



Test Drive® 4 v1.0
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1. CHANGES IN THE MANUAL/BOX *(After they went to print)*

- On page 9 of the manual, it incorrectly states that Test Drive 4 will autosave your high scores, unlocked tracks and unlocked cars. You must manually save your game to store this information. Follow the manual save/load features listed on page 9 of the manual.
- On page 3 of the manual, Step 2 says that Test Drive 4 will install DirectX 5 if it is not found on your computer. Instead, you will be asked if you would like to install DirectX 5 onto your computer.

NOTE: DirectX 5 is needed to run Test Drive 4.

- Step 3 of the user manual incorrectly states that Test Drive 4 requires about 100MB of free hard drive space. The "normal" version requires about 220MB of free hard drive space and the 3Dfx version requires about 260MB.
- The Duel feature, described on page 8 of the manual, was printed in error and is not found in Test Drive 4.
- The box incorrectly states that 8 players can play over LAN. Up to 6 players can play over LAN.

2. SYSTEM REQUIREMENTS

Minimum System

Pentium® 90
Windows® 95
16MB RAM
2x CD-ROM drive
SVGA video card
16-bit sound card

DirectX™ 5.0 (included on Test Drive 4 CD)
260MB free hard drive space (3Dfx version); 220MB (Standard)

Recommended System

Pentium 166

3Dfx-based graphics accelerator (Glide 2.43 drivers required; included with Test Drive 4 CD).

32MB RAM

DirectInput™ compatible joysticks, gamepads, and steering wheels supported.

Recommended Multiplayer Requirements

Pentium 166 or faster.

LAN play: Supports up to six players via TCP/IP.

Modem: Supports two players via 14.4 Kbps or faster modems.

Serial: Supports two players via serial cable.

3. GETTING STARTED

INSTALLATION

To install Test Drive 4:

- Place the Test Drive 4 CD into your computer's CD-ROM tray and close. A menu will appear on-screen.
- Click the **Install/Uninstall** button to install Test Drive 4 onto your computer's hard drive.
- Follow the on-screen instructions.

NOTE: If a menu does not appear, go to **My Computer** and right-click on the CD-ROM drive icon (usually drive D:) and select **Open**. Double-click the **Setup.exe** icon and follow the on-screen instructions.

LAUNCHING TEST DRIVE 4

To launch Test Drive 4:

- Place the Test Drive 4 CD into your computer's CD-ROM tray and close. A menu will appear on-screen.
- Click on the **Drive!** Button.

NOTE: If you have both the 3Dfx-enhanced and the normal versions of Test Drive 4 installed, clicking **Drive!** will launch the 3Dfx version of Test Drive 4.

4. GENERAL TROUBLESHOOTING

Visit our website at www.accolade.com for the latest updates on Test Drive 4.

Black Screen after viewing the Intro

Some users may occasionally sit on a black screen after viewing the Introduction. When this happens, the MPEG player that played the intro did not properly close itself. If you encounter this problem, press **[SPACE]**. The MPEG player should close itself and the Test Drive 4 menu should appear.

Running Programs

We would suggest that you do not have any programs running while you attempt to play Test Drive 4. Virus protection programs, utility programs, screen savers, and internet chat programs may cause conflicts with the game and should be turned off before playing Test Drive 4.

Speeding Up Gameplay (Single player)

Test Drive 4 will run more slowly on computers closer to the minimum system requirements than those whose specifications are closer to the recommended system requirements. Here are a some suggestions for improving speed...

- In **Options**, go to the **Display Menu** and select the **Low** setting.

NOTE: This display mode does not apply to 3Dfx or other 3D hardware-accelerated versions.

- In **Options**, go to the **Display Menu** and set the View to **Low**.
- Press **[F1]** to reduce the size of the gameplay window.

Video Issues

If Test Drive 4 runs in a small window, surrounded by a large black border, instead of running full-screen, your video card may be having difficulty when switching between the various screen resolutions used in Test Drive 4. In most cases, this problem can be resolved by manually changing your desktop area to 640x480.

To change your desktop area, also known as "display area" or "resolution":

- Click **START** on the Windows 95 Taskbar.
- Select **Settings** then click on **Control Panel**.
- Double-click on **Display** to open the Display Properties window.
- Click on the **Settings** tab.
- Adjust the **Desktop Area** to 640x480.

Diamond Viper PCI Users

You may experience severe color palette corruption on game play screens with low resolution selected. The game play screens may appear with a blue hue. There is no known fix for the problem at this time. However, colors will appear normally with high resolution selected.

Matrox Mystique Users

In rare instances you may experience a "crunched" screen when playing in low resolution. This problem could be the result of an incorrect monitor setting in the display properties. Make sure that your monitor is set up correctly in the display control panel.

Common Error Messages: 3Dfx Version

If the message, "**A required .DLL file, GLIDE 2X.DLL was not found**" appears, you probably do not have the current GLIDE 2X Runtime Drivers for Voodoo Graphics and Voodoo Rush. These drivers are required for the 3Dfx enhanced version of Test Drive 4. The updated GLIDE Runtime Drivers (Version 2.43) are located in the 3DFXDRV folder of your Test Drive 4 CD-ROM.

To install the Glide drivers:

- Click **START** on the Windows 95 Taskbar.
- Select **Run**.
- Type **d:\3DFXDRV\GRTVGR.exe**, (replacing d: with the appropriate drive letter if your CD-ROM drive is assigned a different letter).
- Click **OK**.
- Click **Setup** and follow the on-screen instructions to complete the installation of the GLIDE 2.43 Runtime Drivers.

5. DIRECTX™

Test Drive 4 requires DirectX 5 to run. During the installation process, you will be asked if you want to install DirectX 5 onto your computer. If you do not have DirectX 5, or if you have an earlier version of DirectX, select **Yes**. The installation program will then update your system with the appropriate DirectX 5 files. Follow the on-screen instructions.

If you are experiencing video, sound, or input (keyboard, controllers, etc.) problems, you may have a computer with hardware not using DirectX Certified drivers. DirectX Certified hardware is certified by Microsoft to work with games written to DirectX. You may just need to update your drivers for your hardware to become DirectX Certified.

To check your hardware for DirectX Certification:

- Double-click the **My Computer** icon (or whatever you named it if you changed the name) on your Windows 95 desktop.
- Double-click the **C:** drive icon.
- Double-click the **Program Files** folder.
- Double-click the **DirectX** folder.
- Double-click the **Setup** folder.
- Double-click the **Dxsetup.exe** icon.

You'll see a list of components that comprise DirectX, followed by a version number. If you have hardware that is DirectX certified, the word "Certified" will appear to the right of the version number of those components. If there is no text that appears after the version numbers, or "No hardware support" appears, then that piece of hardware(s) is not certified by Microsoft and your game may not function properly. Please contact your hardware manufacturer for instructions on updating your drivers.

6. SOUND AND MUSIC

Adjusting Music Levels

Currently when trying to adjust music volume, if you turn music all the way down, then turn it up all the way, music will not be restored to its original volume level.

Music Tracks

Test Drive 4 features the music of Orbital and The Younger, Younger 28's. The Test Drive 4 CD contains 11 audio tracks which you can listen to on your CD player. Tracks 2 through 12 are music tracks you can listen to. Do not play track 1 because it is a data track (the game itself) and not a music track.

7. MULTIPLAYER PLAY

NOTE: 3Dfx and non-3Dfx computers cannot be mixed in the same LAN game. Look for an update on the Accolade website.

For any kind of multiplayer game we recommend at least a Pentium 166 for the regular version or a Pentium 133 for the 3dfx version.

LAN

Hosting a Game:

To establish a successful LAN game the key is picking the right computer to host the game. When trying to start a LAN game do not automatically pick the fastest machine to be the host. Try to find the machine that's not the fastest but not the slowest. For example, if you have two Pentium 200s, one Pentium 166 and one Pentium 133, use the Pentium 166 machine. Unfortunately finding the best machine will sometimes be a matter of trial and error. You can tell when you have a host machine problem when all the computers in the game go back to Main Menu screen after launching the LAN game.

*Note: If you cannot select the **LAN option** from the Multiplayer options, make sure that you are connected to a LAN network. Test Drive 4 will only allow access to the LAN play options if it can detect through Windows that it is connected to a network.*

Things not to do in a LAN game:

- Hit **[ESC]** anywhere in the network menus or in the game. Hitting **[ESC]** will automatically kick you back to the main menu killing everyone's game.
- Make the slowest machine the master. Although this will ensure that you will successfully start a LAN game each time, your game will be very slow.

- Switch host machines after successfully starting a LAN game. If you can start a game with a machines stick with it each time you race. If you want to change host machines then first exit out of Test Drive 4 and restart the game.
- Try to join a game in progress or as the host is establishing the game. If you're trying to join a game wait until the host has completely set up the game.

Things you can do to help:

- Try to avoid computers that have significantly lower performance than other computers in the LAN game. For example, if you have five Pentium 200s, try to avoid using a Pentium 133 as the sixth machine. The slower machine will automatically slow down your game and may cause problems establishing a LAN game.
- If your LAN game is interrupted during the middle of the game (one person drops out, or you lose connection, etc.) have everyone exit out of Test Drive 4 and then go back in. If problems persist while trying to start a game, then everyone should reboot and try again.
- Make sure that other programs that operate in the background (that may interrupt the game) are turned off such as screen savers, virus programs (they tend to scan your hard drive right in the middle of a game), internet chat and email. When playing the regular version in a LAN game, if the game seems slow, decrease the size of the gameplay screen by hitting the **[F1]** key. This will increase performance in everyone's game.

You can also try the following cheat codes which will give the game less to think about and increase performance. To enter a cheat code, first go to the **Save Game** screen. Select **Slot 10**, type in the cheat code and press **[ENTER]**. You can use multiple cheat codes together. **IT IS VERY IMPORTANT THAT EVERYONE IN THE LAN GAME USES THE SAME CHEAT CODES. IF PEOPLE IN THE LAN GAMES HAVE DIFFERENT CHEAT CODES ON THE GAME MAY CRASH !!!**

Cheat codes...

NOAICARS = No AI racers in the LAN game

STICKIER = No 3D collisions (you can still spin each other but your cars will not leave the ground)

AARDVARK = All collisions turned off

ITSLATE = No special effects (3Dfx version only)

Modem

Please read the LAN game section. Most of what applies for the LAN game applies for a modem game. Try to use the slower of the two computers as the host machine and try not to have a large performance discrepancy between the two machines (using a Pentium 200 with a Pentium 100). Also try avoid a large discrepancy between modems (14,4K modem matched with a 56K modem).

*Note: If you cannot select the **Modem game option** from the **Multiplayer options** make sure that you are connected to a Modem. Test Drive 4 will only allow access to the Modem option, if it can detect through Windows that it is connected to a modem. If your are having problems check that Windows recognizes that you are connected to modem. You can check your modem settings in the Windows **Control Panel**.*

When hosting or joining a modem game after selecting the option a Windows box should come up asking for modem information such as COM port and modem type. It should automatically detect your Windows settings if your modem is already installed. If it doesn't, you can find this information under **Communications** devices in Control Panel or under **System Settings** in your **Control Panel**. While attempting to play a modem game, if the Windows modem info box doesn't appear, try pressing **[ESC]** to go back to the Main Menu then try again.

Serial

Please read the LAN game section. Most of what applies for the LAN game applies for a serial game. Try to use the slower of the two machines as the host machine. When hosting or joining a serial game after selecting the option a Windows box should come up asking for serial information such as COM port and baud rate. It should automatically detect your Windows settings

however if it doesn't, you can check under **System Settings** in the **Control Panel**. In most cases the serial cable will be attached to COM Port 2.

8. CONTROLS

Test Drive 4 can be played with the keyboard or with several other controllers.

Keyboard Controls:

The default keyboard configuration is as follows:

[RIGHT ARROW]	Turn right
[LEFT ARROW]	Turn left
[UP ARROW]	Accelerate
[DOWN ARROW]	Brake/Reverse*
[SPACE BAR]	Brake/Reverse*
[A]	Shift Gears Up
[Z]	Shift Gears Down
[X]	Horn
[ESC]	Pause
[F1]	Change the size of the gameplay window
[F2]	Turn Sky on/off
[F3]	Change View/Draw Distance
[F4]	Change Camera Viewpoint

*To reverse, press key until car stops; then release key and press again to back up the car.

Other Supported Controllers

Test Drive 4 supports the following controllers: Microsoft SideWinder gamepad, Gravis gamepad, Gravis Gamepad Pro, Mad Catz analog steering wheel, Mad Catz gamepad, Thrustmaster T2 analog steering wheel. There is also a "generic" joystick you can select.** If your controller is not calibrated with Windows 95, your controller may not function properly with Test Drive 4.

**NOTE: If you own a joystick not listed above, you can select the Mad Catz steering wheel as your controller in the controller selection screen (make sure that your controller is set up as a 2 axis - 4 button joystick). Pushing forward on the joystick accelerates your car, pulling back on the joystick brakes/reverses. Button 1 shifts up and button 2 shifts down.

If you select the generic joystick as your controller of choice, you will **only** be able to play with an automatic transmission. Pushing forward on the controller will accelerate your car and pulling back will brake/reverse. You will not be able to change gears, even if you selected manual transmission. You may also have to calibrate/test your joystick with Windows 95.

Setting Up Your Controller in Windows 95:

If you are using a joystick or any other controller, that controller must be setup in the Windows 95 Control Panel in order for it to function correctly with Test Drive 4. To setup your controller:

- Click **START**.
- Go to **Settings** and select **Control Panel**.
- Double-click the **Joystick** icon (or Game Controllers icon).
- Follow the on-screen instructions.

Changing Controller Configurations

The Microsoft SideWinder gamepad, Gravis gamepad, Gravis Gamepad Pro, Mad Catz analog steering wheel, and Mad Catz gamepad have different pre-set configurations for you to choose from. To change configurations, go to **Options** from the **Main Menu** and select **Controller Configuration**. Use the left and right cursor keys to change controllers. When you see the controller you have connected, press the up or down cursor key to view the different pre-set controller configurations.

Press **[ENTER]** to select the configuration of your choice. **You must set your controller configuration each time you launch Test Drive 4.**

NOTE: If your controller isn't working properly, check that it is calibrated in Windows 95. If it is not calibrated, you may encounter a problem where you may not be able to move your cursor around the menu screens of Test Drive 4.

9. TECHNICAL SUPPORT

If you need help with Test Drive 4, please feel free to contact the swell guys in our Technical Support department for assistance.

PHONE: (408) 296-8400
Accolade can help you by phone between the following hours:
Monday - Thursday 8:00am - 5:00pm PST, and
Friday 9:00am - 5:00pm PST

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

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

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

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