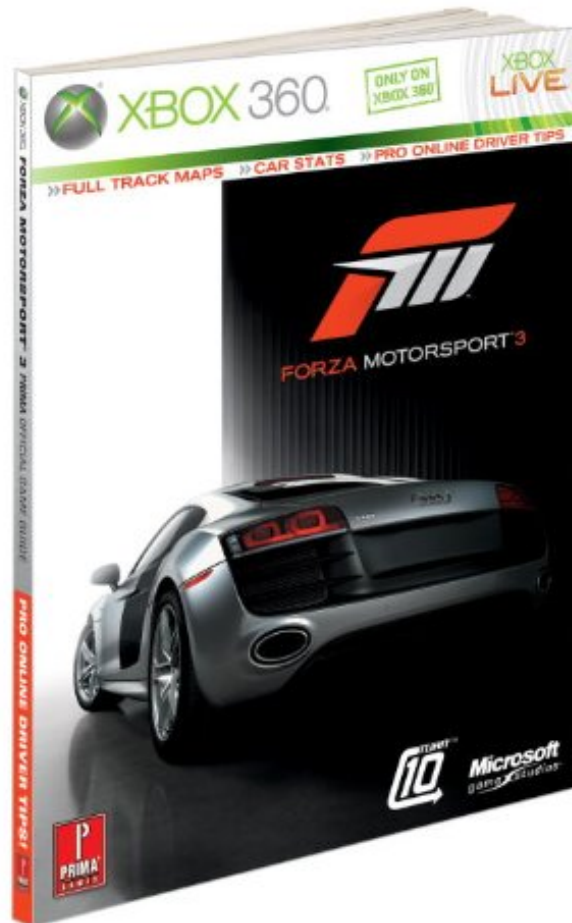


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## Forza Motorsport 3: Prima Official Game Guide (Prima Official Game Guides)

Jim Mazurek

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#1694441 in Books Prima Games 2009-10-27 2009-10-27Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 10.80 x .40 x 7.951, 1.24 #File Name: 0761563385256 pages | File size: 27.Mb

**Jim Mazurek : Forza Motorsport 3: Prima Official Game Guide (Prima Official Game Guides)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Forza Motorsport 3: Prima Official Game Guide (Prima Official Game Guides):

0 of 0 people found the following review helpful. Nice to haveBy Paul UVery good reference guide to all the cars, car upgrades and tracks; as others have noted, some of the GM cars are not listed. Not an essential "strategy guide", it does not get into best specific car set-ups for specific tracks ot any other "insider" information to improve your performance. It's more a very nice reference. More for the casual Forza player than the expert. Bought this for my teenage son who loves cars and racing games; he really enjoys having it.I purchased from Goodwill Charlotte Books.

Book condition was exactly as described and delivery was good.3 of 3 people found the following review helpful.  
What's in it is good, but...By Overload in COThe main reason I bought this guide is to get a lot of info sorted and on the page, so you don't have to go from screen to screen. Also, to figure out things that would cost me in game credits to do.It has a nearly complete list of the cars in the game. It's missing all GM brand cars and their stats. I like comparing cars, so this is not good for me. The cars it does have is great, with just about all the info I'm looking for about each. The only datum I'd like is 'car type' and 'body type' as some races restrict you to 'hatches' or 'coupes' or even to a class of cars, like 'Civics'.The other thing I want from a guide is modification tables. Maybe this varies too much from car to car, but I know the replacement rims are standard among all the vehicles in terms of weight savings vs each other. This guide gives general tips, but not the specifics I wanted. The game's 'auto tune' option does basically the same thing, but doesn't try to explain it to you.Other things it has:-maps of all the tracks, with hints on getting around them.-tuning tips. It's better explaining what all the sliders do, but doesn't come out and tell you what to do.- checklist of all (listed) cars. This is a basic text version of the visual car listings.I'd buy it again, but still would want it to be more complete.2 of 2 people found the following review helpful. Am I Missing It, or Is the Book Missing It?By C. EvansOf course, the book is a lot of information somewhat available from the game but I really like the ability to look stuff up in the book. Especially like the track references, the slight bit of information (general) on how to drive a certain track. Like the list of cars and all the data that is listed in the tables. Handy to see it all at once.BUT, for the life of me, I can't find any Chevys listed. It's like Chevrolet was left out. Nada. What's up with that ?

Maps for every track - Each track is broken down with turns detailed to give players the best racing line and an edge over the competition. Tuning how to - Continuing our Forza 2 guide tradition, the tuning section will be upgraded to give players the info they need to tune their car to top condition. Unlock info - There are over 300 cars in the game and Prima tells how to collect them all. Pro Tips! - A long-time competitor and founder of an international Forza virtual racing league will be revealing his strategies for all things Forza!