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## [Auto Modellista Hints I \(PS2\)](#)

### *Get car information*

Auto Modellista is a racing game that was developed and published by Capcom. Initially, it was only released on the Sony PlayStation 2 gaming console but, later on, it also received a Nintendo GameCube launch and, afterwards, even a Microsoft Xbox version. The main difference between this game and countless other auto simulations is that this one abandons the quest for realism in cars and takes instead a novel approach. All the graphics in the game are cell shaded, which makes the entire atmosphere more cartoon-like than real. This served to give the release a unique style. Auto Modellista aims to be technical, offering a wide array of parts that can be added and modified, as well as a lot of car parameters that can be tweaked by the player. All aspects of the car are affected when one setting is changed, therefore the game is challenging in the way it portrays tuning, while the player needs to pay close attention to each modification he attempts. It's important for the player to create a customized car that is lightweight, powerful and that has good cornering and braking abilities. In addition to this, tire selection is paramount to success in the races, mainly because of the need to adapt them to the road conditions. Nevertheless, some of the customization options are entirely cosmetic. Many color combinations are available, as well as a variety of different hoods and spoilers. The cars can also get badges and stickers on top of the paint. There's even an option to create personalized license plates for each vehicle.

**GAMEPLAY HINTS**  
**Choosing the best car** If you are a beginner and you're looking for a car with easy handling, look no further than the Subaru cars. The Daihatsu also counts as a good choice. The Cappuccino is also recommended for beginners. It handles like a beauty, and while you win races you can unlock engines, turbines, and other items to make it go faster.

**Car information** When you are choosing your car, pick any company. As the picture of a car appears, look at the triangle-like object. The triangle determines and conveys the amount of acceleration, maximum speed, and handling. If one of the points on the triangle stretches long towards turning, it indicates that the car turns well. If that point is fat, it indicates that the car turns very easily and pretty well. If both, then that car is very easy to turn. The same thing is indicated by the others (maximum speed and acceleration). Here's some game footage: