

Test Drive 5 Car Evaluation FAQ

by Vertigo 1

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Test Drive 5

-Car Evaluation FAQ-

Author: Vertigo 1 AKA Nick Mykita

E-mail: panzerknacker_x@lycos.com

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Part One: Legalities

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<http://www.gamefaqs.com/>

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Part Two: Introduction

This guide is intended to give you a better understanding of the selection of vehicles in Test Drive 5. Each car has been tested without using the Workshop, and I have evaluated them based on their performance. NOTE: YOU DO NOT HAVE TO AGREE WITH MY EVALUATION. EVERY OVERVIEW IS MY OPINION BASED ON THE CAR'S PERFORMANCE. With this in mind, let's move on.

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Part Three: How to Read This Guide

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The format for the guide is very easy to follow. I'll explain what each section will entail below.

CAR: Name of Car

PRICE: The amount of green paper currency you have to cough up to afford these road lords. (NOTE: You don't really need to pay for the cars in the game.)

TRANSMISSION: The number of gears in the motor and whether the gears shift automatically or manually, unless otherwise noted. (NOTE: You can choose to drive with automatic or manual transmission.)

ENGINE: The power source that makes the cars go 200+ MPH.

TOP SPEED: How fast the cars can travel.

ACCELERATION 0-60: The amount of time it takes the car to go from 0-60 MPH.

ACCELERATION 0-100: Same description, just to a faster speed.

HANDLING: How well the car turns and how well you can control the car.

OVERALL: The car's overall rating.

There will then be a general overview of how the car will perform in a race. Again, these are solely my opinions relating to performance. You don't have to agree with any of them if you don't want to.

In each category, there will be the following ratings:

EXCELLENT: Nearly flawless, very important in winning races.

GOOD: Nothing to sneeze at, but it could be better.

AVERAGE: Not very good, but it doesn't really stink, either.

POOR: Depending on other stats, it might be the reason you lose the race.

AWFUL: It blows, big time. If you win with this, you're a good driver.

Not bad, eh? Now, on to the stats!

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Part Four: The Main Attraction
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CAR #1: 1998 Dodge Viper

PRICE: \$73,500

TRANSMISSION: 6-Speed Manual

ENGINE: Aluminum V10

TOP SPEED: 186 MPH (Average)

ACCELERATION 0-60: 4.4 seconds (Average)

ACCELERATION 0-100: 9.3 seconds (Average)

HANDLING: Good

OVERALL: Average

The Viper's speed is decent. You might lose position at the start due to acceleration, but once you're up to speed, you should have no trouble. The Viper can also take turns very well, which could make all the difference between first and second. I recommend this car for beginners.

CAR #2: 1997 Chevrolet Camaro Z28 SS LT4

PRICE: \$38,000

TRANSMISSION: 6-Speed Manual

ENGINE: Aluminum V8

TOP SPEED: 174 MPH (Poor)

ACCELERATION 0-60: 4.8 seconds (Average)

ACCELERATION 0-100: 11.8 seconds (Poor)

HANDLING: Good

OVERALL: Poor/Average

Definitely not the best car to choose in any race. Its top speed is much slower than the cars you'll race against, so don't expect to win very often. While the starting acceleration is okay, it seems like years before you reach 100 MPH, and beyond that, it takes time to reach the top as well. Due to low speeds, you can turn rather impressively, but with everything else against it, I would recommend looking at the other cars first.

CAR #3: 1998 Saleen Mustang S351

PRICE: \$45,000

TRANSMISSION: 6-Speed Manual

ENGINE: Supercharged V8

TOP SPEED: 172 MPH (Poor)

ACCELERATION 0-60: 4.6 seconds (Average)

ACCELERATION 0-100: 10.3 seconds (Average)

HANDLING: Good

OVERALL: Average

The Saleen Mustang is okay, but still not very good. Very slow top speed means you'll be playing catch-up for most of the race. The acceleration is okay, but could use some tweaking. Again, with low speeds, it handles great. If you want a Sunday drive, take this car.

CAR #4: 1998 Chevrolet Corvette

PRICE: \$37,500

TRANSMISSION: 6-Speed Manual

ENGINE: Aluminum Block V8

TOP SPEED: 178 MPH (Poor)

ACCELERATION 0-60: 4.9 seconds (Average)

ACCELERATION 0-100: 10.4 seconds (Average)

HANDLING: Excellent

OVERALL: Average

I'm sure there will be someone who reads this that thinks 178 MPH is not poor. They might be right, but if you race on Hard Mode and go up against the 390 GT and the GTS-R, you will wish you had altered the speed before you started the race. Low speed coupled with halfway-decent acceleration means lots of runner-up positions. The handling is excellent, though. This car can ride through some pretty sharp turns without having to slow down much. One thing to note is that the Corvette does not do well when airborne. It tends to fishtail after it lands. Other than that, it's not that terrible.

CAR #5: 1998 Nissan Skyline

PRICE: \$45,000

TRANSMISSION: 5-Speed Manual

ENGINE: DOHC Twin Turbo

TOP SPEED: 172 MPH (Poor)

ACCELERATION 0-60: 5.2 seconds (Poor)

ACCELERATION 0-100: 13.1 seconds (Awful)

HANDLING: Good

OVERALL: Poor

The Nissan Skyline gets the first "Awful" rating of the FAQ. Think of it this way: Low speed + Appalling acceleration = Last-place finish. The handling is the best feature on the car, which doesn't say much. This car bites, big time. I applaud anyone who can win a race with this car.

CAR #6: 1998 TVR Cerbera
PRICE: \$55,000
TRANSMISSION: 6-Speed Manual
ENGINE: Aluminum Block V8

TOP SPEED: 185 MPH (Average)
ACCELERATION 0-60: 4.2 seconds (Average)
ACCELERATION 0-100: 9.9 seconds (Average)
HANDLING: Awful
OVERALL: Poor/Average

I'm surprised that a car with average stats could have such bad handling. The Cerbera is 100% wipeout on ANY turn. Use the Workshop. If you can overcome the handling, you'll have a decent vehicle.

CAR #7: 1998 Aston Martin V8 Vantage
PRICE: \$350,000
TRANSMISSION: 6-Speed Manual
ENGINE: Supercharged 32-Valve V8

TOP SPEED: 186 MPH (Average)
ACCELERATION 0-60: 4.6 seconds (Average)
ACCELERATION 0-100: 10.0 seconds (Average)
HANDLING: Average
OVERALL: Average

There isn't that much to say about the V8 Vantage. Its all-around average stats mean you'll be a decent competitor. While the handling is sufficient, I would exercise caution if you try to be aggressive. Whether you tag the Viper, or the Viper tags you, make no mistake, you will wipe out. Other than that, this is a good car to use.

CAR #8: 1998 Jaguar XKR
PRICE: \$80,000
TRANSMISSION: 5-Speed Automatic
ENGINE: Supercharged V8

TOP SPEED: 178 MPH (Poor)
ACCELERATION 0-60: 4.9 seconds (Average)
ACCELERATION 0-100: 12.0 seconds (Awful)
HANDLING: Good
OVERALL: Poor/Average

This would be a nice car to drive down a superhighway. It is NOT, however, a nice car to race with. It has the same low speed/slow acceleration combination that leads to third-place finishes. Good handling means it can take sharp turns better than most of the competition, but don't get hit from behind, or you'll lose control. So, to sum it up, the XKR is good for leisure, bad for

racing. Keep it in the garage.

CAR #9: 1967 Pontiac GTO
PRICE: \$27,000
TRANSMISSION: 4-Speed Manual
ENGINE: Pontiac Iron Block

TOP SPEED: 188 MPH (Average)
ACCELERATION 0-60: 4.7 seconds (Average)
ACCELERATION 0-100: 9.4 seconds (Average)
HANDLING: Poor
OVERALL: Poor/Average

The GTO has a competitive speed with competitive acceleration. If only it had competitive handling to go with it. The GTO is extremely sluggish in turns. If you don't slow down well beforehand, you'll hit the wall/fence/etc. and then you'll have a hard time regaining control. Use the Workshop to tweak it, and that should be all you need.

CAR #10: 1969 Dodge Charger
PRICE: \$110,000
TRANSMISSION: 4-Speed Manual
ENGINE: Iron Block V8 Hemi

TOP SPEED: 178 MPH (Poor)
ACCELERATION 0-60: 5.2 seconds (Poor)
ACCELERATION 0-100: 11.3 seconds (Poor)
HANDLING: Poor
OVERALL: Poor

Yuck. That's how I would describe the Charger in one word. It's slow, it takes forever to get slow, and it doesn't like to turn. I wouldn't even use this in a drag race. Whatever you do, DO NOT take this car, for your own sake.

CAR #11: 1970 Chevrolet Chevelle SS 454 LS6
PRICE: \$225,000
TRANSMISSION: Muncie M-22
ENGINE: Iron Block V8

TOP SPEED: 186 MPH (Average)
ACCELERATION 0-60: 4.4 seconds (Average)
ACCELERATION 0-100: 9.6 seconds (Average)
HANDLING: Average
OVERALL: Average

Not a bad car at all. The Chevelle goes as fast as the Viper, accelerates just as well, and has slightly worse handling. All that you might want to tweak is the acceleration and the handling, but I think you'll be impressed with the car as it is.

CAR #12: 1971 Plymouth Hemi Cuda
PRICE: \$125,000

TRANSMISSION: 4-Speed Manual
ENGINE: Iron Block V8 Hemi

TOP SPEED: 175 MPH (Poor)
ACCELERATION 0-60: 5.0 seconds (Poor)
ACCELERATION 0-100: 11.0 seconds (Poor)
HANDLING: Average
OVERALL: Poor

Yet another slow-moving car. When are the fast ones going to come along, huh? Anyway, with the Cuda, you won't go very fast, which means you shouldn't wreck much. It also accelerates slowly, which means the opposition will be a blur as it blows by you. It takes turns decently, though, so if you're on a track with plenty of turns, such as Keswick, you'll have a slight edge on the other cars.

CAR #13: 1966 Shelby Cobra 427SC
PRICE: \$500,000
TRANSMISSION: 4-Speed Manual
ENGINE: Ford Iron Block

TOP SPEED: 174 MPH (Poor)
ACCELERATION 0-60: 3.5 seconds (Good)
ACCELERATION 0-100: 8.7 seconds (Average)
HANDLING: Good
OVERALL: Average

Finally, a car with some good stats! The biggest problem with the Cobra is the speed. You'll definitely gain position early on, but halfway through the race, you'll have to fight off the pack, not to mention any cops on your tail. It has very good handling, though, so good driving might be all that is needed to win the race.

CAR #14: 1969 Chevrolet Corvette ZL1
PRICE: \$500,000
TRANSMISSION: Muncie M-22
ENGINE: Aluminum Block V8

TOP SPEED: 205 MPH (Good)
ACCELERATION 0-60: 4.2 seconds (Average)
ACCELERATION 0-100: 9.2 seconds (Average)
HANDLING: Good
OVERALL: Average/Good

Wow! A car that goes over 200 MPH! It's about time! It goes without saying that you'll dominate the pack for most of the race. Acceleration is okay, and the handling is very good, but don't make 90-degree turns at top speed. Also, no bumping. Believe me, if you're in the final straightaway, and you think you can win by making the Daytona fishtail, you'll wind up fourth. Just keep calm, and you'll win more often than you'll lose.

CAR #15: 1969 Chevrolet Camaro ZL1
PRICE: \$500,000
TRANSMISSION: Muncie M-22
ENGINE: Aluminum Block V8

TOP SPEED: 202 MPH (Good)
ACCELERATION 0-60: 4.2 seconds (Average)
ACCELERATION 0-100: 9.0 seconds (Average)
HANDLING: Average
OVERALL: Average

The '69 Camaro is roughly the same as the '69 Corvette. It's a bit slower, but not enough to matter. The acceleration is virtually identical. The handling is different, though. The Camaro is more sluggish when turning, but a tune-up in the Workshop is all you need. As with the Corvette, no bumping. Have fun with this one!

CAR #16: 1968 1/2 Ford Mustang 428CJ
PRICE: \$120,000
TRANSMISSION: 4-Speed Manual
ENGINE: Ford Iron Block

TOP SPEED: 192 MPH (Average)
ACCELERATION 0-60: 4.8 seconds (Average)
ACCELERATION 0-100: 9.1 seconds (Average)
HANDLING: Average
OVERALL: Average

The Mustang is a nice car to use for two reasons: its stats are competitive, and it looks cool to drive. Its speed and acceleration will have you hanging on the bumper of the leader the whole way. The handling is decent, but don't make any power slides, unless you want to see the car roll several times. Don't bump anybody, either. Just keep your eyes on the road and your thumb on the gas button.

CAR #17: Hot Dog
PRICE: \$200,000
TRANSMISSION: 4-Speed Manual
ENGINE: V8

TOP SPEED: 153 MPH (Awful)
ACCELERATION 0-60: 2.8 seconds (Excellent)
ACCELERATION 0-100: 7.3 seconds (Good)
HANDLING: Excellent
OVERALL: Average/Good

No, this is not a real hotdog. It resembles a small green Jeep with the words "Hot Dog!" painted on the back. The acceleration is wonderful. The turning is even better. It practically turns on a dime. However, there is a major need for speed. If you use this car at Munich, you'll take an early lead, hit top speed quickly, maintain that speed for half the race and then the 390 GT will fly by like a streak of lightning. You can still win, but it wouldn't hurt to have more speed.

CAR #18: 1999 Aston Martin Project Vantage
PRICE: Unknown
TRANSMISSION: 6-Speed Manual
ENGINE: 48-Valve V12

TOP SPEED: 200 MPH (Good)
ACCELERATION 0-60: 4.0 seconds (Average)
ACCELERATION 0-100: 9.0 seconds (Average)
HANDLING: Good
OVERALL: Average/Good

This is a very nice car. You should have no problems whatsoever with speed. The acceleration is decent, and can be tweaked at your discretion. The Project Vantage also has remarkable handling. However, don't let that go to your head. Don't get tagged unless you want to go for a spin, and don't make hard turns at high speeds unless you want to get up close and personal with the wall. If you treat the PV nicely, it will repay you with a win.

CAR #19: 1998 Shelby Series 1
PRICE: \$90,000
TRANSMISSION: 6-Speed Manual
ENGINE: V8

TOP SPEED: 170 MPH (Poor)
ACCELERATION 0-60: 4.7 seconds (Average)
ACCELERATION 0-100: 9.9 seconds (Average)
HANDLING: Average
OVERALL: Poor/Average

The Series 1 is "okay" at best. Low speed seems to be a chronic problem in these cars, and this is no exception. The average acceleration, while considered an impediment in faster cars, actually helps the Series 1. The handling could be better, though. Don't get hit from behind, period. Like I said, "okay" at best.

CAR #20: 1998 TVR Speed 12
PRICE: \$246,000
TRANSMISSION: Jerico Four Speed
ENGINE: V12

TOP SPEED: 235+ MPH (Excellent)
ACCELERATION 0-60: 2.97 seconds (Excellent)
ACCELERATION 0-100: 6.1 seconds (Good)
HANDLING: Average
OVERALL: Good

This is without doubt one of the best cars in the game. The speed is insanely high, and the fast acceleration means you'll be flying in no time. The handling would have to be the problem spot here. Don't wobble unnecessarily, otherwise you'll fishtail. Try to avoid any contact if possible, because the Speed 12 has some nasty wipeouts. Just relax, breathe deeply, and let the Speed 12 guide you to the finish line.

CAR #21: 1998 Dodge Viper GTS-R
PRICE: \$350,000
TRANSMISSION: 6-Speed Manual
ENGINE: 90-Degree Aluminum V10

TOP SPEED: 225 MPH (Excellent)
ACCELERATION 0-60: 3.2 seconds (Good)
ACCELERATION 0-100: 7.5 seconds (Good)
HANDLING: Excellent
OVERALL: Good/Excellent

Best...Car...Ever! The GTS-R has incredible speed, fast acceleration, and handling to boot! Try not to get so caught up in cruising at top speed that you forget to slow down in the turns, or you'll regret it. Aside from that, just enjoy the ride!

CAR #22: 1994 Jaguar XJ220
PRICE: \$800,000
TRANSMISSION: 6-Speed Manual
ENGINE: Aluminum Block V12

TOP SPEED: 218 MPH (Excellent)
ACCELERATION 0-60: 3.8 seconds (Good)
ACCELERATION 0-100: 8.8 seconds (Good)
HANDLING: Excellent
OVERALL: Good/Excellent

This is another superb car. The XJ220 has everything the GTS-R has. The one advantage to choosing this over the GTS-R: the XJ220 has slightly better handling. It overcomes fishtails without much difficulty. Choose the XJ220, and you will own the road.

CAR #23: Caterham Super 7
PRICE: \$40,300
TRANSMISSION: 6-Speed Manual
ENGINE: 4-Cylinder

TOP SPEED: 147 MPH (Awful)
ACCELERATION 0-60: 3.7 seconds (Good)
ACCELERATION 0-100: 9.8 seconds (Average)
HANDLING: Excellent
OVERALL: Average

Wait, a top speed of 147 MPH? My treadmill could go faster than that, and I don't even have a treadmill! Aside from the lack of speed, the Super 7 accelerates decently, so you'll get position early, and lose it just as quickly. Don't fret, because you'll gain lots of ground in sharp turns. While other cars will wipe out, you'll go through without any difficulty. Tweak the speed if you like, or pray that the race will be decided in the turns.

CAR #24: Chris's Beast
PRICE: \$50,000
TRANSMISSION: 6-Speed Manual
ENGINE: Supercharged V6

TOP SPEED: 182 MPH (Average)
ACCELERATION 0-60: 3.5 seconds (Good)
ACCELERATION 0-100: 8.0 seconds (Good)
HANDLING: Excellent

OVERALL: Good

I'm fairly certain the developers made this car up. The Beast has average speed, its worst aspect, and that's not saying much. The acceleration is very good, and the excellent handling means you'll be weaving through traffic with the best of them. Overall, the car is good. I'd recommend this if you're looking for a small challenge.

CAR #25: Caterham 21
PRICE: \$49,500
TRANSMISSION: 6-Speed Manual
ENGINE: 4-Cylinder

TOP SPEED: 140 MPH (Awful)
ACCELERATION 0-60: 4.5 seconds (Average)
ACCELERATION 0-100: 10.8 seconds (Poor)
HANDLING: Good
OVERALL: Poor/Average

MY GOD!!! 140 MPH? Are you kidding me? A unicycle could go faster than that! Oh well, if you haven't guessed by now, the Caterham 21 is slow, and is actually the slowest car in the game. The acceleration is okay, but that's not enough to save you. The handling is your best bet if you're not going to use the Workshop. Personally, I'd stay very far away from this car.

CAR #26: Police TVR Cerbera
PRICE: \$55,000
TRANSMISSION: 6-Speed Manual
ENGINE: Aluminum Block V8

TOP SPEED: 205 MPH (Good)
ACCELERATION 0-60: 3.9 seconds (Good)
ACCELERATION 0-100: 9.1 seconds (Average)
HANDLING: Average
OVERALL: Average/Good

I know the game says the P-TVR has a top speed of 198, but trust me, it's really 205. Needless to say, speed is no problem, and neither is acceleration. What is a problem, though, is handling. The P-TVR fishtails easily, and will lose control with any and all contact. Don't drive recklessly, and you'll win a lot of races.

CAR #27: 1969 Dodge Charger Daytona
PRICE: \$350,000
TRANSMISSION: 4-Speed Manual
ENGINE: Iron Block V8

TOP SPEED: 201 MPH (Good)
ACCELERATION 0-60: 4.5 seconds (Average)
ACCELERATION 0-100: 11.0 seconds (Poor)
HANDLING: Poor
OVERALL: Poor/Average

The Daytona is an odd car. It has good top speed, meaning you can catch up

quickly if you fall behind, or you'll have that extra push to take the lead. The acceleration from 0-60 is average, which isn't bad, but to go from 0-100 takes quite a while. The handling leaves a lot to be desired. The Daytona is very sluggish in turns, and is prone to fishtail. It's not really bad, but there are better choices out there.

CAR #28: 1969 Chevrolet Camaro Hotrod
PRICE: \$48,000
TRANSMISSION: 4-Speed Manual
ENGINE: Iron Block V8 with Blower

TOP SPEED: 237 MPH (Excellent)
ACCELERATION 0-60: 3.2 seconds (Good)
ACCELERATION 0-100: 6.6 seconds (Good)
HANDLING: Poor
OVERALL: Average/Good

The Camaro Hotrod is a record-setting car. It is arguably the fastest car in the game, and accelerates very quickly, giving you an edge on the competition. The handling is its biggest downfall, though. Since this is really built for drag racing, it doesn't turn well at all. If you can overcome the turns, you'll definitely set a few records with the Camaro Hotrod.

CAR #29: 1968 Ford Mustang Hotrod
PRICE: \$52,000
TRANSMISSION: 4-Speed Manual
ENGINE: Iron Block V8 with Blower

TOP SPEED: 211 MPH (Excellent)
ACCELERATION 0-60: 3.4 seconds (Good)
ACCELERATION 0-100: 7.0 seconds (Good)
HANDLING: Poor
OVERALL: Average/Good

The Mustang Hotrod is just like the Camaro Hotrod, but a bit slower. The only difference is in the handling. Unlike the Camaro Hotrod, the Mustang Hotrod will fishtail if it quivers ever so slightly. Other than that, it's the same car. Use it at your preference.

CAR #30: Behold the Mighty Maul!
PRICE: \$1,000,000
TRANSMISSION: 6-Speed Manual
ENGINE: Supercharged V10

TOP SPEED: 221 MPH (Excellent)
ACCELERATION 0-60: 2.8 seconds (Excellent)
ACCELERATION 0-100: 5.9 seconds (Excellent)
HANDLING: Poor
OVERALL: Good

The Mighty Maul is very good, but it's mostly hyped-up. I also think the developers made this car up, too. It's very fast, and it speeds up extremely quickly. Unfortunately, the handling stinks. It's very easy to lose control. Use it if you want to challenge yourself.

CAR #31: Fear Factory Wagon
PRICE: \$37,500
TRANSMISSION: 6-Speed Manual
ENGINE: Aluminum Block V8

TOP SPEED: 175 MPH (Poor)
ACCELERATION 0-60: 5.1 seconds (Poor)
ACCELERATION 0-100: 10.6 seconds (Poor)
HANDLING: Average
OVERALL: Poor

It's the official ride of everyone's favorite group: Fear Factory! I, personally, am not a fan of theirs. Anyway, the FF Wagon isn't much of a race contender. It has low top speed and poor acceleration. The handling is decent, and for some reason, the Wagon tends to do much better as it gets faster. You won't finish last with this, but you won't win much, either. In my opinion, the car is about as good as the music they play.

CAR #32: 1998 Ford Mustang GT
PRICE: \$25,335
TRANSMISSION: 5-Speed Manual
ENGINE: DOHC V8

TOP SPEED: 157 MPH (Awful)
ACCELERATION 0-60: 5.7 seconds (Awful)
ACCELERATION 0-100: 12.4 seconds (Awful)
HANDLING: Average
OVERALL: Awful/Poor

There are no words to describe how bad this car is. It's slow, period. It takes ages to accelerate, so it's even slower. It's also sluggish in the turns, too. If you use this car, you'll be lucky if you finish the race, let alone win.

CAR #33: Nissan R390 GT-1
PRICE: \$1,000,000
TRANSMISSION: 6-Speed Sequential
ENGINE: Twin Turbo V8

TOP SPEED: 230 MPH (Excellent)
ACCELERATION 0-60: 3.2 seconds (Good)
ACCELERATION 0-100: 7.0 seconds (Good)
HANDLING: Excellent
OVERALL: Good/Excellent

The 390 GT is definitely a winning car. It has enough speed and acceleration to take an early lead and hold on to it for most of the race. Couple that with nearly flawless handling and the competition will be playing catch-up. Make no mistake; the 390 GT is the way to go if you want an easy win.

CAR #34: 1998 Police Ford Mustang

For a description of this car, see the 1998 Ford Mustang GT

CAR #35: 1969 Police Dodge Charger

For a description of this car, see the 1969 Dodge Charger

CAR #36: 1997 Police Chevrolet Camaro

For a description of this car, see the 1997 Chevrolet Camaro Z28 SS LT4

CAR #37: Pitbull Special

PRICE: \$95,000

TRANSMISSION: 4-Speed Manual

ENGINE: Iron Block V12

TOP SPEED: 229 MPH (Excellent)

ACCELERATION 0-60: 2.2 seconds (Excellent)

ACCELERATION 0-100: 5.0 seconds (Excellent)

HANDLING: Average

OVERALL: Good/Excellent

Last but not least is the Pitbull Special, another car the developers made up. You'll notice in the game that the top speed is supposedly 260. Well, I tried it, and it's only 229. However, ultra-fast acceleration makes for an early lead and a quick getaway. The Pitbull Special is very good at weaving through traffic on the straightaway, but sluggish in real turns. It's a very good car, and you'll break lots of records using it.

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Part Five: Credits
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Thanks to Accolade and the Pitbull Syndicate for making such a great game. Also, thanks to everyone who reads this. If you have any questions, e-mail at the address shown at the top of this FAQ. Be seeing you!