



Introduction

It's not often you get the chance to hop behind the wheel of a Koenigsegg and cruise the streets of Hawaii's Big Island. Test Drive Unlimited lets you do just that. To commemorate the occasion, we went to the developers at Eden Studios for tips on their newest racer.

Whether you're looking for the best cars in each class or trying to unlock the game's rare reward vehicles, this developer tip sheet provides the info you need to get the most of your Test Drive Unlimited experience.

In this Test Drive Unlimited developer guide, you'll find:

- **DEVELOPER Q & A** // We asked questions and the developers answered. Tips for driving and picking the fastest cars to beat your rivals.
- **CAR LIST** // Info on every car in the game.
- **UNLOCKABLES** // Details on unlocking the hidden reward cars.

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Developer Q & A

Q :: Is there a single *best* vehicle in the game, and if so, which car and what makes it so good?

No, there is not a single best vehicle in the game. We absolutely didn't want that since we think this is the worst thing that could happen to a racing game. Moreover, it doesn't happen in real life as well. In Test Drive Unlimited, like in real life, some cars are more adapted to some particular layout than others. They all have the characteristics their real-life counterparts have in term of acceleration capacity, top speed, braking distances, etc. It all depends on what you need for a specific race. For example, you won't need a Mercedes SLR on a curvy Road--a Caterham or a Noble could be a better choice. But in the straights...

Car choice also depends of your driving skill level. Some cars are easier to handle than other. For example, it is really hard to control the huge torque of a Koenigsegg CCR. In comparison, a Ferrari Enzo is easier to drive. But both can be compared in terms of performances.



Yet, some cars are good compromises between price, performance and handling parameters. Here are a few of them.

In Group G, the AC 289 is affordable and competitive. The Lamborghini Miura is also good but more expensive. The best Group G car is the Shelby Daytona, but it is both expensive and very rare.

In Group F, the ALFA ROMEO GT and the Audi TT are both good choices.

In Group E, the Skyline GTR should allow you to dominate the class. If you're a bit short on money, you can also try a Ford Mustang (it can be upgraded to a Saleen S281!), a Pontiac GTO or a Nissan 350Z.

The Group D seems to be dominated by the Maserati GranSport, the Aston Martin DB9 and the Lotus Esprit, the latter being the most affordable.



In Group C, the best compromise is the Chevrolet Corvette C6. But if you're rich and searching for efficiency, go for the Ferrari Maranello. The Noble M12 is also a good choice.



In Group B, again it's the Chevrolet which is the best compromise. Incredibly cheap and competitive, the Corvette C6 is everything you need. But if you want even more, take a look at the Ferrari F430 or the Lamborghini Gallardo. And if you are searching for exotism, try the Ascari KZ1 which is not well known but excellent nonetheless.

Finally, there's Group A. It is almost impossible to pick a car among all those dream cars. They are all incredibly competitive and it will take you a while to master each of them. The best compromise seems to be the Ferrari Enzo. It is not the best on paper but the handling is well balanced, allowing you to be efficient on both curvy and straight roads.



Once again, those are really good cars. But one might prefer others depending on the race layout and the way he likes to drive a car.

Q :: What's required to unlock new vehicles?

There are 7 unlockable vehicles. Unlock requirements vary and can be viewed at the appropriate dealerships. There are 8 reward vehicles in the game:

| | |
|---------------------------------------|--|
| Alfa Romeo 8C Competizione | Unlocked when you get the gold cup from the "Tour of the Island" single-player race challenge. |
| Chrysler Firepower Concept Car | Unlocked when you get the gold cup in every TRANSPORTER extra-challenge. |
| Chrysler ME FOUR-TWELVE | Unlocked when you get the gold cup in every RACE solo challenge. |
| Ford Mustang GT-R Concept | Unlocked when you get the gold cup in every CONVOY extra-challenge. |
| Ford Shelby Cobra Concept | Unlocked when you get the gold cup in every TOP-MODEL extra-challenge. |
| Ford Shelby GR-1 Concept | Unlocked when you get the gold cup in every SPEED solo challenge. |
| Volkswagen W12 Coupe | Unlocked when you get the gold cup in every TIME solo challenge. |
| Volkswagen W12 Roadster | Unlocked when you get the gold cup in every HITCH-HIKER extra-challenge. |

In addition, you unlock the bike showrooms only when you have discovered every car showroom.

Q :: What racing method is best suited for Test Drive Unlimited? How should players approach Unlimited's driving mechanics?

When we started Test Drive Unlimited, we had an exact definition of the handling we wanted to do. We wanted to give the player a more realistic feeling of speed and behavior of a real sport car. That means, no endless slides, not an exclusive use of the handbrake to take curves, no pivot on the center of the car, etc. We also wanted the player to drive in Test Drive Unlimited like he would drive in real life, using brakes prior to taking turns, paying attention to not collide with traffic, going off-road when taking curves too fast, etc. But, the another hand we wanted the handling to be fun and accessible to allow every kind of player to enjoy driving an 800HP car.



Finally, the handling is exactly what we aimed for: "Easy to drive, hard to pilot". The best driver in Test Drive Unlimited will always be the one braking at the right moment before the curve, taking perfect racing lines, accelerating at the right moment in the turn, sliding the least--make sure you turn OFF the assist system when you want to go for the highest control and the best times.

Q :: Are there any advanced techniques to the racing? Any special controls that players should be aware of?

First, unless if you intentionally want to perform burnouts, don't push the accelerator too hard when you start a car. This results in a dramatic loss of time. The less you slide the better your start will be. Pull the trigger to about 70% to avoid losing traction and progressively accelerate to the max once the car is moving forward.

It is also highly recommended to set the steering sensitivity in the option panel to find the setting that best suits you. Some prefer very reactive steering wheel while others like the accuracy of a less responsive steering wheel. This parameter can change your driving experience, so take a time to find the appropriate setting.



Draft force is implemented in Test Drive Unlimited. It is really useful to overtake an opponent.

Using Manual Transmission allows you to perform better.

On a motorbike, pushing the Left Analog Stick forward allows you to increase top speed. But take care to release the stick before using the brakes...

Q :: Anything else to keep in mind when racing?

Most of the races in the traffic aren't short in time. Driving the fastest possible isn't necessarily the best way to take the gold since you assume too much risk. Smashing traffic cars results in a huge time loss. Instead, try to calm down, drive fast but carefully, trying to avoid crashes as much as possible.

In the extra challenges (Top Models, Hitc-hikers, Transporter and Convoy), and in free-ride as well, your GPS doesn't show you the quickest path to your destination. It shows you the "legal" path according to the Highway Code. You can forget the law and find a shorter path yourself.

Tuning a car may be expensive but it brings your car to a new performance level.

When you drive on the wrong side of the road, traffic cars will do their best to avoid collision. Most of time, they'll "jump" to their right--keep that in mind.

Take care of the number of police cars chasing you. It is almost impossible to escape the police when 3 shields are displayed on the police bar. So, try to calm down a moment as soon as you trigger the police. Let them forget you before pushing the accelerator. You'd lose a lot more time (and money!) being engaged in a chase.

Car List

| Make | Model | |
|----------------|--------------------|-----------------|
| AC | | 289 |
| Alfa Romeo | Alfa GT 3.2 V6 24v | |
| Alfa Romeo | 8c | Competizione |
| Ascari | KZ1 | |
| Aston Martin | V8 Vantage | |
| Aston Martin | DB9 | Coupe |
| Aston Martin | DB9 | Volante |
| Aston Martin | DB7 | Zagato |
| Aston Martin | Vanquish | S V12 |
| Audi | RS4 | quattro Saloon |
| Audi | S4 | Cabriolet |
| Audi | A3 | 3.2 quattro DSG |
| Audi | TT | quattro sport |
| Audi | A6 | 4.2 quattro |
| Caterham | CSR 260 | |
| Chrysler | ME | FOUR-TWELVE |
| Chrysler | 300C | SRT-8 |
| Chrysler | Firepower | Concept Car |
| Dodge | Viper | SRT-10 |
| Dodge | Viper | SRT-10 coupe |
| Ducati | Monster S4R | |
| Ducati | Supersport | 1000DS |
| Ducati | 999R | |
| Farboud | Supercharged GTS | Prototype |
| Ferrari | Enzo | Ferrari |
| Ferrari | F430 | Spider |
| Ferrari | F430 | |
| Ferrari | 575M | Maranello |
| Ford | GT | |
| Ford | Shelby | Cobra Concept |
| Ford | Mustang | GT-R Concept |
| Ford | Mustang GT | Convertible |
| Ford | Mustang GT | Coupe |
| Ford | Shelby GR-1 | Concept |
| GM (Cadillac) | CTS-V | |
| GM (Cadillac) | XLR-V | |
| GM (Cadillac) | Cien | Concept |
| GM (Cadillac) | Sixteen | Concept |
| GM (Chevrolet) | Corvette | C6 Coupe |
| GM (Chevrolet) | Corvette | C6 Convertible |
| GM (Chevrolet) | Corvette | Z06 Coupe |
| GM (Chevrolet) | SSR | |
| GM (Pontiac) | GTO | |
| GM (Saturn) | Sky | |

| | | |
|------------------------|--------------|------------------|
| Jaguar | XK | Convertible |
| Jaguar | XK | Coupe |
| Jaguar | XJ220 | |
| Jaguar | XKR | Coupe |
| Kawasaki | Ninja | ZX-10R |
| Kawasaki | Z1000 | |
| Koenigsegg | CC8S | |
| Koenigsegg | CCR | |
| Lamborghini | Murciélago | Coupe |
| Lamborghini | Murciélago | Roadster |
| Lamborghini | Gallardo | SE |
| Lamborghini | Gallardo | Roadster |
| Lamborghini | Gallardo | Coupe |
| Lamborghini | Countach | 25th anniversary |
| Maserati | Spyder | 90th Anniversary |
| Maserati | Gransport | |
| Maserati | Spyder | Cambiocorsa |
| Maserati | MC12 | |
| McLaren | SLR | McLaren |
| McLaren | F1 | |
| McLaren | F1 | GTR |
| McLaren | F1 | LM |
| Mercedes | CLK | 55 AMG |
| Mercedes | SLK | 55 AMG |
| Mercedes | CLK | DTM AMG |
| Mercedes | CLS | 55 AMG |
| Mercedes | SL | 65 AMG |
| MV Agusta | F4 Brutale | 910S |
| MV Agusta | F4 | Tamburini |
| Nissan\Infinity | 350Z | Nismo S-Tune |
| Nissan\Infinity | Skyline | GTR R34 |
| Nissan\Infinity | 350Z | Coupe |
| Noble | M12 | GTO-3R |
| Noble | M400 | |
| Noble | M14 | |
| Pagani | Zonda | C12S |
| Saleen | S7 | Twin-Turbo |
| Spyker | C8 | Laviolette |
| Spyker | C8 | Spyder |
| Triumph | Speed Triple | |
| TVR | Tuscan S | |
| TVR | Sagaris | |
| VW | W12 Coupe | |
| VW | W12 Roadster | |
| VW | Golf | R32 |
| Wiesmann | Roadster | MF3 |