

GAMER GUIDE

FORZA
MOTORSPORT
EDITION



the need to know you didn't know you needed

WHAT IS IT?

INTRODUCTION



Forza Motorsport is a sim racing game released in 2023. Developed by Turn 10 Studios and published by Xbox Game Studios for Windows and Xbox Series X/S, it is the 13th instalment in the Forza franchise.

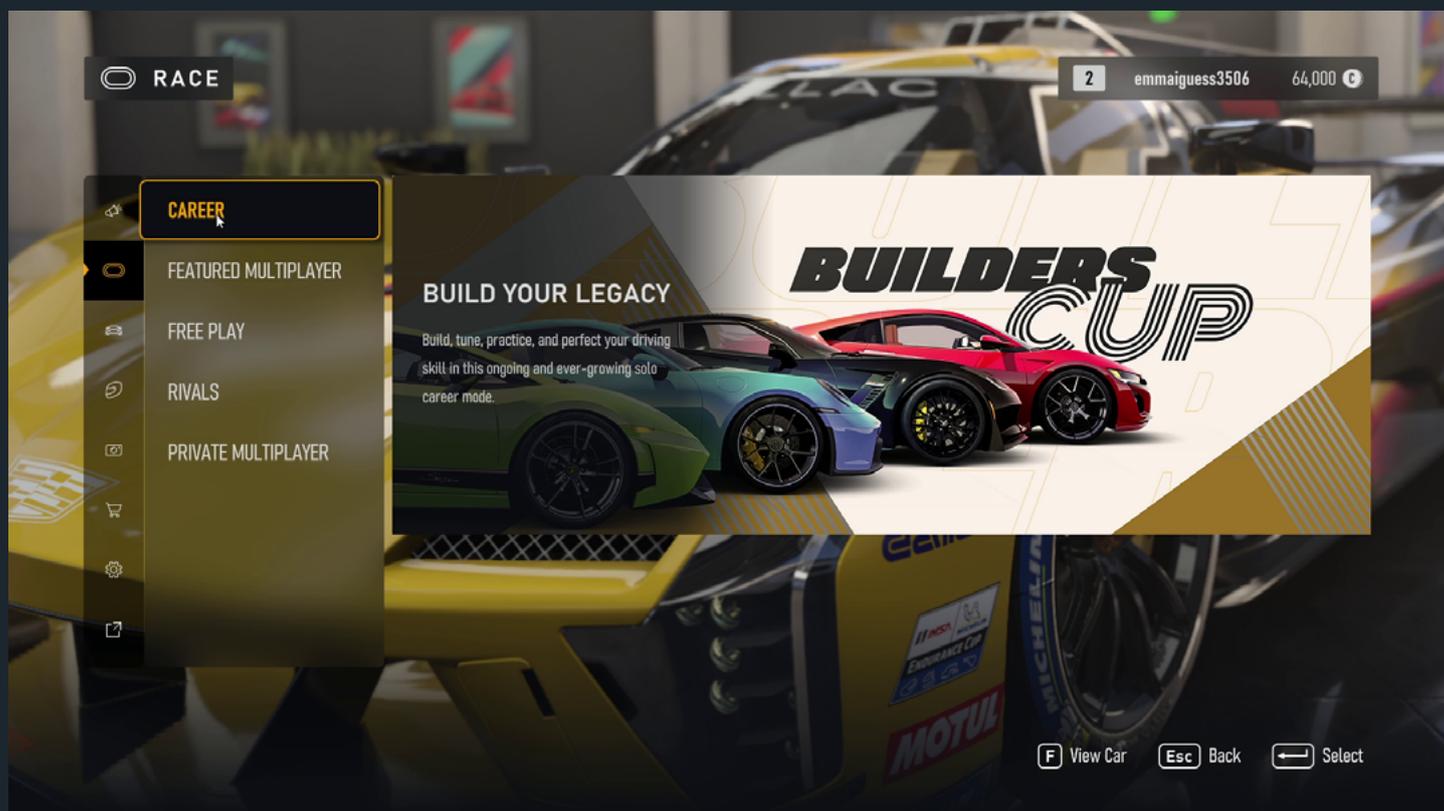


Established in 2001 by Microsoft under the Microsoft Game Studios division, Turn 10 Studios has been the driving force behind the Forza franchise. Initially conceived to rival PlayStation's Gran Turismo, the series has evolved into two distinct branches: Forza Horizon and Forza Motorsport. Forza Motorsport focuses on simulation racing, navigating a mix of real and fictional tracks. It meticulously captures the performance and handling nuances of a diverse range of production, modified, and racing cars.

BREAKDOWN THE BASICS

Experience the adrenaline rush of competing in over 500 cars on globally renowned tracks, featuring cutting-edge AI, advanced physics, and strategic tire and fuel management.

Mechanics



Modes

Following the initial races, select your driver suit and dive straight into the following modes:

- **Career:** Career Mode empowers you to craft your racing narrative through diverse series and events. This mode prioritises delivering an immersive racing experience while incorporating your personal tastes and driving style.
- **Featured Multiplayer:** Featured Multiplayer allows you to engage in online play with others. It aims for a real-world experience, with events initiating and concluding at specific times. Before entering a race, you receive information such as track layout, laps, time of day, weather, and temperature.
- **Free Play:** In Free Play, shape your preferred single-player racing experience.
- **Rivals:** Rivals Mode enables you to challenge the ghost clone of another player who has set a time goal for a specific course and car combination. This mode emphasises competitive and enjoyable racing, where you strive to surpass your own time and those of other players.
- **Private Multiplayer:** Organisers can utilise Private Lobbies to host authentic endurance races featuring race strategy, 24-hour dynamic time-of-day with weather, track temperatures, and more.

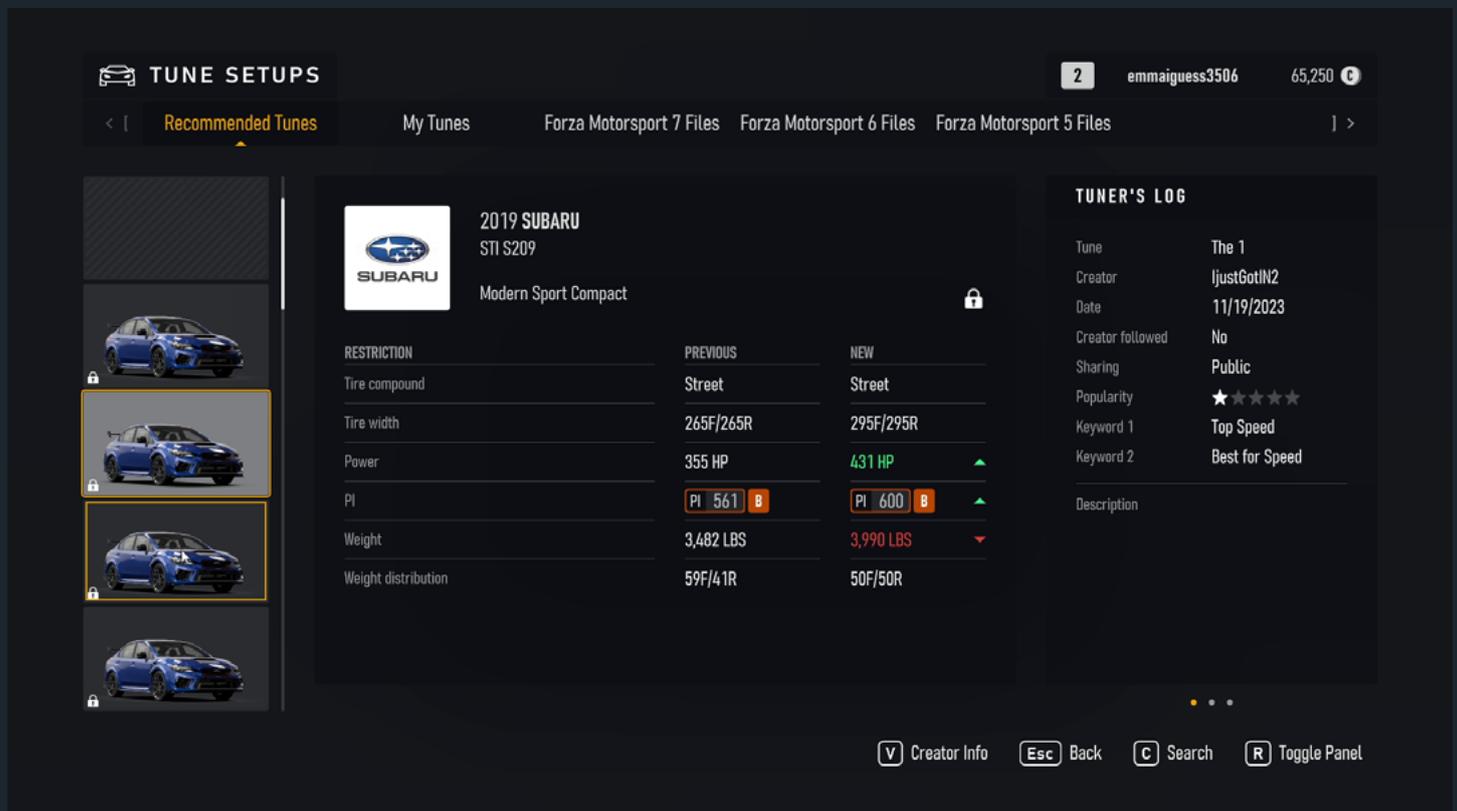


Cars

Forza Motorsport introduces Car Classes, a systematic way of categorising vehicles based on their Performance Index (PI). This numerical value encompasses factors like speed, handling, acceleration, launch, and braking, offering an overall assessment of a car's performance. The Car Class is prominently displayed alongside the PI in the upper right corner when viewing a car's image in the shop or garage.

This classification becomes significant during certain racing events in the Builders Cup Career Mode, including Featured Tours, where entry may be restricted based on adherence to specific PI standards. This measure aims to maintain a competitive balance by preventing vehicles with clear performance disadvantages from participating. Below is the list of Car Classes and corresponding PI range:

Class	PI
E	100-300
D	301-400
C	401-500
B	501-600
A	601-700
S	701-800
R	801-900
P	901-998
X	999



Tuning

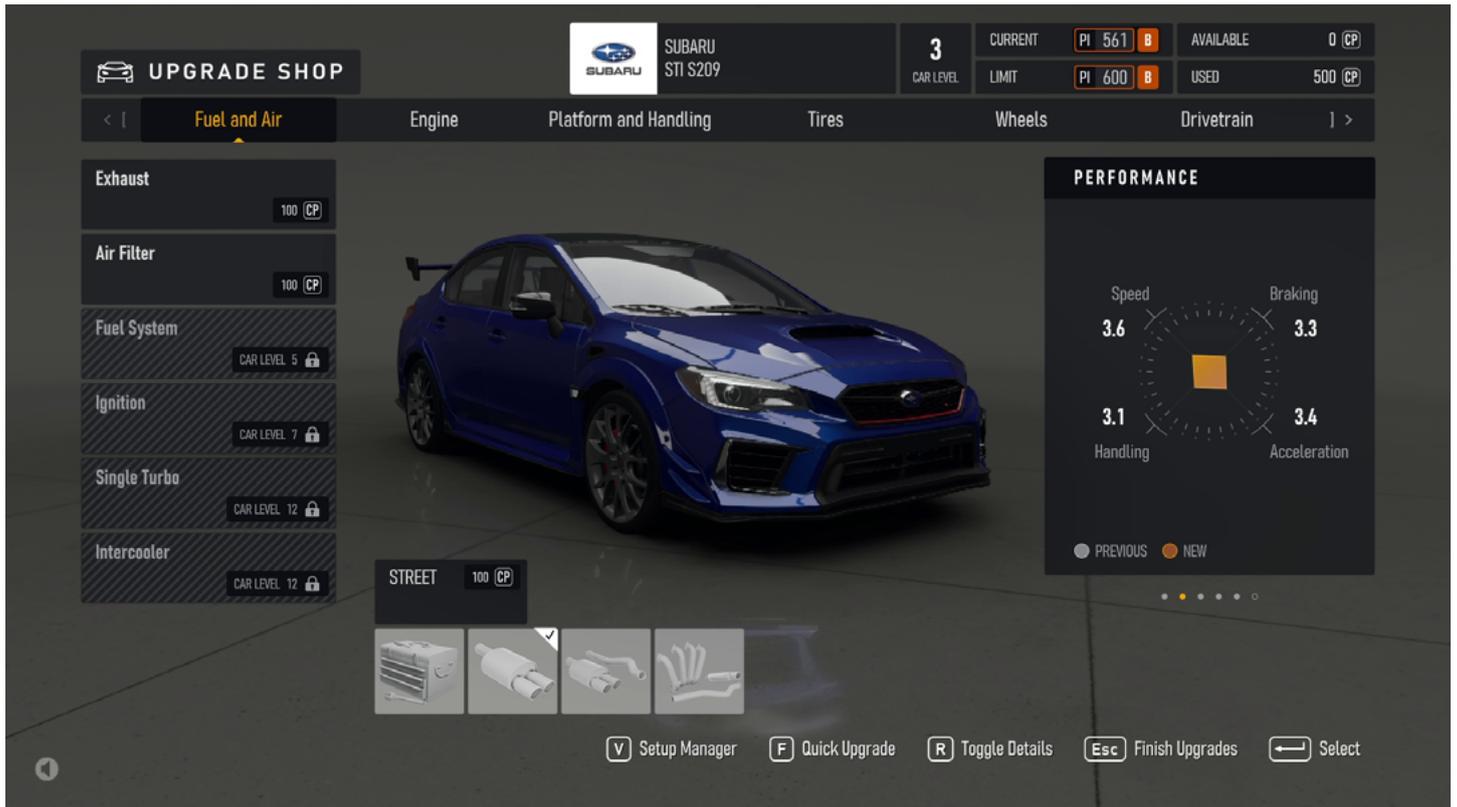
Tuning involves upgrading or modifying various settings in your car, influencing its performance and altering its car type, such as Drift Car, Track Car, Rally Car, and Muscle Car. Several car settings can be tuned in Forza Motorsport:

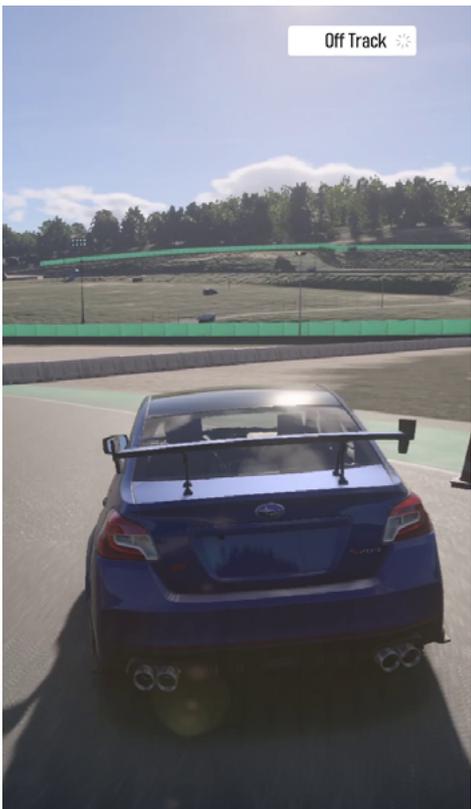
- **Alignment:** Controls the wheel angles in relation to the car body, influencing grip and steering in turns through camber, toe, and caster adjustments.
- **Anti-roll Bars:** Affects body roll during turns by adjusting the stiffness of the front and rear anti-roll bars.
- **Springs:** Links the wheels of the same axle, reducing body roll in corners; adjusting stiffness for weight transfer and traction in turns.
- **Dampers:** Manages the speed of spring compression and rebound; altering stiffness reduces oscillations and vibrations.
- **Ride Height:** Controls how quickly springs compress and rebound; stiffness determines how well the car absorbs oscillations and vibrations.
- **Brake Balance:** Governs the braking power sent to front and rear wheels; set a balance for ideal weight distribution and braking technique.
- **Differential:** Manages torque distribution during acceleration and braking; adjustments enhance wheel locking or unlocking during turns.
- **Gearing:** Adjusts speed and RPM with different gears; modifications to individual and final drive ratios influence acceleration and deceleration.
- **Downforce:** Alters aerodynamic force at high speeds by changing front and rear wing angles, impacting drag and lift.
- **Tire Pressure:** Controls air in tires, with adjustments affecting tire temperature and grip; optimal pressure depends on tire type and track conditions.

Upgrading

Forza Motorsport introduces a revamped system where Car Levels replace Credits as the primary requirement for upgrading cars. This new RPG-like Car Levelling system aims to address the game's long-term progression issue, fostering a meaningful connection between players and their garage.

Upgrades now require Car Levels and Car Points (CP), with levels earned through completing track segments and CP accumulated by levelling up the car and achieving specific objectives. The maximum Car Level is 50. Each upgrade type is unlocked at a specific Car Level. This level requirement remains consistent across all eligible cars in the game.





Environment



Track List

Forza Motorsport includes a variety of tracks from global locations, providing players with diverse racing experiences. Certain tracks even offer multiple layouts that significantly vary from one another.

- Circuit de Barcelona-Catalunya
- Circuit de Spa-Francorchamps
- Circuit des 24 Heures du Mans
- Eagle Rock Speedway
- Grand Oak Raceway
- Hakone Circuit
- Homestead-Miami Speedway
- Indianapolis Motor Speedway
- Kyalami Grand Prix Circuit
- Lime Rock Park
- Maple Valley
- Mid-Ohio Sports Car Course
- Mugello Circuit
- Nürburgring GP
- Road America
- Silverstone Circuit
- Suzuka Circuit
- Virginia International Raceway
- Watkins Glen International
- WeatherTech Raceway Laguna Seca

TIPS & TRICKS



Travel light

Reducing fuel load in Forza Motorsport before races or practice sessions can lighten the car, leading to faster lap times. This adjustment is made in the pre-race menu under Car Setup by using the fuel load slider. It's recommended to keep at least one extra lap of fuel in reserve, and the game displays the current fuel load in terms of laps.

Don't skip practice

Practice sessions are a powerful tool for both newcomers and seasoned players. They offer an ideal opportunity to test new upgrades or tuning setups, allowing players to explore the limits of their cars. Whether it's your first time on a track or you're familiar with it, practice sessions encourage experimenting with corner approaches, braking points, and racing lines. Beyond refining skills, participating in practice sessions earns valuable Car Points and increases your Car Level.

Test drive

A useful tip is to utilise the "Rent" feature when uncertain about which car to choose. To test drive a car, go to "Race/Free Play," select "Quick Event," and click on "Buy or Rent Cars." You won't be able to upgrade the car, but it's a great way to get a feel for a car before you purchase it.



CONCLUSION

Forza Motorsport's return is marked by significant changes. The game offers a visually stunning and sonically impressive simulation racing experience, maintaining a legacy of accuracy and satisfaction on the track. While there's a desire for more diverse locations, the overall impact is a rekindling of passion for simulation racing and an attraction for new players. Each completed lap brings a sense of joy and satisfaction.