
PlayStation
NTSC U/C
PlayStation
"Test Drive 4 is the clear choice for
BEST RACING GAME OF 1997"
Official E3 Best Of Show Awards
Gamepen
GAMEPEN'S BEST OF E3 AWARD
Hot Soundtrack
Featuring The Music Of
Orbital
&
The Younger, Younger 28's
TEST DRIVE 4
ACCOLADE
KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB
SLUS-00487
TD4SX

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or 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.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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INTRODUCTION

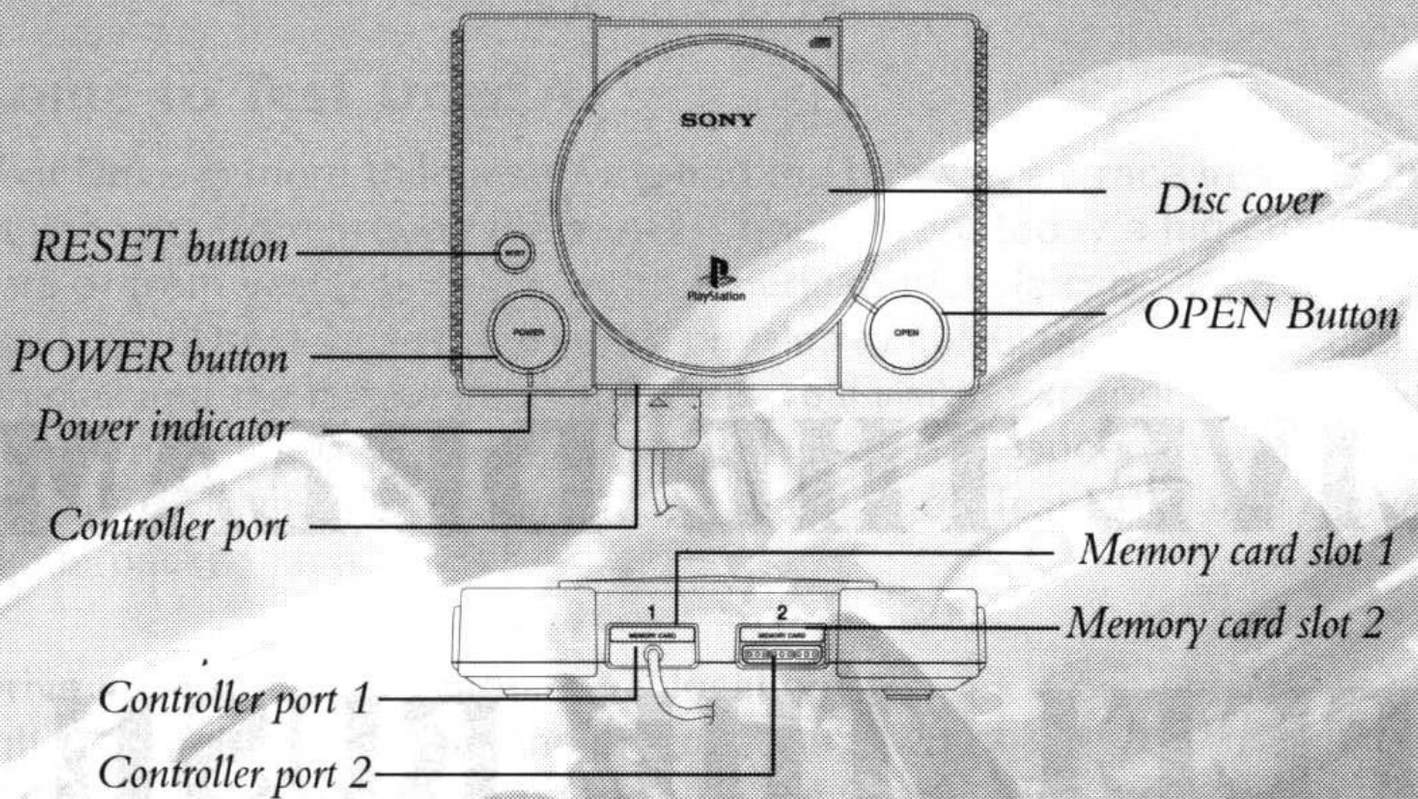
Welcome to Test Drive 4.

This Test Drive is more than a spin around the block. It's a race in some 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 centre 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

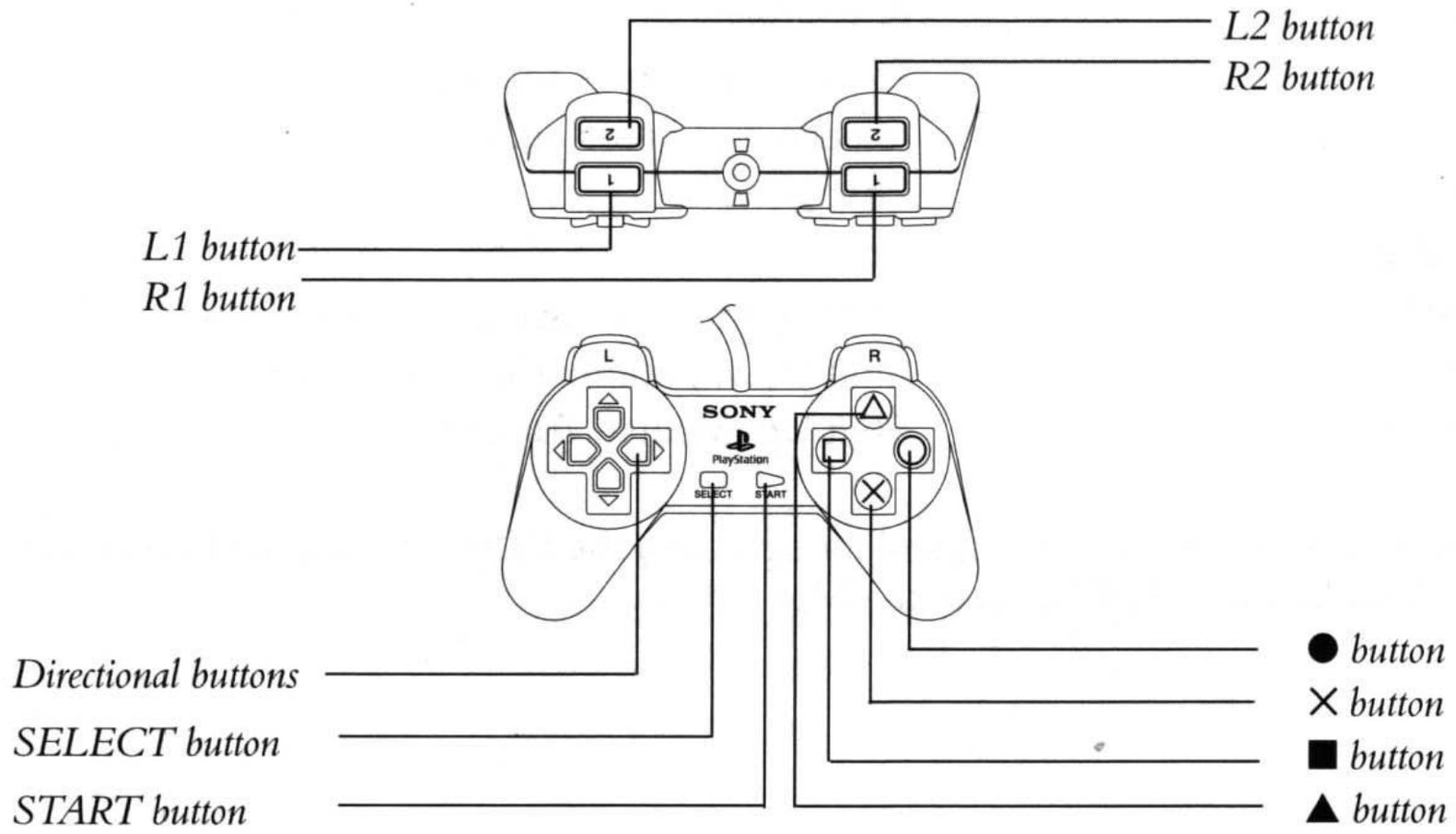
STARTING THE GAME



It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there is enough free blocks on your Memory card before commencing play.

1. 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.
2. Insert the game disc and close the disc cover.
3. Insert game controllers and turn on the your PlayStation™ game console.
4. Follow the on-screen instructions to start the game.

CONTROL SUMMARY



FACTORY STANDARD DRIVING CONTROLS

Directional button RIGHT	Turn Right
Directional button LEFT	Turn Left
× button	Gas Pedal - accelerator
■ button	Brake/Reverse
	To Reverse: press to stop; then release and press again
▲ button	Change view
● button	Horn
START button	Pause game and display pause menu
R1 button	Shift Down, Manual Transmission
L1 button	Shift Up, Manual Transmission

Note: Controls can be customised 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 button to select an option and then press the × button. Press the ▲ button to go back one menu.

ONE PLAYER



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 on the previous attempt 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



Select this option from the Main Menu to race against a friend and connect two PlayStation game consoles together with the 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. BOTH PLAYERS MUST PRESS THE X button TO BEGIN A LINKED GAME. Select your cars and a track and begin racing. X button is used to unpause the game.

If you get a message that says "CONNECTION TERMINATED", double check the link cable connections, the power connections, and RESET both consoles. Repeat the instructions above.

NB: Reset the console prior to beginning a one player game

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 button to select an option and then press the × button. Press the ▲ button to exit OPTIONS and go back to the previous menu.

Controller Configuration

This sub-menu customises the control layout or selects alternative controllers from the list of supported controllers. Use the Directional button to select an option and then press the × 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 button to select an option and then use the Directional button to adjust the volume.

Screen Configuration

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

Game Options

This sub-menu customises your speedometer (mph or kph), checkpoint timer (on/off), and road traffic (on/off). Use the Directional button to select and press the × button to toggle an option. Press the ▲ button 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 button to select an option and then press the × button. Press the ▲ button to go back one menu.

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.

BEAUTY VS BEAST





Push modern driving technology to the limit!

The pure power of classic muscle cars – only in Test Drive 4.









Avoid police, on-coming traffic and hazardous road conditions!

"...one smokin' racing game"
-GamePro

5 Modern Super Cars:
Jaguar XJ 220™, Dodge® Viper GTS, Chevrolet® Corvette®, TVR™ Cerbera and Nissan 300ZX®

5 Powerful Muscle Cars:
Shelby Cobra™ 427, '69 Chevrolet Corvette® 427, '71 Plymouth® Hemi Cuda, '70 Chevrolet Chevelle™ SS 454™ and '69 Chevrolet Camaro® ZL1™

5 Exotic Tracks:
San Francisco; Keswick, England; Bern, Switzerland; Kyoto City in Japan; and Washington D.C.

Realistic Driving Physics:
Accurate recreation of each vehicle's unique performance characteristics

Extensive Variety Of Racing Modes:
Single Race, Ghost Car Mode, World Circuit, Masters Cup and multi-player tournaments

1/4 Mile Drag Strip Racing

ACCOLADE™

1or2 Players | Memory Card 2 blocks | Link Cable 2 Consoles | Special Controller SLUH-00022 | Analog Controller Compatible

EA 9682

0 15605 75064 9

KIDS TO ADULTS

For information on this product's rating, please call 1-800-771-3772

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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.

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. You lose points every time the police stop you. 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.

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

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, labelled #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 (Note: You must have traffic and check points turned on). All the tracks are shown on the TRACK MENU, but only the currently accessible tracks are highlighted.

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

San Francisco, USA
Bern, Switzerland
Washington D.C., USA
Kyoto, Japan
Keswick, England

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 button to select a car and then press the × 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 button to select a transmission and then press the ✕ 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™ 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 centre 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 centre 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 another 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 analogue 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.

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.

THE TRACKS

Keswick

In England, it's pronounced Kes-ick. It is a small village in the beautiful and picturesque Lake District of Northern England. The roads are narrow and follow the hilly terrain. Some sections of the road straighten out enough to allow full throttle driving, but you never know what to expect around the next bend.

San Francisco

On the sunny coast of California in the USA sits one of the busiest and most beautiful cities in the world. The track skirts the San Francisco Bay where high speeds are possible and then winds into the heart of The City's steep hills. Some might say high speeds are still possible there too.

Washington DC

This is the capital of the USA. DC is short for District of Columbia - an entirely separate area not much bigger than a large city. This is a fast track with long straight sections down the wide boulevards leading to the domed capital building. Several famous monuments are visible along the route.

Bern, Switzerland

The European automotive community, especially the Italians, favour these high mountain roads to "test drive" supercars as the roads weave up through mountain passes and climb to the sky. Tunnels are frequent since the steep Alps leave the road builder no other option.

Kyoto, Japan

The city at the end of the bullet train run from Tokyo, is one of the most beautiful cities in a beautiful country. Kyoto is famous for its temples and the track passes several. Kyoto also offers some twisty roads through nearby hills.

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 fill her up, check the tyre 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 ands 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 rumoured 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 litre 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 aluminium 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 at 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 aluminium 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.

CAR SPECIFICATIONS

CAR	Engine Size U.S. Metric	Horsepower
1998 Dodge Viper	488ci8.0L	450bhp @ 5200rpm
1998 Chevrolet Corvette	346ci5.7L	345bhp @ 5600rpm
1998 Jaguar XJ220	213ci3.5L	549bhp @ 7000rpm
1998 TVR Cerbera	255ci4.2L	360bhp @ 6500rpm
1995 Nissan 300ZX	180ci3.0L stock	430bhp @ 6400rpm
1966 Shelby Cobra	427ci7.0L	490bhp @ 6500rpm
1970 Chevy Chevelle SS454 LS-6 (Dealer Modified)	454ci7.2L	500bhp @ 6500rpm
1971 Plymouth "Hemi" Cuda	426ci7.0L	425bhp @ 5000rpm
1969 Chevrolet Camaro ZL-1 COPO 9560	427ci7.0L aluminum block	430bhp @ 5000rpm advertised* 600bhp @ 5000rpm tuned
1969 Chevy Vette ZL-1	427ci7.0L aluminum block	430bhp @ 5800rpm advertised* 600bhp @ 5800rpm tuned

RACE MENU

After selecting One Player race from the Main Menu, you 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. On the Race Menu, use the Directional button to select an option and then press the × button.

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 to finish the tournament is among the best, you'll have a chance to enter your name on the high score table for the Challenge Cup.

* 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.

Torque	Weight U.S.	Weight Metric	Gears	Acceleration 0-60mph	0-100kph	Top Speed est. mph	kph
490lb-ft @ 3600rpm	3440lbs	1560kg	6spd	4.4s	4.5s	185	298
350lb-ft @ 4400rpm	3245lbs	1460kg	6spd	4.7s	4.8s	175	277
475lb-ft @ 4400rpm	3025lbs	1375kg	5spd	3.8s	3.85s	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	3552lbs	1760kg	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							