gets repeated between regions, we'll stick to only this one (with an exception). The following table will compare the names used for the same terms between regions.

NTSC-U	NTSC-J	PAL	PAL (not in english)
Hard racing tyres	-	Slick tyres	-
HP	PS (slightly higher value than HP and BHP)	BHP	-

ft.lb	kgf.m	kgf.m	-

Take into consideration that this list could also include car names changes, but it is kinda unnecessary since the name differences are pretty minor all things considered.

License tests

B license

Region	Differences
NTSC-U/NTSC-J	-
PAL	Stricter times overall

A license

Region	Differences
NTSC-U/NTSC-J	-
PAL	Stricter times overall

IB license

Region	Differences
NTSC-U/NTSC-J	Harder IB-6 gold time requirement
PAL	-

IA license

Region	Differences
NTSC-U/NTSC-J	Harder IA-4 gold time requirement
PAL	Stricter times overall

S license

Region	Differences
NTSC-U/NTSC-J	-
PAL	Stricter times overall

R license

Region	Differences
NTSC-U/NTSC-J	-
PAL	Easier times overall

Events prizes

Region	Differences
PAL/NTSC-U	-
NTSC-J	Less credits given per victory overall

Like we just mentioned in the "Initial credits fund" section, NTSC-J is basically a harder version of NTSC-U. In this case we will omit listing all of the events, but to make it clear, the japanese version of the game gives you way less money for every event completed, meaning that you must be more conservative with your purchases, specially during the early and mid-game.

It is also worth pointing out that some events also have different **car prize pools** between regions.

Time trials

Circuit	NTSC-U/NTSC-J	PAL
Midfield Raceway	1:25.533	1:24.993
Trial Mountain	1:47.968	1:49.025
Tokyo Route 246	2:02.270	2:02.330
Deep Forest Raceway	1:25.350	1:26.360
Laguna Seca	1:22.716	1:23.178
Apricot Hill Raceway	1:17.447	1:18.558
Grand Valley Speedway	1:48.795	1:49.453
Swiss Alps	1:23.104	1:23.703
Tahiti Maze	1:59.459	1:59.964
Complex String	4:52.716	4:49.869

As we can see, for the most part, PAL times tend to be easier than the NTSC counterpart, with a big exception, Complex String. This actually makes the time trials way easier to complete in NTSC, since the last time trial is considered to be the harder one to beat by a long stretch.

It's important to mention that in every NTSC version of the game, disabling the assists in the options menu does not disable them in this mode, unlike in PAL.

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