```
import pygame
import math

pygame.init()
WIDTH, HEIGHT = 800, 600
screen = pygame.display.set_mode((WIDTH, HEIGHT))
clock = pygame.time.Clock()

car = pygame.image.load('car.png')
car = pygame.transform.scale(car, (50, 30))
car_rect = car.get_rect(center=(400, 300))
angle = 0
speed = 0

running = True
while running:
    screen.fill((30, 30, 30))
    keys = pygame.key.get_pressed()
    if keys[pygame.K_UP]: speed += 0.2
    if keys[pygame.K_DOWN]: speed -= 0.2
    if keys[pygame.K_LEFT]: angle += 5
    if keys[pygame.K_RIGHT]: angle -= 5

    # Update car position
    car_rect.x += speed * math.cos(math.radians(angle))
    car_rect.y -= speed * math.sin(math.radians(angle))

    # Rotate and draw
```

```
    rotated_car = pygame.transform.rotate(car, angle)
    new_rect = rotated_car.get_rect(center=car_rect.center)
    screen.blit(rotated_car, new_rect)

    pygame.display.flip()
    clock.tick(60)

    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

pygame.quit()
```