

ACCOLADE™

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Designed By
Distinctive Software, Inc.

TEST DRIVE™

Loading Instructions

Commodore 64/128:

Remove any cartridges. Insert disk in drive. Type LOAD
"★", 8, 1 press Return. Plug joystick into 2nd port.

For Atari ST:

Insert disk in drive. Turn system on. Disk will autoboot.
Plug joystick into 2nd port.

For Amiga:

Boot Kickstart 1.2 (if applicable). When prompted for
workbench, insert Test Drive disk. Program will
autoboot. Plug joystick into 2nd port.

The Game

Your lifelong quest has been to drive one of the world's
most exotic sports cars. Now's your chance. You just made
your first million going public with your software
company.

You eagerly drive down to the local dealership. The
salesman smells money and offers to let you take out
whatever is in their lot for a TEST DRIVE.

You look around; suddenly your jaw is down to your
knees. You see five cars. Your heart skips a beat. You
loosen your collar and gasp for some air. "Which one?",
you scream to yourself.

Selecting Your Test Drive Car

Press the fire button to cycle past the title screen. You will then see the cars and their respective performance specifications. You can view all five cars by moving the joystick up/down. Pressing the fire button will select the car you wish to drive.

Driving

You slide in the key. Give it ever so lightly a twist. Vroommm! The car roars to life. You nervously put it in gear and slowly let out the clutch. You start out up "The Rock," a long stretch of mountainous road, ideal to put the car through its paces, for the ride of your life.

Driving is no simple task. Potholes, Sunday drivers and water slicks will impede your speed or cause you unfortunate mishaps. Oh, and don't forget about those "Smokies" just waiting for some show-off like you to pass through their "Radar" trap.

Be *Cautious*, as you will only have five chances to reach the "Top of the Rock." If you have a mishap, press the fire button to proceed.

On The Road

In the upper left portion of the windshield, attached to the sun visor, you will see a radar detector. It works and you will need it to avoid that unpleasant feeling of seeing the "red lights" flashing in your rear view mirror. When you approach a "radar trap," your trusty radar detector will alert you with "BEEP" sounds and flashing red LEDs. The point at which all the LEDs are lit is when your speed has

actually been clocked by the Highway Patrol radar gun. If you are unfortunate in this respect, you must slow down and obey the Highway Patrolman. If you don't, you might be able to shake him or he will pull in front of you and force you to stop. Be careful, because if you try to pass him, you will rear end him. Highway Patrolmen don't appreciate people damaging their patrol cars much, especially people who drive "fancy cars." Therefore, you will go directly to jail. DO NOT PASS GO. Game over, Bud!

Controls

Keyboard

D	Toggle display shifter
M	Turn on/off music
S	Turn on/off sound effects
Cntrl-R	Restart game
P	Pause/continue game
O	Optional shift pattern (emulate actual shift pattern with joystick)
V	Digital display (C64 only)

Joystick

up (forward)	Rev/accelerate
down (back)	Brake
up/fire button	Shift gears
down/fire button	Downshift
left	Steer left
right	Steer right

Credits

Design and Programming:

Don Matrick

Mike Benna
Bruce Dawson
Brad Gour

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Art:

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Sound and Music:

Patrick Payne

Producer:

Jon Correll

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Note: To speed up processing, please return disk only.

The defective media should be returned to:

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(408) 446-5757

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