



NTSC U/C

PlayStation®



Killer Soundtrack Featuring:
Fear Factory
Gravity Kills
Junkie XL
KMFDM
Pitchshifter

TEST DRIVE® 5



SLUS-00610
TD5SX

"...the *MUST HAVE* racing game of 1998"
- *PSExtreme*

ACCOLADE

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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

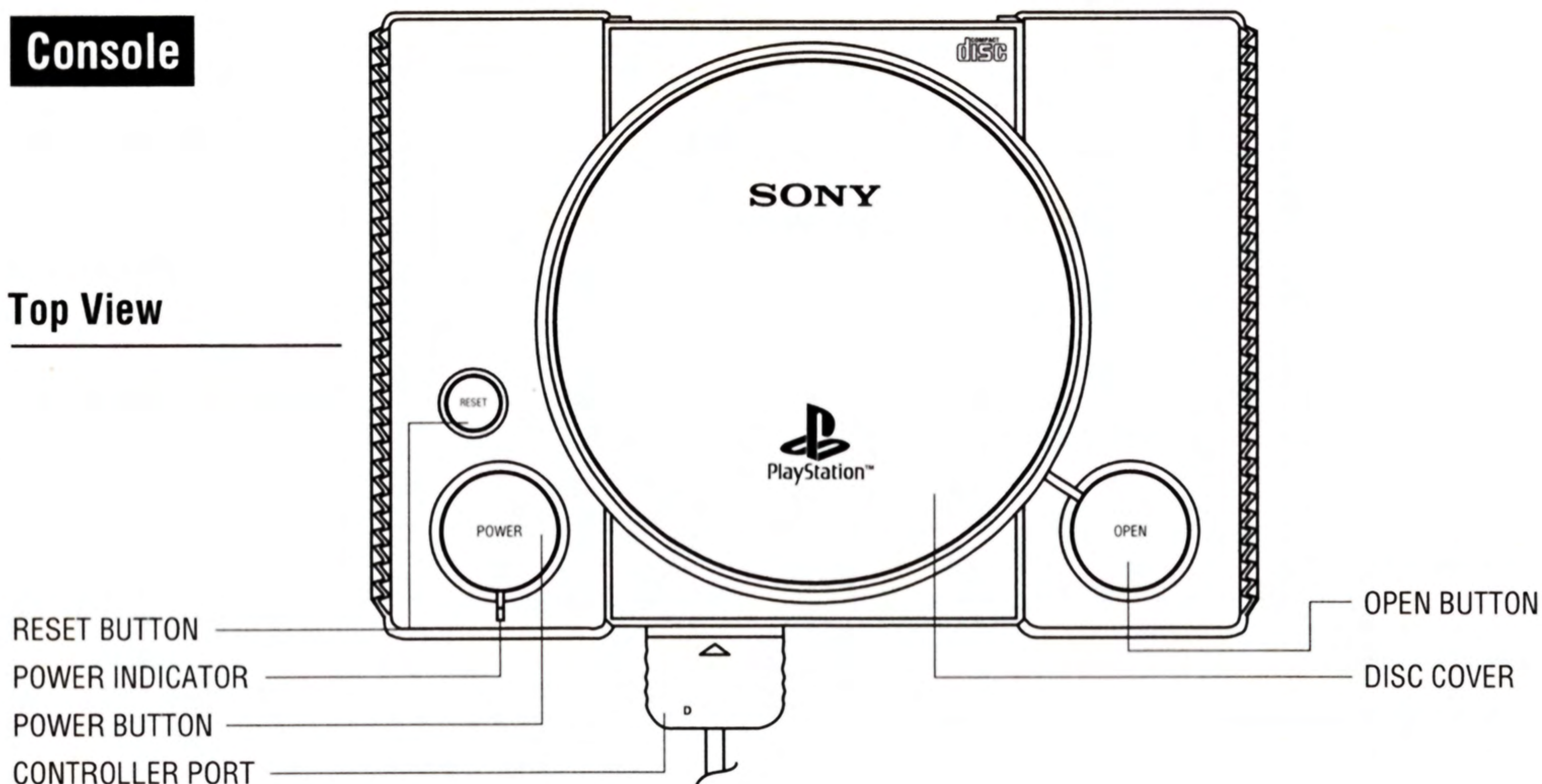
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- Do not bend it crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other heat source.
- Be sure to take a break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and 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.

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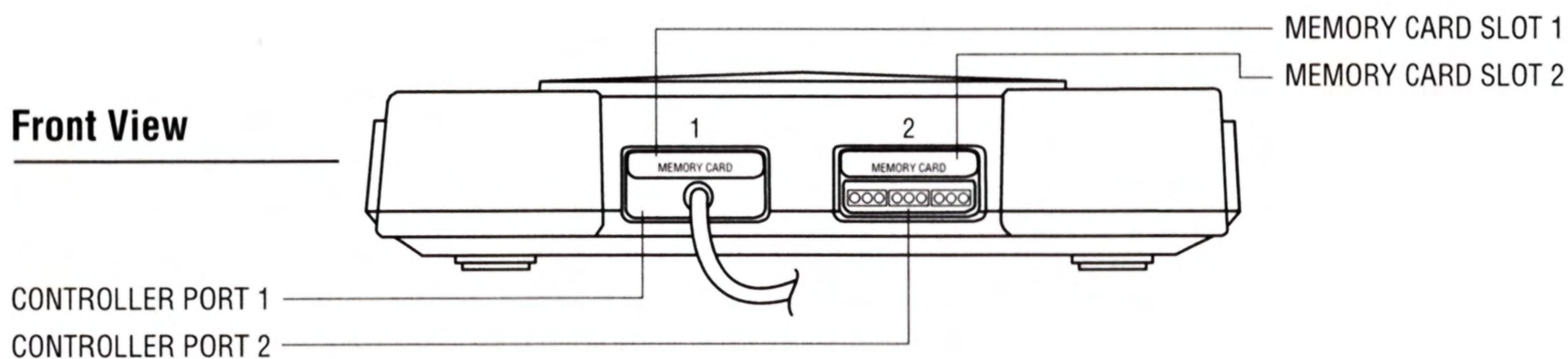
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Console

Top View



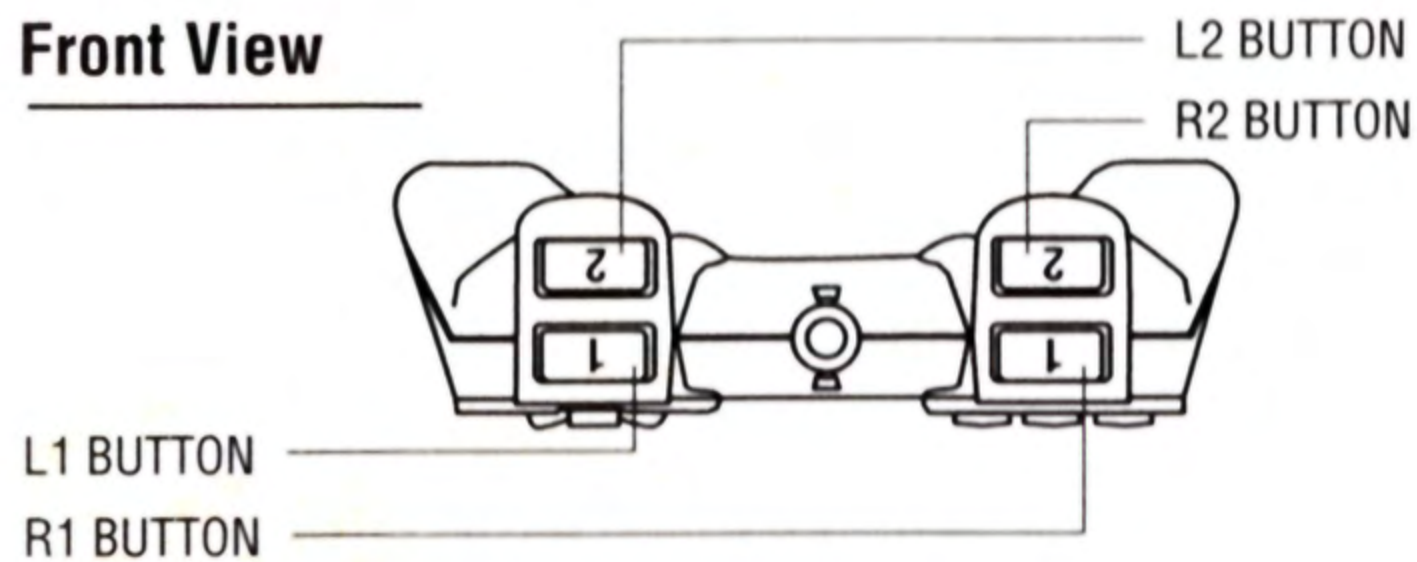
Front View



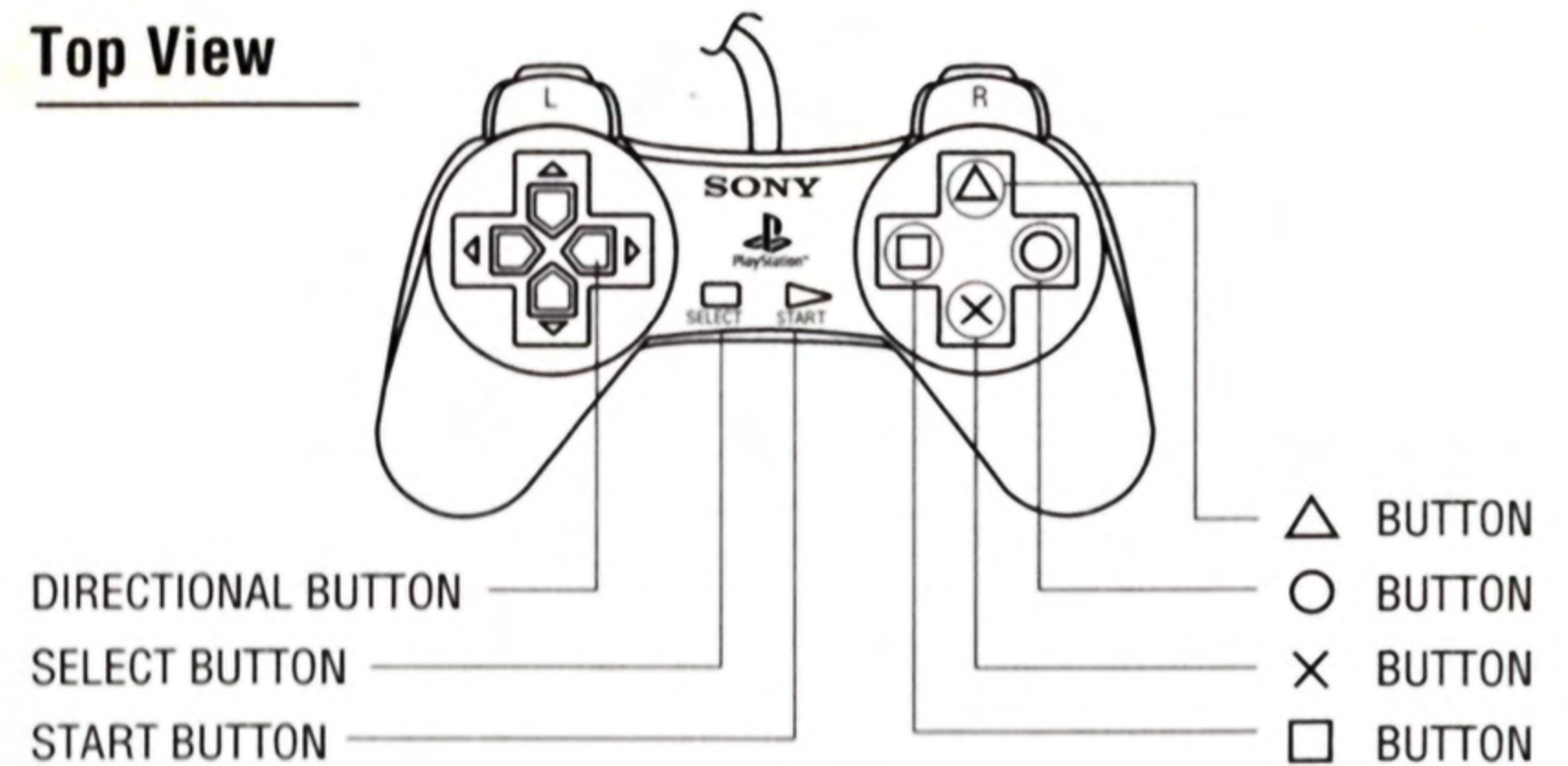
START YOUR ENGINE

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. To Reset the game, press the RESET button on the PlayStation® game console.

Front View



Top View



FACTORY STANDARD DRIVING CONTROLS

Standard Sony Controller :

Directional Button - RIGHT

Directional Button - LEFT

× BUTTON

■ BUTTON

● BUTTON

▲ BUTTON

R2 BUTTON

L2 BUTTON

START BUTTON

L1 BUTTON

R1 BUTTON

Turn Right

Turn Left

Gas Pedal - accelerator

Brake/Reverse

To Reverse: press to stop; then hold.

Look Back

Change view

Horn/Siren

Hand Brake

Pause game and display pause menu

Shift Down, Manual Transmission

Shift Up, Manual Transmission

Dual Shock™ Controller :

RIGHT Joystick

Push forward for Accelerate. Pull back for braking and reverse.

LEFT Joystick

Steering

× BUTTON

Not Used.

■ BUTTON

Not Used.

● BUTTON

Look Back

▲ BUTTON

Change view

R2 BUTTON

Horn/Siren

L2 BUTTON

Hand Brake

START BUTTON

Pause game and display pause menu

L1 BUTTON

Shift Down, Manual Transmission

R1 BUTTON

Shift Up, Manual Transmission

NOTE: Controls can be configured by selecting the **CONTROLS** selection in the **OPTIONS** Menu (**OPTIONS** is in the Main Menu).

MAIN MENU

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

QUICK RACE

Wanna get into a car and start racing straight away? Choose Quick Race; choose any available car and any available track on a fast menu. Just jump in and drive.

FULL RACE

Choosing Full Race from the main menu allows you to choose from a few different races.

- **SINGLE RACE** - Choose your course. In the beginning, only a handful of courses are open. Defeat a course or circuit at Normal difficulty by coming in first to unlock a reverse track or secret car.
- **TIME TRIALS** - Take on the clock with traffic to see how you fare in a race against your own skill. Time is kept for all checkpoints and tabulated at the end of the race.
- **CUP RACE** - Go up against the world's best racers in a non-sanctioned tournament. You have six cups to go after. They are :
 1. **Championship Cup** - Total time over four courses.
 2. **Era Cup** - Total time over six courses. Your opponents and your car will be from either the Beauty (new cars) or Beast (old cars) divisions.

3. Challenge Cup - Total points over six courses: points based on your finishing position in each race.

4. Pitbull Cup - You must place first on each of eight courses on Normal Difficulty to move on to the next Cup race.

5. Masters Cup - Total time over ten courses. Ten randomly chosen cars will be at your disposal. After you use a vehicle in your motor pool, you may not use it again for the duration of the Masters Cup.

6. Ultimate Cup - Total points over twelve courses. Points are tabulated for average speed over the length of the course. Points stop accumulating for being stopped by the cops, for crashes, hitting walls and running off the road.

Note: Winning Championship and Era Cups in Easy Mode will unlock some surprises. Win Challenge and Pitbull Cups in Normal Mode to unlock further goodies. Beat Masters and Ultimate Cups in Hard Mode for more excitement.

- **CONTINUE CUP** - You may save a cup race and finish it later by saving it to your memory card. Choose Continue Cup to load the saved cup race.

- **DRAG RACE** - Choose your car...then throw down the hammer and watch the smoke fly.

- **COP CHASE** - Here the tables are turned and the hunted becomes the hunter. Choose one of the available cop cars and pull over those "lawless hooligans" who are speeding through your town. Hit the siren (**L2**) and spin the cars out to give out the tickets and insurance points. Come on...fill yer quota son!!!

TWO PLAYER RACE

Play against a friend in split screen mode. Choose one of six courses, pick your car, and beat the pants off grandma. Press **START** to Pause the game in order to switch between horizontal and vertical split screen. There is also a split screen cup race where you race your opponent over four courses to accrue the best total time.

OPTIONS

- **CONTROLLER CONFIG**: This sub-menu customizes the control layout or selects alternate controllers from the list of supported controllers. Use the **Directional Buttons** to select an option and then press **X**.
- **AUDIO CONFIG**: This sub-menu sets the sound volume for the sound in the game. The Sound Menu shows icons for: **MUSIC** volume, (**sound**) **EFFECT** volume, and **SURROUND** Sound. Use the up and down **Directional Buttons** to select an option and then use the right and left **Directional Buttons** to adjust the volume.

- **MEMORY CARD MANAGER:** Select this option from the Main Menu to access your memory card that is plugged into the PlayStation game console. The Memory Card sub-menu is detailed below. Use the Directional Buttons to select an option and then press X. Press ▲ to go back one menu.

Load: Select the Load icon and press X to load the current state of all aspects of the game. This includes all the bonus cars and reverse tracks you have unlocked, and all your high score information. Follow the on-screen instructions to load a game.

Save: Select the Save icon and press X to save the current state of all aspects of the game. This includes all the bonus cars and reverse tracks you have unlocked, and all your high score information. Follow the on-screen instructions to save 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.

Note: Do not remove a Memory Card during a Load or Save.

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

• **GAME OPTIONS:** Toggle the options using the right and left Directional Buttons:

Speed Readout - Changes between MPH/KPH.

Checkpoint Timers - You may turn the checkpoint timers off. If you do turn these off, you cannot unlock a reverse track on that course, and your name will not be recorded in the High Score table.

Traffic - You may turn traffic off. If you do turn this off, your name will not be recorded in the High Score table.

Cops - You may turn cops off. If you do turn these off your name will not be recorded in the High score table.

Difficulty - Three settings, Easy, Normal and Hard. Choosing a harder difficulty setting will make the opponent cars and cops more aggressive and make it harder for you to spin them out. You will also be able to access better secrets with higher levels of difficulty.

Dynamics - Switch between Arcade and Simulation. This changes how you car reacts to the road and environment. In Simulation mode, the cars react closer to their real life counterparts in acceleration, top speed, handling, etc.

3D Collisions - You may turn off 3D collisions. If you turn this off, your car will not become airborne when a crash occurs.

Two-Player Catch-up - A higher value gives the lagging player in a two-player race faster acceleration, in order to catch up.

Vibration - This turns force feedback vibration on and off, if you are using the Dual Shock™ controller.

Camera Damping - The higher the value, the more slowly the camera view follows the car in a race Replay.

Circuit Laps - Choose between 1 and 6 laps for any circuit race other than Cup races.

TRACK SELECTION

When you first start out in Test Drive 5 you will notice that some courses are available and some are not. The courses that aren't available must be "unlocked" by winning the Cup races. Reverse tracks can be unlocked by coming in first on the default version of a track in Normal difficulty. Choose a course by moving left and right with the Directional Buttons. Confirm your selection by pressing X.

CAR MENU

Use the left and right Directional Buttons to select a car. After you decide the model of car you want, you may then change the paint job of that car by using the up and down Directional Buttons. After choosing the paint, press the X button. At this point you must choose your transmission, press the X button to confirm. Finally, you may configure your car in the Workshop. Use the up and down Directional Buttons to choose the feature you want to alter at the expense of the other features. Use the right and left Directional Buttons to alter the feature. Press X when you have finished making your changes.

PAUSE MENU

Press **START** to bring up the Pause Menu during gameplay. Use the up and down Directional Buttons to highlight your choice. Use the right and left Directional Buttons to alter volume, or **X** to make a selection.

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.

Checkpoints

As you roar around the track, you drive through checkpoints. These are shown as banners hanging above the road. Each banner is numbered by “stages” to help you measure your progress. You must reach the next checkpoint before the Checkpoint Timer counts down to zero, or the race ends.

Finish Line

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

Police

Dodge them in all non-sanctioned races, or take your revenge and play one in Cop Chase.

VISUAL DISPLAYS

Checkpoint Timer

The large digits at the top 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 Map

The box in the lower left hand corner is the position map. Use this to see the upcoming corners and branches. You can also use it to see how close your competitors are.

Time

The timer in the upper right hand corner displays your elapsed time from the previous checkpoint.

Race Position

The number in the upper left hand corner shows your current place in the pack: "1st" 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/ Tachometer

The lower right hand corner shows current speed and engine RPM. The digital readout is your speed. The dial is your Tachometer.

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.

Handbrake - There is also a Handbrake. Use the Handbrake to do controlled slides around corners at high speed.

Camera

You have a choice of several camera positions in and around the car. Press ▲ to change the camera view. 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 practice will tell you what works best for you. See the **DRIVING CONTROLS** section for the view control button.

CREDITS

Test Drive 5

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Additional Design & Development by The Pitbull Syndicate, Ltd.

Produced and Published by Accolade, Inc.

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Coming Christmas 98



Big Bad Machines With A Big Bad Attitude!

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