XBOX 360

XBOX LIVE

FORZA 2 MOTORSPORT



EVERYONE

E

CONTENT RATED BY ESRB

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see ***www.xbox.com/support*** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Xbox 360 Controller

Forza Motorsport™ players have two things in common: a passion for cars and racing, and a consuming desire to win. There are some differences, though, in the way they go about it. Most prefer to use the Xbox 360® Controller to drive their cars and compete successfully. But many opt for a steering wheel and pedal setup, like the Xbox 360 Wireless Racing Wheel (described on pages 4-5), to achieve what they feel is a realistic and immersive experience that more accurately simulates driving a real car.

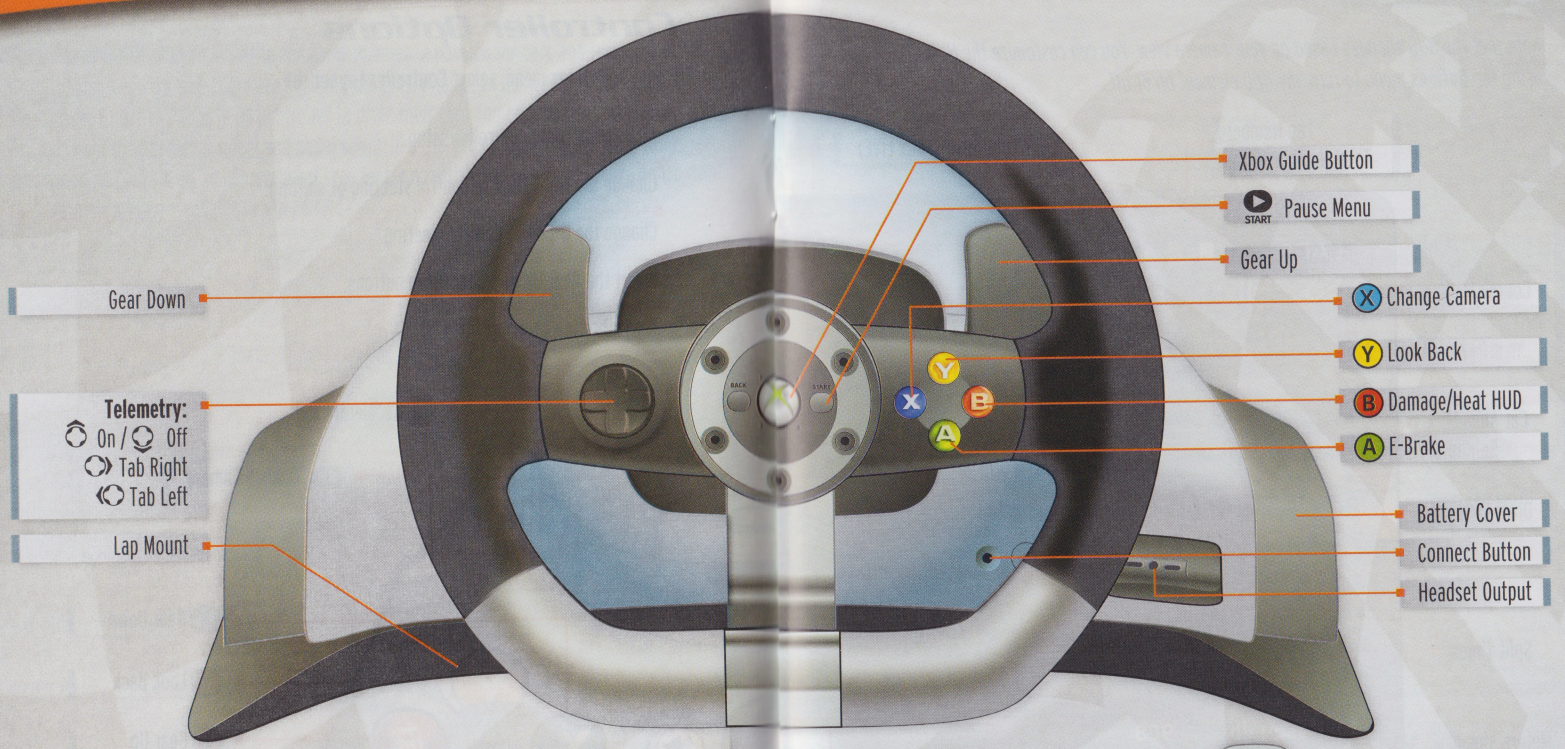
Controller Options

From the **Options** menu, select **Controller Layout** to:

- Pick an alternate controller setup.
- Change the right stick to control steering or shifting.
- Change the D-pad to control steering.
- Invert the Gear Up and Gear Down buttons.
- Turn vibration on or off.



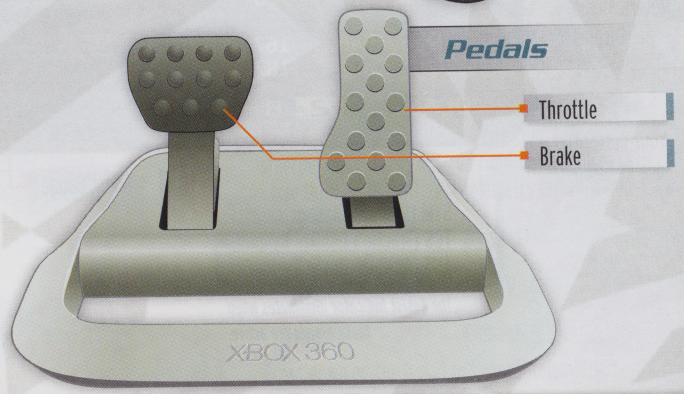
Xbox 360 Wireless Racing Wheel



If you prefer to use a steering wheel and pedals to control your cars, the Xbox 360 Wireless Racing Wheel is an excellent choice. To set up the wheel as your controller:

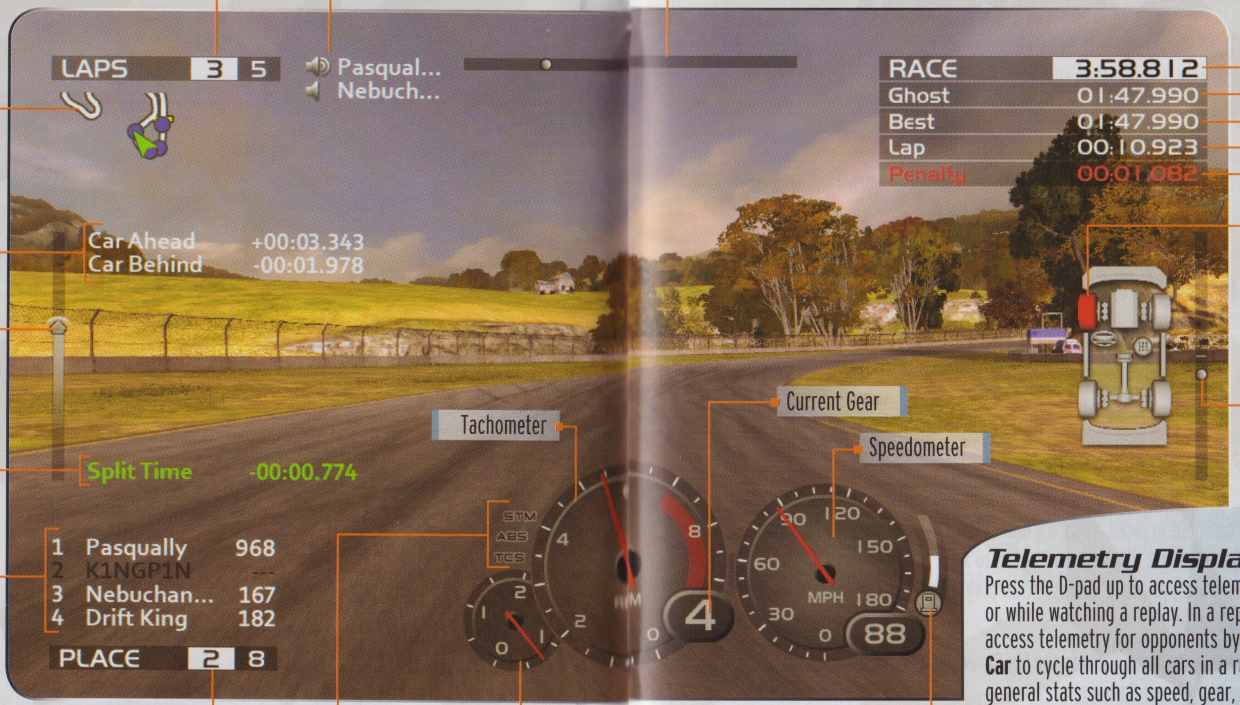
- From the **Options** menu, select **Controller Options**, and then select **Xbox 360 Wireless Racing Wheel**.

Pedals



Game Screen (HUD)

*Note that the HUD changes based on your camera view. You can customize the HUD by using the **Options** menu to turn any HUD element on or off.*



- Lap Number / Total Number of Laps
- Chat Indicator (Xbox LIVE)
- Lateral G's
- Course Map
- Total Time
- Ghost Lap Time
- Best Lap Time
- Current Lap Time
- Penalty Timer
- Car Ahead/ Behind
- Damage-State Indicator
- Press LB to toggle **Tire-Heat Indicator**.
- Draft Meter
- Longitudinal G's
- Tachometer
- Current Gear
- Speedometer
- Split Times
- Meters Ahead Display
  - *Your name is highlighted.*
- Your Current Race Position
- Boost Gauge
- Fuel Gauge

STM (Stability Management)
TCS (Traction Control System)
ABS (Antilock Brake System)

*The **Assist Indicator** illuminates when these assists are active.*

Telemetry Display

Press the D-pad up to access telemetry during a race or while watching a replay. In a replay, you can also access telemetry for opponents by selecting **Next Car** to cycle through all cars in a race. You can view general stats such as speed, gear, rpm, torque, and steering input. Press left and right on the D-pad to cycle through the different telemetry tabs, including:

- Friction
- Suspension
- Body Acceleration
- Tires Misc.
- Heat
- Damage

Press down on the D-pad to turn off telemetry.

Arcade Mode

Exhibition

Compete wheel-to-wheel against game-controlled (AI) drivers to unlock new cars and race series. Initially, you have access to only a few tracks and cars. To unlock the next series of races, you must place in the top three in all races in the current series. To unlock cars in a series, place at least third in every race to unlock one car for that series, at least second to unlock two, or first to unlock three. Cars that you unlock in Exhibition can be used in Exhibition, Free Run, and multiplayer.

Time Trials

Set the fastest single-lap time on a specific track with a specific car. Each Time Trial has a target time for you to beat, and when you beat it you unlock that car.

Free Run

You do not unlock cars in Free Run; instead, you can practice as much as you want on any track with any unlocked car or any car in your Career Garage (see "Career Mode" below).

Career Mode

Career mode is the core of *Forza Motorsport 2*. Each Career profile you create requires a gamer profile. You can compete offline or online in multiple race types to earn money, and to collect and customize cars. You begin with a small amount of credits (CR) to buy and upgrade cars. As you compete in races, you earn more. You can also win cars by finishing first in all races in a Career event. If you're connected to Xbox LIVE®, you can compete online. In online Career races, you race against other players to earn credits and level up your driver (see next page).

Press RB in the **Career Main Menu** to open the **My Career** screen, which gives detailed information on all aspects of your Career.

Home Region

Your home region determines the availability and cost of cars in your Career. Most cars are available in their home region, but are initially locked in other regions. Region also determines the car manufacturer discounts you receive as your Career progresses. You can switch regions later, for a cost in CR, by pressing X on the Stats tab of the **My Career** screen. Note that home region *does not* affect which tracks are available.

Driver Level vs. Car Level

In Career mode, many race types and events are restricted by driver level, which starts at 0. Your level increases as you win races and earn credits. At higher levels you unlock new cars to buy and earn discounts with car manufacturers.

Each car also has a level. Raise your car's level by using it in multiple races, which earns you discounts to upgrade that car, and increases the car's rarity bonus.

Race Restrictions

Races in Career mode are restricted to specific car types. Restrictions include car class, manufacturer region, power, and weight. If you're not in the right car for a race, you must select a different car from your Garage, buy a different car, or modify your existing car.

Multiplayer

Race another player on a split screen, use system link to connect up to eight Xbox 360 consoles on a local area network (LAN), or connect to the Xbox LIVE online service (see page 22). Compete in online Career mode (see above) or in Tournaments mode (see page 18), buy and sell cars in the Auction House (see pages 16-17), gift cars (see page 23), and watch *Forza Motorsport* TV (see page 21).

Options

Select your controller setup, modify your audio and HUD options, view photos and replays, view the game's credits, or modify your screen setup.

Car Classes

In *Forza Motorsport 2*, cars are divided into classes that reflect their level of performance based on their attributes, such as weight, power, and grip. The 300-plus available cars are divided into six production classes and four race classes. Your car's class can limit the races you are eligible for.

Upgrading a car may move it from its current class to a higher class.

Production Cars

D	Standard production cars including the Ford Focus SVT and the Volkswagen Beetle
C	Sport production cars including the Audi S4 and the Nissan Fairlady Z
B	Performance production cars including the Porsche Cayman S and the Lotus Exige
A	High-performance production cars including the Chevrolet Corvette Z06 and the Ferrari 360 Modena
S	Ultrahigh-performance production cars like the Maserati MC12 and the Porsche Carrera GT
U	Unlimited-class cars including the Chrysler ME Four-Twelve concept car and the TVR Cerbera Speed 12

Race Cars

R4	Heavily modified production cars and purpose-built race cars including the Subaru GT300 Impreza and the Porsche 911 GT3 Cup
R3	High-end purpose-built race cars including the Dodge Viper GTS-R and the Nissan GT500 Skyline
R2	Ultrahigh-end purpose-built race cars including the McLaren F1 GTR and the Chevrolet Corvette C6.R
R1	Prototype race cars including the Porsche 962C and the Audi R8

Performance Index

Each car has a Performance Index, a numerical value that changes as you perform upgrades. Use this number to help you get your car as close to the top of a class as possible without bumping it into the next. If you get in over your head, you can uninstall parts to return your car to a lower class.

In multiplayer races, you can view your opponents' Performance Indexes to see who's been modifying their car.

In *Forza Motorsport 2*, you can use credits you earn in Career mode to buy upgraded engine, drivetrain, chassis, and bodywork parts to enhance your car's performance. But remember, upgrades may bump your car into a higher class where it isn't competitive.

Upgrades for Four Performance Areas

Upgrade options include four major performance areas:

Engine and Power Intake and exhaust upgrades reduce restrictions on air flow into and exhaust flow out of the engine. Fuel and ignition upgrades increase fuel flow and provide a hotter spark for more efficient combustion. Turbo and supercharger upgrades force more air into the engine. You can also perform a complete engine swap.

Platform and Handling By upgrading your car's suspension to lighten and stiffen the chassis, you can improve its handling (how well it grips the road under cornering, acceleration, and braking). Upgrading the suspension, brakes, transmission, and driveline improve the car's response to driver input.

Tires and Rims The stock tires on your car limit your track performance, no matter how you tweak your engine or suspension. Upgrading rims and tire compound, size, and profile improves acceleration, cornering, and braking performance.

Weight and Aerodynamics Upgrading body components (bumpers, wings, skirts, spoilers, hood, and so on) can lighten the car, reduce aerodynamic drag, and improve grip by increasing downforce. You can also customize a car's appearance to make it *your* car.

Choose from Three Levels of Upgrades

For each of the performance areas you can choose from three levels of upgrades from stock (or Level 0):

LEVEL 1 **Street** upgrades provide a mild performance increase at a low cost.

LEVEL 2 **Sport** upgrades provide a medium performance increase at a moderate price.

LEVEL 3 **Race** upgrades provide a major performance increase. These high-level upgrades can be expensive. They can also carry an additional cost: installing them may bump your car into a higher class where it isn't competitive.

Balancing Power and Platform Upgrades

When upgrading your car, it's important to balance your upgrades between power and platform enhancements. A good rule of thumb is to go for 50% power and 50% platform upgrades, because power without brakes or handling to match won't win you races.

Tuning a Car

Level 3 race parts and stock race cars allow you to tune your car, which can be the key to successful car performance. In *Forza Motorsport 2* you can tune your chassis setup to meet the demands of a given track, test drive your new settings, and save or load your favorite tuning setups for future use.

Chassis-tuning options focus on seven aspects of a car's chassis setup:

- **Tires** (front and rear pressure)
- **Transmission** (final drive, forward gears)
- **Alignment** (camber, toe, caster)
- **Suspension** (springs, damping, ride height, anti-roll bars)
- **Aero** (front/rear downforce)
- **Brakes** (brake pressure, balance)
- **Differential** (tune for acceleration/deceleration, center differential torque distribution)

Tuning is a tricky process. All of the tuning options are related to and dependent upon each other, and there is no "right setting." The best setting changes by track, by car–and by driver. The ultimate test of a setup is on the track, so tune your car, and then go for a test drive to see how your changes affect car performance.

Customizing a Car

Applying Paint, Decals, and Vinyls

The only thing better than driving a well-prepared car in competition is making it uniquely your own. Use the **Paint Car** option in the **Career Main Menu** to paint your car's body, hood, mirrors, wings, brakes, and rims. Apply decals and vinyl shapes to the car's six sides: front, left, top (including hood), right, rear, and wing. You can also tint or color your windows.

When you're finished, select **Take Photo** to snap a picture of your design. You can store pictures on your Xbox 360 console or upload them to the *Forza Motorsport* community Web site (see page 20).

Using Layers to Create a Custom Design

On each side of your car, you can stack over 1,000 overlapping layers, each containing one shape: a vinyl or a decal. Select a blank layer to place a shape. Select an existing layer to change the shape, to edit its position (including size) or color, or to copy or paste it. You can also copy all layers from one side and paste them onto the opposite side.

Use the Insert command to insert the last cut or copied layer in between the currently selected layer and the next lowest.

You can create a vinyl group to position or copy several vinyls at once. Press and hold the left stick to access **Advanced Options**, and press Ⓐ to add the highlighted vinyl to a group. You can also select a vinyl and then select **Highlight All Layers** to group them all. Select a highlighted vinyl and then choose **Create New Vinyl Group** to save the group.

Press the D-pad up or down to quickly skip to the highest or lowest layer.

Saving Your Design in the Design Catalog

You can save designs to your car or to your Design Catalog, which allows you to store multiple designs for a single car. To share your design, apply it from your Catalog to a car, and then gift the car to a friend. In this way you can create a team design.

Online Auction House

As you build a stable of cars in your Career Garage, you can go to the online Auction House to buy and sell cars.



Finding the Car You Want to Buy

Use the **Search** tab to set filters, including price, car level, class, make, year, power, and design. If a car that meets your requirements is available for sale, you will see its information, the auction where you can bid on it, and the seller's gamertag. Search results are filtered by time remaining in the auction (least time at the top).

When you make a bid, that auction appears on the **My Bids** tab where you can continue to bid until the auction closes.

The moment you bid on a car, credits are deducted from your account. If you win the auction, select **Receive Car**. The credits you bid are then transferred to the seller. If you lose the auction, select **Receive Money** to have the credits you bid refunded.

Many auctions have a buyout price you can pay to buy the car instantly without bidding.

Creating an Auction

To sell a car, open the **My Auctions** tab and then select **Create Auction**. Select the car you want to sell and set the auction parameters, including price and auction duration (2 to 24 hours). Handling fees are applied to auctions with longer durations. When a player makes the winning bid, the car is transferred to their Career Garage and you receive credits. If no one bids, you have the option to **Restart Auction** and try again. If you do not want to restart the auction, select **Retrieve Car** to take your car back.

You can always access current auctions you have created from the **My Auctions** tab.

Featured Items and Handling Fees

When you create an auction, you can designate what you are selling as a featured item. Featured items are automatically moved to the top of the Search Results list. A handling fee is charged for designating an item as featured.

Locked Designs

To prevent buyers from editing your work, you can lock a car's design in **Paint Car**. Should the buyer attempt to edit the locked design in **Paint Car**, the design is permanently erased.

Message Center

During play you may receive messages if you win or lose an auction, if you are outbid in an auction, if someone wins one of your auctions, or if one of your auctions expires with no bids. You also get a message when a tournament for which you've qualified is about to start (at 15, 10, and 5 minutes remaining), and when someone gifts you a car. When you get a message, an icon appears on-screen instructing you to press LB. When reading a message, you can press A to go to the relevant screen. When you close that screen, you return to wherever you were when the message arrived.

The **Tournaments** screen is the hub for *Forza Motorsport* Leaderboard-Qualifying Tournaments. You can launch a qualifying race, view a tournament bracket, practice for an upcoming race, or launch a tournament race.

A tournament is open to a set number of competitors. For example, in a tournament with 96 slots, only the top 96 drivers who beat the qualifying time are entered. Once you qualify for a tournament, you have until qualifying closes to improve your time.

After qualifying, drivers are split into groups. At Gold level, the payout is based on distance and the number of drivers. Drivers in the Silver level earn 10% less, Bronze 20% less.

When a tournament starts, players race in groups of eight based on qualifying times. The top four in each group advance to the next round (the other four are eliminated) until a driver wins. For each completed round, you win credits, which you can apply to your Career.

More Tournaments, More Players, More Glory!

In *Forza Motorsport 2*, more tournaments are available to accommodate more players. The longer the tournament, the more drivers who can compete and the more rounds it takes to complete. Tournaments allow drivers to participate in eight brackets (64 players), sixteen brackets (128 players), or even thirty-two brackets (256 players).

Some tournaments are limited to specific car models set up to run in a specific class, which may require players to buy a car and upgrade it to the required class.

Keep an eye on the tournaments during the week. New tournaments are added periodically, including tournaments that feature real-world prizes.

Like to Watch? Try Spectating During a Tournament

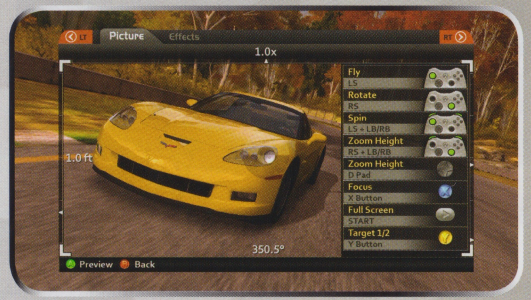
During qualifying, players can view the scoreboard for a given event. When the tournament itself is underway, players can launch the spectating screen to watch the action in a specific bracket. You can only watch live races; feeds are not stored.



Taking Photos

Any event worth attending or participating in is worth capturing and sharing in photos. In *Forza Motorsport 2* you can take pictures of your car in action and share your favorite moments with friends and other players. Show off the unique design you've created, or the incredible pass you pulled off on the way to victory–or the spectacular way you just planted your pride and joy in the wall. It's all part of being a member of a unique community.

You can capture a photo of one of your cars in your Garage, or during a race (or in a replay, since you may be a little preoccupied while racing). Press ▶ on the Xbox 360 Controller to pause the action. Select **Photo Mode** from the **Pause** menu, change the camera position and angle to frame the shot the way you want, and press A to capture the photo.



Sharing and Uploading Photos to the Web

You can save photos to the Xbox 360 Hard Drive and then upload them to the *Forza Motorsport* Web site (**www.forzamotorsport.net**) for public viewing.

With multiple channels broadcasting the hottest Xbox LIVE race action, *Forza Motorsport* TV keeps you in touch with all the record-breaking performances, white-knuckle races, and other newsworthy events going on in the world of *Forza Motorsport*.

Featured Races

Here you will find broadcasts of up to ten races from Tournaments mode. These feeds are prioritized based on the TrueSkill™ ranks of the drivers involved (see page 23), and may include special tournaments. This is some of the most exciting racing to be found in the world of *Forza Motorsport*, for drivers as well as spectators.

Best Races Right Now

Choose from up to ten races being run in exhibition and online Career mode. Races are prioritized based on the participating drivers' TrueSkill ranks. Stay tuned!

Your Saved Replays and Photos

As their names imply, these channels are the central warehouses for all of the replays you've saved and photos you've taken while playing *Forza Motorsport*. You can also access your stored replays and photos by going to **Options** on the **Main** menu and then using the right and left triggers to select the appropriate tab.

Xbox LIVE is a high-speed or broadband Internet community where you can create a permanent gamer identity, set up a friends list with other players, see when other players are online, invite friends to play, and talk in real-time as you race.

Connecting to Xbox LIVE

Before you can play *Forza Motorsport 2* online, you must connect your Xbox 360 console to a high-speed or broadband Internet connection and sign up for Xbox LIVE service. To determine if Xbox LIVE is available in your area and for information about connecting to Xbox LIVE, see **www.xbox.com/connect** and select your country.

Take Your Profile Online

Each player profile in *Forza Motorsport 2* is tied to a gamer profile. If your gamer profile is Xbox LIVE-enabled, you can venture online to race in multiplayer matches, compete in tournaments, view online scoreboards, and buy and sell cars in the Auction House.

Parental Controls

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to **www.xbox.com/familysettings**.



For the latest information and stats tracking, visit ForzaMotorsport.net.

Xbox LIVE Menu

The Xbox LIVE menu features the following options.

Exhibition Race

Race head-to-head against other players on Xbox LIVE.

- **Quickmatch** Automatically join an event without specifying game criteria.
- **Custom Match** Specify game criteria and search for events you'd like to join.
- **Create a Match** Specify game criteria and create events you'd like to join.

Career Race

Earn credits by competing over Xbox LIVE against human opponents. Level up your driver and improve your online TrueSkill rank.

Career Race includes the same three options that are available in an Exhibition Race.

Tournaments

Compete in online tournaments (see page 18).

Auction House

Buy and sell cars online (see pages 16-17).

Gift a Car

Give a car to another player as a gift. You can only gift a car to someone on your friends list, and you cannot gift your current car. Select **Gift a Car**, choose a car from the list, and then select a recipient from your friends list.

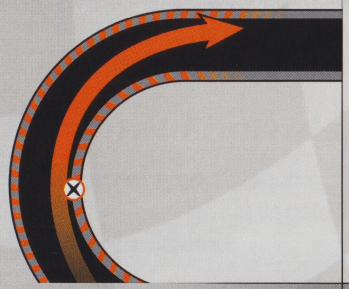
Forza Motorsport TV

Watch other drivers competing in races online (see page 21).

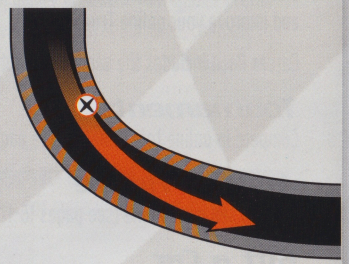
Turn Types

Understanding basic turn types makes it easier to plan your strategy for getting good lap times around any track. Understanding that some turns are more important than others can yield even better lap times. While it's important to learn how to get through any turn efficiently, your ability to enter a straightaway at the highest possible speed and cover the length of the straight as quickly as possible is a key to racing success. You also need to learn to set up the car to enter a turn at the end of a straight with the car poised and ready for what follows.

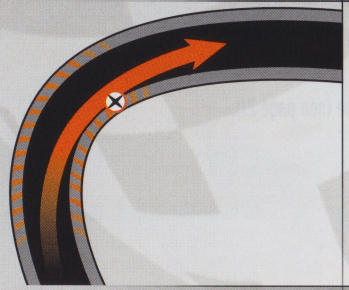
The standard approach to any turn is slow in, fast out. You brake (decelerate) going in, move to the inside of the corner, and then accelerate on the way out. The X on each of these diagrams is the apex.



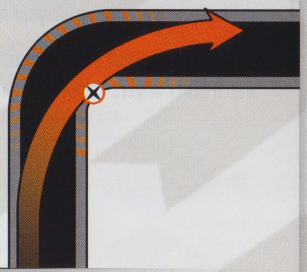
Constant Radius



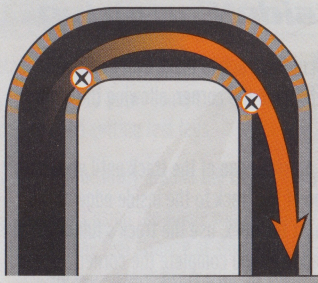
Increasing Radius



Decreasing Radius



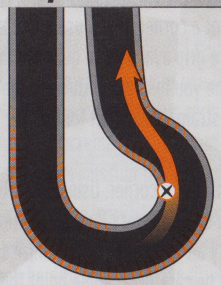
Right Angle



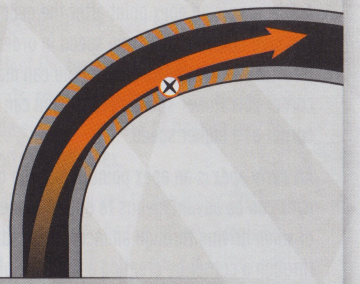
Dual Apex



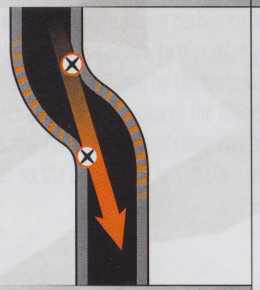
Kink



Hairpin



Sweeper



Chicane

Outside-Inside-Outside Cornering

To maximize cornering speed, use the entire width of the track to make every corner as wide as possible. This provides the largest radius through the corner, allowing the highest speed given available tire grip.

When approaching a corner, move your car to the outside edge of the track until you reach the turn-in point. Then move from the outside edge of the track to the inside edge at the turn's apex, near the middle of the corner. When past the apex, use the track's full width to your advantage, moving back toward the outside edge as you complete the corner.

Late and Early Apexes

A *late apex* is an apex point after the geometric center of a corner. If you use a late apex, you give up some cornering speed in order to have more grip available to get onto the throttle and accelerate earlier. You can make up the time you lose going through the corner at a slower speed because you can go down the straightaway that follows the corner at a higher speed.

An *early apex* is an apex point before the geometric center of a corner. Using an early apex can be advantageous to optimize your speed when exiting a very long straightaway, or when driving through an increasing-radius corner. Try an early apex to maximize speed through a corner by creating a wide line at the exit, but be careful–at some point this line will run too wide, and you'll go off the outside of the track.

Learning a New Track

Mastering a new track and finding the quickest way around it for your car and driving style is essential to your racing success. Here's an approach that should have you carving up the corners and setting fast laps.

1. Drive slowly around the track until you know the layout.
2. Start using the whole width of the track for all corners, using very late apexes. It may feel strange at slower, non-race speeds, but it helps you master every corner on the course–especially the important ones that lead to or are followed by straightaways.
3. Slowly work up speed, and pull each apex back about three feet with each lap.
4. Eventually you'll have to use the entire width of the track exiting the corners. Now you're close to your car's cornering limits, so start moving the apexes back in smaller increments. If you run off the outside edge of the track or have to turn in again after missing the apex, you've used too early an apex.
5. When you've worked up to speeds and apexes that force you to use the entire track, you've found your basic approach for lapping the track. The line around any track will be different from one driver to the next, and for different cars, car setups, and track conditions.
6. Now work on compromising certain corners, especially through a series of corners not attached to straights, to maximize your speed through the important ones–generally those followed by the longest straights. The speed you carry out of those corners allows you to achieve the highest speed on the straightaways. Use your lap times and *Forza Motorsport* telemetry to determine the best approach for every corner on the circuit (for information on telemetry, see page 7).

Forza Motorsport *Community*

Forza Motorsport 2 is a racing simulation, a competitive game, a rich world for those who share a passion for cars and racing–and also the center of an active worldwide community. The arena for online competition between members of this community is Xbox LIVE, but its hub is **ForzaMotorsport.net**.

Xbox LIVE: Where the Community Meets to Compete—and More

Described in detail elsewhere in this manual, Xbox LIVE is the arena where members of the *Forza Motorsport* community meet friends and strangers to compete in races and tournaments, access online scoreboards, and buy and sell cars online in the Auction House.

The Forza Motorsport *Web Site*

When they're not tuning their cars or racing or buying and selling cars online, *Forza Motorsport* community members like to read about cars and racing. The *Forza Motorsport* Web site is a great online destination for people who care about things automotive. Constantly refreshed with new content covering racing events, car tuning and customization, community blogs, and revealing behind-the-scenes glimpses that show how *Forza Motorsport 2* achieves its immersive realism, **ForzaMotorsport.net** is a great place to stay in touch with the community and the world of cars and racing.

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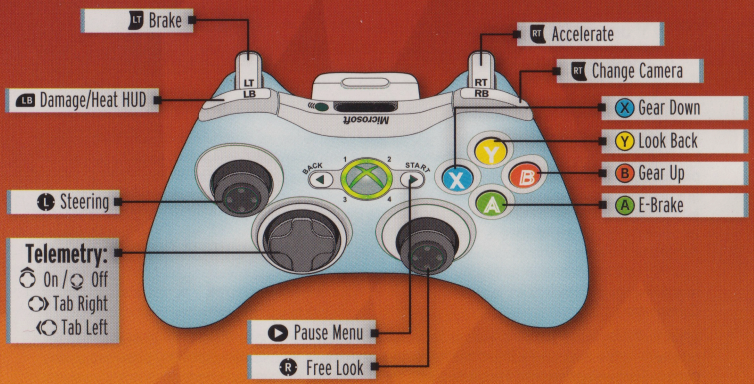

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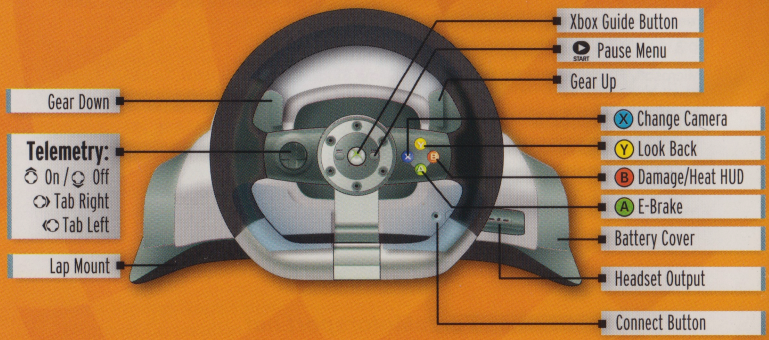

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