

# OXCGN's Massive Forza 3 Career Help Guide

by XboxOZ360

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## Welcome to OXCGN's Forza 3 Racing Tips

The screenshot shows the 'FORZA 3 EVENTS LISTING' interface. At the top, it says 'SELECT EVENT' and 'Asian Open'. Below this is a grid of race events categorized by track type: AMATURE, MANUFACTURER, SEMI PRO, PROFESSIONAL, SPEEDWAY, DRAG RACE, CLOSED CIRCUIT, ENDURANCE, and CHAMPIONSHIPS. A legend indicates the status of each race: 'YET TO BE RACED' (blue square), 'RACE COMPLETED' (light blue square), 'CAR ELIGIBLE' (green square), 'RACE COMPLETED' (green square with checkmark), and 'RACE UNLOCKED' (grey square). A silver Dodge Challenger is shown in the center. To the right is a poster for the 'ASIAN MANUFACTURER OPEN' event, featuring a yellow and red car. Below the grid, statistics are listed: 220 EVENTS, 730 RACES, and 10,010,770 TOTAL POSSIBLE CREDITS. The Forza Motorsport 3 logo is in the top right corner.

Forza 3 would have to have the biggest selection of races available in any known racing game to date. With 730 races, (*no, I have yet to work out exactly how many laps that is, but I'm working on it*), which are spread over a massive 220 events from 10 different categories or series ranging from 50 different real life race circuits as well as fictional tracks based on real life locations in places such as Italy, Germany, France, Nth America, England, Japan and Spain. I think you'll need a Tourist Visa!

What we will be doing here is hopefully help you go through and use the Events Listing which you can use to help build your Experience Level (XP) and thus gain more credits (CR), as well as win some more neat cars (Veyron). We will also discuss the various cars to use in the different classes that will give you not only a great chance at working your way through Forza 3, but help you enjoy the experience along the way.

We will also look at which cars to start off learning how to use "Assists Off" function, as well as the advanced Manual & Clutch gear changes which help gain you more credits.

By having most of the assists off, as some cars actually need them on to be tractable (drivable), you can gain an increase of your points of as much as 75% which certainly helps build those Experience Points (XP) up and also get those credits piling up in your account to start upgrading.

But like all things, you have to start - well - at the beginning, funny that, so let's start with the different races and progress from there shall we. Naturally we'll try and get as much stuff as possible in, but this will need to be spread across several postings and pages with updates, tips (OZ's Forza 3 Tips), guides and general knowledge on the gameplay mechanics, some tuning tips and much more.

As you can see from the image above at the start of the page, (click to see full size) there are a great deal of events, and of course races. So I've made it easier for you by making a printable PDF available for you. Simply click the image here on the right to have the PDF downloaded to your desktop, and print it out for further reference.

At the end of this particular information page, you'll find a word doc that you can also print it out, that will have all the details below available for you. No other site does this for its readers,. But OXCGN is a site for the readers by gamers. And we want the same things you do. Information, help, assistance and above all else, the ability to simply have some fun and get into the games we play.

These printable items will help you check out the different classes and give you some idea of how the system works, and you can tick off the classes as you move ahead, and show your mates rather than have then having to view your stats on the 360, especially if you're not in front of it right then.

I have found the Events List section very useful in getting races done and moving forward. I'm currently on Driver Experience Level 30/50 and my next is 35/50, yet only completed 15% of the career mode.

## OZ'z first Forza 3 main tip – FPV

**First Person Viewpoint.** I've always played the game, or any real racing game or semi-sim through the in-car view, or, if not available, the closest to the screen view as possible. - Why? - realism!

Many find it difficult, citing inability to see ahead properly (well dahh, have you driven a car), sun-glare (yep, that gives it more real-life effects), poor vision on corners (no, really?!), other cars location to you (you don't say), and more often than not, the inability to see YOU racing in your nice shiny car (poor didums).

Racing isn't about seeing what "you look like" - It's about driving at your best without knocking everyone out of the way to get ahead, or seeing how much damage you can deliver to your car, and others.

Anyone want to race me, and it has to be with in-car view locked, manual gears and most assists off, depending on car being used. while I'm not up at the top of the ladder, and probably never will be. But I am still in the top 1% of the leaderboard in Circuit in Class A, top 2% in Class S with varying % in other classes so far.

This is due mainly due to the fact I feel more in this viewpoint than I do in any other, I "focus" on what lays ahead, which is what a driver should be doing, and I can scope the road and track out behind and ahead of me, and have a better feel for the race in general, especially in longer races and Enduros.

In Drivers view (Cockpit or In-Car-View), the cars actually sound more realistic, the road sounds are more realistic, even down to the gravel crushing under tyres, track poles being clipped, rumble strips picking you up on corners, gauging 'braking markers', the sound of witches hats popping as you run over them (by mistake of course), and most importantly, the ability to use the engine and gear sound to determine the moment to change gears and the sense of speed needed in such a game.

Try it, especially at the beginning with the slower cars so that you get used to it, and you'll find it becomes much more natural, and much more responsive than in the 3rd person lolly-pop view, which always has a much more artificial feel and responsiveness to it.

Try it in both views, and see and feel the differences, you'll be surprised.

Plus, think about this for a second - have you EVER driven a car flying on a magic carpet about the car - no - didn't think so.

# The ten classes in Forza 3

All of Forza 3's ten different classes explained and listed with the number of races and points you can gain per race.

## • 1 Testing:

Designed mainly as an introduction to the various cars and style. You start out of course with the wonderfully responsive Audi R8 Quattro to get your skill level worked out, which the AI helps determine. You can still change this difficulty level, but the AI simply wants to see your skill levels, it then seems to work out the opponent difficulty for you, which helps a great deal. Your first main Test is then back into the "F Class" cars so you can work your way through the pack.

## Testing:

1. Asian Open - 3 Races - 6000 points
  2. European Open - 3 races - 6,600 points
  3. All American Open - 3 races - 6,600 points
  4. FWD Open - 3 races - 6,600 points
  5. RWD Open - 3 races - 6,600 points
  6. AWD Open - 3 races - 6,600 points
  7. 2 Door Challenge - 3 races - 6,800 points
  8. 3 Door Open - 3 races - 6,800 points
  9. 4 Door Open - 3 races - 6,800 points
  10. 5 Door Open - 3 races - 6,800 points
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## • 2 Amateur:

An area where you will build your experience with the different cars, working up the ladder towards the higher end cars. Do not be discouraged with these, or think that they are beneath you as a driver. A great deal of fun and most importantly, experience can be gained through constant playing of these classes.

### Amateur 1:

1. FWD Elite Open - 3 races - 12,900 points
2. Asian Elite Open - 3 races - 12,400 points
3. French Elite Open - 3 races - 12,000 points
4. RWD Elite Invitational - 3 races - 12,700
5. Mid-Engine Elite Open - 3 races - 11,600 points
6. Nth American Elite Open - 3 races - 13,100 points
7. German Elite Invitational - 3 races - 14,600 points
8. British Elite Invitational - 3 races - 15,100
9. AWD Elite Open - 3 races - 14,100 points
10. Italian Elite Open - 3 races - 15,800 points

### Amateur 2:

1. Super Mini Road Test - 3 races - 11,500 points
2. Coupe Road Test 1 - 3 races - 13,300 points
3. Saloon Road Test 1 - 3 races - 11,700 points
4. Hot Hatch Road Test - 3 races - 13,100 points
5. SUV Road Test - 3 races - 12,200 points
6. Coupe Road Test 2 - 3 races - 13,800 points
7. Saloon Road Test 2 - 3 races - 14,600 points
8. Coupe Road Test 2 - 3 races 13,200 points
9. Supercar Road Test 3 races - 15,400 points
10. Prototype Road Test - 3 races 16,100 points

### Amateur 3:

1. American Muscle Showdown - 3 races - 11,100 points
  2. Inline 4 Showcase - 3 races - 11,400 points
  3. Normal Aspiration Runoff - 3 races - 12,500 points
  4. Boosted Proving Grounds - 3 races - 13,500 points
  5. Six-Cyl Fast & Furious - 3 races - 12,700 points
  6. Ultralight Showdown - 3 races - 13,100 points
  7. Executive Car Open - 3 races - 14,300 points
  8. Eight-Cyl Supreme GT - 3 races - 13,600 points
  9. Ten-Cyl Salute - 3 races - 15,000 points
  10. Twelve-Cyl Flagship Trophy - 3 races - 14,300 points
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## • 3 Manufacturer:

### Manufacturer 1:

1. Integra Owners Meeting - 4 races - 22,900 points
2. Hyundi Owners Meeting - 4 races - 21,100 points
3. Mitshubishi Owners Meeting - 4 races - 22,700 points
4. Skyline Owners Meeting - 4 races - 23,400 points
5. Subaru Owners Meeting - 4 races - 21,500 points
6. Honda Acura Owners Meeting - 4 races - 24,100 points
7. Mazda Owners Meeting - 4 races - 23,800 points
8. Fairlady 2 Cup - 4 races - 23,300 points
9. Nissan Infiniti Owners Meeting - 4 races - 24,200 points
10. Toyota Lexus Owners Meeting - 4 races - 23,700 points

### Manufacturer 2:

1. Peugeot Racing Club - 4 races - 20,600 points
2. Sweden Racing Club - 4 races - 22,200 points
3. V.Dub Racing Club - 4 races - 22,300 points
4. Vahxall Racing Club - 4 races - 24,200 points
5. Lotus Racing Club - 4 races - 23,400 points
6. SEAT Racing Club - 4 races - 23,300 points
7. BMW Owners Club - 4 races - 22,900 points
8. Audi Racing Club - 4 races - 25,800 points
9. Mercedes- Benz Racing Club - 4 races - 25,800 points
10. Porsche Racing Club - 4 races - 26,600 points

### Manufacturer 3:

1. Firebird T.A. Track Days - 4 races - 22,400 points
2. Focus Track Days - 4 races - 22,000 points
3. Chrysler Track Days - 4 races - 23,300 points
4. Pontiac Track Days - 4 races - 23,500
5. Mustang Track Days - 4 races - 24,100 points
6. Ford Track Days - 4 races - 23,800 points
7. Chevrolet Track Days - 4 races - 26,400 points
8. Corvette Track Days - 4 races - 26,000 points
9. Dodge Track Days - 4 races - 25,900 points
10. Viper Track Days - 4 races - 26,400 points

### Manufacturer 4:

1. World Sub-Compact Shoot Out - 4 races - 20,500 points
2. American Muscle Shoot Out - 4 races - 20,100 points
3. Euro Hatch Shoot Out - 4 races - 21,400 points
4. Lightweight Shoot Out - 4 races - 22,500 points
5. German SUV Shoot Out - 4 races - 22,400 points
6. JDM Imports - 990's Shoot Out - 4 races - 21,800
7. Speedstar Shoot Out - 4 races - 23,500 points
8. Premium Sedan Shoot Out - 4 races - 25,100 points
9. Prestigious Shoot Out - 4 races - 23,800 points
10. Ultimate Speed Shoot Out - 4 races - 26,200 points

### Manufacturer 5:

1. Civic V's Golf - 4 races - 22,100 points
2. Celica V's Silvia - 4 races - 22,300 points
3. Tarmac Rally - 4 races - 22,300 points
4. Mustang V's Camaro - 4 races - 22,800 points
5. Supra V's Fairlady 2 - 4 races - 22,600 points
6. German Sports Line Challenge - 4 races - 25,800 points
7. NSX V's Skyline - 4 races - 24,900 points

8. Fastest Fleet Shoot Out - 4 races - 27,100 points
  9. Ferrari V's Porsche - 4 races - 25,800 points
  10. Lamborginhi V's Ferrai - 4 races - 26,500 points
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## • 4 Semi Professional:

### Semi Pro 1:

1. Puma 150 BHP Run-Off - 5 races - 42,700 points
2. Recaro 200 BHP Run-Off - 5 races - 44,800 points
3. Bilstein 250 BHP Run-Off - 5 races - 46,500 points
4. Toyo 300 BHP Run-Off - 5 races - 49,300 points
5. Sparco 350 BHP Run-Off - 5 races - 48,900 points
6. BBS 400 BHP Run-Off - 5 races - 54,500 points
7. Stoptech 450 BHP Run-Off - 5 races - 54,900 points
8. Bridgestone 500 BHP Run-Off - 5 races - 50,700 points
9. Motul 600 BHP Run-Off - 5 races - 55,800 points
10. K&N 700 BHP Run-Off - 5 races - 55,800 points

### Semi Pro 2:

1. Class F Pre-'00 Asian Tour - 5 races - 41,600 points
2. Class F Post '00 Asian Tour - 5 races - 43,400 points
3. Class E Pre '03 Asian Tour - 5 races - 45,200 points
4. Class E Post '03 Asian Tour - 5 races - 45,800 points
5. Class D Pre '00 Asian Tour - 5 races - 46,500 points
6. Class D Post '00 Asian Tour - 5 races - 47,400 points
7. Class C Asian Tour - 5 races - 49,400 points
8. Class B Asian Tour - 5 races - 52,000 points
9. Class S Asian Tour - 5 races - 58,000 points
10. Class R2 Asian Tour - 5 races - 61,000 points

### Semi Pro 3:

1. Class F European Tour - 5 races - 41,000 points
2. Class E European Tour - 5 races - 43,400 points
3. Class D European Tour - 5 races - 45,000 points
4. Class C European Tour - 5 races - 49,200 points
5. Class B European Tour - 5 races - 47,900 points
6. Class A European Tour - 5 races - 53,800 points
7. Class S European Tour - 5 races - 53,700 points
8. Class R3 European Tour - 5 races - 54,800 points
9. Class R2 European Tour - 5 races - 59,000 points
10. Class R1 European Tour - 5 races - 63,000 points

### Semi Pro 4:

1. Class F Nth American Your - 5 races - 44,700 points
  2. Class E Nth American Your - 5 races - 44,000 points
  3. Class D Nth American Your - 5 races - 46,900 points
  4. Class C Nth American Your - 5 races - 47,200 points
  5. Class B Nth American Your - 5 races - 53,000 points
  6. Class A Nth American Your - 5 races - 56,000 points
  7. Class S Nth American Your - 5 races - 58,000 points
  8. Class R3 Nth American Your - 5 races - 63,000 points
  9. Class R2 Nth American Your - 5 races - 64,000 points
  10. Class R1 Nth American Your - 5 races - 66,000 points
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## • 5 Professional:

### Professional 1:

1. Yaris S Trophy - 6 races - 68,800 points
2. MX5 Miata Trophy - 6 races - 72,000 points
3. ABARTH 500 ESSEESSES Trophy - 6 races - 79,000 points
4. Mini John Cooper Works Cup - 6 races - 82,000 points
5. Hyundai Genesis Coupe Tour Trophy - 6 races - 83,000 points
6. F355 Challenge Trophy Trophy - 6 races - 91,000 points
7. Murcielago LP640 Trophy Trophy - 6 races - 65,000 points
8. Porsche 911 GT3 Trophy Trophy - 6 races - 85,000 points
9. Ferrari F430 Trophy Trophy - 6 races - 90,000 points
10. FXX Trophy Trophy - 6 races - 101,000 points

### Professional 2:

1. Aussie Touring Car Championship - 6 race - 111,000 points
2. Porsche 911 GT3 Showdown - 6 races - 111,000 points
3. German Racing Car Showdown - 6 races - 110,000 points
4. American GT3 Invitational - 6 races - 109,000 points
5. GT3 Invitational - 6 races - 109,000 points
6. GT2 Invitational - 6 races - 116,000 points
7. Japanese Invitational - 6 races - 119,000 points
8. Dream Machine - 6 races - 117,000 points
9. GT1 Invitational - 6 races - 119,000 points
10. LMP Invitational - 6 races - 116,000 points

### Professional 3:

1. Class F World Tour - 6 races - 84,000 points
  2. Class E World Tour - 6 races - 88,000 points
  3. Class D World Tour - 6 races - 99,000 points
  4. Class C World Tour - 6 races - 100,000 points
  5. Class B World Tour - 6 races - 110,000 points
  6. Class A World Tour - 6 races - 115,000 points
  7. Class S World Tour - 6 races - 114,000 points
  8. Class R3 World Tour - 6 races - 116,000 points
  9. Class R2 World Tour - 6 races - 126,000 points
  10. Class R1 World Tour - 6 races - 133,000 points
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## • 6 Speedway:

### Speedway:

1. Class F Speedway Challenge - 6 races - 18,800 points
  2. Class E Speedway Challenge - 6 races - 19,400 points
  3. Class D Speedway Challenge - 6 races - 20,600 points
  4. Class C Speedway Challenge - 6 races - 21,400 points
  5. Class B Speedway Challenge - 6 races - 22,500 points
  6. Class A Speedway Challenge - 6 races - 23,500 points
  7. Class S Speedway Challenge - 6 races - 23,700 points
  8. Class R3 Speedway Challenge - 6 races - 25,700 points
  9. Class R2 Speedway Challenge - 6 races - 25,900 points
  10. Class R1 Speedway Challenge - 6 races - 27,400 points
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## • 7 Drag Racing Heats:

### Drag Races:

1. 250 bhp FWD Shoot Out - 3 races - 1,890 points
  2. 300 bhp FWD Shoot Out - 3 races - 1,890 points
  3. 350 bhp RWD Shoot Out - 3 races - 1,890 points
  4. 400 bhp AWD Shoot Out - 3 races - 2,700 points
  5. 450 bhp RWD Shoot Out - 3 races - 2,700 points
  6. 500 bhp AWD Shoot Out - 3 races - 2,700 points
  7. 550 bhp AWD Shoot Out - 3 races - 2,700 points
  8. 600 bhp AWD Shoot Out - 3 races - 2,700 points
  9. 650 bhp RWD Shoot Out - 3 races - 2,700 points
  10. 700 bhp RWD Shoot Out - 3 races - 2,700 points
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## • 8 Closed circuit laps & races:

### Closed circuit:

1. Fujimi Kaido Class F Series - 4 races - 38,400 points
2. Amalfi Coast Class E Series - 4 races - 29,000 points
3. Nurburgring Class D Series - 4 races - 38,400 points
4. Fujimi Kaido Class C Series - 4 races - 39,300 points
5. Amalfi Coast Class B Series - 4 races - 29,100 points
6. Nurnurgring Class A Series - 4 races - 38,400 points
7. Fujimi Kaido Class S Series - 4 races - 39,000 points
8. Amalfi Coast Class R3 Series - 4 races - 27,900 points
9. Nurburgring Class R2 Series - 4 races - 38,400 points
10. Fujimi Kaido Class R1 Series - 4 races - 38,700 points

### Closed circuit - Lap Days:

1. Class F Lap Days - 3 races - 34,400 points
  2. Class E Lap Days - 3 races - 34,500 points
  3. Class D Lap Days - 3 races - 34,500 points
  4. Class C Lap Days - 3 races - 34,400 points
  5. Class B Lap Days - 3 races - 34,500 points
  6. Class A Lap Days - 3 races - 34,500 points
  7. Class S Lap Days - 3 races - 34,400 points
  8. Class R3 Lap Days - 3 races - 34,400 points
  9. Class R2 Lap Days - 3 races - 34,500 points
  10. Class R1 Lap Days - 3 races - 34,400 points
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## • 9 Full-on Endurance Races:

### Endurance:

1. 34 Lap Road Atlanta - 1 race - 72,000 points
  2. 130 klm Circuit de Catalunya - 1 race - 74,000 points
  3. 134 klm Twin Ring Motegi - 1 race - 83,000 points
  4. 160 klm Silverstone Gran Prix - 1 race - 88,000 points
  5. 32 Lap Mugello - 1 race - 92,000 points
  6. 169 klm Suzuka Circuit - 1 race - 92,000 points
  7. 31 Lap Sebring International Raceway - 1 race - 99,000 points
  8. 128 mil Road America - 1 race - 110,000 points
  9. 17 Laps Circuit de la Sarthe - 1 race - 110,000 points
  10. 187 klm Nurburgring Nordschleife - 1 race - 110,000 points
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## • 10 Top of the Ladder Championships:

### Championships:

1. Class F World Championships - 3 races - 18,200 points
2. Class E World Championships - 3 races - 23,900 points
3. Class D World Championships - 4 races - 36,600 points
4. Class C World Championships - 5 races - 53,000 points
5. Class B World Championships - 6 races - 82,000 points
6. Class A World Championships - 7 races - 106,000 points
7. Class S World Championships - 8 races - 157,000 points
8. Class R3 World Championships - 9 races - 216,000 points
9. Class R2 World Championships - 11 races - 314,000 points
10. Class R1 World Championships - 13 races - 428,000 points

For even more detailed breakdowns, make sure you download the printable PDF for each set of races or class, so you can find out, the tracks, number of laps and points gained for each race.

Our next set of Forza 3 details will be dealing with various racing tips for each track, as well as some driving tips for the Novice, Intermediate and Expert drivers. Dealing with such things as Assists, Gears, slight changes to the Optimised Auto-Upgrades and several other great Forza 3 tips-n-tricks.

The main thing is to have fun, but also to hone your skills so that you get the best you can from not only Forza 3, but any decent racing game. Our aim is that you will walk away from the experience much more informed, and also with a greater respect for the game, and the work Turn 10 have put into the game.

Personally I'm looking forward to the next lot of Downloadable Content, and seeing the creations that come from the Forza 3 community. The game has its bugs, all games do. There's no such thing as the "perfect" game or a game without flaws. They all have them. Forza 3 has its share, but they do not distract from the overall experience of the gameplay or the game in general.

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