

## = Forza Motorsport 4 =

Forza Motorsport 4 is a racing video game developed by Turn 10 Studios and published by Microsoft Studios for the Xbox 360 . It is the fourth installment in the Forza series . It is the first title in the series to support the Kinect sensor alongside the traditional controller @-@ based gameplay . It is the last Forza Motorsport released for Xbox 360 ; 2012 's Forza Horizon and its 2014 sequel were the last two Forza games for the platform , while 2013 's Forza Motorsport 5 was released as an Xbox One exclusive .

New to the series is the Autovista mode , a mode in which players can view precise details such as engine parts and interior gauges on a select number of cars . It features a partnership with BBC 's Top Gear as well as its American counterpart . Jeremy Clarkson , presenter for Top Gear , provides commentary in the game 's Autovista mode . Other partnerships include a two @-@ year agreement with the American Le Mans Series ( ALMS ) . Over 500 cars and 26 tracks are included .

The game received universal acclaim from critics . Aggregate websites GameRankings and Metacritic report scores of 90 @. @ 50 % and 91 out of 100 , respectively . Metacritic also reports eight perfect scores from various media outlets . Critics praised the enhanced vehicle physics , updated visuals , and strong sound design . Several reviewers also gave high marks for the game 's Autovista mode . Some critics expressed frustration with Kinect features , and others also felt that the game was not enough of an innovation from its predecessor , Forza Motorsport 3 . These critics did , however , concede that the game was a vast improvement over Forza Motorsport 3 .

## = = Gameplay = =

Forza Motorsport 4 is a racing video game , and the fourth in the Forza Motorsport series . Like Sony 's Gran Turismo franchise , Forza games are racing simulations ; heavy emphasis is placed on making the cars drive and look as realistic as possible . Races are conducted on closed circuit tracks . 500 cars are featured in the core game experience , ranging from road cars to race cars .

Players can utilize Kinect to look into a corner using a new head tracking feature . This allows them to look toward the apex of a corner or at nearby cars . The controller or steering wheel is used to control the car while Kinect is used independently for viewing around the driver . Players can also use Kinect as a game controller . In this setting the game automatically accelerates and decelerates the player 's vehicle utilizing a modified version of the feature known as Auto Brake in Forza Motorsport 3 . The steering is controlled by placing the players arms out as if controlling an invisible steering wheel . Kinect will allow the player to use voice commands to start races and navigate menus .

New to the Forza series is a feature known as Autovista . It is designed to allow players to walk around and explore inside cars . This feature allows players to view minute details such as brake pads , engine components , and interior details . The player can point at certain features , such as headlights , wheels and the engine for further information about them via audio recording . It can be controlled via Kinect or a game controller . Only 24 cars in the game support the Autovista feature , as it is primarily for sports cars , classic cars , and dream cars . The graphics used to create these cars are formed using image @-@ based lighting which allowed the developers to create perfect reflections , and would better immerse the car in the environment both when racing on a track or in the garage or Top Gear studio when viewing a car .

As in Forza Motorsport 3 , there is a career mode for players to complete , which sees players racing at multiple locations around the world . This is known as World Tour Mode in Forza Motorsport 4 , previously known as Season Play in Forza Motorsport 3 . However , one new feature that appears in Forza Motorsport 4 is the game 's ability to adapt the difficulty as the player progresses through the career , and collect a trend of data to see how well they perform . This allows AI drivers to change and upgrade their cars automatically to suit the player 's driving abilities . There are several types of races besides the standard format . Forza Motorsport 4 includes the original bumper @-@ to @-@ bumper races , but also has drift , autocross , and multiple @-@ heat races . Unlike in Forza Motorsport 3 where players had no choice over which car they received after

leveling up , in Forza Motorsport 4 players are now able to choose one out of several cars as a prize , which are automatically upgraded to the high end of their class . Players are able to import their Forza Motorsport 3 profiles into Forza Motorsport 4 . This gives them the ability to transfer a certain amount of in @-@ game credits and gifted cars into their new garage . The amount allowed transferred is based on how long they have played the game and how many cars and credits they have . Players have the option to create car clubs and share cars in their garages within that club . Previous games in the series were limited to eight cars on the track , however Forza Motorsport 4 supports 16 player racing online , and two players offline .

Forza Motorsport 4 features 26 courses to compete on . These race courses are mix between circuits courses and point @-@ to @-@ point courses . 17 real @-@ world tracks and nine fictional locations are included . Each course features as reverse configuration , and many have multiple other configurations . Three additional real world race tracks and one fictional track have been added to the Forza franchise , Hockenheimring , Indianapolis Motor Speedway , Infineon Raceway and the fictional Bernese Alps .

= = Development , marketing and release = =

A technology demo for Forza Motorsport 4 was first revealed at Microsoft 's E3 2010 press conference . The live demonstration showcased a passing challenge while driving the 2010 Ferrari 458 Italia . Using the Microsoft Kinect sensor the player steered the car to pass opponents . Forza Motorsport 4 was formally unveiled at the 2010 Spike Video Game Awards . Turn 10 announced that the game would feature over 500 cars from 80 manufacturers , and confirmed that it will support Kinect as well as standard Xbox 360 controllers and racing wheels . Turn 10 officially partnered with the American Le Mans Series ( ALMS ) for two years from August 8 , 2011 . The partnership provides several in @-@ game ALMS themed events to complement the cars and tracks raced in the ALMS present in previous entries in the Forza Motorsport series . Unlike past games in the series , vehicles from the SCCA Pro Racing World Challenge were not present initially in Forza Motorsport 4 aside from a Mopar sponsored Dodge Viper . The Porsche download content pack added one World Challenge Porsche GT3 . More known content was leaked during IGN 's visit to E3 2011 , which revealed that there will be the option to create car clubs and share garages within that club , and that the game will support 16 player online racing . Hockenheimring , Indianapolis Motor Speedway and Infineon Raceway were added as three more real world tracks to the Forza series .

A Tesla Roadster was used to record the game 's tire sounds . The developers chose the Tesla due to its near @-@ silent electric motor which allowed them to record the sounds cleanly without engine or exhaust noise . Two microphones were mounted to the car and pointed at the tire for recording . Lance Hayes , the award winning composer for Forza Motorsport 3 , returned to score Forza Motorsport 4 , which features a combination of his music and other licensed artists . 15 songs were provided by Hayes for the user interface and some in @-@ race music . In speaking of the tone of the soundtrack , Hayes stated " The score has an increased cinematic feel as well as incorporating many of the styles ( downtempo , electronic , ambient ) that made the Forza Motorsport 3 OST a fan favorite . "

On August 26 , 2011 , at PAX Prime it was announced that Turn 10 would include the UNSC Warthog from Microsoft Studios ' Halo series in Forza Motorsport 4 's Autovista mode . The model of Warthog used in Forza Motorsport 4 is identical to the version in the then @-@ upcoming Halo 4 , although the vehicle is not drivable . Turn 10 has cited the vehicle 's exaggerated four wheel steering system , fictional futuristic technology and excessive height as reasons for its exclusion , stating " One , it 's got some technology that 's built into Halo that would have been a big investment for us to then build into the game only to support one vehicle . [ ... ] Technically we don 't support that because no real world cars in our game do . "

= = = Top Gear content = = =

Turn 10 has entered a multiple year partnership with the BBC 's Top Gear . The content provided

by the BBC 's BAFTA award @-@ winning television show Top Gear , also includes narration from presenter Jeremy Clarkson during the virtual showroom ( Autovista ) navigation . The game features the Top Gear test track at Dunsfold Aerodrome , near the village of Cranleigh , UK . The first in @-@ game demo in Autovista was revealed at E3 2011 . An extra piece of content for Top Gear fans is the addition of two of the show 's three reasonably priced cars , the Kia Cee 'd , and the Suzuki Liana , while the TV show 's third such car , the Chevrolet Lacetti is not present . At E3 , players were able to complete laps of the Top Gear Test Track and record their own times . The Top Gear test track in Forza Motorsport 4 also features authentic camera angles during replays . The game features Top Gear " Car Football " ( only available online with Xbox Live ) and a Top Gear bowling mini game , both set on the official Top Gear test track .

The BBC Top Gear studio is part of the Home Space when viewing a car . The studio has the original TV series cars on plinths , such as the destroyed Toyota Hilux and Clarkson 's Fiat Coupé police car as seen in Series 11 , Episode 1 , and all of the original Top Gear logos , Stig posters , and lighting arrangements , that reflect off the paintwork of the car the player is viewing , similar to how they would on the real Top Gear show . A live action commercial was produced and contained a voice over track by Jeremy Clarkson . The commercial is set in a busy city in which a man merely wants to drive fast . As the man speeds through the city streets with police in pursuit Clarkson speaks of lovers of speed as an endangered species . He notes that places for these people to truly enjoy their cars are being taken away , then pitches the video game . The commercial was well received by the media . Jalopnik 's Ray Wert called the advert " epic " . The driving was performed by professional stunt driver Martin Ivanov .

Forza Motorsport 4 was featured in the U.S. version of Top Gear . At the 2010 Spike Video Game Awards professional stunt driver and show co @-@ host Tanner Foust and Rutledge Wood , car expert and co @-@ host were featured in the unveiling of the game . Foust drove a 2010 Dodge Challenger while Wood rode as a passenger . The advertisement showed Foust drifting around the environment and ended with a top @-@ down shot of the pad . On the pavement the word Forza was spelled out in tire marks . Additionally in the final episode of the show 's second season Wood and co @-@ host Adam Ferrara challenged Foust to a timed race at Infineon Raceway , otherwise known as Sears Point ; Foust drove the Lexus LF @-@ A around the real course while Wood and Ferrara drove the course in Forza Motorsport 4 .

= = = Limited Collector 's Edition = = =

Players who buy the Limited Collector 's Edition get a polished Steelbook case , with the 2012 BMW M5 as the cover car . They receive a V.I.P. car pack , including the Bugatti Veyron Super Sport and Noble M600 ; a 10 @-@ car American Muscle Car Pack , including the Plymouth GTX 426 HEMI and Chevrolet Nova SS , ( also available on Xbox Live on launch day ) ; a pre @-@ order exclusive Ship Bonus Car Pack , including the Koenigsegg Agera and Tesla Roadster Sport ; a five @-@ car BMW Designer Car Pack featuring five BMWs with unique exterior designs , including a BMW M6 designed by an entrant into an M6 design competition . This pack was available on launch day , along with a free download of the 2012 BMW M5 and a BMW theme for the Xbox 360 dashboard . In addition to this , Collector 's Edition owners are given a 96 @-@ page volume entitled ' Cars of Forza Motorsport 4 Presented By Top Gear ' , written by the editors from Top Gear magazine . This volume gives detailed information about many of the exotic cars found within the game , as well as photos ( both in game and real life ) of them . The description of the cars is exactly the same that Jeremy Clarkson narrates while using the Top Gear section found within the Autovista feature .

= = = Downloadable content = = =

Forza Motorsport 4 has received monthly downloadable content ( DLC ) packs since its release . Each month a number of new cars are bundled into a pack available for purchase . Players can also opt to purchase individual cars from a given pack should they not want all the vehicles presented

that month . Players can purchase a Season Pass which entitles them to free downloads of the first six packs . The Top Gear Car Pack DLC was the first of the monthly packs to not be covered by the Season Pass . Unlike previous Forza titles which included Porsche cars through a sublicense from Electronic Arts , Forza Motorsport 4 did not initially include the Porsche marque . Instead , cars from Ruf Automobile , a German car manufacturer which builds their own models from bodies in white received from Porsche , were included . EA 's release of Shift 2 : Unleashed earlier in 2011 was regarded as an expansion into the simulation @-@ racing genre , and brought the Forza series into more direct competition with EA Games . On March 5 , 2012 it was announced there would be a downloadable car pack on May 22 that will feature 30 Porsche cars . The new 2013 SRT Viper GTS was included in Forza Motorsport 4 as free downloadable content on June 22 , 2012 . As a part of the June DLC pack , a 1940 Ford was added . This pack also includes an MG MGA , a Volkswagen Beetle , a BMW 507 , and a Maserati Ghibli . Sometime in late 2015 , all DLC packs were removed without warning , making it so anyone who has yet to purchase said DLC no longer has the chance , restricting the use of over 100 cars . This sparked cries of fury among many fans of the series , yet no plan to re @-@ instate the DLC has been considered , leaving its fate unknown ( although most likely gone ) .

= = = Music = = =

Forza Motorsport 4 features an original score by Lance Hayes , also known as DJ Drunken Master . Like Forza Motorsport 3 , the score consists mainly of ambient electronica music , although orchestral elements are incorporated into the music . Alongside the score , Forza Motorsport 4 contains a wide selection of licensed music from various artists . Although the game was released in 2011 , the score was not officially released until October 30 , 2013 on iTunes .

= = Reception = =

Forza Motorsport 4 was released to critical acclaim . It currently holds a score of 90 @.@ 66 % at GameRankings and 91 out of 100 at Metacritic , two video game review aggregate websites . It is ranked 36th in the top Xbox 360 games at GameRankings . It received eight perfect scores from reviews posted at Metacritic , with the lowest score being an 80 % approval rating . It also won the award for Most Anticipated E3 2011 game from Computer and Video Games . It ranked first in sales in the United Kingdom during the week of its release . As of April 30 , 2012 it ranked 23rd in sales in the UK .

Luke Reilly of IGN called the game " this generation 's premier racing simulator " . He praised the game 's Autovista mode , specifically mentioning the attention to detail given to even the smaller parts of the vehicles . He gave high marks for the commentary given by Jeremy Clarkson of the BBC 's Top Gear . He called Clarkson 's remarks " refreshingly candid " . Reilly did state , however that he wished the game offered evening races . Editor Martin Robinson of Eurogamer felt that the game was " easy to fall in love with . " Robinson noted that several cars benefit from the improved handling system , including the Ferrari 250 Testa Rossa . He contrasted the game to Gran Turismo 5 ( GT5 ) . He explained that GT5 emitted a " crazy love " from its developers and noted that Forza Motorsport 4 " often failed to embrace the emotion its subjects can inspire . " Official Xbox Magazine 's Ryan McCaffrey lauded the game 's 60 fps framerate and breathtaking views . He stated that this , along with excellent sound design , kept him " playing from the cockpit view the entire time . " He did note , however , that the game 's soundtrack felt out of place , and that he muted it during gameplay .

Jeff Gerstmann , co @-@ founder of Giant Bomb felt that while Forza Motorsport 4 was a " fantastic driving game " it merely felt like an incremental improvement on its predecessor . " I found myself getting a very ' annual sports game update ' vibe off of it , " stated Gerstmann . Justin Calvert of GameSpot agreed ; he said that Forza Motorsport 4 refines upon its predecessor , " but also feels just a little too familiar " . X @-@ Play 's Jason D 'Aprile also felt that Forza Motorsport 4 an improvement over Forza Motorsport 3 , " making it the absolute king of the road . " He cited the

game 's audio and visuals , the amount of cars and tracks , the online play and variable skill level all as high points . However , D 'Aprile felt that the Kinect implementation was " a gimmick " and expressed disappointment that there was not more content involving Top Gear . Matthew Kato , reviewer for Game Informer was unimpressed by Forza 's Kinect integration as well . He felt that Kinect @-@ based racing " isn ' t satisfying since your arms get tired and the game controls the gas and brake for you . "

1UP.com Associate Editor Jose Otero called Forza Motorsport 4 " the most accessible racer around . " He cited the new World Tour mode as a major improvement over Forza 3 ' Season Play . He noted that should a car in the player 's garage not be tuned correctly for an event the game can suggest the proper upgrades . For seasoned players this feature can be turned off . He felt that features like this , along with the returning Rewind feature which allows players to replay a poor section of their race , cater to all skill levels . The reviewer from Edge magazine compared Forza Motorsport 4 to its closest competitor , Gran Turismo 5 ( GT5 ) . He stated that though the Forza series " might be getting familiar , but it 's still a more exciting drive than [ GT5 ] . " The review stated that the improved handling dynamics , focus on the player and the game 's community , and strong accessibility made the game a " supercharged package . "