TEST DRIVE™: OFF-ROAD
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TEST DRIVE™: OFF-ROAD

Installation:

TEST DRIVE: OFF-ROAD is a DOS game; we recommend you run the game under DOS. Before installing this game, exit from Windows or restart in DOS mode.

Installation Instructions:

1) Insert the **TEST DRIVE: OFF-ROAD** CD into your CD drive.

2) Change to your CD drive (usually D:\).

3) Type "INSTALL" and hit ENTER.

4) The installation program will start, and will prompt you to confirm the path and subdirectory for **TEST DRIVE: OFF-ROAD**. The default is to install the game to C:\TDOR. If that is acceptable, type "N", and the game will install. If you wish to change the installation directory, type "Y", and then type in the new drive and directory.

5) Once the game files have been copied to your hard drive, you need to configure your sound card. Type "SETSOUND" and hit ENTER to begin this process.

6) Select your Sound Card type, and then highlight the "EXIT and SAVE CHANGES" option and hit RETURN. SETSOUND also allows you to swap the left and right channels on your speakers.

7) To begin **TEST DRIVE: OFF-ROAD**, type "TDOR" at the DOS Prompt. Get ready to drive!

Game Controls

TEST DRIVE: OFF-ROAD can be controlled via the keyboard, a joystick or a gamepad. Here are the default Keyboard Controls:

up arrow	Accelerate
down arrow	Brake/Reverse
right arrow	Turn Right
left arrow	Turn Left
down arrow	Reverse
R CTRL Key	Hand Brake*

(The above controls can be altered using the Controls menu)

The Numeric Keypad controls the camera view. The 0 through 9 keys switch through the various camera angles and views.

* **Note:** Hit the Hand Brake key repeatedly to induce a power slide.

INTRODUCTION

Welcome to **TEST DRIVE: OFF-ROAD**, a wild ride in the world's most exotic 4x4s. You'll race the hottest production 4x4 vehicles head to head or in mixed-vehicle races. You'll see how you stack up against the other drives as you speed through the twelve grueling courses. Choose from these incredible rides: the Hummer®, the Land Rover™ Defender 90, the Jeep® Wrangler or the Chevy K-1500 Z-71™. Feel the power and the speed as you roar and slip through the straight-aways and curves of the race tracks. **TEST DRIVE: OFF-ROAD** uses real-world physics to calculate the interaction between the vehicles and the terrain for real race simulation action. You can play solo, or against your friends.

You'll find twelve tracks featuring three different environments, each one a unique challenge. You'll hear the actual engine sounds of the vehicle you are driving. No cheap imitations here! And you'll also hear awesome sounding **GRAVITY KILLS** in three special remixes.

You'll need to sharpen your reflexes to win in this game. So break out those driving gloves, strap on your helmet, and get ready to go!

MENU CONTROLS

When you start up **TEST DRIVE: OFF-ROAD**, the following menu will appear after the introduction sequence. To skip the introduction, hit any key.

The Menu Choices:

Practice Race: Choose this to drive a single race on a track of your choice.

Mixed League: This selection will start a 6-race league. Your opponents will be able to choose any of the four vehicles.

Class League: In this league, everyone drives the same type of 4x4 for the 6-race season.

Players: This option allows you to select the number of players.

Options: Select this to access the **Options Menu**. See below for more details.

Load Saved Game: If you have a league saved between races, this selection will allow you to resume from where you saved.

Exit: This selection ends **TEST DRIVE: OFF-ROAD**, and returns you to DOS.

To escape from any menu or screen move down to the Exit and hit ENTER, or press the ESC key.

Practice Race:

When you select this option, you'll be asked for the name of your driver. Type in the name you want, or hit ENTER to accept the default name. Once you've done that, you'll see the **Vehicle Select Screen**.

Here you can select the type of 4x4 you'll be driving in the race. The Left and Right arrow keys change the vehicle type. The Up and Down arrow keys change the paint job. Each vehicle has a selection of four color schemes that are tailored for each different type of 4x4.

Once you're satisfied with your ride, you'll come to a screen which allows you to pick the track and the length of the race. The Up and Down arrow keys move you from option to option; the Left and Right arrow keys allow you to change the selection. A race can last from one to five laps, and there are initially six different tracks from you to choose from. Each of the tracks has a name at the top, and the track type (forest, desert, or snow) at the bottom.

Once you've made your way through all of those screens, it is time to race! When you've finished the race, you'll see the results screen. If you've turn the Action Replay option on, you'll be given the choice to view the Replay. This is a good way to see what you did right and what you did wrong. Once you're done viewing the replay, you can choose to save it.

Mixed League:

When you enter the Mixed League Mode you will be involved in a tournament competing against twenty three other competitors. The first challenge cup is King of the Mountain. After you have won it, the next trophy challenge will be made available to you.

In each league you will compete in Six Races all on random tracks. Once again you will be able to select any vehicle you wish, you will race against a mixed selection of vehicles. Immediately before each race you will be presented with 'Fixture List' screens. This screens will tell you the following.

1. Round Number (1 - 6).
2. (Second screen) The track you will be racing on.
3. (Second screen) The number of laps in the race (1 - 5).
4. (Second screen) Which race you will be in and the drivers you will be competing against. (Your race will be highlighted).

Winning on each of the Mixed League Cups unlocks a track for you to use. The first two cups default to Easy or to your preset difficulty level. Winning these will open up each of two tracks. The second two cups default to Medium difficulty and open up each of two more tracks. The last two cups, Power Challenge and Elite, default to the Hard difficulty setting. Winning these will open up the final two courses.

Mixed League Scoring System

At the end of each race you will be presented with the latest League Table for you to check your current standing. Whilst on this screen you will have the option to save the current game. The scoring system is as follows.

1. 1st Place - 10 Points
2. 2nd Place - 8 Points
3. 3rd Place - 4 Points
4. Last Place - 1 Point

If the Action Replay option is enabled, you'll be able to view a replay of the race. Press ENTER again to see the League standings. All of the drivers will be ranked according to their point standings. Once you're done scoping those out, press ENTER one more time to start the process for the next race. You'll be given the option to save the game before the next race starts.

Each league consists of six races. The driver with the highest point total at the end of the league is the winner. In order to progress in a Mixed League, you must place 3rd or higher on the first three races, and 2nd or higher on the last three races. Good luck!

Winning on each of the Mixed League Cups unlocks a track for you to use. The first two cups can be won on Easy in order to open up two tracks. The second two cups must be won on at least Medium difficulty to open up two more tracks. The last two cups, Power Challenge and Elite, must be won on the Hard difficulty setting in order to open up the final two courses.

Note: When you have gained access to the Bonus vehicles you will be in a position to choose them on the Vehicle Select Screen, however, you will only be able to race these vehicles during a Practice Race.

Class League:

This selection runs much like the Mixed League selection except that everyone is driving the same type of vehicle. This is the ultimate test of skill; each driver has the same advantages and disadvantages. To choose the type of vehicle you'd like to race, select the trophy that displays the appropriate vehicle. Once you've started a Class League, it will play exactly like a Mixed League.

If you win the class league, you will gain access to certain Bonus vehicles as follows:

1. Win Hummer® Class League with difficulty setting on hard to access the bonus Monster Truck.
2. Win Land Rover™ Class League with difficulty setting on hard to access the bonus 4 x 4 Buggy.
3. Win Chevy Class League with difficulty setting on hard to access the bonus Hot Rod.
4. Win the Jeep Class League with the difficulty setting on hard to access the bonus Stock Car.

Note: When you have gained access to these four Bonus Vehicles you will be in a position to choose them on the Vehicle Select Screen, however, they will only be available during a Practice Race.

Players:

This allows you to select the number of players for the game. The default value is one player.

Options:

Selecting this menu choice will bring up the Option sub-menu, which is detailed below.

Sound FX: This will allow you to set the sound volume for the sound in the game. It will also allow you to select which musical track will be played. Use the Up and Down arrow keys to move around the menu, and the Left and Right arrows to change the values. Move down to Exit and hit ENTER to leave this menu.

Graphics: This sub-menu will allow you to select various graphic options for the game. To change a value, use the Up and Down arrows to highlight the entry you wish to change, and hit ENTER to choose between On and Off.

      Action Replay: Allows you the option of viewing a finished race.
      Map: Toggles the small map on or off.
      Race Info: Toggles elapsed time, place information on or off.
      Sky: Toggles the sky animation on or off.
      Dust: Toggles the dust animation on or off.
      Player Names: When this option is on, the name of the driver will be
            displayed over his car.

Display: This sub-menu allows you to set various display options. To change a value, use the Up and Down arrows to highlight the entry you wish to change, and hit ENTER to choose between On and Off.

      Screen Mode: Choose between VGA, SVGA, and ModeX.
      Draw Distance: Adjusts the viewing distance
      Texture Distance: Adjusts texture detail
      Camera: Adjusts camera angle

Driver Setup: The Driver Set Up screen allows you to do the following: enter name, turn anti-skid on or off and turn Power Steering on or off. You will also have the option to turn the on screen displays on or off.

Friction: Choose to turn the setting for Friction on or off. With the Friction turned On the Vehicle you are using will act realistically when crossing various terrain, i.e. the vehicle will slow down when travelling across grass / mud etc. With the Friction turned Off the various terrains will not slow you down or affect the handling of the car.

Difficulty: TEST DRIVE: OFF-ROAD offers you three difficulty settings to choose from there are: Easy, Medium or Hard.

Damage: Choose to turn the damage feature on or off. With the damage feature turned off the cars will not appear damaged however many times you misjudge that corner and go crashing into the barriers.

Load Saved Game:

Use this option to load a previously saved game. Move down to the game you wish to load by using the Up and Down arrow keys, and hit ENTER at your choice.

Exit:

This will exit you from **TEST DRIVE: OFF-ROAD***.* Hit ENTER to exit the game.

RACING

Driving in **TEST DRIVE: OFF-ROAD** is straight-forward. Use the arrow keys to accelerate, turn, and brake. The small map shows you the shape of the course, and where you are. This can help tell you when you need, and is also good for determine the positions of your opponents.

The numeric keypad will control your 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 drivers like to switch between the out the windshield view and a camera angle that lets them see their entire vehicle. Some practice will tell you what works best for you.

As you roar around the track, you will drive over check points set into the ground. If you miss a check point, you <u>must</u> go back and drive over it. Driving next to it does not count; you must pass over the color portion of the track. If you miss a check point, or wander too far off the track, a small arrow will appear to let you know what direction you need to drive to find the check point. Pay attention to this arrow! You don't want to find yourself at the end of the race and realize that you missed one of the check points.

Down in the right corner of your screen is a number. This number is your place. If you are in the lead it will be a 1; a 4 means that you are last. Be careful as you jockey for position; the other drivers will bump you and try to knock you out of their way. You can (and should) do the same to them. However, making contact with another vehicles is a good way to loose control. Rolling your 4x4 could put you into last place.

The type of track you are racing on matters a lot. You need different driving techniques depending on the surface of the course. Power-sliding through a turn is a great idea on a dirt track. However, if you try the same thing on a snow track, you're liable to spin out and lose time.

Practice, as always, will make perfect.

You'll need to drive hard, and drive aggressive, in order to win races. Remember, though, that there is another pedal besides the accelerator. The brake is a valuable tool; it will help you win if you learn to use it wisely.

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!

THE VEHICLES

In **TEST DRIVE: OFF-ROAD**, you'll be able to drive one of four exciting vehicles. Each of these 4x4s has been carefully chosen to give you the race of a lifetime. Study them well, and pick out the one that best suits your driving style.

Hummer®

It's not a car. It's not a truck. It's not just another 4x4. It's a Hummer®, a vehicle designed to face the rigors of combat; designed to meet the demands of the United States Armed Forces. What could be better for off-road racing?

The Hummer® features sixteen inches of ground clearance, full-time four wheel drive, and a 72-inch-wide track for with an extremely low center of gravity. Its unique design give true full-time four wheel drive because with Hummer's torque blasting differentials, power is delivered to all four wheels, even when one or more has lost traction. And flat tires aren't a problem. With Hummer's Runflat Tire System, you can go up to 20 miles at speeds of up to 30 mph on flat tires. Perfect for those grueling races when you just don't have time to stop.

The Hummer® boasts a 190 horsepower GM LOS 5.7 liter gasoline engine delivering 300 lb. ft. of torque. This translates into top speeds of over 75 miles per hour and power when you need it. The 4-wheel fully independent suspension system with heavy-duty springs and shock absorbers provides comfortable ride even on the toughest terrain and enables the Hummer® to carry up to two tons. And with the Central Tire Inflation System, you can inflate and deflate your tires while on the move to adjust to the terrain.

Land Rover™ Defender 90

The Defender 90 was FOUR WHEELER MAGAZINE's "1994 Four Wheeler of the Year," and it's just gotten better. The interior has been improved to make it quieter, more comfortable, and more convenient. But you don't care about all of that. You care about power, about performance, about guts.

And the Land Rover™ has all of that and more. It features a 3.9 liter, 182 horsepower, aluminum alloy V8 engine with electronic fuel injection to move you along at breath-taking speeds. The 10.5 inch hydraulically-actuated clutch mated to the smooth-shifting R380 5-speed manual transmission makes tackling tough ground a breeze. The permanent four-wheel drive, the live axles front and rear with four wheel, long travel coil spring suspension and front and rear sway

bars will drag you over any terrain. And the four-wheel power assisted disc brake system with ventilated front disks will make sure that you can slide through those turns and stay out of trouble.

But best of all, you'll be showing your sense of individualism and freedom as you drive one of the classiest vehicles around. Nothing says élan like Land Rover™; nothing says adventure like Land Rover™.

Chevy K-1500 Z-71™

More power is what you want. And more power is what you get with the Chevy Z-71™. The Vortec 5700 L31 engine is loaded with 255 horsepower and 330 lb.-ft. of torque. The straight-port cylinder heads with revised combustion chambers improve airflow, raise the compression ration to 9:4:1, and give you the maximum performance you need for top-notch race performance.

And the features don't stop there. The five-speed manual transmission has been upgraded to handle the torque of that new Vortec V8. The gear shift has synchronized forward gears to provide the smooth, easy shifting you'll need to tackle the race courses.

The Z-71™ has independent front suspension with upper and lower control arms and a stabilizer bar to give you a road-hugging close ride. The Insta-Trac system allows you to switch between two-wheel drive and four-wheel drive "on-the-fly," with just the touch of a button. This baby has it all: power, handling, and reliability.

Jeep® Wrangler

This is what you want. Distinct, capable, real; Jeep is a legendary name among off-road vehicles. This is the ultimate freedom machine; the ultimate racing machine. From fender to bumper, the Jeep® Wrangler has what it takes to win races.

Feel the power of the high-output 4.0 litre 6-cylinder engine; a power plant that delivers more horsepower and torque than any vehicle in its class. And admire the Command-Trac® four-wheel drive system. Its low ranger more than doubles the normal gear ratio and gives phenomenal low-speed power and control in conditions that would bury normal vehicles. Conditions that you'll be racing in.

The new Quadra-Coil™ solid axle multi-link suspension combines the utmost ruggedness and capability with pavement-happy ride and handling. The big windshield gives you a clear, unobstructed view of the road ahead. The superb engineering and Jeep toughness leaves the competition behind.

THE TRACKS

There are twelve tracks to race on in **TEST DRIVE: OFF-ROAD**. Each of these challenging courses plows through one of three challenging terrain types.

Forest Track:

The forest tracks are the happy mediums of this race circuit. Not as slippery as a snow track, not as shifting as a desert track, these courses call for well-balanced driving skills. Power-slides

through the turns will serve you well here. And when there are long straight aways, pile on the speed. But beware of the bumps and hills on the tracks; these can leave you airborne when you should be turning, and can even cause your vehicle to roll if you hit them at the wrong speed and angle. You may be tempted to drive the entire course, pedal-to-the-metal. But you'll be well served by moderation.

Desert Track:

These tricky, shifting tracks are a real challenge. The fight here is for traction; acceleration is much slower here. But be careful! It is hard to get going fast, but it is also hard to stop quickly. If you aren't wary, you'll find yourself flying off of the course, and have to spend valuable time re-tracing your path. Make sure you give yourself plenty of time in the turns, and beware those momentum-eating power skids.

Snow Track:

The snow courses are almost the opposite of the desert courses. You can get going quickly, but changing directions and slowing down are challenging. Don't try to skid through the turns, or you'll find yourself doing donuts or rolling. Anticipating the course is the key here; if you know what you are supposed to do well in advance of doing it, you'll prosper. Avoid contact with the other vehicles are all costs! More so than on the other two types of courses, hitting another vehicle can cause you to loose control.

The Courses:

TEST DRIVE: OFF-ROAD has twelve courses for you to race on. In Practice Race mode you can choose which course you want to race on, which is perfect for practice. In league mode (single or mixed class), you will drive over six different tracks. The number of laps for each race in a league may vary.

Number and Type	Course
1. Forest Track	Country Road
2. Desert Track	Jump Jet
3. Desert Track	Sand Speedway
4. Forest Track	Ridge Runner
5. Snow Track	Devil's Elbow
6. Snow Track	Winter Wonderland
7. Forest Track	Dirt Dash*
8. Desert Track	Pharoah's Curse*
9. Desert Track	Sand Trap*
10. Forest Track	Under Construction*
11. Snow Track	Snowball Express*
12. Snow Track	Pipeline Way*

* These courses are locked until you win Mixed League trophies (page 8)

SERIAL, MODEM AND NETWORK PLAY

To set up a Serial, Modem, or Network game of **TEST DRIVE: OFF-ROAD**, type TDOR S at the DOS prompt. This will take you to a set-up menu where you can configure joysticks and multiplayer games. You have three options for a multiplayer game: Serial play, Modem play, and Network play.

Use the up and down arrow keys to select the appropriate choice from the main menu, and press ENTER to make your selection.

Setup Serial Play

This selection has three menu choices. Once again, use the up and down arrow keys to navigate through the selections, and ENTER to select the appropriate option. The two computers must be connected by a serial cable for this option to function. Both computers must have the game installed on their hard disks.

Start Link Game: Once you have configured your serial game, use this selection to begin play.

Select Type: Here you can designate your computer either the master unit, or the slave. The master will control all of the game set-up functions; the slave will be the second player.

Select Port: Designate which COM port you'll be using. Use the up and down arrow keys to select the appropriate choice, and press ENTER.

Setup Modem Play

This selection has several menu choices. Once again, use the up and down arrow keys to navigate through the selections, and ENTER to select the appropriate option. Both computers must have the game installed on their hard disks.

Start Modem Game: Once you have configured your modem game, use this selection to begin play.

Phone Book: Store up to ten phone numbers for modem connection. Use the up and down arrow keys to choose where you'd like to store the number, press ENTER, and then type in the appropriate phone number. When you are finished, press ENTER again.

Select Number to Dial: Set which number your computer will be dialling when you begin a modem game. You'll be choosing one of the numbers from your phone book.

Select Dialer: Here you decide if your computer will be making the phone call, or receiving it. Pick answer is your computer will be receiving the call; pick dial if your computer will be making the call. If you choose dial, you'll also need to tell your computer if you have pulse or touch tone (tone) service.

Select Port: Designate which COM port you'll be using. Use the up and down arrow keys to select the appropriate choice, and press ENTER.

Select Modem Type: Here you can tell **TEST DRIVE: OFF-ROAD** what type of modem your computer has. Use the up and down arrow keys to find the appropriate modem, and press ENTER to choose it. If you don't see the make and model of your modem on the list, try one of the generic drivers.

Setup IPX/NetBIOS Game

Before starting a net game, your PC must already be connected to a network. You will be presented with a menu with three new choices and a list of existing network games.

You will be presented with another menu screen, and a gray box that shows **TEST DRIVE: OFF-ROAD** games that are available to join. If you want to join one of these games, do so by selecting "Join Network Game". Using the up and down arrow keys, move the highlight bar over the game you wish to join and press ENTER. Enter your name at the prompt. Once all the players who are going to join the game have connected, the Master of the game will start it.

If there are no games available, you can choose to "Master" a game by selecting "Start Network Game" in the blue menu box. Type in a name for the game you wish to start. Other players will connect to your game by choosing your named game. You can wait for up to three other players to join your game, and you can start your game by pressing ENTER.

After you start your network game, you and the other players will be presented with the **TEST DRIVE: OFF-ROAD** menu screens with unavailable options grayed-out. Please be aware that only the Master of a network game can choose the race length and track number for his game.

The "Customize Messages" option allows you assign messages to the number keys 1-6. During the race, you can send your pre-determined message simply by striking the corresponding number key.

Note: For best results, the fastest machine should Master the race. Players cannot join a network game in progress so once the Master starts the net game no other players can join. Remember that during a net game the frame rate may be slower than in a single player game. If the game appears choppy try removing graphic display options such as the sky texture (<F9>) or lowering the display mode (ex SVGA down to Mode X).

CREDITS — ELITE

Written by:	Greg Knight
Graphics:	Adam Batham
	Edward Linley
PlayStation Conversion:	Dave Taylor
Development Tools:	Adrian Jones
	Simon Lacey
	James Roberts

Additional Programming:

PC Version:	Adrian Jones, Chris Nash
PlayStation Version	Simon Lacey, Paul Taylor

Original Track Design:	Jason McFee
Sound Engineer:	James Muggeridge
Video Editing:	Joel Rowney
Testing:	James Muggeridge, Shaun Mallen, Kirk Raybould
Product Support:	Phil Bradley
Development Manager:	Daniel Luczywo
Executive Producer:	Steve Wilcox

CREDITS: ACCOLADE

Executive Producer:	Chris Downend
Producer:	Ted Tahquechi
Associate Producer:	James Vitales
Sound Effects:	Ted Tahquechi
Product Marketing Manager:	Steve Allison
Director of Acquisition:	Howard Newmark
Manual:	Bruce Harlick, W.D. Robinson
Test Department Supervisor:	Alex V. Cabal
Lead Tester:	Matthew Guzenda
Testers:	Arif Sinan, Forrest Marsh, Sean Fish, Marie Person, Chris Charles, Ray Massa, Arnold Galano
Test Support:	Jerod Jackson, Andrew Elbert, Richie Gangwish

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