Gran Turismo chief says devs are ‘looking into’ a PC port

Gran Turismo creator Kazunori Yamauchi isn’t ruling out a PC port for the long-running racing sim franchise. In an interview with *GTPlanet* (via *Eurogamer*) during the *Gran Turismo* World Finals on Sunday, Yamauchi told the outlet that the Polyphony Digital development team is “looking into” bringing the series from PlayStation to PC.

“*Gran Turismo* is a very finely tuned title,” Yamauchi told *GTPlanet*, while also expressing some concern about getting the game to consistently run in 4K at 60 frames per second across all platforms. “It’s not a very easy subject, but of course, we are looking into it and considering it.”

Gran Turismo 7 was released exclusively for the PlayStation 4 and PlayStation 5 back in March, and its potential jump to PC would mark a significant milestone for the series. The game’s previous installments, which span the past 25 years, have never been on any platform other than PlayStation.

https://www.theverge.com/2022/11/27/23480846/gran-turismo-chief-looking-into-pc-port-playstation