

TEST DRIVE: DRIVE FIVE OF THE WORLD'S MOST EXOTIC CARS!

The Lamborghini Countach looks fast standing still. But before you attempt to break the land speed record, it might be wise to get a handle on what you're in for. Test Drive provides you with a detailed "spec chart" on each of the five cars, listing their vital statistics. Please note that this road shark has a top speed of 173 mph. (Gulp) Maybe you'd like to start off a bit slower.



Lamborghini Countach	
Engine type	2000 cc V12
Max speed	173 mph
0-100 time	5.5 sec
Top gear	6
Max fuel cons	20.0 mpg
Transmission	5 speed
Weight	2700 lbs
Max fuel range	200 miles
Max fuel tank	20.0 gal
Max fuel tank	20.0 gal
Max fuel tank	20.0 gal



Porsche 911 Turbo	
Engine type	2000 cc V6
Max speed	155 mph
0-100 time	5.5 sec
Top gear	5
Max fuel cons	20.0 mpg
Transmission	5 speed
Weight	2700 lbs
Max fuel range	200 miles
Max fuel tank	20.0 gal
Max fuel tank	20.0 gal
Max fuel tank	20.0 gal



Watch the road signs zip past your windshield. Test Drive's fluid animation lets you with a thrilling rush of speed. Feed your eyes on the 911's dashboard. Test Drive's graphics are so true-to-life you'll swear you can smell the leather interior. Push the 911 into the turn. Feel it suck the road like a vacuum. Your radar detector is clean... but check the speedometer. The fuzzi isn't friendly in these parts.

These screen shots represent Amiga version. Other versions may differ.

ACCOLADE
Home Computer Software



TEST DRIVE

ACCOLADE

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C64/128

C64/128



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WELCOME TO LIFE IN THE FAST LANE

TEST DRIVE: DRIVE FIVE OF THE WORLD'S MOST EXOTIC CARS!

If you've ever wondered what it would be like to experience the power and performance of the world's most exclusive cars, wonder no more. Accolade's Test Drive puts you behind the wheel of five exceptional automobiles in a driving simulation that is guaranteed to ignite your adrenaline. Is your heart strapped in? Good. Hit warp speed in a Ferrari Testarossa, blow the doors off with a Lotus Turbo Esprit, corner until the tyres scream in a Porsche 911 Turbo, bring your oil to a boil in a Lamborghini Countach and dust the fuzz in a Corvette.



Test Drive's authentic graphics, sterling sound and lifelike animation allow you to sense the awesome characteristics of each machine. They handle like the real thing. They brake like the real thing. They move like the real thing. In fact, Test Drive is so realistic you'll swear the G-Force has pinned you to your seat.

Accolade's Test Drive.
Welcome to life in the fast lane.

ACCOLADE
Home Computer Software

ABOUT OUR COMPANY

Accolade was founded by game designers. Their attention to eye-catching detail, emphasis on the highest quality graphics, and understanding of challenging play has set the standard for all of our products. These standards, coupled with the imagination and vision of other designers and developers around the world who have joined us, have produced the finest software available today. In Europe our products are published by Electronic Arts Ltd. If you'd like a product brochure, please send a stamped, SAE, to: Electronic Arts, 1143 Station Road, Langley, Bucks MK12 8YX, England.

TEST DRIVE™

1. Power up your C64.
2. Insert the joystick into port 2
3. Insert cassette, label side up and rewind
4. Hold SHIFT press RUNSTOP key and then press PLAY on datacette.

The Game

Your lifelong quest has been to drive one of the world's most exotic sports cars. Now's your chance. You just made your first million going public with your software company.

You eagerly drive down to the local dealership. The salesman smells money and offers to let you take out whatever is in their lot for a TEST DRIVE.

You look around; suddenly your jaw is down to your knees. You see five cars. Your heart skips a beat. You loosen your collar and gasp for some air. "Which one?", you scream to yourself.

Selecting Your Test Drive Car

Press the fire button to cycle past the title screen. You will then see the cars and their respective performance specifications. You can view all five cars by moving the joystick up/down. Pressing the fire button will select the car you wish to drive.

Driving

You slide in the key. Give it ever so lightly a twist. Vrooommm! The car roars to life. You nervously put it in gear and slowly let out the clutch. You start out up "The Rock", a long stretch of mountainous road, ideal to put the car through its paces, for the ride of your life.

Driving is no simple task. Potholes, Sunday drivers and water slicks will impede your speed or cause you unfortunate mishaps. Oh, and don't forget about those "Smokies" just waiting for some show-off like you to pass through their "Radar" trap.

Be Cautious, as you will only have five chances to reach the "Top of the Rock". If you have a mishap, press the fire button to proceed.

On The Road

In the upper left portion of the windshield, attached to the sun visor, you will see a radar detector. It works and you will need it to avoid that unpleasant feeling of seeing the "red lights" flashing in your rear view mirror. When you approach a "radar trap", your trusty radar detector will alert you with "BEEP" sounds and flashing red LEDs. The point at which all the LEDs are lit is when your speed has actually been clocked by the Highway Patrol radar gun. If you are unfortunate in this respect, you must slow down and obey the Highway Patrolman. If you don't, you might be able to shake him or he will pull in front of you and force you to stop. Be careful, because if you try to pass him, you will rear end him. Highway Patrolmen don't appreciate people damaging their patrol cars much, especially people who drive "fancy cars". Therefore, you will go directly to jail. DO NOT PASS GO. Game over, Bud!

Controls

Keyboard

D	Toggle display shifter
M	Turn on/off music
S	Turn on/off sound effects
Ctrl-R	Restart game
P	Pause/continue game
O	Optional shift pattern (emulate actual shift pattern with joystick)
V	Digital display (C64 only)

Joystick

up (forward)	Rev/accelerate
down (back)	Brake
up/fire button	Shift gears
down/fire button	Downshift
left	Steer left
right	Steer right

Credits

Design and Programming: Don Matrick, Mike Benna, Bruce Dawson, Brad Gour, Kevin Pickell, Amory Wong, Rick Friesen

Art: John Boechler, Tony Lee

Sound and Music: Patrick Payne

Producer: Jon Cornell

Europeak Design: Grapplegroup Ltd.

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