

"Forza Motorsport 3" Drifts into Japan with Iconic Cars and Legendary Tracks

Helsinki June 30 – This October, racing fans around the world are invited to hit the famous tracks of Japan in vivid realism and style with a dedicated collection of Japanese cars in "Forza Motorsport 3," the highly anticipated racing experience from Turn 10 exclusively for Xbox 360.

"Forza Motorsport 3" again takes racers on a tour through Japan on three legendary tracks with new and improved graphics including:

- Suzuka Circuit: Put your skills to the test on one of the oldest, most famous and dangerous motorsport race tracks in Japan. One of the big dogs of Japanese tracks, the 3.608-mile course requires cat-like reflexes as its 17 turns, highlighted by the quick transitions of the "S" complex, the Turn 11 hairpin, and the tricky Casio Triangle will keep drivers on their A-Game. But don't fear the throttle, as there are numerous high-speed sections that demand a total commitment from your weighted leadfoot.
- Twin Ring Motegi: Motegi is where the Japanese get their groove on, NASCAR-style. The
 venue, built by Honda in 1997, is home to a 1.549-mile oval and a 2.98-mile road course. It has
 held a NASCAR exhibition race in 1998, was part of the CART circuit from 1998 to 2002 and then
 it went to host the IRL in 2003. In 2008 Danica Patrick made headlines, becoming the first
 woman to win an Indy Car race at the Indy Japan 300, the only event currently held on the eggshaped oval.

The Motegi road course doesn't have the elevation changes of some of the other Japanese circuits but features an intoxicating blend of tight corners and high-speed sweepers. Motegi is the last race on the Super GT schedule so this track is a mix of handling and speed that will take a balanced vehicle and skilled driver to get around cleanly.

• Tsukuba Circuit: Home of the famous Revspeed Super Battle, the original time attack that hit the Japanese tuning scene in 1990, and D1 Grand Prix drifting events, Tsukuba hums to an underground soundtrack where other Japanese venues feature a much more mainstream beat. Consequently, Tsukuba rewards agility over brute power so gamers who can hit their apexes and keep the momentum rolling should do well on this track. If you drift, welcome to heaven.

On the car side of this week's Turn 10 Tuesday report, we're focusing our sites on a slice of the Japanese race cars and production cars new to "Forza Motorsport 3." Whether it's the impeccably engineered Lexus IS F, Nissan 370Z or fan-favorite Subaru Impreza WRX STi, fans will have a host of

Japanese cars to race, drift, paint, tune, and customize, showcasing their true driving and creative stripes. To highlight a few of the cars on this week's list, the Mitsubishi Lancer Evolution IX MR and Subaru WRX STi immediately come to mind having been dueling it out for decades on the World Rally Championship circuit and more recently on the street and time attack course.

The 2006 Mitsubishi Lancer Evolution IX MR represents the ultimate iteration of the Diamond Star gang's awe-inspiring 4G63 engine. This solid Turbo 4 propelled Finnish driver Turbo Tommi Makinen to four consecutive WRC championships from 1996 to 1999. In the Evo IX, the 4G63 is rated at its highest output ever, 286 horsepower, and "Forza Motorsport 3" tuners will find it one of the most willing boost-up partners. Yes, 143 horsepower per liter is merely the starting line.

In the opposite corner we have another rally-bred beast in the 2008 Subaru Impreza WRX STi. Colin McRae (1995), Richard Burns (2001) and Petter Solberg (2003) all power-slid race-prepped WRX STi's to the WRC driver's championship. The road-going 2008 STi is motivated by a turbocharged 2.5-liter EJ25 boxer four engine with 300 horses in the corral. So the STi comes out swinging with a power advantage and aggressively broad shoulders that will tempt livery-painters as much as tuners.

Rounding out this week's car list reveal are the following:

| Production | 2009 | Lexus | IS F |
|------------|------|------------|------------------------------|
| Production | 2008 | Infiniti | G37 Coupe Sport |
| Production | 2009 | Mazda | Mazdaspeed 3 |
| Production | 2006 | Mitsubishi | Lancer Evolution IX MR |
| Production | 2010 | Nissan | 370Z |
| Production | 2009 | Nissan | Versa SL |
| Production | 2008 | Subaru | Impreza WRX STi |
| Production | 2008 | Toyota | Yaris S |
| Production | 2009 | Honda | Fit Sport |
| Race Car | 2008 | Nissan | #12 CALSONIC IMPUL GT-R |
| Race Car | 2008 | Nissan | #23 XANAVI NISMO GT-R |
| Race Car | 2008 | Nissan | #24 ADVAN Clarion GT-R |
| Race Car | 1997 | Nissan | #23 Nissan Motorsports R390 |
| Race Car | 2008 | Nissan | #3 YellowHat YMS TOMICA GT-R |
| Race Car | 2008 | Toyota | #25 ECLIPSE ADVAN SC430 |
| Race Car | 2008 | Toyota | #36 PETRONAS TOM'S SC430 |
| Race Car | 2008 | Toyota | #6 ENEOS SC430 |

Last but not least, as a part of the title's pre-order program, fans can vote for their favorite custom Audi R8 5.2 fsi Quattro Livery design from the "Forza Motorsport 3" Design Challenge and enter to win a trip to the Audi Driving Experience at the famed Infineon Raceway in Sonoma, California. Visit the spotlight page on Xbox LIVE or xbox.com/forza3contest by July 5 and vote for the design that appeals to your passion for racing. The winning community-inspired design will then be given some final polish by the experts at Turn 10 and ultimately gifted as an exclusive download for fans who pre-order the game.

"Forza Motorsport 3" is rated E for Everyone and will be available in October 2009. For a deeper dive on the cars in this week's reveal, please visit http://forza.xbox.com. For assets, press only, visit http://edelmanadmin.psni.com/public/Forza%20Motorsport%203/.

###

For more information, please contact:

Jari Keskitalo, Country Lead Finland, Microsoft Entertainment & Devices Division, jari.keskitalo@microsoft.com, p. + 358 50 431 7015

About Xbox 360

Xbox 360 is a premier video game and entertainment system. It is home to the best and broadest games as well as the largest on-demand library of standard- and high-definition movies, TV shows and music connected to the television. The digital center of the living room, Xbox 360 blends unbeatable content with the largest online social network of 20 million members on Xbox LIVE to create a limitless entertainment experience that can be shared at home or across the globe. With the addition of Project Natal, Xbox 360 will forever transform social gaming and entertainment with a whole new way to play – no controller required. More information about Xbox 360 can be found online at http://www.xbox.com.

About Xbox LIVE

Xbox LIVE is the largest gaming and entertainment network and delivers more entertainment than any device connected to the television, including movies, TV, music and games. Xbox LIVE is also the only entertainment service to provide instant on 1080p HD streaming video from Zune video. With an active community of more than 20 million people across 26 countries, Xbox LIVE lets you play the best games, enjoy the largest on-demand entertainment library, and listen to millions of songs – all while connecting to friends anytime, any couch. An Xbox LIVE Gold membership provides you with exclusive benefits and premium access to entertainment from the top studios and services, all in one place. More information about Xbox LIVE can be found online at http://www.xbox.com/live.

About Microsoft

Founded in 1975, Microsoft (Nasdaq "MSFT") is the worldwide leader in software, services and solutions that help people and businesses realize their full potential.

Note to editors: If you are interested in viewing additional information on Microsoft, please visit the Microsoft Web page at http://www.microsoft.com/presspass on Microsoft's corporate information pages. Web links, telephone numbers and titles were correct at time of publication, but may since have changed. For additional assistance, journalists and analysts may contact Microsoft's Rapid Response Team or other appropriate contacts listed at http://www.microsoft.com/presspass/contactor.mspx.