INFOGRAMES
TEST DRIVE
6
EVERYONE
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ESRB

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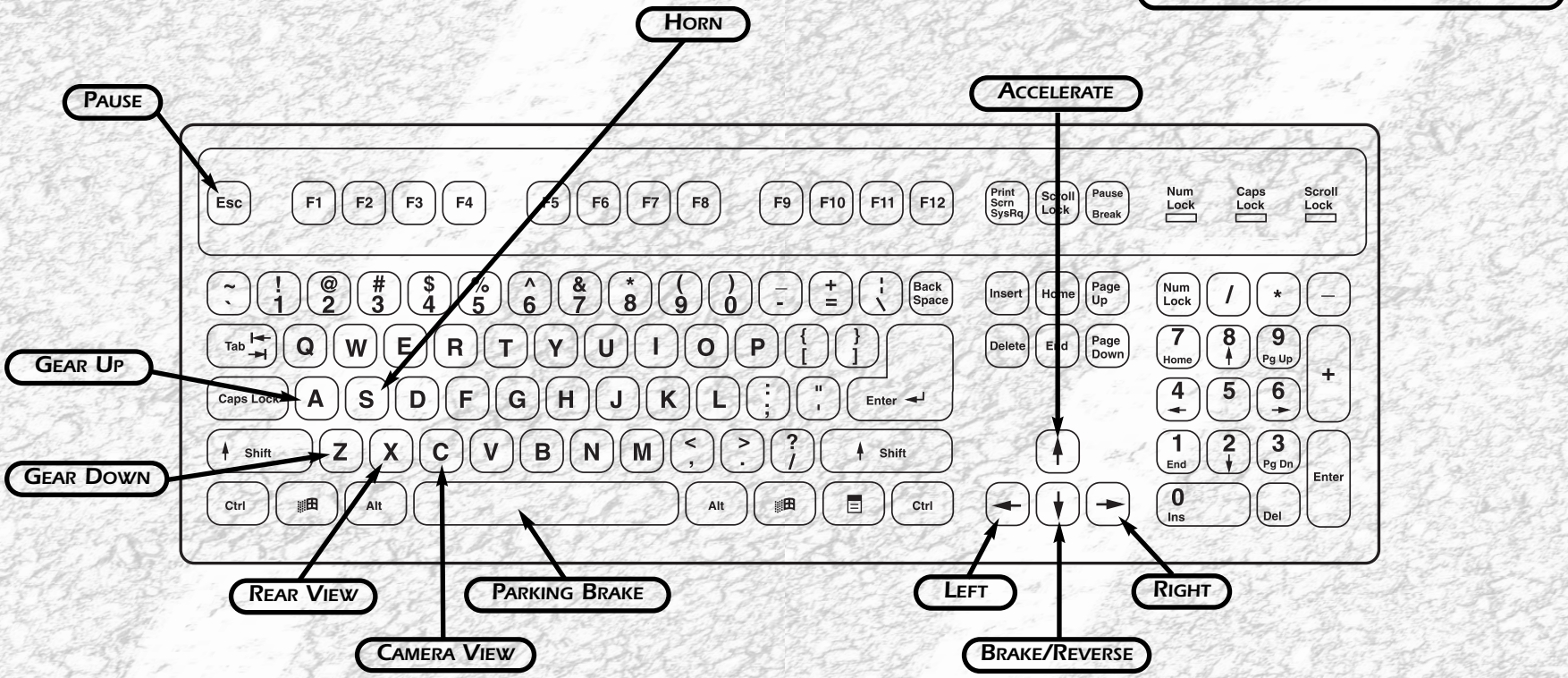

POWER UP

1. Microsoft Windows® 95 or Windows 98 is required.
2. Microsoft DirectX™ 7.0 is required. Test Drive 6 will install it if it is not found on your computer.
3. Test Drive 6 requires up to 330 megabytes of hard disk space.
4. Insert the Test Drive 6 CD into your CD-ROM drive.
5. If you have the Autorun feature enabled, follow the on-screen instructions for installation. If you do not have Autorun enabled, click on START, then click on RUN and type into the dialog box "D:\SETUP" (where D: is your CD-ROM drive) and then click the OK button. Follow the on-screen instructions.

WELCOME TO TEST DRIVE 6

Did you ever want to challenge a dream supercar against a flexing muscle car? Slip behind the wheel of your street rod off the lot, or a high tech concept car right out of the R&D garage. Race all over the world, win your races and upgrade your ride. Are you the best? Find out...in the ultimate thrill ride!

SELECT PLAYER

Click on CREATE NEW PLAYER to create a racing identity under which you can acquire and maintain a collection of vehicles, a a series of high scores, and record entry into hidden elements of the game. Backspace over "Player 1" and type in the name under which you wish to race and press RETURN.

MAIN MENU

The Main Menu offers the following options. Use the arrow keys or your mouse to select an option and then press the ENTER or left-click . To back up one menu, press ESC.

IMPORTANT DRIVING TIP

You must learn to powerslide to get through sharp turns at high speed. Use the Handbrake during a turn to powerslide. Tap the button to get the most slide with the least slow-down.

- **PRACTICE**

  SELECT TRACK: Use your mouse or the arrow keys to choose from the linear or circuit tracks available. Win Tournaments to unlock more Practice tracks. Left-click or press ENTER to make your choice.

  SELECT CAR: Use your mouse or the arrow keys to choose

from the vehicles available.Left-click or press ENTER to make your choice

TRANSMISSION: Use your mouse or the arrow keys to toggle between automatic and manual transmission. Left-click or press ENTER to make your choice.

RACE: After you've chosen a car and a track, you're ready to hit the streets and leave the competition behind.

EXIT: Leave this screen.

TOURNAMENT WAGERING SYSTEM

Make a wager on your race, and the other five racers will match your bet. There are maximum and minimum limits to the amount you are allowed to wager. If you cannot meet the minimum wager, you must go out and earn more credits through Single Races, Cop Chases or Challenges.

If the listed bet is not one you want to make, use BACKSPACE or DELETE to erase the default bet, and then type in the wager you wish to make.

Half of the credits ponied up for each race in a tournament is paid out to the top three finishers, and the other half goes into the Tournament pot. The pot is paid to the driver with the lowest cumulative racing time at the end of that Tournament.

▪ RACE MENU

SINGLE RACE: You may only choose this option after you have purchased a vehicle in the Garage. Select a track, as in Practice. Place your wager, and beat your opponents.

TOURNAMENT RACE: You may only choose this option after you have purchased a vehicle. Choose the class in which you want to race, and which tour of that class in which you will race. You can upgrade your vehicle before each race.

At first, only the Class 1 Tournament is available. Cars in Classes 2 through 4 have higher performance and greater costs. When you have acquired enough credits and purchase a car in Class 2, 3 or 4, the respective tournaments are also opened to you.

COP CHASE: You may choose this feature only after you have purchased a vehicle in the Garage. Choose a police vehicle to drive in pursuit of the other drivers. Choose your course, and choose your mission. For the event, "Stop the Racers," every racer has a "morale" bar shown above his car. Knock the morale bar down to zero by bumping into him to pull him over. Or, block him off, using your car as a barricade to stop his forward progress. For every racer you manage to cite, you will be rewarded with credits.

H O T T I P

If you are the cop, go after the fastest racer first, otherwise, the others may slip past you.

CHALLENGES: You may only choose this option after you have purchased a vehicle in the Garage. These races are outside the tournament structure, and may be outside of "acceptable" public behavior. Each is a test of your driving skills and measurement of the competitiveness of your vehicle. While the rewards are high, you may encounter difficulties in completing each Challenge.

GARAGE: Enter the Garage to select a car to race, purchase a new car, modify cars you own, or sell cars.

Change Car: Choose from the vehicles in your garage for your next race or tournament.

Upgrade: Once you have at least one vehicle in your garage and some credits in your account, you can begin upgrading your vehicle(s). There are four categories of upgrades, and each category has a number of levels of superiority to make the vehicles better, faster, and more competitive. The categories are Engine, Brakes, Tires and Suspension. Each upgrade can be adjusted in the garage, making it possible to fine-tune your vehicle for the tracks on which you will race.

Buy: Choose the vehicle class (1-4) which also determines base price and base performance. Use your mouse or the arrow keys to choose from the vehicles in that class. Left-

click or press ENTER to view that vehicle's performance statistics. Use your mouse or the arrow keys to go to the Paintshop, where you can customize the color of the vehicle.

Left-click and hold on the red pointers on COLOR and SHADE to alter the paint color and color brightness of your prospective vehicle.

After you have accepted the paint job, click on PURCHASE and ACCEPT to buy the vehicle. Once you have, appropriate funds will be deducted from your account and the vehicle will be yours.

Sell: Do you need money? Are you unsatisfied with a vehicle? Sell a car back – for less than you bought it for, naturally.

- **OPTIONS**

VIDEO OPTIONS: Use your mouse or the arrow keys to adjust the settings for the following options:

RESOLUTION: from 512x384 to 1024x768.

TEXTURE QUALITY: Choose Best Quality for the best look, or Best Performance for faster processing. "Recommended" balances the two choices.

DETAIL: Choose between low, medium and high.

USE FOGGING: "On" reduces the distractions off in the distance and allows you to concentrate on what is immediately around you.

VIEW DISTANCE: How far ahead do you want the game to resolve the track?

AUDIO OPTIONS: Use your mouse or the arrow keys to alter the following options:

EFFECT VOLUME: Sound effects in the game – engine noise, tires spinning, sirens screaming, etc.

MUSIC VOLUME: Background music volume.

CD TRACK: If you'd rather hear a different song, choose the one you want to hear.

GAME OPTIONS: Use your mouse or the arrow keys to toggle any of the in-game options:

SPEED READOUT: Use your mouse or the arrow keys to toggle between kilometers per hour (KPH) and miles per hour (MPH).

CHECKPOINT TIMERS: Use your mouse or the arrow keys to toggle the Checkpoint Timers on or off in Single Race and Practice modes only.

TRAFFIC: Use your mouse or the arrow keys to toggle Traffic to Off, Avoid or Classic – affects Practice and Cop Chase only.

Off: No traffic – just you and the other racers.

Avoid: Traffic will actively attempt to get out of your way.

Classic: Traffic will ignore you.

COPS: Use your mouse or the arrow keys to toggle the Cops on or off – affects Practice and Cop Chase only.

DIFFICULTY: Use your mouse or the arrow keys to choose from the Difficulty levels of Easy, Normal and Hard.

TRANSMISSION: Toggle between manual transmission and automatic transmission.

CONTROLLER OPTIONS: Use your mouse or the arrow keys to choose a controller. If you choose keyboard, you may also re-map the keys to suit your preferences.

CREDITS: Take a look at all of the individuals responsible for this latest foray into 'round-the-world racing.

FEAR FACTORY VIDEO: View the Fear Factory music video for the song "Cars".

▪ HIGH SCORES

Take a look and see how well you're doing compared to your past race times.

NOTE

As you play through the game, your progress is automatically saved for you.

VISUAL DISPLAYS

TIME: On any course, the timer in the upper right corner displays your elapsed time in the current race.

LAP(*): The upper left of the screen lists, in the form of a fraction, the lap you are racing over the total number of laps for your race, as well as the time elapsed on your current lap.

* Only on circuit tracks

SPEEDOMETER/TACHOMETER: The large dial in the lower right hand corner shows current engine RPM. The green digital readout under the tachometer shows your speed. The black digit in the white circle represents the gear you are currently using.

CHECKPOINT TIMER: The large white number on the top

center of the screen is the amount of time you have to get to the next checkpoint (on a linear track). Time is added when you pass a checkpoint.

MAP: There is a bird's-eye-view map on the lower left corner of the screen. The number next to the map is your current place in the race.

CAMERA: You have a choice of several camera positions in and behind the car. Find an angle that you are comfortable with at the beginning of the race, and stick with it as you drive. Some practice will tell you what works best for you. Press C to alter the camera view of your vehicle; press X for a view of what is behind your vehicle.

ACCESSING CARS & TRACKS

The first time you play Test Drive 6, about half of the tracks and vehicles are inaccessible. As you play and accomplish goals, cars and tracks will be made available to you.

You can access all the car and Tournament Classes by earning enough credits to advance from Class 1 through Class 4. You can gain access to tracks and cars for use in Practice by winning Tournaments.

CREDITS

Development and Additional Design
by The Pitbull Syndicate, Ltd.

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PITBULL SYNDICATE LTD.

PROGRAMMED BY
John Blackburne
Gareth Briggs
Graham Blenkinsop
Neil Crossley
Chris Kirby
Chris McClure
Jimmy Parr
Bob Troughton
Mike Troughton
Darren Tunniclif

ART BY
Darren Abbott
Steve Dietz
Mike Pirso
Kevin Preston
Tony Pringle
Gareth Pugh
Stuart Neal
John Steele
David Taylor
Katherine Wilson

QA /DESIGN
Tony Charlton
Daz Kelly

STUDIO MANAGER
David Burton

INFOGRAMES NORTH AMERICA

EXECUTIVE PRODUCER
Chris Downend

PRODUCERS
Matthew Guzenda
Slade Anderson

ASSOCIATE PRODUCERS
Gerald "Smuv" DeYoung
Sean Michael Fish

QA CZAR
Sam Newman

QA LEAD ANALYSTS
Ted Tomasko
Erik Johnson

QA ANALYSTS
Eric Alberson
Bill Fitts
Chuck Nunez
Rick Fish

Jason Cote
Shawn Shinn
Greg Akatiff
Jason Cordero
Casey Anderson
Jeff Loney
Steve Zupan
Clayton Wolfe

Sound Effects
Tommy Tallarico Studios

USA Mastering Supervisor
Luis Rivas

Director of Marketing, Sports & Racing
Steve Allison

Product Marketing Managers
Craig Howe
Laddie Ervin

Documentation
W.D. Robinson

Creative Services
Jill Dos Santos
Matt Abrams
Mark Glover
Eric Larson

Corporate Communications
Erica Krishnamurthy
Tom Richardson
Mika Kelly
Rhoda Wawrzynski

Licensing
Melanie Sherk
Gabrielle Benham
Dianthe Harris

Online Marketing
Jonathan Tagle
Ray Massa
Daniel Grove

SPECIAL THANKS
Jay Stevens, Nathan Leon, John Gillan, Kevin Keenan, Mondo Media, Deb Charlton, Wiebke Vallentin, Jessilyn Guzenda, Nancy Downend, Alex Knastab, Stan Thurgood, Jackie Thurgood, Brian Webber, Rich and John, Kris Anderson, Summer Anderson, Jan Wilkinson, Benn, Adam and Katharine, William Travis, Simon Dixon, Ferris Kawar, Joe Gallegos, Arra Yerganian

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Email: help@infogrames.net

Postal Contact: Infogrames Tech Support
5300 Stevens Creek Blvd., Ste. #500
San Jose, CA 95129

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