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60 million dollars
Polyphony Digital

[Gran Turismo 5 Cost More than 60 Million Dollars](#)

Set to come out soon

Gran Turismo 5 is not yet out, even if the boss of Polyphony Digital, Kazunori Yamauchi, has repeatedly said that the videogame has been done for quite some time. Until the release date, those who are interested in the title can comfort themselves with the fact that [Gran Turismo 5](#) might just be one of the most expensive developments ever, costing upwards of 60 million dollars until now. The figure probably does not include the costs which Sony is set to incur in the form of marketing for the videogame.

Kazunori Yamauchi has told Autoweek at the SEMA auto show that "There are other games that cost more. Considering the size and scale of the game, I think it's probably a fairly small amount."

[Gran Turismo 5](#) claims to have a huge amount of simulated cars and is said to be the most detailed of the racing games of the current generation, including recent releases like Forza Motorsport 3 from Microsoft and Need for Speed: Shift from Electronic Arts.

Yamauchi has also said that the long time which players have had to wait does not concern the developers. He stated "From our perspective, it doesn't seem like that long a time. To make Gran Turismo 5, we threw away the legacy code from GT4 and started from scratch. It's been five years from GT4, and that's the same amount of time it took to develop the first GT4. To create a game from scratch, that's the amount of time it takes to get it right."

The lead developer has also sought to appease the fans of the series by saying that all the new technology which is being put together for GT5 will also be used in the next game of the series, which could be released after a much smaller pause. And hopefully with lower costs.