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Games You May LikeStuntmanMicro MachinesNeed for Speed: Most WantedNeed for Speed CarbonBurnout 3: Takedow Drive: Off-Road1998 - Test Drive: Off-Road 21999 - Test Drive Off-Road 31999 - Test Drive Le Mans2000 - Test Drive V-I contributed by: ZeoKnight. 2025's Best Games Best Switch 2 Games All Switch 2 Games Upcoming 2025 Game Releases own good, and it really only lends itself to short amounts of time spent playing. Average Rating149 Rating(s)6.9Sign In to OneSwitchNewsLatest NewsPCPS5Xbox Series XPS4Xbox OneSwitchShowsExpert ReactsFirearms Expert ReactsNo HU this genre come to the PS2. In Test Drive you take control of Dennis Black who is an independent streetcar racer who means the street of the PS2.	Rally2000 - Test Drive: Cycles2001 - Test Drive Off-Road Wides Best PS5 Games Borderlands 4 Characters Game Info There to rate Test DriveTeen Mild Lyrics Videos See All Videos Image JDSpot OnThe Kurt LockerTalk to UsForumsGameSpotGameS	e Open2004 - Test Drive: Eve of Destruction2012 - Test Drive are currently no available deals GameSpot may get a commin les © 2025 FANDOM, INC. ALL RIGHTS RESERVED. More S Spot Entertainment Atari is back with the new title Test Driv	e: Ferrari Racing LegendsCanceled - Test Drive RallyAssociated Francission from retail offers. First Released May 28, 2002releasedIt's fur itesgamefaqs.commetacritic.comfandom.comfanatical.comReviewsLe! Here it finally is and gamers that enjoy the street racing scene wi	nchisesContributionsData for this franchise of for a while, but it's too arcadelike for its natest ReviewsPCPS4Xbox Il be happy to have another great title of
their vehicles. Race through the cities of San Francisco, Tokyo, London, and Monaco to earn respect from street riders at to the sleek street performance vehicles. However, you must take heed, there are enough cops out there to make sure yetricks that can be preformed while in the race. The graphic presentation for this is great. The effects that had my eyes go The vehicles in this game are real bad ass! You can find all the high-end muscle cars here; Corvette, GTO, Dodge Vipers detail, road debris, smoke, vehicle debris bring realism to this street racing title. The different road environments are in this game is great to, the way in which natural sunlight or street light hit the vehicles makes it look very cool and add joystick be? All the controls for operation of the vehicle is through the x, triangle, square, circle buttons. If you feel that	ou find the quickest way to the jailhouse and not to the coveted lued to the screen were the blurring effects. This really allows, Camareo, and Jaguar just to name a few. To see the tricks the teresting as well; for example, the street racing in Tokyo is rotatified to the game atmosphere. In the department of graph you are skilled enough then you may want to take on manual	ed finish line. Now with the emergence of great racing titles is we gamers to feel the intensity that takes place on these we at these vehicles can do is eye popping, to see a car leap off ough because all the street signs are in the appropriate languages, this game does deliver the goods. The game play in this transmission. To upshift or downshift simply use the R1 and	that are out for the PS2 Test Drive offers something different. The s ild street race circuits. The vehicle physics are great as well, to see a transport truck is awesome. There are also good effects that may lage. This can be confusing because direction is the key, so you may title is very user friendly; the controls are very straightforward. I m R2 buttons to do so. One area I would have liked to see was maybe	treet race excitement, along with the crazy the way the cars hug the road is fantastic. go missed if close attention is not paid to have to learn the roads here. The lighting ean, how hard could driving with the to have the manual transmission operated
through the R3 or L3 analog control on the dualshock joystick. That would have been hella cool! Maybe that can be thou sound and be blown away just after the vehicles take off. The great thing about this title is also the use of today's hottes the big race. Props to Atari and Infogrames for providing a great title but also some banging tracks to go along with it, It to learn easy to play and have fun!!! However, if you are into the tech stuff then you may go for the latter mentioned. Re (disambiguation). This article needs additional citations for verification. Please help improve this article by adding citating series Test DriveGenre(s)RacingDeveloper(s)Distinctive Software (1987-89)Accolade/Infogrames North America (1990, Studios (2001)Monster Games (2004)Slightly Mad Studios (2012)KT Racing (2022-)Publisher(s)Accolade/Infogrames North MS-DOS, Apple II, PC-98, Apple IIGS, MSX, ZX Spectrum, Sega Genesis, SNES, Microsoft Windows, PlayStation, Game 1997.	t musicians in the music industry. You will be able to hear hot Kudos! If you are a fan of this genre then this game is for you. eader Reviews N/A Score: 7 Gameplay 7 Graphics 7.5 Sound 8 ons to reliable sources. Unsourced material may be challenge by Elite Systems (1997) Pitbull Syndicate (1997-99, 2002) Xantorth America (1987-2000) Electronic Arts (1987-88) Pony Canyon	tracks from DMX, Bubba Sparxx, Ja Rule, Junkie XL, Saliva It may not be as technical as other titles such as Gran Turis Value 7.5 Racing video game series This article is about the d and removed. Find sources: "Test Drive" – news · newspapera (1999–2000) Eutechnyx (2000) Velez & Dubail (2000) Infogon (1989) Cryo Interactive (1999) Infogrames (2000–2002) Ata	and more. This definitely sets the mood of this game. The music is o mo, but it allows anyone to come in and take a spin on the streets. To video game series. For the first game, see Test Drive (1987 video gers · books · scholar · JSTOR (December 2014) (Learn how and when grames/Atari Melbourne House (2000-02, 07)Eden Games (2000, 06 pri (2004-11)Rombax Games (2012)Nacon (2022-)Platform(s)Amiga,	ff the hook and really pumps you up for hat's the great thing about this title easy ame). For other uses, see Test Drive to remove this message) Video game -11)Digital Illusions CE (2000)Angel Amstrad CPC, Atari ST, Commodore 64,
2024 Test Drive is a series of racing video games that were originally published by Accolade until they were bought by I franchise from Atari. Gameplay of Test Drive 4 In Test Drive, the player typically uses one of several exotic performance In 1987, Accolade published Test Drive as a computer game worldwide, while Electronic Arts released the game in the Counterpart used simplified graphics and sound effects. The Commodore 64 and DOS ports were of similar quality to the critics. Computer Gaming World stated in 1987 that Test Drive "offers outstanding graphics and the potential to 'hook' 62 Computers' column. The reviewers gave the game 41/2 out of 5 stars.[7] Test Drive spawned several sequels and spin-off resulting in the Accolade v. Distinctive lawsuit. Distinctive Software won, so the rights to make the Test Drive games wi	infogrames, which later turned into Atari. The first game was a cars to race to a finish line against opponents or in a time line. United Kingdom. The quality of the Amiga, Atari ST, Commode Amiga version. The gameplay was kept intact for all platform every Pole Position fan". [6] Compute! praised the excellent graffs. Distinctive Software developed its 1989 sequel, The Duel:	released in 1987 and has since been followed by several sequit, while avoiding traffic and police.[1] Test Drive Unlimited one 64, and DOS ports differ from each other.[2][3] The Amigns.[4] Test Drive was a commercial success, with sales having aphics and sound, but noted that the game only had one countries Drive II, using several software libraries. Distinctive (as	uels and spin-offs, the latest of which was released in 2024 and is the includes an open world environment and allows for the purchase of a version's detailed visuals and audio realistically depicted the game g surpassed 250,000 copies by November 1989.[5] It received generalises.[2] The game was reviewed in 1988 in Dragon #132 by Hartley, as Unlimited Software, Inc.) used the aforementioned software librarises.	e first by Nacon after purchasing the houses, cars and character customisation e's racing theme,[2] while its Atari ST rally positive reviews from video game Patricia, and Kirk Lesser in "The Role of these for an MS-DOS port of Outrun,
by Accolade in 1990.[9] After a few years of the franchise being in dormancy, in 1997 Accolade revived the franchise will Drive titles, Test Drive 4X4 (also known as Test Drive Off-Road 2), a sequel to the Test Drive: Off-Road spinoff, and Test of which in cash and US\$10 million in growth capital, and was renamed Infogrames North America, Inc.[14][15] The confogrames North America in 1999.[17] An in-house team at Infogrames North America would go onto develop Test Drive and Infogrames Multimedia over the Test Drive trademark, Cryo Interactive picked up publishing rights to Test Drive 6 the Dreamcast version of V-Rally 2 under the localised names of Test Drive Le Mans and Test Drive V-Rally respectively. Drive 2001, an update to the GBC version of Test Drive 6. In November 2001, the last entry in the Off-Road subseries - Test Drive 1000 in 1990.	th brand new titles. The first of these was Test Drive: Off-Road Drive 5; both games were the two last entries in the series to mpany chief executive officer, Jim Barnett, was named head of the Off-Road 3 in 1999, and would also go to develop Test Drive in Europe for a May 2000 release,[19] while Infogrames Multiple A Nintendo 64 localisation of Michelin Rally Masters: Race of	d, an off-road truck racing spinoff,[10] and Test Drive 4, the be published by Accolade.[12][13] In April 1999, Accolade of Infogrames Entertainment's American distribution subsidiate Cycles, which was cancelled in June 2000 with the exception imedia released Test Drive Off-Road 3 under the name of 4x of Champions known as Test Drive Rally was also planned, but	first video game developed by Pitbull Syndicate.[11] In 1998, Pitbull was acquired by French video game company Infogrames for a comb ry.[16] As a result, Test Drive 6 was the first game in the series to be on of the Game Boy Color version.[18] In 2000, due to copyright prol 4 World Trophy in April 2000. Around this time, Infogrames North Aut this was cancelled in February 2000.[20] Fellow Game Boy Color to	Syndicate developed two further Test ined sum of US\$60 million, US\$50 million e published by the newly named olems between Infogrames North America merica released Le Mans 24 Hours and citles included Test Drive Cycles and Test
improvements. In May 2002, Infogrames released TD Overdrive: The Brotherhood of Speed (released as Test Drive in N was released in 2004. The game was released in Europe under the name of Driven to Destruction.[22] Test Drive Unlimitisal of Ibiza. A spin-off title called Test Drive: Ferrari Racing Legends was developed by Slightly Mad Studios and publication of Shift 2: Unleashed, and shares little with the Unlimited series.[23] In 2016, French publisher Bigben Inter Kylotonn suggesting they were working on the next installment of Test Drive.[25] In April 2020, Nacon filed a trade mar series is Test Drive Unlimited Solar Crown.[28][27][29] The Kylotonn-developed game would feature a 1:1 recreation of were released in 1988 and 1989, respectively. 1989 The Duel: Test Drive II Distinctive Software Accolade Amiga, Amstroperation of the series is Test Drive II Distinctive Software Accolade Amiga, Amstroped International Control of the series is Test Drive II Distinctive Software Accolade Amiga, Amstroped International Control of the International Control of International Control of the International Control of the International Control of the International Control of International Control	orth America), the last entry in the series to be developed by Ited, developed by Eden Games and released in 2006 and 2000 blished by Rombax Games under license from Atari, in celebrat ractive (later renamed Nacon) acquired the Test Drive intellective to the Intellectual Property Office for Test Drive Solar Crow Hong Kong Island and later expanded to Ibiza.[29] Year Title	Pitbull Syndicate[21] and the first one to feature a storyline. 7, features an open world modeled after the Hawaiian island tion of the 65th anniversary of Italian sports car manufactur tual property from Atari, with plans to revive the franchise. [27,[26][27]] the last two words referring to the Solar Crown is Developer Publisher Platforms Notes 1987 Test Drive Distin	The next game in the series, Test Drive: Eve of Destruction, was designed of Oahu. Its sequel Test Drive Unlimited 2 was released in 2011 and er Ferrari, featuring Formula One, sports cars, and rally cars. The general process of the series	veloped by Monster Games in 2003, and d includes both Oahu and the Spanish ame was heavily based upon technology nn, with Roman Vincent, president of d 2. The full title of the next game in the Apple II, PC-98 Apple II and PC-98 ports
Off-Road Elite Systems Accolade, Eidos Interactive MS-DOS, PlayStation 1997 Test Drive 4 Pitbull Syndicate Accolade P Drive Off-Road 2 in North America. 1999 Test Drive 6 Pitbull Syndicate Infogrames North AmericaCryo Interactive Play America, Infogrames Multimedia Microsoft Windows, PlayStation Titled 4X4 World Trophy in PAL regions. Xantera Gam Dreamcast North American localisation of V-Rally 2: Expert Edition. 2000 Test Drive Le Mans Infogrames Melbourne Ho Rally Masters: Race of Champions Digital Illusions CE Infogrames Microsoft Windows, PlayStation A Nintendo 64 port w 2000 Test Drive 2001 Xantera Infogrames Game Boy Color Updated version of the Game Boy Color version of Test Drive Microsoft Windows Titled simply Test Drive in North America. 2004 Test Drive: Eve of Destruction Monster Games Atar	Station, Microsoft Windows, Dreamcast Published by Cryo Int the Boy Color 2000 Test Drive Le Mans Eutechnyx Infogrames in the Boy Color 2000 Test Drive Le Mans Eutechnyx Infogrames in the susse Infogrames Dreamcast North American localisation of the was in development under the title Test Drive Rally but was can be 6. 2001 Test Drive: Off-Road Wide Open Angel Studios Infog in Interactive Xbox, PlayStation 2 Titled Driven to Destruction	eractive in PAL regions. Dreamcast version was not released PlayStation, Microsoft Windows North American localisation e Dreamcast version of Le Mans 24 Hours. The later-released nceled. [30] 2000 Test Drive Cycles Xantera Infogrames Gan rames PlayStation 2, Xbox Titled Off-Road Wide Open in PAI in PAL regions. 2006 Test Drive Unlimited Eden Games Atar	I in Europe Xantera Game Boy Color 1999 Test Drive: Off-Road 3 Into of Le Mans 24 Hours Velez & Dubail Game Boy Color 2000 Test Dr. I PlayStation 2 and Microsoft Windows versions were released under Boy Color A Windows, PlayStation and Dreamcast version was decregions. 2002 TD Overdrive: The Brotherhood of Speed Pitbull Syn i Xbox 360, Microsoft Windows Atari Melbourne House PlayStation	fogrames North America Infogrames North ive V-Rally Eden Studios Infogrames r the original game name 2000 Michelin veloped but was cancelled in June 2000. dicate Infogrames PlayStation 2, Xbox, 2, PlayStation Portable 2011 Test Drive
Unlimited 2 Eden Games Atari Microsoft Windows, PlayStation 3, Xbox 360 2012 Test Drive: Ferrari Racing Legends Sli Generation. No. 37. Imagine Media. January 1998. pp. 154–155. ^ a b c Tucker, Troy (February 1988). "Test Drive". Cor Buyers Guide: Test Drive". Computer Gaming World. November 1987. p. 20. ^ Lesser, Hartley; Lesser, Patricia; Lesser, David M. (April 1991). "A Passionate Tryst with Speed". Computer Gaming World. p. 51. Retrieved November 17, 2013. February 2002. Retrieved 12 January 2022. ^ Wigmore, Glenn. "Test Drive Off-Road 2 (PC) - Review". AllGame. All Med Retrieved February 3, 2019. ^ IGN Staff (April 19, 1999). "Infogrames Takes Accolade". ign.com. Retrieved July 6, 2017 Fernando "Lagi" (November 24, 1999). "REVIEW for Test Drive 6 (DC)". GameFan. Shinno Media. Archived from the ori publish Test Drive 6". Eurogamer. Gamer Network. Archived from the original on 21 December 2021. Retrieved 21 December 2021.	npute!. p. 50. Retrieved November 10, 2013. ^ "CVG Magazin Kirk (April 1988). "The Role of Computers: Test Drive". Drago ^ Marriott, Scott Alan. "Test Drive Off-Road (PS) - Review". A ia Network. Archived from the original on November 15, 2014. ^ Mullen, Micheal (April 27, 2000). "Infogrames Buys Accologinal on January 26, 2000. Retrieved February 5, 2019. ^ Gar	te Issue 076". February 1988. ^ "The Games Machine Magazon. No. 132. pp. 80-85. ^ Dannenberg, Ross (May 30, 2005). IlGame. All Media Network. Archived from the original on Nat. Retrieved February 4, 2019. ^ Sackenheim, Shawn. "Test ade". gamespot.com. Retrieved July 6, 2017. ^ IGN Staff (Matayat, Anoop (May 11, 2000). "E32000: Infogrames Halts Te	zine Issue 04". ^ Staff (November 1989). "Chart-Busters; ŠPA Platin "Case: Accolade v. Distinctive (N.D.Cal. 1990) [C]". Patent Arcade. ovember 15, 2014. Retrieved January 31, 2019. ^ "Pitbull". www.pit Drive 5 (PS) - Review". AllGame. All Media Network. Archived from ay 10, 1999). "Accolade's Barnett to Head Infogrames US". ign.com. st Drive Cycles". IGN. Ziff Davis. Retrieved April 19, 2017. ^ Bye, Jo	um". Game Players (5): 112. ^ "Christmas Retrieved September 26, 2019. ^ Wilson, bull.co.uk. Archived from the original on 7 the original on November 14, 2014. Retrieved July 6, 2017. ^ Mosquera, bhn "Gestalt" (2 February 2000). "Cryo to
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crossing the finish line is required to complete the race. Test Drive 4's commercial success briefly made Test Drive the Robra in third place during a race in Keswick, Cumbria, England, United Kingdom. Test Drive 4 offers 14 supercars and The game's tracks are long courses with rural roads and urban streets, and commonly feature traffic and short corners. police car can chase and stop a player who exceeds the speed limit; to counter this, the player either stops in front of the a Drag Race. The game also offers multiplayer; the Windows version of the game has three Network Options: serial, more December 1996 by eight experienced programmers and artists.[3][4] In 1997, the studio designed Test Drive 4 in collab such as Chrysler, the owner of the Dodge and Plymouth automobile brands.[6][7] In contrast to multi-lap circuits found	If muscle cars, and tasks the player with beating computer opports the player has to arrive at each checkpoint (a banner with test to police car or outruns it. Only a few vehicles are available to dem, and LAN,[2] while the PlayStation version supports the Foration with publisher Accolade. According to Accolade presion most other racing games, Test Drive 4 only had linear points	conents in tracks set in five real life locales: Keswick, Cumbrat such as "Stage 1" or "Stage 2") before the Checkpoint Time the player from the outset, with the rest needing to be woned and CEO Jim Barnett, the game exploits 3D graphics to to-to-point courses.[7] The game's race tracks are realistically	ria, San Francisco, Bern, Kyoto, and Washington, D.C.;[1] the Windo ler expires, resulting in additional time, and crossing the finish line or purchased as the game progresses.[2] In singleplayer, the player teen vehicles licensed for Test Drive 4. English video game develop- offer a satisfactory driving experience.[5] Its fourteen vehicles were modeled after real places such as Kyoto, Japan and Washington, DO	ws version adds a sixth location: Munich. is required to complete the race. The can participate in a Single Race, a Cup, or er Pitbull Syndicate was established in used under license from car designers C.[5] Test Drive 4's techno-oriented
soundtrack[7] includes licensed songs from the bands Orbital and The Younger, Younger 28's; Accolade executive product Prior to its completion, the publisher spent \$2 million dollars on a promotional campaign for the game; television common anticipated the game to be the highest-selling racing title of the winter season (and also its most successful product "in a November[6] for Microsoft Windows. The Windows release came in two versions, one with support for 3dfx video cards, PlayStation version was republished under the Greatest Hits label.[14] Accolade stated in a press release that the common scoresPublicationScoreAllGame (PS)[15]Computer Games Strategy Plus (PC)[16]Computer Gaming World (PC)[17]Edge (US)63% (PC)[11] Reviews for Test Drive 4 were divergent, disagreeing on many aspects of the game, and ranged from Test Drive series,[19][21] but Next Generation found them irritating and unfairly difficult to avoid due to the sensitive states.	ercials ran on ESPN, Speedvision, and MTV during the final to years"), and that the advertisements are the first time they sig and another with a software renderer.[11] Electronic Arts impercial successes of the game and the off-road-themed Test Dr. 6/10 (PS)[18]Electronic Gaming Monthly6.125/10 (PS)[19]Farmediocre to moderately positive. For example, reviewers for I	wo weeks of November, and radio advertisements appeared a gned promotional deals with broadcasting media since the beginned promotional deals with broadcasting media since the beginned its PlayStation version to Japan on 2 April 1998.[12] wive: Off-Road caused Test Drive to become the top-selling ramitsu27/40 (PS)[12]GameRevolutionB (PS)[20]GameSpot5.5/Electronic Gaming Monthly (EGM) and GameSpot both felt to	on The Howard Stern Show in December. Accolade vice president Seginning of the "16-bit market".[10] Accolade published the game or As of March 1998[update] the game sold over 850,000 copies.[13] Becing series at the time.[13] ReceptionAggregate scoreAggregatorSc [10] (PS)[21]IGN7/10 (PS)[22]Next Generation (PS)[23]Official U.S. Fine inclusion of oncoming cars and police cars help liven up the action	tan Roach said that the company 1 3 November for PlayStation, and 24 ecause of its commercial success, the oreGameRankings71% (PS)[25]Review PlayStation Magazine (PS)[24]PC Gamer In and were a distinctive feature of the
even EA."[23] The sensitivity of the controls was cited as a problem by most critics, particularly when driving at high spewhich made Test Drive 4 a good, rather than great game: "Had Test Drive 4 been more polished and better refined in the was that its gameplay is simply too basic and generic to stand out,[19][21] though Rickards still compared it positively to its diverse locales,[19][21][22] and its drag strip.[19][21][22] Rubenstein acknowledged that the drag strip is a unique for remarked that the use of techno music in racing games seemed to be played out.[21][22] Where Rickards found the deray models are highly detailed to the point where they are readily recognizable,[19][22] while Next Generation contrarily most highly detailed, graphically superior PlayStation racers to date, Test Drive 4 verges on perfection at every turn, but	eed.[21][22][23][26] IGN's Jaz Rignall added: "Also, the car's rehandling department, it would have been close to getting a to the Need for Speed series, calling it "the game Need for Speeature in what he nonetheless maintained is an overall genericanged, aggressive driving of the A.I. opponents to be annoyingly stated that the detailing is poor and the in-race models are	weight-shift response is not fluid, so there's no feeling of fee 9. As it stands, it misses out on an 8 by a whisker."[22] Kelly ed II should have been."[19] Rickards was among a number c game.[21] The music was another subject of diverse opinion, [19] Rignall argued that it presents an interesting and enjoconspicuously less impressive than the ones on the car selection.	dback once you lose control, it's very difficult to avoid spinning our Rickards and Kraig Kujawa of EGM and Glenn Rubenstein of Game of critics who commented positively on the game's clash of modern ons; GamePro called it "engaging and catchy",[26] but Rignall and Riyable challenge.[22] The graphics, too, saw disagreement among critics creen.[23] GamePro was the most impressed with Test Drive 4's one of the control of t	t." He said the controls are the one issue Spot instead felt what held the game back cars with 1960s muscle cars,[19][22][23] abenstein both deemed it unexciting and itics; EGM and IGN both praised how the graphics, summing up, "Easily one of the
more vehicles and tracks and competed with Need for Speed III: Hot Pursuit.[27] Accolade published Test Drive Off-Roac Company Profile". ^ [1][dead link] ^ a b "Get Ready To Pit The Most Exotic Modern Supercars Against The Raw Power www.accolade.com. Archived from the original on 1 February 1998. Retrieved 12 January 2022. ^ a b c "Test Drive 4 - I www.accolade.com. Archived from the original on 1 February 1998. Retrieved 12 January 2022. ^ "Test Drive 4 Hits TV January 2000. Retrieved 31 January 2019. ^ a b "テストドライブ4 [PS]". Famitsu (in Japanese). Enterbrain. Archived from Accolade, Inc. 24 March 1998. Archived from the original on 6 December 1998. Retrieved 26 July 2019. ^ IGN Staff (9 J Retrieved 31 January 2019. ^ Royal, Tim (1998). "Test Drive 4". Computer Games Strategy Plus. Strategy Plus, Inc. Archived From the Original	Of Classic "Muscle Cars" In Accolade's Test Drive 4!" (Press r GN". 22 August 1997. ^ "Archived copy". www.accolade.com. and Radio". www.accolade.com. Archived from the original of the original on 1 February 2019. Retrieved 31 January 2019. anuary 2002). "PlayStation Greatest Hits: Complete List". IGN hived from the original on 23 May 2003. Retrieved 31 January	elease). San Jose, CA: Accolade, Inc. 19 June 1997. Archived Archived from the original on 1 February 1998. Retrieved 1 n 1 February 1998. Retrieved 12 January 2022. ^ a b Smolks ^ a b c "Accolade Kicks Off 1998 With Record Selling France I. Retrieved September 17, 2020. ^ Marriott, Scott Alan. "Text 2019. ^ Goble, Gord (March 1998). "Flat Tire (Test Drive 4	from the original on 1 February 1998. Retrieved 27 April 2020. ^ a 2 January 2022.{{cite web}}: CS1 maint: archived copy as title (linkar, Rob (April 1998). "Test Drive 4". PC Gamer. Vol. 5, no. 4. Future Uchise, 12 New Titles And An Increased Focus On Sony PlayStation Mest Drive 4 (PS) - Review". AllGame. All Media Network. Archived from Review)" (PDF). Computer Gaming World. No. 164. Ziff Davis. p. 13	b "TEST DRIVE 4 - Press Release". k) ^ "Jack Nicklaus 4 Hits Stores Today". JS. Archived from the original on 16 larket" (Press release). San Jose, CA: bm the original on 14 November 2014. 8. Retrieved 31 January 2019. ^ Edge staf
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5.0-Contact 6.0-List of my other contributions i-====================================	======================================	nt: (c) Copyright 2002 NES4EVER. This FAQ and everything be given away as some sort of bonus, gift, etc., with a purchate entered as a some sort of bonus, gift, etc., with a purchate entered as a some sort of bonus, gift, etc., with a purchate entered as a some sort of bonus, gift, etc., with a purchate entered as a source of bonus, gift, etc., with a purchate e	included within this file cannot be reproduced in any way, shape or see as this creates incentive to buy and is therefore prohibited. Only sion history Version 0.2 - This is the one you are reading at the momenter FAQ. I am debating at the moment whether to keep this a CAR is for the Pong game that you can play during the load times. This is age point if the ball goes in an unexpected directionAim for the top	form without my permission. This FAQ the following site(s) are allowed to post tent. I've gotten a couple contributions so GUIDE or to expand to a full sized FAQ. I an ingenious idea that should be used in p of the bottom of the screen, the
the different between a close call and the end of the race for you. The fact that races are timed also adds more scrutiny ====================================	to good driving skills. Throughout this section of the FAQ, I wools Knowing your controls in any game is important. Here are not become one with the controller Ok, don't go that far, but a second one with the controller Ok, don't go that far, but a second one with the controller Ok, don't go that far, but a second of the second	ill explain how to take certain curves, how to drive up hills, at the Default controls for Test Drive: [L2]- Emergency Brake at least get to know where each button is, and what each but uding the drag races) that doesn't require turning technique 2-The degree of the turn -1.2.3-Whether there is a hill on eitled time. On the other hand, if you are traveling too slow, you r1.2.2-The degree of the turn: The degree in a turn is severe	shifting, and other techniques that are important to winning races [L1]- [R1]- Shift Up [R2]- Shift Down [Triangle]- [Square]- Brake [X]- tton is for. Knowing the basics of driving in this game will help you ls. Now every turn is different, so if you've found the way to go througher side -1.2.4-Traffic or cars around you -1.2.5-The handling of your might waste too much time turning and fall behind the rest of the prity of the turn. For example, a 90 degree turn would turn in an 'L' state of the turn in the state of the turn.	1.1- Gas/Accelerator [Circle]- Rear View earn how to do more complicated agh a certain corner, good for you, just revehicle -1.2.1-Your Speed: The speed of pack. The best tip I can give you is to shape. A 180 degree turn would be one
that is shaped like a'u' and so on and so forth. If the degree is 90, you need to direct your car into the turn in a way that and try to aim for the tip of the inside the 'V'. As you near that tip, gas the engine and head towards the outer edge of the Whether there is a hill on either side of the turn: Hills can cause mayhem, especially in Event 4 where there is a hill that going through the turn. If the hill is after a turn, try to gain some momentum to help you get up the hill faster1.2.4-The track, then you would be best just taking it safe until he is on one side of the road or another before passing. Also, when before making the turn, re-adjust your plan because hitting the car will cause you to lose valuable time1.2.5-The hand speeds, your vehicle loses its handling abilities. If your car doesn't have great handling abilities to begin with, it just worther that the same heat fits assert that the same that the same heat fits assert that the same heat fits assert the same has a same that the same heat fits assert the same heat fits a same heat fits assert the same heat fits a same heat	the road and wha-la! You just completed a 180-degree turn. If yet leads straight into a 90-degree turn at the bottom. Once you the traffic or cars around you: Beware of what is around you who your opponents hit traffic cars, they tend to bounce all over the ling of your vehicle: If your vehicle cannot stay on the road, the resens the problem the faster you go. Good handling is much more than the problem the faster you go.	ou know how to do this, I guarantee you will gain an edge of screw up on it, you'll never do it again. Turns with hills before you are turning. The position of traffic or your opponents he freaking place. As crazy as this sounds, watch out for fall ten chances are you wont be able to make it through turns. It tore important than good acceleration. Now that you have a	n your opponents, as the computer doesn't know how to go through re them require soft braking to at least get the car under control, the is worth noting before going into the turn. If an opponent has lost of ing cars, because if they land in front of you, you're screwed. If a traff you are driving something like the Plymouth Hemi Cuda, then earl few basic tips, go out and test a few of the cars, see how they handle	corners nearly as well as this1.2.3- le rest of the braking can be done while control and they are weaving across the affic car is in the lane you want to be in lier braking is required, because at greater be differently on each track. Hey, maybe
you'll find the car that fits your needs. 1.3- Braking ====================================	ERY softly, and entering the corner while accelerating. As the will cause your car to do a power slide, and luckily the power slifting may not be very important in most races (unless your diredline is reached, shift! You will now be in second gear. Repshift up as you approach the redline; you have to shift down we your RPM's aren't too low to pull away quickly. And also, in the	turns get worse, more braking should be applied to keep the slides are easier to control than in other games. I find this meriving with a manual transmission at will), but knowing the seat the shifting process every time you hit the redline. That then you slow down. Or else your engine won't have enough the turns, I suggest downshifting instead of braking because	e vehicle under control. For severe turns, I suggest using the emerge ethod is much more efficient than just turning with the normal break hifting ranges in your car is CRITICAL in drag races. As soon as the way, you get the most acceleration out of each gear and you'll gain torque to accelerate to its fullest potential. Listen to the sounds the you don't have to slow down as much, giving you a prime opportuni	ency brake. To use it correctly, tap the k, if done correctly. 1.4- Shifting light turns green and you have control of he upper hand against your opponent. engine makes and memorize what they ty to save some time, and some speed. 1.5-
wanted to say that I have found out a way to not peel out at all, or gain traction instantly. All you do is when the first light harder to do. (Contributed by Jonathan Grossman) The 180-Degree turn: To do a 180 Degree turn, hold the handbrake a right through them. I strongly suggest that you NOT ram them because that will slow you down A LOT, giving the cops a List~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	ht turns on, hold up. Don't press X (or whatever you set as gas and press left, and then right. Your car should veer to the left as great opportunity to arrest you. Know how to do something all the cars in the game, that's right! Every single car was pains shaft revolves in one minute) Mph- Miles per hour Kmh- Kilom the car from back to front. For example, if it were 45/55, it was Mph (298 Kmh) 0-60 Mph in 4.1s Engine Size: 7990cc Engir	s) until right as or after the last light lights up. It takes some and then snap towards the right with enough momentum to scool? Send it to me, and I'll add it into this FAQ with full creestakingly tested, and recorded for your viewing pleasure. == neters per hour 0-60 Mph in _s-How many seconds it takes to would mean that 45% of the cars weight is on the back tires are type: V-10 Balance: 52/48 Handling: Good Start: Good Spe	practice, but once you get used to it, it will help you tremendously. Spin it 180-degrees. Getting past the fuzz: To get past the police, you dit and recognition2.0-~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	It even works in drag racing, but is a lot a can either a) Go around them or b) go ~Car ========= BHP- Brake centimeters, or Cubic inches the engine mbing: Good Driven by: Lisa Lux Obtained
in Underground mode by: Finishing first in Event 27. ===================================	n gear) Hill Climbing: Fair Driven by: Miguel Obtained in Undo 01 Concept Dodge Viper GTS-R 833 BHP @ 5300 RPM Max S is. Obtained in Underground mode by: Finishing first in Event 40 Handling: Fair Start: Fair Speed at which traction is regain bby when it comes to starting the races, but its fair handling a ground Mode by: After completing event 4 in San Francisco, D	erground mode by: Completing all race events in Monte Carl peed: 235 Mph (376 Kmh) 0-60 Mph in 3.0s Engine Size: 842 45, the final event. ====================================	24cc Engine type: V-10 Balance: 51/49 Handling: Excellent Start: Excellent	cellent Speed at which traction is ====== 1966 Shelby Cobra 427 SC 425 really notice how much power it has. If tion. It certainly outruns the Cuda and the ared to the Cuda and the Supra.
Acceleration: Good Hill Climbing: Fair Driven By: Nina ====================================	e=====================================	dge Charger 425 BHP @ .5000 RPM Max Speed: 178 Mph (2 n. ===================================	85 Kmh) 0-60 Mph in 5.2s Engine Size: 7219cc Engine type: V-8 Ba ===================================	lance: 60/40 Handling: Fair Start: Good ssan Skyline GTR V-Spec 328 BHP @ 6800 ock after he bet it in a pink slip race. ed at which traction is regained: 65 Mph get when you spin out (compared to the around to using the Hemi Cuda, since it's
Fair Speed at which traction is regained: 45 Mph Acceleration: Good Hill Climbing: Fair Owned by: Reece, after you win 2000 Subaru Imprezza 228/22B(?) 280 BHP @ 6300 RPM Max Speed: 146 Mph (234 Kmh) 0-60 Mph in 4.3s Engine Size Completing all race events in Tokyo, Japan. ====================================	h his Camaro in the pink slip race. Obtained in Underground not be: 2212cc Engine type: FLAT 4 Balance: 52/48 Handling: Good e===================================	node by: Completing all race events in Tokyo, Japan. ===== Start: Fair Speed at which traction is regained: 40 Mph Acc 542 BHP @ 7200 RPM Max Speed: 218 Mph (349 Kmh) 0-60 eleration and exceptional gear ratios for both normal races a by: Hail Obtained in Underground mode by: Finishing first in (299 Kmh) 0-60 Mph in 4.9s Engine Size: 6991cc Engine type ered in Quick Race and Single Race modes. ========	celeration: Good (Until fourth gear) Hill Climbing: Fair Driven by: Report May 1 May 1 May 1 May 2 May	is Obtained in Underground mode by: Handling: Excellent Start: Excellent Speed use, its still a great car to race. Traffic is action is regained: 60 Mph Acceleration:
Ford GT40 (known as Ford GT in game) 485 BHP @ 6200 RPM Max Speed: 217 Mph (347 Kmh) 0-60 Mph in 4.5s Engine ====================================	e Size: 4736cc Engine type: V-8 Balance: 45/55 Handling: Ver 01 TVR Cebera Speed 12 800 BHP @ 7250 RPM Max Speed: 2 sing all race events in Monte Carlo. ====================================	y Good Start: Excellent Speed at which traction is regained: 210 Mph (336 Kmh) 0-60 Mph in 3.5s Engine Size: 7730cc E ==================================	82 Mph Acceleration: Excellent Hill Climbing: Very Good ngine type: V-12 Balance: 50/50 Handling: Very Good Start: Exceller ==================================	nt Speed at which traction is regained: 55 O RPM Max Speed: 176 Mph (282 Kmh) 0-cration, very good handling. It climbs hills Mph. Obtained in Underground Mode by: R 370 BHP @ 6150 RPM Max Speed: 155 by you would want it he he)
Acceleration: Good Hill Climbing: Good Driven by: Big T ===================================	btained in Underground Mode by: Completing all race events Handling: Good Start: Good Speed at which traction is regressively as a second start of the completing all race events Supra over the Plymouth Hemical Supra Over t	hevrolet Corvette L88 510 BHP @ 6500 RPM Max Speed: 16 in San Francisco ====================================	19 Mph (270 Kmh) 0-60 Mph in 4.9s Engine Size: 7000cc Engine type s====================================	e: V-8 Balance: 52/48 Handling: Good ==== 1969 Chevrolet Camaro Z28 430 y included in the game to be an unmodified 197cc Engine type: 6 Twin Turbo Balance: 198came. It also has exceptional acceleration

1970 Skeeters Chevrolet Chevelle 500 BHP @ 6500 RPM Max Speed: 182 Mph (291 Kmh) 0-60 Mph in 4.5s Engine Size: 7200cc Engine type: V-8 Balance: 60/40 Handling: Very Good Start: Very Good Start:

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up too much space, but I'll provide you with the link below. He hasn't reviewed as many games as I have, but you may find his reviews much more in depth and informative.