

# DEFAULT CONTROLS



## MANUAL TRANSMISSION

**UPSHIFT** (B)

**DOWNSHIFT** (X)

XBOX

LIVE

ONLINE ENABLED

# FORZA MOTORSPORT™



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### ABOUT 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### AVOID DAMAGE TO YOUR TELEVISION

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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**MANUAL  
TRANSMISSION**

 **UPSHIFT**

 **DOWNSHIFT**

 **BRAKE/REVERSE**

*(AutoReverse when in automatic-shifting mode)*

 **ACCELERATE**

 **REVERSE**

 **LOOK BACK**

 **STEER**

 **EMERGENCY BRAKE**

 **CYCLE CAMERA VIEWS**

 **CYCLE HUD-DAMAGE AND  
TIRE-HEAT INDICATORS**

 **LOOK LEFT, RIGHT, BACK**

*When navigating the pre-race UI, you can control scrolling Help text with the right thumbstick.*

 **PAUSE**

**GAME  
CONTROLLER  
OPTIONS**

From the Options menu, select Controller Options to:

- Pick an alternate controller setup.
- Change the D-pad to control your music (volume and track advance).
- Turn vibration on and off.

# GAME SCREEN (HUD)

Note that the display changes depending on your camera view. Within the Options menu, you have the ability to turn any element of your HUD on and off.

**COURSE MAP**

**SPLIT TIMES**

**XBOX LIVE ALERTS**

**LAP NUMBER / TOTAL NUMBER OF LAPS**

**LAP 2/3**

**RACE TOTAL TIME 02:15.165**

**BEST LAP TIME 01:55.000**

**LAST LAP TIME 01:55.000**

**CURRENT LAP TIME 00:20.165**

**PENALTY TIMER 00:01.200**

*This affects your local and Xbox Live™ scoreboards.*

**CAR AHEAD +00:15.822**

**CAR BEHIND -00:21.898**

**BEST -0:02.000**

**FUEL GAUGE**

**CURRENT GEAR 3**

**SPEEDOMETER 107 MPH**

**DAMAGE-STATE INDICATOR**  
*(also the location of the tire-heat indicator)*

**TACHOMETER RPM**

**YOUR CURRENT RACE POSITION PLACE 2/8**

**BOOST GAUGE**

**REV-LIMITER INDICATOR**  
*(illuminates when damaging your engine)*

**DRAFT INDICATOR**  
*(illuminates when staying close behind or close ahead of another car to take advantage of the reduced air pressure created by the leading car)*

**E-BRAKE INDICATOR**

**STM TCS ABS**

**STM = STABILITY MANAGEMENT**  
**TCS = TRACTION CONTROL SYSTEM**  
**ABS = ANTI-LOCK BRAKE SYSTEM**  
*The assist indicator will illuminate when these are actively working (see page 7).*

## ARCADE RACE

Compete wheel to wheel against game-controlled (A.I.) drivers as you unlock new cars and Arcade race series (see page 9).

## CAREER MODE

Compete online or offline in multiple race types, level up your driver to unlock manufacturer relationships, and earn money with which you can customize and collect cars (see page 10). In online Career races, you'll earn credits and level up your driver by racing human opponents.

## MULTIPLAYER

Race against another player on a split screen, use System Link to connect up to eight Xbox® consoles on a LAN (Local Area Network), or connect to the Xbox Live online service (see page 22). View scoreboards to see how you stack up against your friends, members of your Car Club, and the world (if you're not connected to Xbox Live, then you have access to local scoreboards only).

## TIME TRIALS

Attempt to set the fastest single-lap time on a specific track with a specific car. Because all players are racing the same car under the same conditions, the only factor here is skill.

### SCOREBOARDS AND GHOSTS

Your times are uploaded automatically for any race to local and Xbox Live scoreboards, and depending on your rank, your ghost is uploaded automatically to Xbox Live scoreboards. You also can compete against a downloaded ghost in Free Run and Time Trials.

To download a ghost from Xbox Live ▶

1. Enter Free Run or Time Trials.
2. When you see Scoreboards, use **X** to toggle to the Xbox Live Scoreboard.
3. Press **Y** to view the scoreboard full-screen.
4. Select the ghost you want to download, and follow the on-screen steps to download it. The ghost will be ready for you to race automatically.

Note that you can download only one ghost at a time, and selecting a new track will delete the previously downloaded ghost automatically.

## FREE RUN

Practice with any car on any track. There are three types of Free Run races: Hot Lap, Autocross, and Point to Point. In Hot Lap, race around a track as many times as you want in an attempt to set the fastest time. In Autocross, race through cone gates in an attempt to set the fastest time. In Point to Point, race from one point to the next in an attempt to set the fastest time.

## OPTIONS

Modify your audio options and soundtrack, make changes to the HUD, choose English or metric units, select your controller setup, and watch replays.

### IN-GAME ASSISTS

*Stability Management (STM) helps maintain vehicle control under difficult cornering conditions.*

*Traction Control (TCS) maximizes grip between the vehicle's driven tires and the road surface under acceleration.*


*Anti-Lock Braking (ABS) rapidly alters brake pressure to maintain maximum braking force at the threshold of wheel lockup.*

*Suggested Line helps you learn racing techniques by drawing a racing line on the track. Green indicates you should accelerate, and red indicates you should slow down (by releasing the gas and/or applying the brakes). However, racing the suggested line doesn't guarantee victory.*

*The optimum speed and line for each race might be different across drivers, cars, conditions, and setups.*

A car's class designates its performance level by taking into account attributes, such as grip, weight, and power. Car class can limit the races for which you are eligible.

- D** Standard production class. Examples include the Honda Civic Type-R and the Ford Focus SVT.
- C** Sport production class. Examples include the Mazda RX-8 and the Honda S2000.
- B** Performance production class. Examples include the Acura NSX and the Audi RS 6.
- A** High-performance production class. Examples include the TVR Tuscan S and the Chevrolet Corvette C6.
- S** Ultra-high-performance production class. Examples include the Enzo Ferrari and the Porsche Carrera GT.
- R** Purpose-built race cars. Examples include the Audi R8 and the Bentley Speed 8.

 *Upgrading a vehicle might move it out of its current car class. The only exception to this is class R; cars never move out of this class, and no car can move into it.*

## SUBCLASSES

Car classes D through S have four subclasses, with 1 being the highest rated and 4 being the lowest. Class R has three subclasses.

### Class R Subclasses

- GT** R-GT: Race cars based on entry-level sports cars or sport sedans with roughly 300 hp.
- GTS** R-GTS: Race cars based on mid-level sports cars or sport sedans with roughly 500 hp.
- P1** R-P1: Lightweight prototype race cars with roughly 600 hp.

The *Forza Motorsport™* Arcade mode allows you to compete wheel to wheel against A.I. drivers as you unlock new cars and race series.

## PROGRESSING THROUGH ARCADE MODE

When you first begin Arcade mode, you have access to a few tracks and cars.

### Unlocking the Next Series of Arcade Races

To unlock the next series of races within Arcade mode, place in the top three against your opponents in all races within your current series.

### Unlocking Cars

You can unlock up to three cars in each series. Place at least third in every race to unlock one car for that series, at least second in every race to unlock two cars, or first in every race to unlock three cars.

## LOADING YOUR GARAGE

While in Arcade mode, you can load any cars from your Career mode **Garage** by selecting the **My Cars** icon on the **Select Car Class** screen.

Career mode is the core of *Forza Motorsport*. You begin your career with a small amount of credits (CR), which you can use to buy and upgrade cars. As you compete in races, you'll earn more credits. You can win cars by finishing first in all races within a Career series. If you're connected to Xbox Live, you also have the opportunity to compete in your career online.

## RACE RESTRICTIONS

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

## HOME REGIONS AND RARITY

Choosing a home region is important in *Forza Motorsport*, because it determines availability, cost, and rarity of the cars in your career. Entry-level cars, such as the Honda Civic or Ford Focus, are common (and thus inexpensive) in all regions. Middle- to high-level cars, such as the Nissan Skyline, Chevrolet Corvette, or Opel Speedster, are far more common in their home region and relatively rare (and thus more expensive) in other regions. Supercars, such as the Enzo Ferrari, Porsche Carrera GT, or Chrysler ME Four-Twelve, are equally uncommon and rare in all regions. The rarer your car is in your region, the more value it holds.

Region also determines what aftermarket parts relationships you develop as you win money in your career (see page 11). After you choose a home region for a player profile, it cannot be changed. If you want to select another home region, you must create a new profile.



Regardless of home region, by advancing your career, you eventually will gain access to all cars in the game. Region has no bearing on your language or your country of origin, nor does it affect which tracks are available to you.

You can buy and sell cars with other players, and this is a good opportunity to collect cars from other regions. Therefore, it is in your best interest to pick a region different from your friends', so you can buy and sell cars for profit that are rare in each other's regions. You can buy and sell over Xbox Live, via System Link, or between profiles on the same Xbox console.

## CAREER LEVELS AND MANUFACTURER RELATIONSHIPS

As you progress to different levels, you unlock relationships with different manufacturers. There are two types of manufacturer relationships you'll unlock:

**Parts Manufacturers** - Unlocking a parts-manufacturer relationship results in discounted parts being available in the **Buy Upgrades** area of the **Garage**. For example, a relationship with a tire manufacturer can lead to discounted tires.

**Car Manufacturers** - Unlocking a car-manufacturer relationship results in previously locked cars from that car manufacturer being unlocked and available for sale. Occasionally, a car will be gifted to you.

### SET DIFFICULTY

*By increasing your difficulty, you increase your potential earnings. The quickest way to increase your earnings is by making the game more challenging.*

*By default, damage and fuel/tire wear are enabled. Depending on the race, you might need to pit when those options are turned on.*

## UPGRADING AND TUNING

### Buy Upgrades

Improve your car with a high-performance engine, drivetrain, chassis, and bodywork components. Add, remove, or sell parts from your car that you've already purchased (note: when you sell parts, you won't earn back the original purchase price). Upgrading a vehicle might move it out of its current car class; when this happens, you can uninstall parts if you want to return to a lower car class.

- **Engine and Power** - Engines make power by burning a fuel and air mixture. To make more power, you must improve the engine's ability to breathe and thus burn more fuel. To improve breathing in *Forza Motorsport*, intake and exhaust upgrades reduce restrictions on air flow into and exhaust flow out of the engine; fuel and ignition upgrades supply higher fuel flow and a hotter spark for better combustion efficiency; and turbo and supercharger upgrades force more air into the engine.
- **Appearance and Aero** - Customize your car's appearance to transform a generic car into *your* car. Add front and rear spoilers and side-skirts to reduce wind drag, while increasing grip through higher downforce. Reduce weight with a carbon-fiber hood.
- **Chassis and Drivetrain** - The chassis is the structure to which the body, engine, drivetrain, wheels, tires, and even passengers attach. This structure affects handling—how well a car grips the road and how accurately it responds to driver inputs. Improve the chassis by modifying the suspension and stiffening and lightening the structure. The drivetrain transmits the power of the engine into motion at the wheels and the energy of motion into heat at the brakes and tires. Improve the efficiency, accuracy, and flexibility of the drivetrain by upgrading the transmission, clutch, brakes, differential(s), wheels, and tires.

When installing and uninstalling parts, you'll see the following icons:



You own this part, but it isn't installed.



You own this part, and it is installed currently.

Additionally, as you select parts for your vehicle, you can see that each part has up to three different levels above the stock part:

- **Modified Part** - This is an improvement over the stock setup.
- **Clubsport Part** - This is an improvement over the modified setup.
- **Professional Part** - This is the most advanced improvement for this setup and is designed for all-out racing.



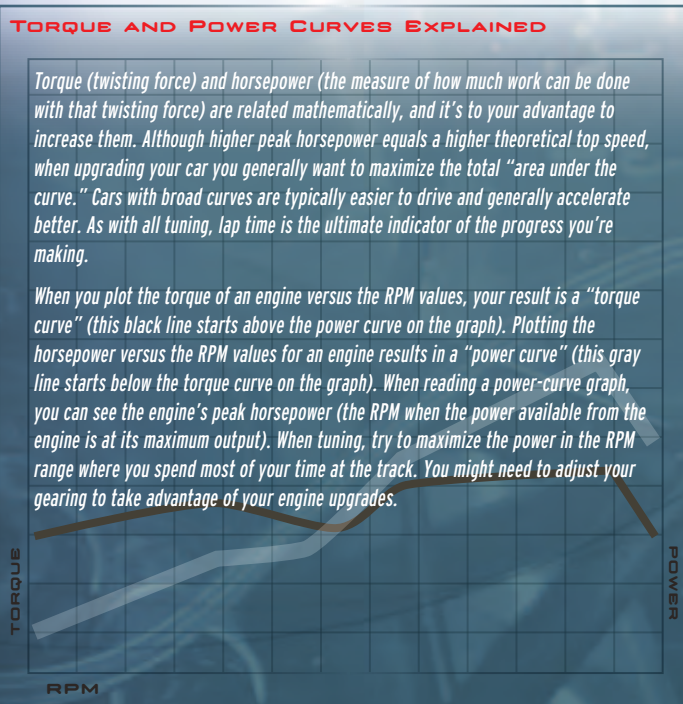
*The Buy Upgrades area contains matched upgrade kits that are designed to improve your vehicle's performance. These kits will always improve your performance, and combinations of upgrade kits will show even greater improvement. You don't run the risk of decreasing vehicle performance when buying and installing upgrades. However, tuning changes made to your car in the Tune Car Setup area can affect performance adversely if done incorrectly.*



## TUNE CAR SETUP

*Forza Motorsport* allows you control over your car's chassis tuning. Then, you can benchmark and test drive your new settings and save or load your favorite chassis setups.

Tuning is a complicated process. All of the tuning options are related to and dependent upon each other. Furthermore, there is no "right setting." The best setting will change by track, by car, and by driver. The ultimate test of a setup is on the track, so tune your car, and then go test drive to see the effects of your changes.



## CUSTOMIZE PAINT

Go to **Customize Paint** to make basic changes to your car's paint job. Here, you can alter the paint on your car's body, mirrors, hood, and wing. If you want to create a detailed, unique design, you must select **Apply Decals**.

## APPLY DECALS

The **Apply Decals** area is the most advanced livery editor of its kind. Here, you can add decals and create custom vinyl shapes and patterns on your car. You also can create custom skins that designate your Car Club.

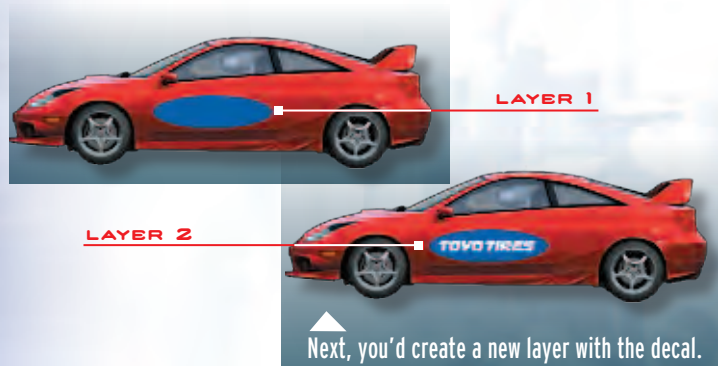
### Layers

The building blocks for your car's custom design are called layers. Each layer can contain one element: either vinyl or a decal. You can stack layers on top of other layers to create any design you want. There are six parts to your car: top side (including the hood), left side, right side, front bumper, rear bumper, and the wing. Each of these six parts has 100 layers—for a total of 600 layers on all sides.

*(continued on page 16)*

Higher-numbered layers sit above lower-numbered layers—that is, if you have a layer 1 and layer 2 on top of each other, layer 2 will cover layer 1. Here is an example:

If you want to place a decal on top of a blue vinyl oval, you'd first create the blue vinyl shape on a layer. ▼



The decal layer sits on the oval vinyl layer, because it has a higher layer number. If the decal had a lower layer number, it would be hidden below the oval. This is a very basic example—remember that each of the six parts of your car has 100 layers, so your design possibilities are endless.

### Layer Options

Within the **Layer Options** menu, you can copy, paste, insert, or delete layers. You also have the option to copy all layers from one side of your car and paste them on the other side of your car.

### Copy Custom Design

You can copy your car's custom design and paste it onto another vehicle of the same make and model. This is very useful for Xbox *Live* Car Club members who want to have a unique design that designates their club.

## GO RACE - CAREER RACE TYPES

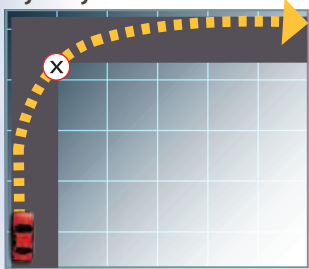
- **Amateur Races** are single races, and the car restrictions aren't very strict. Specifications for Amateur Races are creative in their restrictions.
- **Point-to-Point Races** send you from one point to another along a turn-intensive course in an attempt to beat your opponents.
- **Professional Races** have very tight, competitive specifications for the cars that can enter.
- **Championship Series** races involve multiple races. For each series race, you are awarded points based on your finish. You don't have to finish first in every race, but you do want the highest point total at the end of the series of races.
- **Endurance Events** are extremely long events where pit strategy can be important and the potential for earnings is greater.
- **Online Career** races allow you to compete over Xbox *Live* against human opponents, while earning Career credits and leveling up.

Drivatar™ technology is a form of learning artificial intelligence—it learns to drive like you by watching you race and emulating you. Train your Drivatar A.I. to use your racing techniques, so it can race for you in certain Career races (choose **Load Drivatar** from the pre-race **Starting Grid**). Note that you must pay the Drivatar A.I. a fee to enter a race for you, and this is deducted from your race winnings. To find out more about Drivatar technology, visit [www.drivatar.com](http://www.drivatar.com).

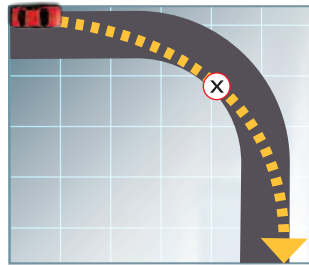
### DRIVATAR LESSONS

Race through the required **Drivatar Lessons** to demonstrate your racing techniques. You can add additional training to make your Drivatar A.I. behave more like you by selecting **Free Training**. One aspect of the training will be teaching your Drivatar A.I. how you handle the following turns:

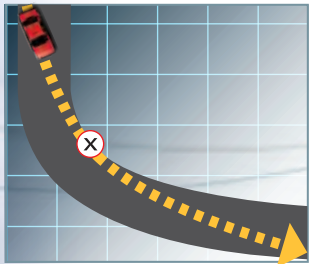
Right Angle



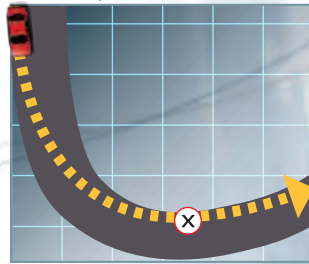
Constant Radius



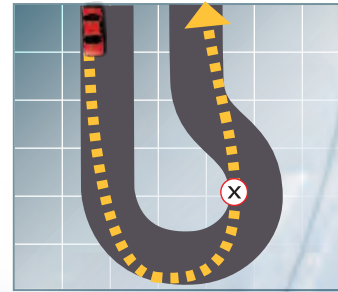
Increasing Radius



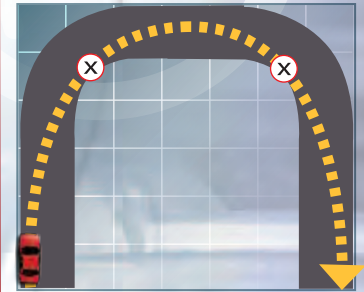
Decreasing Radius



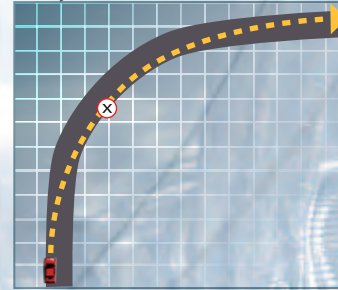
Hairpin



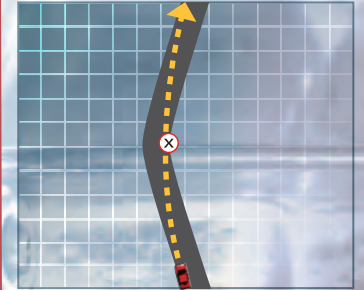
Dual Apex



Sweeper



Kink



Chicane



 = APEX

# REPLAY AND TELEMETRY

Replays are a powerful tool for analyzing race performance. You can review previously saved replays in the **Replay Theatre** by selecting **Options** from the **Main Menu**.

## TELEMETRY

Replay telemetry allows you to analyze race performance in intricate detail. For example, you can analyze tire load, camber, speed, and temperature to help diagnose setup problems, differential problems, and tire grip and wear issues. Study your own race, or learn from someone else. The following are some of the more advanced telemetry screens:



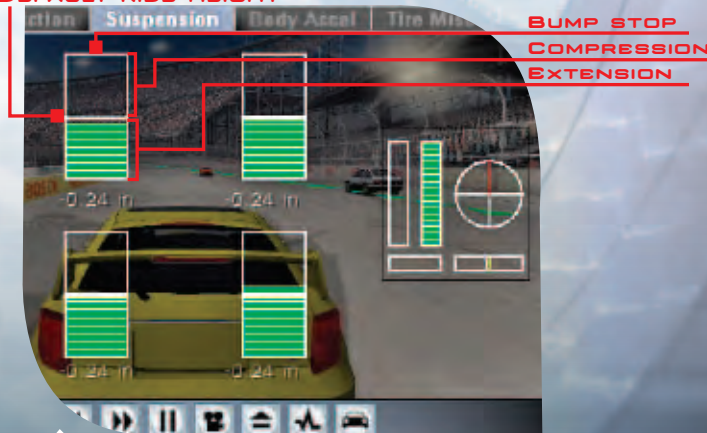
This shows tire grip information—the circle shows available grip for the tire, and the blue line shows the actual force on the tire. When the blue line goes outside of the red circle, you are sliding, because there is more force acting on the tire than there is grip available. A fast driver will keep the blue line at the edge of the circle when accelerating, decelerating, or cornering. If you see the blue line outside of the circle frequently, try to be more smooth in your actions on the track.

## RECORDED HIGH POINTS



This shows the g-forces acting on your car. Use it to determine how effective any adjustments or upgrades were. Generally, as g-forces go up, lap time improves.

## DEFAULT RIDE HEIGHT



This shows the current position of the suspension within its available travel. Use this to help determine proper spring and damping adjustments. Both too little and too much movement can result in undesirable handling.

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. In addition, by connecting to Xbox *Live*, you have access to online scoreboards, online car buying and selling, online Career races, and Car Clubs.

### CONNECTING TO XBOX LIVE

Before you can play *Forza Motorsport* online, you must connect your Xbox 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](http://www.xbox.com/connect) and select your country.

### SIGNING IN

To sign in, you must first select or create a profile. Select **Xbox Live Sign In** from the **Multiplayer** menu. The most recently used Gamertag will be signed in automatically whenever you start the game. If Auto Sign-In has been turned off in the Xbox Dashboard, you won't be signed in automatically.



For the latest information and stats tracking, visit [www.forzamotorsport.net](http://www.forzamotorsport.net).

### QUICK MATCH

Quickly join an event. You'll be placed automatically based on your ELO ranking (see below).

### OPTIMATCH™

Be as specific or broad as you like about the type of competition, car, and game criteria for the race you want to join. Specify such parameters as the track, game type, and car class. Additionally, you can search for lobbies in which others are buying and selling cars by selecting **Buy and Sell Cars** as your Game Type.

### CREATE MATCH

Create and host a race type with specific criteria, or create a lobby in which to buy and sell cars with other players.

### GO TO CAREER

Earn credits and level up by racing Career mode races online against human opponents. In Career Quick Match, human opponents are matched to your skill based on the ELO ranking system.



### ELO RANKING

The Forza Motorsport ELO ranking system is based on a chess rating system developed by Arpad Elo for the United States Chess Federation. An ELO ranking system factors such variables as a player's rating, the probability of a win for each player, and the effects of win or loss on a player's rating.

## CAR CLUB

Car Clubs are an Xbox *Live* exclusive. A Car Club is a team of drivers who have joined together. Car Club statistics are tracked as a group, and a Car Club functions like a shared **Friends** list. You can always find your Car Club members online quickly, and you can track your Car Club members' stats in the scoreboards. Your Car Club can have members who are not in your Xbox *Live* Friends list. You can join only one Car Club, and as a member of the Car Club, you contribute to the Car Club's score.

### Creating a Car Club

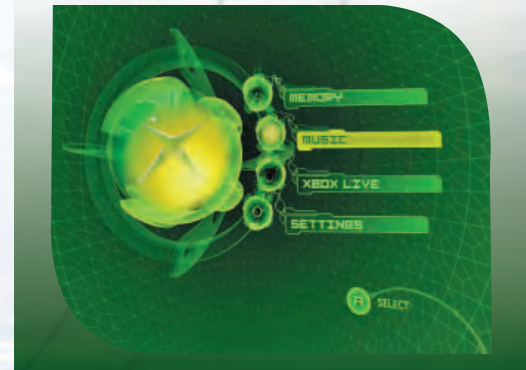
When you create a Car Club, you become the Club President. The President can recruit any member of the Xbox *Live* community to be in the Car Club. The President also can designate club members as Recruiters.



*Recruiters can add and remove members from the Car Club, but they can't remove other Recruiters; only the President can remove a Recruiter.*

When racing or navigating the UI, you have the option to listen to your own music. To do this, select **Soundtracks** either from the **Options** menu or from the in-game **Pause** menu. Then, select the soundtrack you want to hear.

If you want to hear your own custom-created soundtrack, you must first create a soundtrack on the Xbox Dashboard.



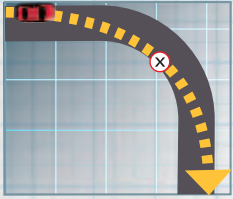
## CREATE AN XBOX DASHBOARD SOUNDTRACK

1. Remove the *Forza Motorsport* game disc from your Xbox console.
2. Go to the Xbox Dashboard **Music** menu.
3. Copy tracks from an audio CD to a soundtrack.
4. When you've finished creating your Xbox Dashboard soundtrack, place the *Forza Motorsport* disc back into the Xbox console.

For more information on creating soundtracks on the Xbox Dashboard, refer to your Xbox console instruction manual, or visit [www.xbox.com/en-US/support/games/customsound.htm](http://www.xbox.com/en-US/support/games/customsound.htm).

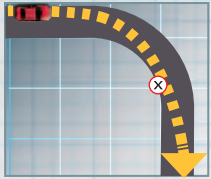
## OUTSIDE-INSIDE-OUTSIDE CORNERING

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, place your vehicle to the outside edge of the track until “turn in.” Then, move from the outside edge to the inside edge at a point called “the apex”—somewhere near the middle of the corner. When past the apex, use the track’s width to your advantage, moving back toward the outside edge as you complete the corner.

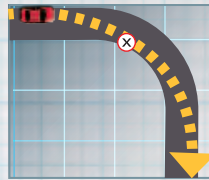
## LATE AND EARLY APEXING



A “late apex” is an apex point after the geometric center of a corner. When late apexing, you give up some cornering speed, so there’s more grip available to accelerate your car earlier. In some cases, the time lost because of the slower speed through the corner is made up for by the time gained

through increased straightaway speed after the corner.

An “early apex” is an apex point before the geometric center of a corner. Apexing early is less common, but it can be advantageous when driving through an increasing-radius corner (see page 18). You might try to apex earlier to maximize speed through a corner (by creating a wide line at the exit), but at some point, the line created runs too wide and off the outside of the track.



## FINDING THE LINE TO MAXIMIZE SPEED

Find the best path around the track for your vehicle and driving style.

1. Drive at a slow pace around the track until you know the layout.
2. Begin to use the entire track width for all corners using very late apexes. This might seem unnatural at slow, non-race speeds.
3. Slowly work your speed up, and pull each apex back about three feet with each lap.
4. Eventually, you will need to use the entire width of the track on the exit of a corner. You are now very close to the vehicle’s limits and should start moving apexes back in smaller increments. If you run off the outside edge of the track or must “turn in” again after you’ve passed your apex, you’ve apexed too early.
5. When you’ve worked up to speeds and apexes that force you to use the entire track, then you’ve found your baseline around the track. This line might be different across drivers, cars, conditions, and car setups.
6. Now, work on compromising certain corners to maximize your speed through others (where corners are close together). Generally, it’s best to focus on corners with the longest straights after them, as the speed you carry through the corners will help you on the following straightaways. Use lap times and telemetry to determine the best compromises between corners.

**SETTING UP THE PASS**

Most passing happens under braking or coming off of a corner on to a straightaway. To pass under braking, first get as close as possible to the car in front of you. As you both approach a corner, move your car to the inside of your opponent and bring it alongside—try to have the nose of your car at least past the door of your opponent. Brake later than the other car; with your nose ahead, your opponent will not be able to make the turn. You now have “taken” the corner and are halfway through the pass. Drive through the corner (without hitting your opponent). Your opponent should fall in behind you; when that happens, you’ve “made the pass.” Be aware that your opponent might try to re-pass you coming onto the straightaway (by late apexing), because the line you took through the corner was severely compromised to make the pass.

If you have a faster car (or an evenly matched one), the safest place to pass is on the straightaway. If the cars are closely matched, you should be able to get close enough that your opponent has to start driving a protective (inside) racing line to keep you from passing in a braking zone. As the other driver brakes deeply on the inside of the track, swing to the outside of the track and prepare to hit a late apex. You should be able to drive to the inside of your opponent as you both exit the corner. Because you’re on a late apexing line, you should have more speed onto the straightaway than your opponent, who’s recovering from a very early apexing (protective) line.

**BLOCKING THE PASS**

Passing often occurs in the braking zone. If a vehicle is close behind yours, you should protect the inside line while braking into corners. This isn’t the fastest way around the track (and why a “qualifying line”—without opponents—is different from a “racing line”), but it will prevent the other driver from muscling in to the inside line. (If that happens, you’ll be forced to drop behind or to take the outside edge of the track.) Even though you’re driving more slowly using the inside line, it’s far more difficult for the driver behind you to pass on the outside.

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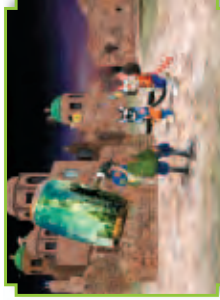
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