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Motorsport manager online hints and tips

In Motorsport Manager Online, strategies are features that give their riders an advantage in racing by increasing certain statistics, unlocking new abilities, increasing speed under certain conditions, among other things. Choosing the right strategy for the right path can dramatically increase your chances of getting on stage or winning. Also pairing some strategies with specific engines or drivers can increase their combined potential. Each driver can be assigned one strategy. You will unlock new strategies as well as many other features in the game as you progress through career mode. The full list of strategies can be viewed here. After completing The Last of Us Part II, which is a great but exhausting experience. I tried to play an emotionally lighter game and it turns me into mobile gaming, and came across Motorsport Manager online. Kind of Racing Games The only management of the game genre that I played in the past was the kind of Football Manager in the PlayStation 1 era and after seeing Motorsport Manager Online in Google Play, I immediately wonder what kind of game it is. FeaturesThere are a lot of micromanagement features in the game! Which I think is good in the genre of management. Cars: This is a racing management game, of course we will have cars! And there are at least 8 types of cars. Open-Wheel, Stock, GT, Concept, Formula E, Endurance, Open-Wheel 80 and 70's Open-Wheel. The player will start by selecting one type of car, but will unlock more as the player progresses in their career. Parts: There are 3 main parts in the game. Brakes, suspension and transmission. Each part contributes to the performance and reliability of the car. Better parts will be unlocked as the player progresses throughout his career. Drivers: There is a group of drivers that players can hire! The player must make a conscious decision about approaching the driver and offering the contract. Each player has his own patience, which can run out if the player keep making a bad deal. It's like the company office of a racing team. Upgrading HQ will make spaces for more staff to be hired, and more benefits such as sponsorship amount, better pit-stop time, etc. Employees: You need to do research and build parts. It can also be used when negotiating when trying to hire a driver. The player must also hire senior engineers who are responsible for pit stop time and fixing parts after the race. Sponsors: To make sure the player doesn't run out of credits quickly, there are a maximum of 3 sponsorship deal every day. RacePlayer are pitted against other players in the race. Each player can have up to 2 cars participating in the race. There are 6 different micromanaging while in the race: Strategy: Each driver can be assigned a different strategy before the qualifying race begins. The strategy can make or break the result of the race so make sure you choose the right one depending on the condition of the track and the characteristics of the driver. Tyres: The player must choose between 4 tyres for each car in which to use them to qualify and start the race. The soft tyre will be Give the most support to swap off fewer bikes before entering the pit stop. Weather: The weather in the race determines which tyre the player must use. Slippery tyre for dry weather and wet tyre for rain. Temperature and surface: Hot temperature and brittle surface cause faster tyre wear. So carefully plan when to make a pit and what tire to use. Aggressiveness: There are 2 types of aggressiveness, tires and energy. The player can choose between, keep, neutral and aggressive. Aggressive gaming will result in faster tyre and engine wear and faster fuel consumption. TipsLevelling with a driver too much is a waste of credits. A better driver comes out to the pool but make sure you don't botch the offer. Do not make a long contract and more than invest in the driver early in the game. Again, a better driver will appear in the pool. Always take x2 sponsorship bonus by watching ads. Master one racetrack and race on it over and over again. Always look at the weather forecast and choose a tyre accordingly. VerdictAlthough Motorsport Manager Online is riddled with ads and very expensive microtransactions, the basic management game is solid. Just make sure you don't waste too much money playing it. The name Playsport is probably best known to fans of racing games, and if not, they are the company behind the Motorsport Manager gaming franchise. The company's newest title, Motorsport Manager Online, is now available for iOS and Android devices, and unlike its predecessors, this game is about competing with other human team managers in 10-person/20-driver races. As usual, many features that you can recognize from previous PvE versions of the game are still available, but now you can choose a variety of real-life drivers and motorsport brands in what means first for the popular game series! As it is, Motorsport Manager is right there in the learning room as far as mobile racing games are concerned. Even without real-life drivers or teams, realism is probably unmatched when it comes to the aspect of driving a racing team (as opposed to controlling a virtual car through different tracks), and it remains as true as ever, even though Playsport has seemingly made a shift from PvE to PvP racing with this title. But before wrestling wit with other real players from around the world, we recommend starting at the very bottom, which is where our first in a series of Motorsport Manager Online Guides comes in in case. We'll focus on tips and indicators that you should keep in mind when in the first two levels or so as we break you in easy and start with some nuggets of advice for beginners managers. So without further ado, we'll start with our Motorsport Manager Online beginner's guide, as we'll share tips, cheats and strategies to win more races! 1. It's a brand new game with many familiar features – learning the basics If you're familiar with motorsport manager franchise, we have some good news bad news. The good news is that many of the mechanics you may know from the classic PvE versions are still present. The bad news – although it won't be really bad news once you get to the bottom of it – is that a lot has changed to the game's multiplayer version. A lot of the changes revolve around the fact that Motorsport Manager Online is just that – it's an MMO racing game, and that means competing against real players like a popular marketing buzzword goes. You can no longer sit back and make a small effort as you find out each AI opponent's predictable game plans and dominate the competition year after year. Instead, you will now compete with other human managers and their teams, which means that everyone has their own dynamic strategy - with different human opponents comes different challenges, not even taking into account the fact that you still have to deal with different racetracks and unpredictable weather! Basically, the race concept remains the same – each race contains 20 riders, which means 10 teams with two riders per team. Qualifying is a bit different because all you have to do is choose the type of tyres you want to qualify and start the race with; after that, the whole process will take a few seconds to get to the starting field. Once there, the race starts – the races are usually 7 to 9 laps long, and then you will be able to choose an approach in terms of driving style and power mode. Usually you should be fine if you take everything right in the middle in both areas, but there are a few variables that can influence your decision to turn things up or tone things down – your position on the grid, your fuel, tire wear, you name it. But that's why we have this guide as we talk you through the best strategies that you can use in this area, among other things. It is that this is an MMO game, it will be inevitable that many of the same human players will choose the same two drivers, so do not be surprised if you see multiple copies of the same driver in the race. Regardless, you start as usual with the two least qualified drivers of the MM series, namely William Evans and Inez Santa Ana, and the game will immediately recommend that you drop Evans and replace him with someone else. Better riders will be available as you rise from strength to strength, but you don't have to worry about the lack of relatively qualified drivers to choose from. Moreover, it won't matter that much once you're in the lower leagues and against weaker opposition. Related: Motorsport Manager Online Advanced Guide: Tips and strategies for improving your car, drivers and team In addition, options remain for you to upgrade your parts (at least those that your championship/class allows you to upgrade), change your engineers, hire more staff, and upgrade your headquarters. Again, the feeling may be a little different given that this is the MMO version that was with new features. But if you're a veteran MM player, you shouldn't have many editing problems once you've played for a while and got your feet wet by playing in the lower-level league. 2. Choose your championship, score more points, get promoted from league to league before getting a chance to race in Motorsport Manager Online, you will be invited to choose your preferred championship – you can choose open-wheel formula cars or sports cars, but regardless of the championship chosen, each of them will have its own set of rules. These rules determine which parts you can upgrade and which parts will be included, whether you can refuel your car or not, and whether everyone earns points (points or all) regardless of classification or only the top-rated riders at the end of the race. When you are promoted to a new class—each level outside level 1. Each class/championship will require you to earn a certain number of points to move on to the next one. In the first classes and levels you usually need about three to four races on average to make it to the next class, but how do points scored in each race actually is? Again, the first factor that comes into play is whether the class' rules state that everyone gets points or just the best riders in the race. For the previous rule (Points for All), the rider from the 20th century will also receive a Of course, you'll want to rank as much as possible if you want to be promoted quickly – in the Points for All setting, the maximum number of points you can earn is 39, which happens when your drivers finish 1-2, giving you 20 and 19 points. As you can expect, races will be harder as you move in class and level. This means that you will need to constantly improve your team – it may be upgrading your drivers by giving the elite driver points you earn in each race, using cash and materials to develop better parts and create them for your drivers, and/or replacing weaker engineers with better ones. Always keep a close eye on the home menu where you will be warned how good your cars, drivers and staff are - if you see any area that is rated as bad (or even Well, if you can afford it), you will want to make some changes and make them quickly! For each race, you will be rewarded with materials that will be used to build (or craft if you really want to use typical game jargon) new parts, as well as cash that is the game's common currency. The higher your rank, the more resources you can earn. On the other hand, promotion to a new class or new level rewards you more than just new drivers and strategies – except for new In cash, you can get paddock tokens that are motorsport manager online premium currency. As a literal bonus tip comes every race with a bonus goal that could earn you extra money – at least one of your drivers will have to place higher than a certain position, so make sure you smartly choose your strategies and build at the right time! 3. Adjusting driving style and power mode – Don't change much in the first classes or levels in Motorsport Manager Online, this is one aspect of your driving strategy that you probably won't have to bother too much. In fact, we're together well without changing the driving style one bit – going for an aggressive strategy only accelerates tire wear and isn't guaranteed to help you overtake more drivers, so we recommend leaving it alone exclusively if you're not trying to make your way out of the back or middle of the grid. It would probably be safer to adjust the power mode to high if you are in such a situation, but you will also need to be careful not to leave it on high too long, especially in classes where refueling is not allowed according to the rules! We usually wait for the number above the fuel meter to rise to -0.10 (which means you're using 1/10ths more gallons of fuel than you should be using) before switching back to normal mode - things eventually settle down until you get back to a positive rating, but if you take it too far and stay at high power for too long, you risk running out of fuel before the race! 4. The best early pit strategy – knowing which type of tire you should use when it comes to pitting in Motorsport Manager Online, you should very easily get to the bottom of it in dry tracks where there is no rain drop to bring you down. As long as you have drivers and cars that are rated as good, you can confidently go through the whole race with soft tires and finish on the podium or in the top five for both of your drivers. Using Soft tyres consistently works if your driver's qualifying power (appropriate in the Cars section) is yellow (Ok) or lower, but with this strategy you can also do well if your qualifying power is green (good) or better. Alternatively, you can also look at the number of laps for a race and the maximum number of laps a certain type of tire will take – if you can survive on a one-stop strategy (say, a nine-lap race where hard tires take up to five laps), you'll also have a good chance of performing well and doing the podium. In most cases, the time saved from going to the pits can compensate for the extra time it takes to complete a round with hard tires versus their soft equivalents. Again, it will largely depend on the number of laps per race, so make sure the one-stop strategy is absolutely plausible before you decide to employ one! Also make sure your car has high qualifying power as you may find it hard to fight your way through the grid if you end up in the middle and decide to go with Hard All the way. Things get a little more complicated, however, when there's a good chance of rain (say, 30 percent or more) taking place. If there is less than 10 percent rain at the time of qualification, you will definitely want to opt for soft tires. Otherwise, if the rain level is between 15 and 70 percent, you should start with Intermediate tires, and if it's 70 percent or more, you'll have no choice but to choose wet tires when qualifying. Related: Motorsport Manager Online Strategy Guide: Driver characteristics, dilemmas, Paddock tokens and car maintenance explained regarding the type of tires you should switch to – like the bike that you should replace the tires once the race has started – you'll need to keep an eye out for the rain chart at the top of the race screen. Change tires based on how much rain is expected in the laps after the one you're currently on – for example, if you're on Lap 3 and you see the level of rain escaping green territory on the chart from laps 4 to 6, you should switch from Intermediate to Soft tires for the next (or probably first) pit stop. 5. Keep your parts regularly updated To have a performance-rated car that is at least comparable to the average car in your class, you will need to have the right parts equipped for both drivers. This is usually where most of your money will go before you get to the point where you hire higher-rated drivers and replace those that served you well in the early levels. Click the Parts icon in the main menu and you'll be switched to the menu, where you can upgrade the level of each available part that you can produce depending on your class, as well as build new parts for both of your cars. However, the first thing you will need to do before making parts is an upgrade - you can't expect much, after all, if you're creating new level 1 parts, which is what your cars will always start with. (It also wouldn't be very practical either, even with a trade-off for junking parts that you're replacing!) Whenever you upgrade parts in Mobile Manager motorsport, you'll need to have enough raw materials to upgrade the part to improve the amount to improve its impact on car performance. The upgrade will take place immediately, although when it comes to actually building a part, you'll have to wait a few minutes or more, with the option to halve the waiting time by spending a fixed amount of paddock chips and/or watching video. Obviously, advertising video is a more convenient option if you want to save time on building parts. You will also need to have enough money on hand as well as enough unfilled employees ready to do the job. In addition, it is important to remember that one new part does not work for everyone! You will need to individually produce parts for both of your cars if you want to improve both. What happens if you replace the old part with a new one? Fortunately for you, the recycled old part will be converted into for new parts that you can certainly add to the materials you usually earn by completing races. The game will also give you the opportunity to exchange parts between cars – ideally we recommend making sure that both cars are as rated to each other as possible if you are shooting for multiple points and a quick promotion, although you can also use the swap feature to configure one car as the clear number one and the other as vehicle number two , with the former car getting better parts than the other. 6. Be sure to repair your parts after each race Even if it's all right and score a ton of points in races and finish on the podium as often as possible for quick promotion, you should keep in mind that car racing is much more strenuous on high-performance cars than normal, everyday driving is on the cars most of us own. This means that after each race there will be wear on the components of your cars regardless of their reliability or performance. This will result in a decrease in your car's overall performance score, and Motorsport Manager Online will give you the ability to repair these parts after the race results. However, there is one key catch of this feature, and it is the fact that you can only choose one part in both cars to fix! Your employees, after all, can only do so much at any given time, so you have to carefully select and preferably prioritize the car driven ace driver, or the one with better statistics. You will also be asked to choose whether you want to give part of the support to performance or reliability – this is something you will need to carefully consider, because while a fast car is always well and good, you wouldn't want to risk problems with the car if the reliability of the part is poor for an average, say under 60, or even under 70 percent. You can also consider the statistics of your chief engineer - they are rated from 1 to 20 based on performance and reliability (also on average in boxes, but this will be something for another guide), so if your engineer has a rating of 7 for performance, repairing the part for performance would result in an increase of 7 points. Similarly, for example, their 15 reliability rating would increase the component's reliability rate by 15 percent. 7. Watch free cash videos and Paddock tokens Want a quick and easy way to make money and Paddock tokens? Simply tap the Store icon in the main menu and you'll see a number of options that allow you to claim free currency, including one that allows you to watch a video of your ad for one free Paddock Token and 100,000 in cash. In just 30 seconds you will be able to add to your bank account and have more money to spend on new parts, new drivers and other goodies to help you dominate your opponents as you move from level to level! You can also take advantage of promotional offers to a level where for as little as \$1 or its equivalent in local currency you can get a ton of cash and paddock tokens (especially the latter)! It's always worth a try if type who is willing to pay real money to get ahead in Motorsport Manager Online, but does not want to exactly break the bank. This is where we end our Motorsport Manager Online beginner guide. Stay tuned as we come back with more tips and tricks for the game in the near future! Future!

