

U4GM Forza Horizon 6: How to Choose Best Houses

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Player houses in Forza Horizon 6 feel a lot more important than they used to. They're not just pretty places to fast travel from or screenshots spots near the coast. They now sit right in the middle of your money, perks, garage space, and event routine. If you're planning which upgrades to buy, which races to grind, or which FH6 Cars to chase first, houses can quietly change the pace of your whole save.

How houses work this time

There are 8 player houses across the Japan map at launch. Mei's House is handed to you early, so you don't need to worry about buying that one. The rest either cost credits, require Stamp progress, or both. That's the big change. You can't just earn a pile of cash and grab every strong perk in one evening. The game makes you move through career milestones first. It sounds restrictive, but it does give the housing system a better rhythm. You unlock a perk, use it for a while, then work toward the next useful property.

Best buying order for most players

A sensible route starts with Yashiki House. It's only 10,000 CR, and it opens the estate building system, so there's no real reason to skip it. After that, Minka House is a smart early target once the Blue Stamp is available, since its Stunt Party credit boost pays back over repeated runs. Fuji Unkai House comes next for players doing Horizon Jobs often. Hakusan Mountain Lodge is also worth grabbing when the Pink Stamp opens it, thanks to its Horizon Life credit bonus and extra garage slot. Soko 78, Vision House, and Tokyo House are better treated as mid-to-late goals unless you have VIP access for Tokyo House.

Which perks actually matter

The strongest perks depend on how you play. If you bounce between races, PR stunts, casual driving, and seasonal tasks, Hakusan Mountain Lodge is one of the safest picks because its bonus touches normal Horizon Life earnings. If you're grinding structured work, Fuji Unkai House can feel better, especially when you're repeating Jobs for steady income. Tokyo House is odd but valuable. A Daily Wheelspin doesn't promise anything, yet over weeks it can hand out cars, credits, and upgrades you didn't have to grind for. Soko 78's 5% Autoshow discount looks small, but it adds up if you buy cars often.

Stamp gates and map planning

The Stamp system is what stops the whole thing from becoming a simple shopping list. Blue opens Minka House, Pink leads to Hakusan Mountain Lodge, Orange gives access to Fuji Unkai House, Purple is tied to Soko 78, and Gold is needed for Vision House. Because of that, it's worth checking your Stamp progress before saving for a property you can't even enter yet. Location matters too. Ohtani has Mei's House and Vision House, Tokyo City holds Tokyo House and Soko 78, while Hokubu, Ito, Sotoyama, and Shimanoyama each host one key property. You'll naturally revisit these areas as your career grows.

Why early ownership pays off

Buying houses early isn't about showing off. It's about shaving time off the grind. A 10% bonus might not look exciting after one race, but after dozens of events it becomes real money. Extra garage space also helps once your collection starts filling up with prize cars and tuned builds. If you're short on funds, it's still better to plan around the next perk instead of spending blindly, and some players may compare in-game earning routes with Forza Horizon 6 Credits for sale while deciding how fast they want to build out their house collection and car roster.

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