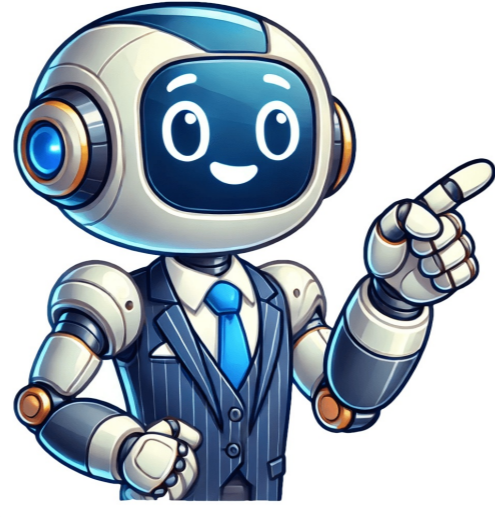


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## Test drive ps1

Test Drive is a popular racing video game series that was first released in 1987 and has since become a beloved franchise with numerous sequels and spin-offs. The series was originally published by Accolade until it was acquired by Infogrames, which later became Atari. Each game in the series offers unique gameplay experiences, such as racing against opponents or completing courses within a time limit while avoiding traffic and police. The Test Drive franchise experienced significant changes after the Accolade v. Distinctiv lawsuit in which Accolade emerged victorious. As a result, they secured rights to develop more games without needing the source code. This led to the release of new titles such as Test Drive: Off-Road and Test Drive 4. In 1997, Accolad revived the franchise with brand new titles including off-road truck racing spinoffs like Test Drive: Off-Road. Other notable releases from that year were Test Drive 4, which was developed by Pitbull Syndicate, and Test Drive 5. The company underwent a significant change in April 1999 when it was acquired by French video game developer Infogrames for \$60 million. This acquisition led to the renaming of Accolade as Infogrames North America. As part of this transition, the company's CEO, Jim Barnett, took on new responsibilities within Infogrames Entertainment's American distribution subsidiary. In 1999, Infogrames North America released Test Drive 6 and an in-house team developed Test Drive Off-Road 3. However, due to copyright issues between Infogrames North America and Infogrames Multimedia over the Test Drive trademark, Cryo Interactive picked up publishing rights for Test Drive 6 in Europe. Meanwhile, Infogrames Multimedia released Test Drive Off-Road 3 under a different name in April 2000. Infogrames North America continued to release games within the franchise, including Le Mans 24 Hours and V-Rally 2. A Game Boy Color version of Michelin Rally Masters: Race of Champions was initially planned but later cancelled. The Nintendo 64 localisation of this game was also scrapped in February 2000. In November 2001, Test Drive Off-Road Wide Open was released on the PlayStation 2, marking a significant entry point for the franchise. A subsequent Xbox release included additional content and graphical improvements. In May 2002, Infogrames released TD Overdrive: The Brotherhood of Speed, which featured a storyline for the first time. This marked another crucial milestone in the series' development history. The following years saw continued releases within the franchise, including Test Drive: Eve of Destruction developed by Monster Games in 2003 and released in 2004. This game was notable for being released under the name Driven to Win in Europe. Test Drive Unlimited, developed by Eden Games and released in 2006 and 2007, features an open world modeled after the Hawaiian island of Oahu. Its sequel Test Drive Unlimited 2 was released in 2011 and includes both Oahu and the Spanish island of Ibiza. A spin-off title called Test Drive: Ferrari Racing Legends was developed by Slightly Mad Studios and published by Rombax Games under license from Atari, in celebration of the 65th anniversary of Italian sports car manufacturer Ferrari, featuring Formula One, sports cars, and rally cars. The game was heavily based upon technology developed for Shift 2: Unleashed, and shares little with the Unlimited series.<sup>[23]</sup> The Test Drive video game series has undergone numerous developments and cancellations over the years. Initially, a Nintendo 64 port was planned under the title "Test Drive Rally" but was eventually scrapped. In the late 1990s and early 2000s, several versions were released on various platforms, including Game Boy Color, PlayStation 2, Xbox, and Dreamcast. However, some of these releases were canceled or delayed. Some notable titles in the series include "Test Drive: Off-Road Wide Open" (2001), which was later retitled as "Off-Road Wide Open" in PAL regions; "TD Overdrive: The Brotherhood of Speed" (2002), also known as "Test Drive" in North America; and "Test Drive: Eve of Destruction" (2004). More recent releases include "Test Drive Unlimited" (2006) and its sequel, "Test Drive Unlimited 2" (2011). The series has undergone several changes in ownership, with Accolade being acquired by Infogrames in the late 1990s. The company was later rebranded as Atari Interactive. In 2024, a new title called "Test Drive Unlimited Solar Crown" is scheduled for release on various platforms. Throughout its history, the Test Drive series has received positive reviews from critics and fans alike, with many praising its fast-paced racing gameplay and variety of vehicles to choose from. Retrieved from 21 December 2021. IGN Staff (4 February 2000). "A Late Rally Has Been Held Off". ^ Test Drive series and add-ons at MobyGames Retrieved from " Page 21997 racing video game 1997 video gameTest Drive 4North American cover art featuring the 1966 Shelby Cobra 427 (left) and the 1997 Dodge Viper GTS (right)Developer(s)Pitbull SyndicatePublisher(s) Accolade WW: AccoladeJP: Electronic Arts Producer(s)Slade AndersonChris DownendProgrammer(s)Ian CopelandChris KirbyJames ParrDarren TunnickliffMichael ThroughtonRobert ThroughtonComposer(s)Peter HewitsonSeriesTest DrivePlatform(s)PlayStation, Microsoft WindowsRelease 3 November 1997 PlayStationWW: 3 November 1997JP: 2 April 1998 Microsoft WindowsWW: 24 November 1997 Genre(s)RacingMode(s)Single-player, multiplayer Munich, Germany. The driving experience is focused on realism, with long tracks featuring rural roads, urban streets, traffic jams, and sharp turns. Players must reach each checkpoint before a timer expires, or they'll incur extra time. To avoid being caught by the police car, drivers either slow down ahead of it or outrun it. Initially, only a few vehicles are available, but more can be earned or purchased as progress is made. In single-player mode, players can participate in Single Races, Cups, or Drag Races. The game also features multiplayer capabilities, including serial, modem, and LAN options for the Windows version, and PlayStation Link Cable support. The game boasts 14 licensed vehicles, including the Dodge Viper. Pitbull Syndicate designed Test Drive 4 in collaboration with Accolade, exploiting 3D graphics to provide a realistic driving experience. In contrast to most other racing games, which feature multi-lap circuits, Test Drive 4 features linear point-to-point courses modeled after real places like Kyoto, Japan, and Washington, DC. The game's soundtrack is techno-oriented and includes licensed songs from Orbital and The Younger, Younger 28's. Test Drive 4 was showcased at the 1997 Electronic Entertainment Expo (E3) and released in November for PlayStation and Microsoft Windows. The Windows release came in two versions: one with support for 3dfx video cards and another with a software renderer. By March 1998, the game had sold over 850,000 copies. As a result of its commercial success, the PlayStation version was republished under the Greatest Hits label. Accolade stated that Test Drive became the top-selling racing series at the time due to the success of this game and Test Drive: Off-Road. Reviews for Test Drive 4 were mixed, with some critics finding it mediocre and others moderately positive. Many reviewers felt that the inclusion of oncoming cars and police cars added to the game's excitement, but some found them difficult to avoid due to sensitive steering controls. Some critics also cited poor graphics detailing and unpolished handling as major drawbacks. However, others praised the game's unique features such as its clash of modern cars with 1960s muscle cars, diverse locales, and drag strip. The music received mixed reviews, with some finding it engaging and catchy while others deemed it unexciting. Overall, Test Drive 4 received "average" reviews from critics. In 1998, Pitbull Syndicate developed Test Drive 5, a sequel to the original Test Drive game that featured more vehicles and tracks, competing with Need for Speed III: Hot Pursuit. Meanwhile, Accolade released Test Drive Off-Road 2, which used a modified version of the Test Drive 4 engine and included licensed off-road vehicles. Test Drive 4, developed by Pitbull Syndicate and published by Accolade, was released in June 1997 for PlayStation and Windows. The game allowed players to drive exotic modern supercars or classic "muscle cars" on various tracks. The game received reviews from several gaming publications, including IGN, GameSpot, Electronic Gaming Monthly, and Edge, with many praising its graphics and gameplay. Test Drive 4 was also featured in the PlayStation Greatest Hits list, indicating its popularity at the time of release. The article's references to Test Drive 4 were accessed on various dates, with the earliest being June 25, 2009. Some of these sources include a review by Boba Fett in December 1997 for GamePro magazine, as well as reviews from Olafson in 1999 and Wigmore at an unspecified date. These reviews highlighted the game's features and provided insights into its performance. Additional information can be found on websites such as MobyGames and AllGame, which have archived versions of these reviews available online.