



NTSC U/C

"Test Drive 4 is the clear choice for
BEST RACING GAME OF 1997"

Official E3 Best Of Show Awards
Gamepen



Hot Soundtrack
Featuring The Music Of
Orbital
&
The Younger, Younger 28's

PlayStation™

TEST DRIVE



4

ACCOLADE™



SLUS-00487
TD4SX

WARNING READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PlayStation™ DISC

This compact disc is intended for use only with the PlayStation game console. Do not bend it, crush it, or submerge it in liquids. Do not leave it in direct sunlight or near a radiator or other heat source. Be sure to take a break during extended play. Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping it in straight lines from the outer edge. Never use solvents or abrasives.

ACCOLADE CUSTOMER AND TECHNICAL SUPPORT

Accolade provides customer service, news, demos, and technical support on these on-line services:

PHONE: Accolade can help you by phone between the following hours:

**Monday - Thursday 8:00am - 5:00pm PST and
Friday 9:00am - 5:00pm PST at (408) 296-8400**

FAX: Faxes may be sent anytime to: (408) 246-0231

ONLINE:

**CompuServe: Game publisher's A Forum - GO GAMAPUB
Email: 76004,2132@compuserve.com**

**America Online: Keyword: WEB
<http://www.accolade.com>
Email: Accolade@aol.com**

**WWW: <http://www.accolade.com>
Email: techhelp@accolade.com**

You may also write to us at the following address:

**Accolade Tech Support
5300 Stevens Creek Blvd.
Suite 500
San Jose, CA 95129**

ACCOLADE HINT LINE

**1-900-454-HINT : \$.99/minute. If you're under 18,
please get a parent's permission before calling.**

TABLE OF CONTENTS

INTRODUCTION	2
START YOUR ENGINE.....	3
DRIVING CONTROLS.....	4
MAIN MENU	7
One Player	8
Duel	8
Link	8
High Scores	9
Credits	9
Options	9
RACE MENU	11
TRACK MENU	13
CAR MENU	14
RACING RULES	15
Your First Goal	15
Checkpoints	15
Finish Line	15
Police	15
VISUAL DISPLAYS	16
CAR SPECIFICATIONS	18
CREDITS	23
SPECIAL THANKS	24

INTRODUCTION

Welcome to *Test Drive 4*. This Test Drive is more than a spin around the block. It's a race in some of the hottest production cars from around the world. Choose from today's high technology wonders or from yesterday's powerful American muscle cars. It's Beauty versus the Beast. *Test Drive 4* uses real-world physics to calculate the interaction between the vehicles and the terrain in an authentic, real-world experience with just a touch of the supernatural to insure we all get what we want - speed! You can play solo, or against your friends. Either way, you can count on *Test Drive 4* to deliver an adrenaline-packed race.

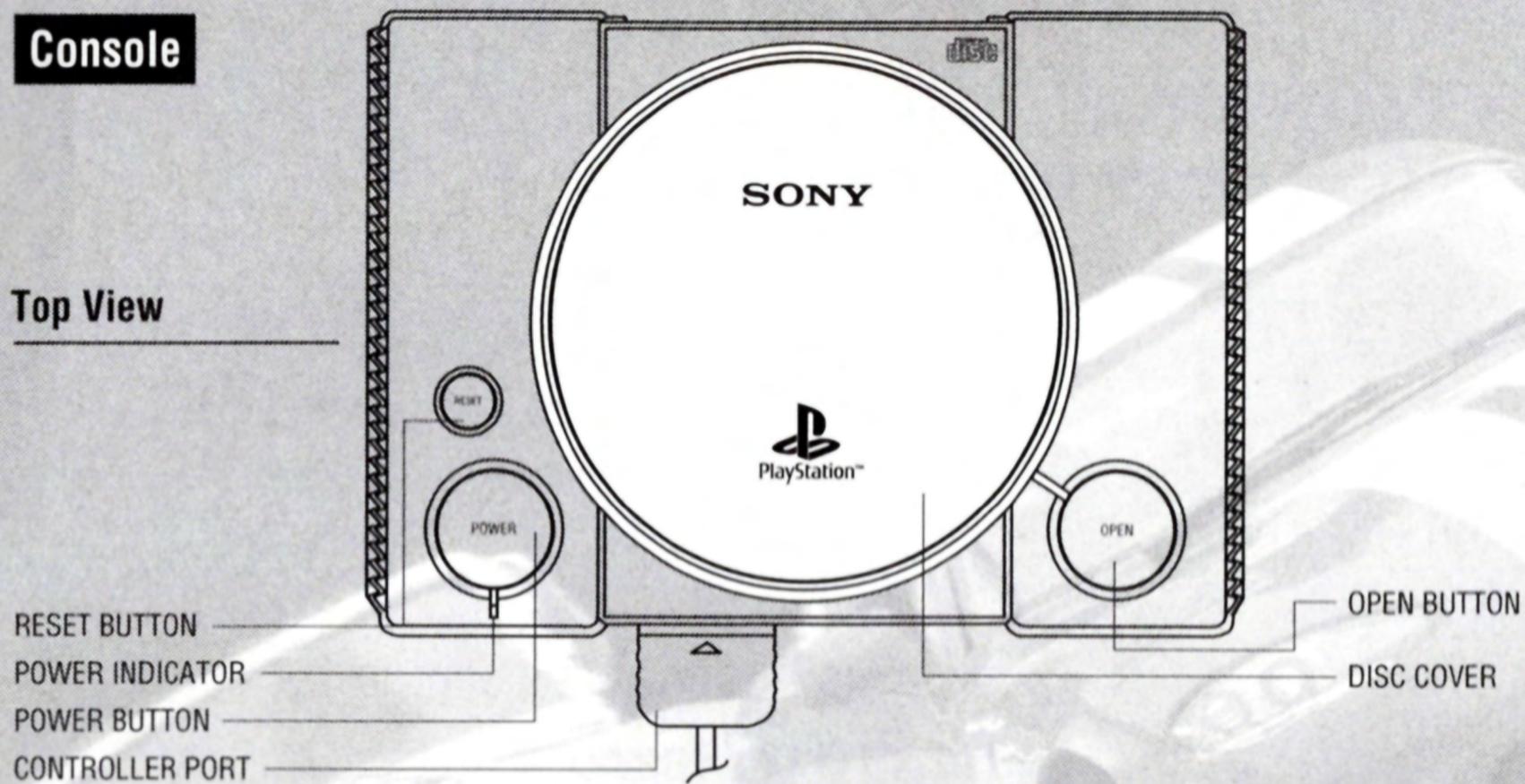
Test Drive 4 takes you to international locations to race down country roads and through city streets. You'll see the picturesque town of Keswick in England's beautiful Lake District. You'll wind through the streets of San Francisco including the Golden Gate and Fisherman's Wharf. Blast down Pennsylvania Avenue in Washington DC. Back in Europe, head for the Swiss-Italian Alps and catch a glimpse of Bern and wind your way through the majestic mountains. Wrap up your world-wide tour in Kyoto, Japan with its startling mix of old and new. These are long road courses, not short loops on predictable tracks. Each track has several checkpoints marked by banners hanging over the road. You must reach each checkpoint before the timer at the top center of the screen goes to zero if you want to be able to continue. Watch out for traffic, spinouts, and tight turns. If you should dare to exceed the speed limit, watch out for the cops too!

Live the dream. Feel the rush. Win the race.

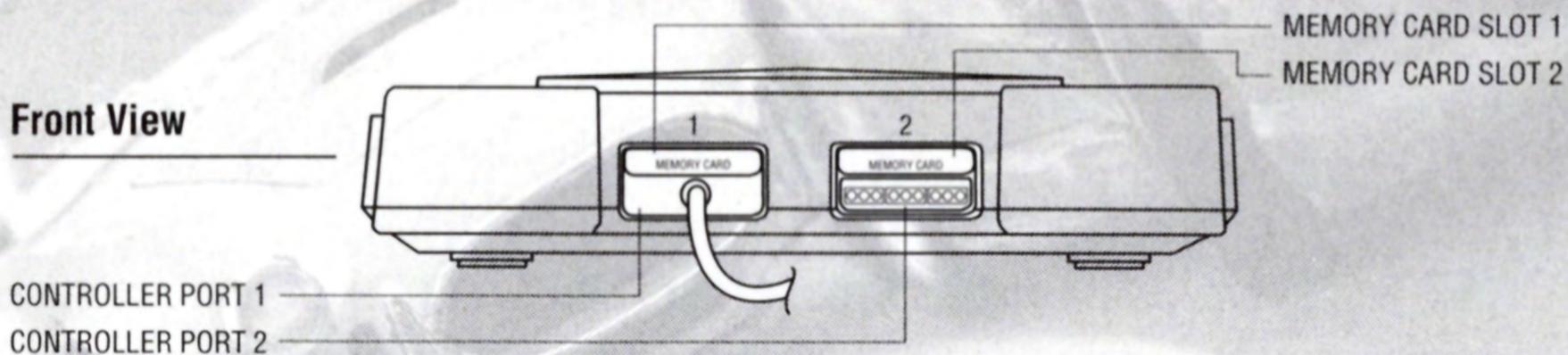
START YOUR ENGINE

Console

Top View



Front View

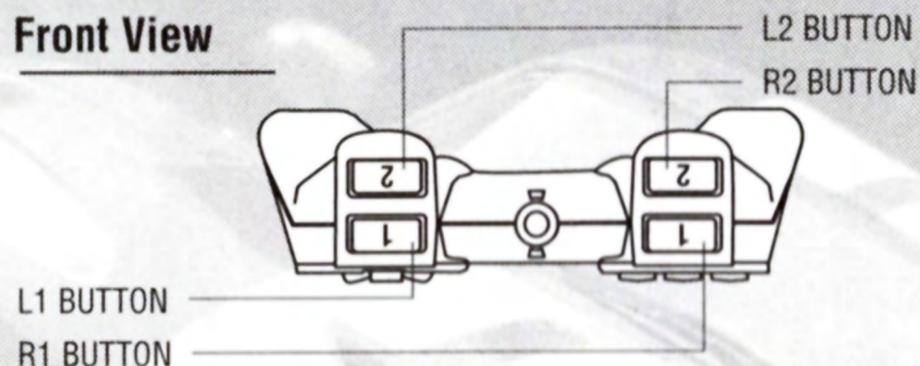


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the game disc and close the disc cover. Insert game controllers and turn on the your PlayStation™ game console. Follow the on-screen instructions to start the game.

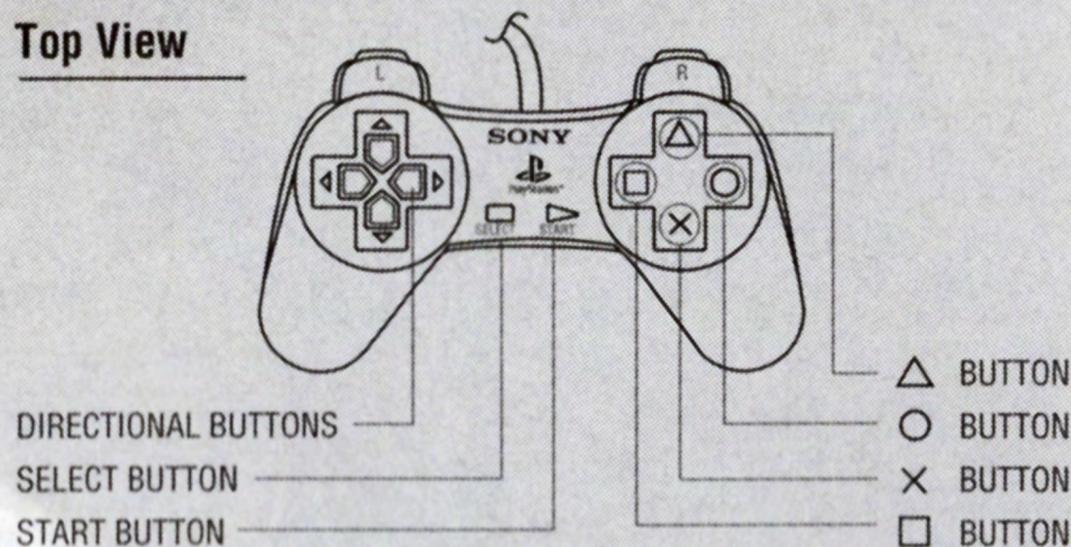
DEFAULT FACTORY STANDARD DRIVING CONTROLS

Controller

Front View



Top View



Directional Button RIGHT
Directional Button LEFT
× BUTTON
■ BUTTON

▲ BUTTON
● BUTTON
START BUTTON
R1 BUTTON
L1 BUTTON

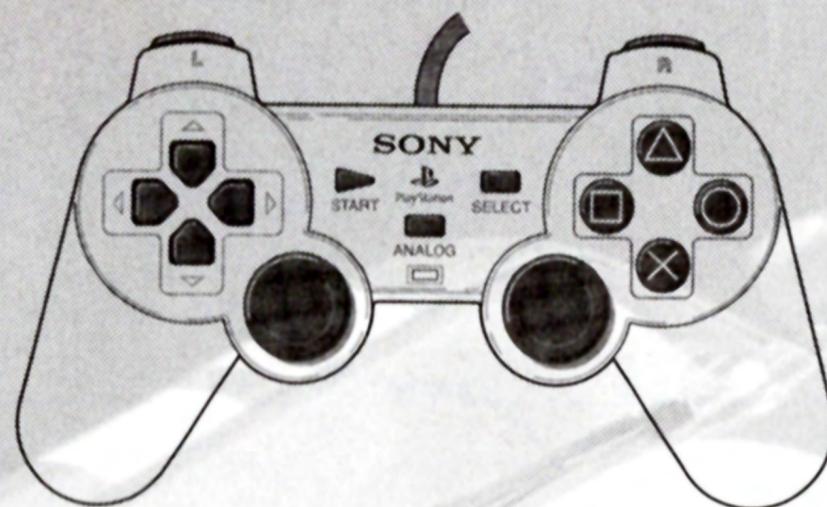
Turn Right
Turn Left
Gas Pedal - accelerator
Brake/Reverse

To Reverse: press to stop; then release and press again

Change View/Camera Control
Horn
Pause game and display pause menu
Shift Down, Manual Transmission
Shift Up, Manual Transmission

NOTE: Controls can be customized by selecting the **CONTROLLER CONFIGURATION** selection in the **OPTIONS Menu** (OPTIONS is in the **Main Menu**). Test Drive 4 also supports the Namco neGcon Analog Controller, the Mad Catz Analog Steering Wheel, and the Sony Dual Analog Controller. (Please see the CONTROLLER CONFIG screens under OPTIONS that are displayed when one of these controllers is attached to the PlayStation game console.)

OPTIONAL DRIVING CONTROLS: SONY DUAL ANALOG CONTROLLER



IN ANALOG MODE, THE RED LIGHT IS **ON**

LEFT ANALOG THUMB PAD, RIGHT
LEFT ANALOG THUMB PAD, LEFT
RIGHT ANALOG THUMB PAD, UP
RIGHT ANALOG THUMB PAD, DOWN

L2 BUTTON
R2 BUTTON
START BUTTON

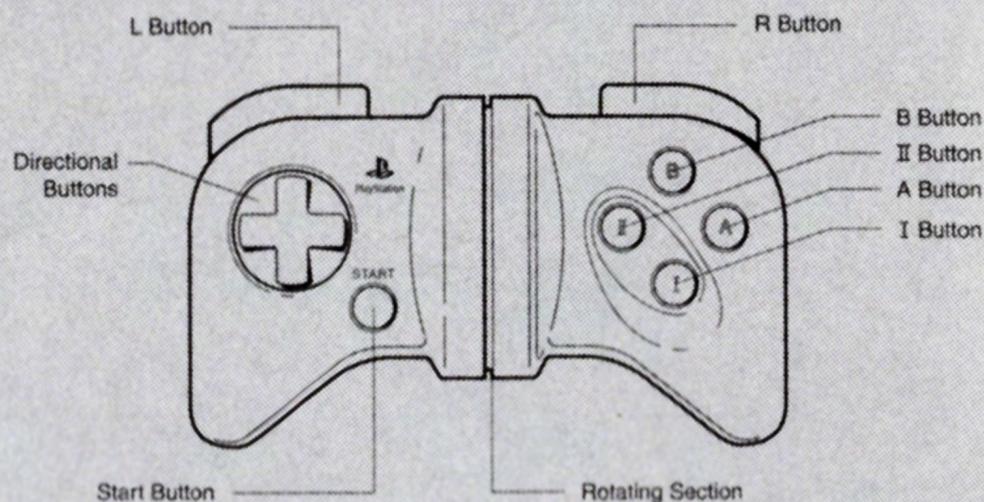
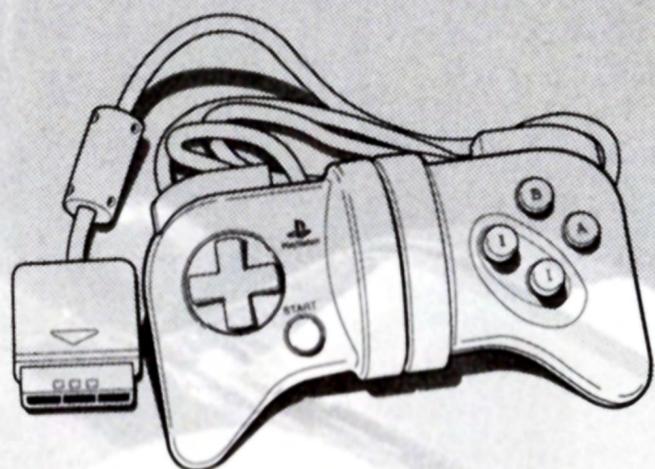
R1 BUTTON
L1 BUTTON

Steer Right
Steer Left
Accelerate
Brake/Reverse

To Reverse: press down to stop,
then release and press down
again.

Change View/Camera Control
Horn
Pause Game and Display Pause
Menu
Downshift, Manual Transmission
Upshift, Manual Transmission

OPTIONAL DRIVING CONTROLS: Namco® neGcon Analog Controller



TWIST CONTROLLER RIGHT/LEFT

I BUTTON

II BUTTON

B BUTTON

A BUTTON

START BUTTON

R BUTTON

L BUTTON

Turn Right/Left

Gas Pedal/Accelerator

Brake/Reverse

To Reverse: Press to stop, press again to reverse

Change View/Camera Control

Horn

Pause Game and Display Pause Menu

Downshift, Manual Transmission

Upshift, Manual Transmission

MAIN MENU

The Main Menu offers the following options. Use the Directional Buttons to select an option and then press the X BUTTON. Press the ▲ BUTTON to go back one menu.



1 PLAYER RACE



DUEL



LINK GAME



HIGH SCORES



CREDITS



OPTIONS



1 PLAYER RACE

Select this option from the **Main Menu** to race against computer-controlled opponents. After making this selection, the screen automatically advances to the **Race Menu**. You must choose **ONE PLAYER** to enter any of the **Cup tournaments** (See RACE Menu).



DUEL

Select this option from the **Main Menu** to race against a friend by taking turns on the same track. On each race on the track, you see a ghost car driving exactly like your opponent's best race on the track. After making this selection, the screen automatically advances to the **Track Menu**. Traffic is eliminated to make it an equal match with no variables.



LINK GAME

Select this option from the **Main Menu** to race against a friend and connect two PlayStation game consoles together with the **Sony Link Cable**. To attach the Link cable, see instructions provided with the Link cable. When both games are displaying the Main Menu, then each player can select "**LINK**" from the Main Menu.

Both consoles advance to a screen that says "Establishing Link." When the consoles have connected, both consoles advance to a screen that says "Link Established." You are all set now. Select your cars and a track and begin racing.

If you get a message that says "Failed to establish link, see manual for possible cause," double check the Link cable connections, the power connections, and **RESET** both consoles. Repeat the instructions above.

NOTE: At any point during any race, if you want to QUIT the current race, press the **START** button to PAUSE the game, highlight and select QUIT GAME, and highlight and select QUIT twice to return to the title screen.



HIGH SCORES

Select this option from the **Main Menu** to view the high score tables for the various races. There is a high score table for each track showing several statistics. And there is a high score table for each of the **Cup Races**. See **Race Menu** below to learn more about the Cup Races.



CREDITS

Select this option from the **Main Menu** to find out more about the folks that designed and developed this game.



OPTIONS

Select this option from the **Main Menu**, to access **CONTROLLER CONFIGURATION, AUDIO CONFIGURATION, MEMORY CARD MANAGER, SCREEN CONFIGURATION, or GAME OPTIONS**. This brings up the Options sub-menu, which is detailed below. When you are satisfied, Use the Directional Buttons to select an option and then press the X button. Press the ▲ button to exit OPTIONS and go back to the previous menu.

Controller Configuration: This sub-menu customizes the **control layout**. It automatically detects and displays the controller for the Sony Standard Controller, the Sony Analog Controller, and the Namco NeGcon. You can also select the Mad Catz Steering Controller from the NeGcon screen. Use the Directional Buttons to select an option and then press the X button

Audio Configuration: This sub-menu sets the sound volume for the sound in the game. The Sound Menu shows three icons for: **MUSIC** volume, **SOUND EFFECTS (FX)**, and **SURROUND Sound**. Use the Directional Buttons Left/Right to select an option and then use the Directional Buttons Up/Down to adjust the volume.

Screen Configuration: This sub-menu adjusts the position of the image on the TV. Use the Directional Buttons to pick a direction and tap the X button to move. Press ▲ to exit.

Game Options: This sub-menu customizes your speedometer (mph or kph), checkpoint timer (on/off), and road traffic (on/off). Use the Directional Buttons to select and press the X button to toggle an option. Press ▲ to exit.



MEMORY CARD

Select this option from the **Main Menu** to access your Memory card that is plugged into the PlayStation game console. This brings up the **Memory Card** sub-menu, which is detailed below. Use the Directional Buttons to select an option and then press the X button. Press the ▲ button to go back one menu.

NOTE: You should have a Memory card with at least one free block of memory to save your progress in the Cup Races.



Save

Select the Save icon to save the current state of all aspects of the game. This includes all the high score tables, bonus cars that you have unlocked, and the reverse tracks. A sub-menu appears. Follow the on-screen instructions to save a game.



Load

Select the Load icon to load the current state of all aspects of the game. This includes all the high score tables, bonus cars, and reverse tracks that you have unlocked. A sub-menu appears. Follow the on-screen instructions to load a game.

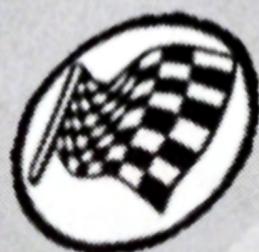


Delete

Select the Delete icon to delete a saved game. A sub-menu appears. Follow the on-screen instructions to delete a saved game.

RACE MENU

After selecting **One Player** race from the Main Menu, you can select a **race format**. You can race on just one track of your choice, or you can enter a multi-track tournament and compete to win one of the Cups in *Test Drive 4*. If you win one of the Cup races, you are given special recognition on the High Score table. Your achievement is proclaimed by a picture of the **Championship Cup** next to your name on the high score table. On the Race Menu, use the Directional Buttons to select an option and then press the X button.



SINGLE RACE



CHALLENGE CUP



CHAMPIONSHIP CUP



PITBULL CUP



MASTERS CUP



DRAG RACE



Single Race

Select this option from the **Race Menu** to race on one single track. If your time to finish the track is among the best, you'll have a chance to enter your name on the high score table for the selected track. You can choose from any of the highlighted tracks on the next menu - the Track Menu.



Challenge Cup - Best cumulative time

In the Challenge Cup, you'll race on 5 tracks. You automatically advance to the next track no matter how you do. You win by having the lowest total time compared to the computer-driven opponents. If your time is among the best, you'll have a chance to enter your name on the high score table for the Challenge Cup.



Championship Cup - Highest cumulative points

In the Championship Cup, you'll race on 10 tracks. You automatically advance to the next track no matter how you do. You win by having the highest accumulated points versus the opponents in the game. Points are awarded for how you place at the finish of each of the tracks. Bonus points are awarded based on being first across checkpoints. If your total points upon completion of the tournament are among the best, you'll have a chance to enter your name on the high score table for the Championship Cup.

NOTE: If you have a Memory Card, then be sure to save your high scores! After finishing a race, select QUIT from the RACE AGAIN/VIEW REPLAY/QUIT menu. If you qualify, then a name-entry screen appears. Use the Directional Buttons to move the cursor, and use the X button to select a character. When you are satisfied, select "END".



Pitbull Cup - Place first to advance

In the Pitbull Cup, you'll race on 5 tracks. You must finish in first place on each one before advancing to the next. Your rank on the Pitbull Cup High Score table is based on your total time through all the tracks.



Masters Cup - Best cumulative time in different cars

In the Masters Cup, you'll race on 10 tracks. You automatically advance to the next track no matter how you do. You must use a different car for each track. You win by having the lowest total time compared to the computer-driven opponents. If your time to finish the tournament is among the best, you'll have a chance to enter your name on the high score table for the Masters Cup.

TRACK MENU (One Player/Link Mode)

After selecting **Single Race** from the Race Menu, you select a track. There are ten tracks set around five international cities. Each city has two tracks, labeled #1 and #2. When you start for the first time, you only have access to each city's track #1. You must place first on a single track race in a given city to gain access to that city's track #2. All the tracks are shown on the TRACK MENU, but only the currently accessible tracks are highlighted.

Use the Directional Buttons to select a track and then press the X button.

San Francisco, USA

Washington D.C., USA

Keswick, England

Bern, Switzerland

Kyoto, Japan

NOTE: Save to your Memory card after gaining access to a new track. Select QUIT from the end-of-game menu choices and return to MAIN MENU. Select OPTIONS, then MEMORY CARD MANAGER.

NOTE: You can turn off the Checkpoint Timer and the traffic in One Player SINGLE RACE mode – see the OPTIONS MENU. Disabling these options will prohibit you from gaining access to track #2 even if you place first, and will keep you from entering your name on the High Score table.

CAR MENU

After selecting your race and your track as the case may be, you select a car. See the section later in this manual for detailed car descriptions.

Use the Directional Buttons Left /Right to select a car and then press the X button.

TRANSMISSION MENU

After selecting your car, you choose your transmission - automatic or manual. If you choose a manual transmission, then you must shift through the gears yourself. **See DRIVING CONTROLS** for shifting buttons. After selecting a transmission, the loading screen appears while the track is loaded, and you can get ready to race!

Use the Directional Buttons to select a transmission and then press the X button.

RACING RULES

Your First Goal

Once the race starts, you must make it to the next **Checkpoint** before the Checkpoint Timer counts down to zero. See the next section on Visual Displays to find out more about the Checkpoint Timer.

Checkpoints

As you roar around the track, you drive through checkpoints. These are shown as banners hanging above the road. Each banner is numbered such as "Stage 1" or "Stage 2" to help you measure your progress. You must reach the next checkpoint before the Checkpoint Timer counts down to zero. The race ends if Checkpoint Timer reaches zero. When you cross a Checkpoint, you get more time added to the Checkpoint Timer. You can turn off the timer if you want – **see OPTIONS**.

Finish Line

Each track ends with a Finish Line and a banner. The first car across the finish line is the winner.

Police

Test Drive[®] 4 has grown to be a full blown race along city streets and country by-ways, and the temptation exists to exceed the speed limit. If a nearby police car sees you speeding, then it will chase and stop you. If you hear the siren, then you must completely stop and let the police car get in front of you. After stopping, you can take off again. Some players may try to outrun the police, but we do not approve of that!

VISUAL DISPLAYS

Checkpoint Timer

The large digits at the top and center of the screen is the Checkpoint timer. You must reach the next checkpoint before the timer counts down to zero. When you cross a checkpoint you get more time added to the timer.

Position Graph

The line graph along the top of the screen shows you what is near you symbolically. You are the dot on the center of the line. As opponent racers approach from the rear or as you approach opponents, you can see them as moving dots on the graph. Checkpoints are shown as numbers on the graph.

Time

The timer in the upper left hand corner displays your elapsed time on the current track.

Race Position

The number in the upper right hand corner shows your current place in the pack: "1" means you are in first place. Be careful as you jockey for position; the other drivers will bump you and try to knock you out of their way. You can (if you dare) do the same to them. However, making contact with other vehicles is a good way to lose control.

Speedometer

The dial in the lower right hand corner shows current speed. A digital readout is also provided just below the dial.

Tachometer

The smaller dial in the lower right is the tachometer - it shows engine RPM.

Steering

The cars roll a bit in response to the steering controls to provide instant feedback. Test Drive 4 offers a realistic driving feel within the limits of what can be done with buttons. Use optional analog controllers if you want for even more realistic driving experience.

Brakes

The tail lights come on as a visual indication that you are braking. The brake is a valuable tool; it will help you win if you learn to use it wisely.

NOTE: Tap the brake as you hit the corners to produce a controlled slide.

Camera

You have a choice of several camera positions in and around the car. **See the CONTROLS section** to learn how to select a camera position. It is helpful to find an angle that you are comfortable with at the beginning of the race, and sticking with it as you drive. Some drivers like to switch between the out the dashboard view and a camera angle that lets them see their entire vehicle. Some practice will tell you what works best for you. **See the DRIVING CONTROLS section** for the camera control button.

CAR SPECIFICATIONS			
CAR	Engine U.S.	Size Metric	Horsepower
1998 Dodge Viper	488ci	8.0L	450bhp @ 5200rpm
1998 Chevrolet Corvette	346ci	5.7L	345bhp @ 5600rpm
1998 Jaguar XJ220	213ci	3.5L	549bhp @ 7000rpm
1998 TVR Cerbera	255ci	4.2L	360bhp @ 6500rpm
1995 Nissan 300ZX	180ci	3.0L stock	430bhp @ 6400rpm
1966 Shelby Cobra	427ci	7.0L	490bhp @ 6500rpm
1970 Chevy Chevelle SS454 LS-6 (Dealer Modified)	454ci	7.2L	500bhp @ 6500rpm
1971 Plymouth "Hemi" Cuda	426ci	7.0L	425bhp @ 5000rpm
1969 Chevrolet Camaro ZL-1 COPO 9560	427ci	7.0L aluminum block	430bhp @ 5000rpm advertised† 600bhp @ 5000rpm tuned
1969 Chevy Vette ZL-1	427ci	7.0L aluminum block	430bhp @ 5800rpm advertised† 600bhp @ 5800rpm tuned

Torque	Weight U.S.	Weight Metric	Gears	Acceleration		Top Speed est.	
				0-60mph	0-100kph	mph	kph
490lb-ft @ 3600rpm	3440lbs	1560kg	6spd	4.4s	4.5s	185	298
350lb-ft @ 4400rpm	3245lbs	1460kg	6spd	4.7s	4.9s	175	277
475lb-ft @ 4400rpm	3025lbs	1375kg	5spd	3.8s	3.9s	218	351
320lb-ft @ 4500rpm	2315lbs	1050kg	5spd	4.2s	4.3s	185	298
450lb-ft @ 4400rpm	2500lbs	1133kg	5spd	4.5s	4.6s	181	291
510lb-ft @ 3700rpm	2529lbs	1147kg	4spd	3.5s	3.6s	187	301
500lb-ft @ 4800rpm	3552 lbs	1762kg	4spd	4.4s	4.5s	184	296
490lb-ft @ 4000rpm	3400lbs	1542kg	3spd	5.0s	5.1s	175	282
450lb-ft @ 4400rpm advertised‡	3070lbs	1393kg	4spd	4.2s	4.3s	205	330
550lb-ft @ 4400rpm tuned							
460lb-ft @ 4000rpm advertised‡	3150lbs	1429kg	4spd	4.3s	4.4s	202	325
550lb-ft @ 4000rpm tuned							

‡ It was widely known that these numbers were "fudged" and that with proper tuning and tubular exhaust the ZL-1 Vette and Camaros could produce around 600 horsepower and 550 lb-ft of torque.

THE CARS

Know your vehicle as well. Some vehicles are faster while others corner better. Play to the strengths of your ride, and learn to compensate for its weak points. If you put it all together, you'll be standing in the winner's circle! You need sharp reflexes to win in this game. So top her off, check the tire pressure, and get ready to go!

1998 Dodge[®] Viper

The monster that ate Detroit. The Dodge Viper has won several "Supercar Shootouts" in various automotive magazines. Under the hood is a huge V-10, that puts out 450 horsepower and 490 lb-ft. of torque. This sends the Viper to 60 mph in 4.4 seconds and it can travel the quarter-mile in 12.8 seconds. It has an estimated top speed of 185 mph.

1998 Chevrolet[®] Corvette[®]

The highly anticipated 1998 Corvette, the fifth complete re-design of this Chevy sports car line arrived in 1997. The all new engine produces 345 horsepower and 350 lb-ft. of torque to propel this rocket from 0 to 60 mph in 4.7 seconds and it can travel the quarter-mile in 13.3 seconds. At a base price of \$37,500, the "Vette[™]" has the best dollars-to-performance ratio of cars in this group.

1998 Jaguar XJ-220[™]

Sleek, sexy, and fast. This is the ultimate Jag. A limited edition of 350 units sold at \$600,000. The XJ-220 is powered by a twin-turbo-charged V6 with four valves per cylinder. It cranks out 549 horsepower and 475 lb-ft. of torque. This propels the "Cat" to 60 mph in under 4 seconds. Top speed is rumored to be over 210 mph.

1998 TVR® Cerbera™

The new English Supercar. If you're expecting typical British reserve, guess again. 0-60 in 4.2 and 100 mph hits in 9.9 seconds. The 4.2 liter 75 degree V8 pumps out 360 horses and torque comes in at 320. After driving this beauty, you'll remember the name Cerbera.

1995 Nissan 300ZX® twin Turbo Special

This is not your every day z-car, as awesome as they are straight off the show room floor. This "tuner" aftermarket version produces 430 horsepower from the twin-turbo-charged V6. It can do 0 to 60 mph in 4.5 seconds and it can do quarter-mile times under 13 seconds. Too sweet.

1970 Chevrolet® Chevelle® 454 SS LS-6 (Dealer Modified)

The Beast. An awesome brute weighing in at 3552 lbs., this car can still hit 60 in 4.4 seconds and do the 1/4 mile in 12 flat. The 454 sent 500 horsepower and 500 lb-ft of torque to the rear wheels, so punch it and watch the smoke...and rubber fly.

1969 Chevrolet® Camaro ZL-1 COPO 9560®

If ever a killer Camaro existed, this is it. There were only 69 of these special Camaros made in 1969. Each packs an awesome aluminum big block with 427 cubic inches that produces 430# horsepower and 450# lb-ft of torque. On a good day, this pony could hit 0 to 60 mph in 4.2 seconds and it could do the quarter-mile in under 13 seconds @ 120 mph.

1969 Chevrolet® Corvette ZL-1®

Along with the ZL-1 Camaro, this ranks as one of the scariest vehicles Chevy ever produced. As with the ZL-1 Camaro, the powerplant was an aluminum block 427 that produced a low rated 430# horsepower and 460# lb-ft of torque. 0-60 times are not available but 1/4 mile times are reported to be in the 11's at near 130 mph!!! This

would support the claim that the advertised horsepower and torque ratings for the Vette and Camaro were very conservative. There were only two of these awesome machines built in 1969.

‡ It was widely known that these numbers were "fudged" and that with proper tuning and tubular exhaust the ZL-1 Vette and Camaros could produce around 600 horsepower and 550 lb-ft of torque.

1971 Plymouth[®] Hemi Cuda

Classic Mopar muscle. The Hemi Cuda stands out amongst the stiff Mopar muscle car pack. Under the "shaker" hood is the 426 cubic inch hemispherical combustion chamber V8 - "Hemi" for short. It produces 425 horsepower and almost 500 lb-ft of torque. This bad street machine runs the quarter-mile in 13.5 seconds and 0 to 60 mph in just under 5 seconds.

Shelby Cobra[™] 427

One of the greatest collector cars of all time. 1966 was the last year of the original production series. More recently, Shelby has begun production of the CSX4000 series Cobra, and now you can buy an authentic Shelby Cobra in component form and install your own engine. The 1966 vintage Cobra uses a Ford 427 cubic inch engine that churns out 490 horsepower and a mind-blowing 510 lb-ft of torque. It can do 0 to 60 mph in 3.5 seconds and 1/4 mile speeds of 120 mph. A specially prepared Daytona Coupe version of the Cobra (with a hardtop) was driven to a first-ever Le Mans win (in coupe class) by a USA car with a USA driver. The year was 1964. Shelby can be reached at: Shelby American, Inc. 3111 S. Valley View, Bldg. T, Las Vegas, NV 89102 Ph: 702-365-5610

CREDITS

Test Drive 4

Concept and Design by Accolade, Inc.

Additional Design and Development by The Pitbull Syndicate, Ltd.

Produced and Published by Accolade, Inc.

The Pitbull Syndicate, Ltd.

Programming

Chris Kirby

James Parr

Michael Troughton

Graphics

2D Artwork

Kevin Preston

David Taylor

3D Artwork

Richard Beston

Steve Dietz

Jonathan Kay

Gareth Pugh

Photography

Slade Anderson

Richard Beston

Steve Dietz

David Taylor

Brian Wannamaker

Chris Downend

Sound Engineer

Peter Hewitson

Quality Assurance

Darren Kelly

Steven Hancock

With special thanks to:

Daisy and Rasta

Grumpy Mama

Any and all friends of Pitbull

Accolade, Inc.

Executive Producer: Chris Downend

Associate Producer: Slade Anderson

Assistant Producer: Jeff Gregg

USA Mastering Supervisor: Luis Rivas

International Liason: Alisa Schaeftbauer

Test Manager: Alex V. Cabal

Lead Tester: Matt Guzenda

Testers: Scott Barnes, Steve Bruno, Stefano Canu, Max Clendenning, Jason Cordero, Sean Fish, Erik Johnson, Jeremy Johnson, Alex Jones, Sam Newman, Marie Person, Arif Sinan, James Strawn

Product Marketing Manager: Steve Allison

Licensing Specialist: Gabrielle Benham

Introductory Cinematic: Mondo Media, San Francisco

Introductory Cinematic Sound Design: Rick Kelly

Documentation: W.D. Robinson

Additional Sound Effects: Tommy Tallarico Studios, Inc.

SPECIAL THANKS

Accolade and Pitbull would like thank the auto manufacturers for their cooperation in the making of *Test Drive 4*. It has been a thrill to capture a small part of the essence of these awesome supercars and muscle cars.

And a special thanks to: Jim Barnett, David Grenewetzki, Stan Roach, Neil Johnston, Bill Linn, Erica Krishnamurthy, Tim Walsh, Ted Tahquechi, Allen Edwards, Brian Wannamaker, Steve Vandevier, Virgil and Tegan Hall, Ben Samuelson, Steve Temple, John O'Neill, Lisa Shamus, Mike Darrow, John Maries, and Suncoast Sports Car Rental.

SOFTWARE WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90 day period without charge. To receive warranty service:

1. DO NOT return your defective compact disc to the retailer.
2. Notify Accolade Customer Service of the problem by calling (408)296-8400 between the hours of 8am and 5pm (Pacific Time) Monday through Friday. Please do not send your compact disc to Accolade before calling. Accolade can also be reached 24 hours a day by FAX at (408)246-0231, or by email at techhelp@accolade.com. You can post messages on CompuServe at GO GAMAPUB. Check us out on the World Wide Web at <http://www.accolade.com>.
3. If a Customer Service Technician is unable to solve the problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your compact disc (be sure your packaging is at least 4"x6", as many shipping companies will not ship anything smaller). Send the compact disc and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Service, Accolade, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129. After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

COPYRIGHT NOTICE

Test Drive is a registered trademark of Accolade, Inc. Test Drive 4 „ © 1997 Accolade, Inc. All Rights Reserved. Developed By Pitbull Syndicate. Test Drive 4 musical composition licensed exclusively to Accolade, Inc. by Tommy Tallarico Studios, Inc. © 1997 Tommy Tallarico Studios, Inc. All rights reserved. Dodge Viper, Dodge Challenger, Dodge Charger, Plymouth Cuda and the Plymouth GTX are registered trademarks of Chrysler Corporation, U.S.A. and are used under license. © CHRYSLER CORPORATION 1997 "Nissan" and the "300ZX" are registered trademarks of Nissan Motor Co., Ltd. and are used under license.

Reproduced by permission. The word "Jaguar", the leaping cat device, and the characters "XJ220" and "XK8" are the trademarks of JAGUAR CARS LTD, ENGLAND and are used under license. Chevrolet Corvette, Chevelle, Camaro and Body Designs are trademarks of Chevrolet Motor Division, General Motors Corporation, used under license to Accolade, Inc. "Shelby Cobra" and associated logos and symbols are used under license. TVR is a trademark of TVR Engineering Limited. The TVR Cerbera and 12/8 are used under license. OUT THERE SOMEWHERE (PART 2) Performed by Orbital, Courtesy of FFRR Records/London REcords 90 Limited. By Arrangement with PolyGram Film & TV Licensing. Writer: Paul Hartnoll/Philip Hartnoll. Publisher: Sony/ATV Songs LLC/Sony Music Publishing UK Ltd. HERE I COME and KEEP THE BEAT (P) 1997 Jimmy Dickinson recorded and performed by the Younger, Younger 28s. Writer: Jimmy Dickinson. Publisher: Sony/ATV Songs LLC/Sony Music Publishing UK Ltd. All other trademarks are of their respective companies.

LICENSE AGREEMENT

This computer software product (the Software) and user manual is provided to the Customer under license from Accolade, Inc. and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software, user manual and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software, or user manual to the Customer except as expressly set forth in this License Agreement. The Software and user manuals may not be copied for any reason. The Customer may not transfer or resell the Software or user manual. The remedies provided above are the Customer's sole and exclusive remedies.

In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. Except as provided above, Accolade makes no warranties, either express or implied, with respect to the Software or user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

COMING THIS SPRING

HARDBALL 6

A WHOLE NEW
BALL GAME!

Accolade, 5300 Stevens Creek Boulevard, Suite 500 - San Jose, CA 95129

Test Drive is a registered trademark of Accolade, Inc. © 1997 Accolade, Inc. All rights reserved. Developed by Pitbull Syndicate.

All trademarks are the property of their respective owners and are used under license by Accolade, Inc. For other legals, see inside manual and intro screen.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



ACCOLADE