

supplemental material to the official DVD strategy guide  
printable walkthrough cheat sheets for every  
level in the game



CS\_DRIV3R1-0.pdf

version 1.0



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# TABLE OF CONTENTS

[ click any of the below sections or page numbers to link directly to that section ]

<a href="#">SPEED TIPS</a>	<a href="#">PAGE 3</a>
<a href="#">WEAPONS LIST/CHEAT CODES</a>	<a href="#">PAGE 4</a>
<a href="#">MAPS</a>	<a href="#">PAGE 5</a>

## UNDERCOVER MISSIONS

### MIAMI [PAGE 8](#)

Police HQ	Lead On Baccus
The Siege	Rooftops
Impress Lomaz	Gator's Yacht
Trapped	Dodge Island
Retribution	

### NICE [PAGE 15](#)

Welcome To Nice	Smash & Run
18 Wheeler	Hijack
Arms Deal	Booby Trap
Calita in Trouble	Rescue Dubois
Hunted	

### ISTANBUL [PAGE 23](#)

Surveillance	Tanner Escapes
Another Lead	Alleyway
The Chase	Bomb Truck
Chase The Train	

## UPDATES

To get the latest, updated cheat sheets and access to even more DRIV3R tips and tricks log on to [www.iguides.net](http://www.iguides.net)

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## HOW TO USE THIS GUIDE

We recommend that you view the video walkthroughs on the iGuide DVD before using these cheat sheets. Inside you will find gameplay speed tips, maps, and mission details. You can also print these tips out to have while gaming and viewing the iGuide for the ultimate experience.



## WHAT'S AN iGUIDE?

iGuides are revolutionary new interactive strategy guides on DVD video. Featuring full-video walkthroughs, weapon & vehicle galleries, maps, gameplay tips, and packed with killer bonus content, iGuides are next gen guides for next gen games.

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## SPEED TIPS

Do you want to know the fastest path to becoming an expert wheelman? Well for starters you should follow our speed tips. Keep these strategies in mind while completing missions and following our walkthroughs.

### SLALOM

1. It's smart to slalom between trees, poles, and other obstacles during chases, whether you're the target or you're the tail.
2. When you're the target, you can trip up your enemies by making them swerve into whatever obstacle you just swerved around. When you're tailing someone, odds are they'll follow the path of the actual streets. If you slalom, you can cut some corners and catch up!
3. Take note of what objects fall away when you hit them and which ones stop you dead in your tracks. Trees and lamp-posts will never fall down for you, but most fences will.

### SLIDING

1. The slide you'll use most often in the missions is the Handbrake Slide. Hit the "B Button" (Xbox) or "Circle Button" (Playstation 2) to execute it – but be ready to compensate for the loss of momentum.
2. The burnout slide is excellent for getting a quick start and for changing directions in a pinch.
3. Then there's the standard slide. That's what it is – standard.

### KNOW THE ROAD

1. There is no shame in asking for directions in DRIV3R – better yet, just hit "pause" and look at your map. Planning at least a rough route to your destination will help you in the long run, if only so you will know about alternate paths if one way is blocked or otherwise dangerous.
2. Main roads will usually get you where you need to be more quickly and directly, but side roads tend to have less police and enemy coverage.

### ALLEYS

1. This is where you can't always go by the map – some alleys and side streets aren't even charted, so you have to look for them yourself while you're driving. But if the

map doesn't show them, odds are your pursuers don't know about them either! Use them frequently when trying to shake a tail. Often your foes will drive right past you.

2. Just be careful not to crash – enemies can hear you even when they can't see you, and that can be bad.

### JUMPS

1. There's a lot of stuff to jump over in DRIV3R. Basically anything with a slope can give you some air time, but you need to remember a thing or two if you want to do it right.
2. When you see a ramp, pull back as far as you can and make sure your car is in line with it. Otherwise, you can slide right off the edge and flip over.
3. When you reach the top of an incline, cut the gas and let physics take over. Awesome!

### SAILING OUT

1. Vehicles have limited life spans. And they last even shorter if you're always bumping into things. But, hey, you can't always avoid it. Luckily, DRIV3R has a handy damage meter so you know just when your car's about to kick it.
2. When your damage meter gets full, there isn't any explosion to signal the death of your ride – it just stops moving! So you should bail when your damage meter reads Orange.
3. Don't be afraid of jumping out of a moving car. It's fun, and you can watch from a safe distance as it crashes into something else. Plus, you can be up on your feet and stealing a brand new car in no time.
4. If you see another vehicle you prefer to the one you have, pull over directly in front of it. Now go tell the other driver you want to play Musical Cars. If they don't listen, show them your gun.

## WEAPONS LIST

Full List:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol (Unlock: Police HQ)
- 9mm Rapid Fire MP Pistol (Pick-up: Rooftops)
- Silenced Service Issue Auto 9mm (Pick-up: Impress Lomaz)
- MP Silenced (Pick-up: Dodge Island)
- 12-Gauge Assault Shotgun (Pick-up: Retribution)
- 9mm Rapid Fire MP (Pick-up: Welcome to Nice)
- Assault Rifle (Pick-up: 18 Wheeler)
- Grenade Launcher (Unlock: Calita in Trouble)

### Our Top 5

5. Silenced Service Issue 9mm Pistol – It's the only stealth weapon in the game, and can pop a guy from fifty meters away.
4. Hi-Power Auto 9mm – Your standard weapon. Infinite ammo. Need we say more?
3. Assault Rifle – It's big, it's loud, and it's as bad as it wants to be. This piece of machinery can dole out lots of damage. If only you could use it more in the missions...
2. 12-Gauge Assault Shotgun – One-hit kills, even if you shoot them in the legs. The downside is that you need to be close.
1. The MP silenced – When you need to clear out a lot of baddies in record time, you can't go wrong with this one. It's got the fastest rate of fire out of any weapon in the whole game, as well as the largest magazine at 32 rounds per clip. Use it in good health.

Honorable Mention – The Grenade Launcher. It takes some practice to learn how to aim this behemoth, but once you figure out the best place to stand you can watch those cars blow sky-high!

## CHEAT CODES

Cheats can only be activated from the main menu; pressing the correct button combo will activate a sound and will unlock the cheat in the menu.

### XBOX

All Weapons	L, L, X, Y, Y, R, R
Invincibility*	X, Y, L, R, L, R, R
Unlock all Missions	X, X, Y, Y, R, R, L
Unlock all Vehicles	X, X, Y, Y, L, R, L

L = Left Trigger

R = Right Trigger

\* Will not function in Undercover Mode.

### PLAYSTATION

All Weapons	R1, L2, S, O, R1, R2, L2
Invincibility*	S, S, L1, R1, L2, R2, R2
Unlock all Missions	L1, R1, L1, L2, S, S, O
Unlock all Vehicles	L1, L1, S, O, L1, R1, O

T = Triangle

S = Square

X = X

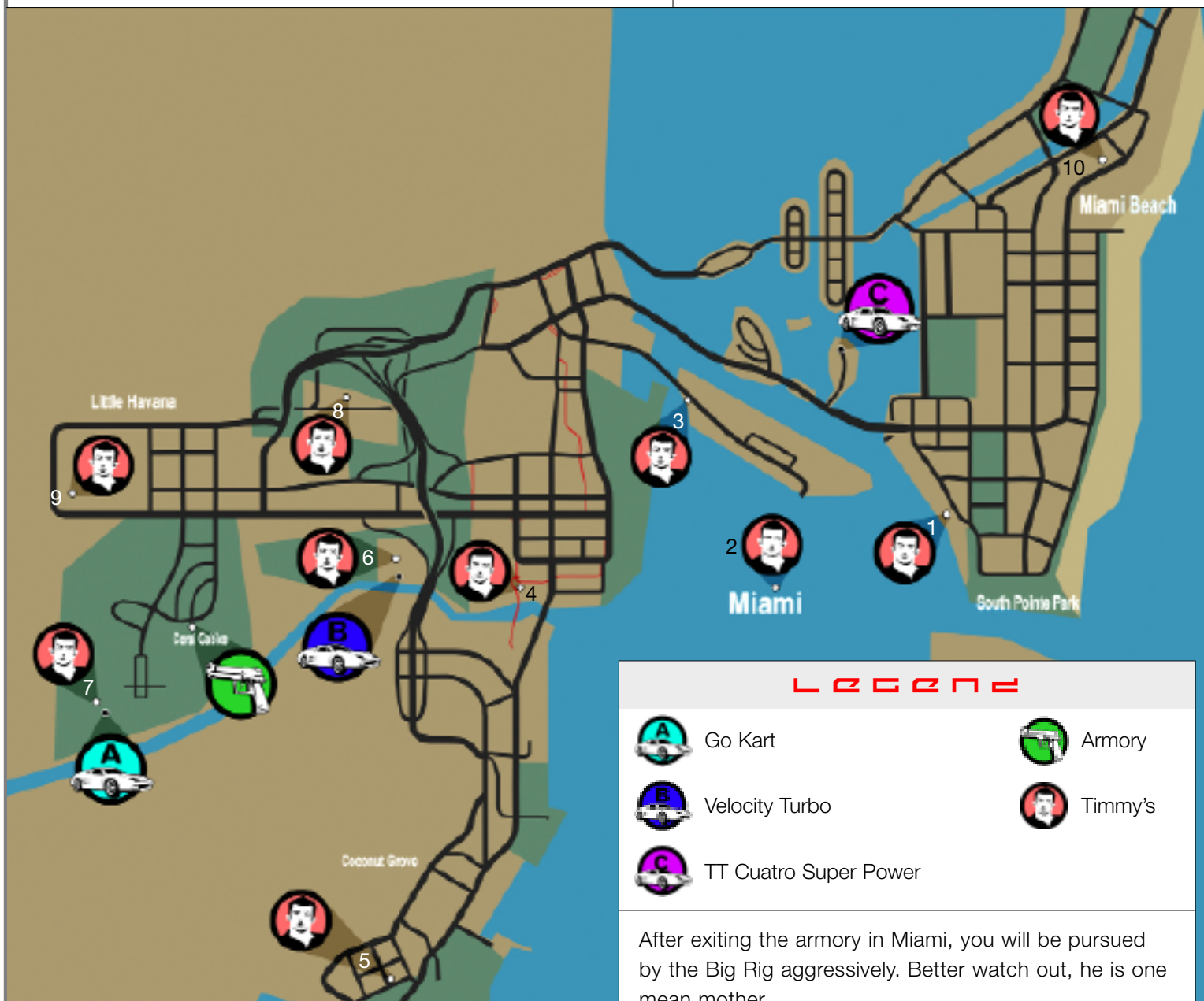
O = Circle

\* Will not function in Undercover Mode.



#### MIAMI MAP

If you need to take this road map with you, be sure to print out the handy Cheat Sheets available on this iGuide or at [www.iguides.net](http://www.iguides.net).



#### TIMMY'S

1. Back garden of the house opposite Tanners apartment
2. In the northeasternmost building of Stiltsville
3. In Dirty Dick's boat house
4. Inside an open garage at the end of an alley
5. In a garage on the roof of a building
6. Upstairs in a building which is under construction

7. Guarding the go-kart track switch
8. Just south of the running track
9. Drinking pop behind a vending machine in the Orange Bowl stands
10. In the elevator on top of the Gold Coast Hotel



#### NICE MAP

If you need to take this road map with you, be sure to print out the handy Cheat Sheets available on this iGuide or at [www.iguides.net](http://www.iguides.net).



#### LEGEND



Camper Van



Armory



Dolch Schub



Timmy's



Forklift

After exiting the armory in Nice, everyone hates Tanner. All peds are baddies and have guns.

#### TIMMYS

1. Upstairs in the warehouse
2. On the rock under the bridge
3. On top of the airport tower
4. Lurking in the church grounds
5. On the mezzanine floor of the collapsing roof building

6. At the band stand on the hill
7. On top of the lighthouse, watching the boats come in
8. Just hanging at Stunt Land
9. Looking for pirate treasure in the cave
10. Squatting in a box

## ISTANBUL MAP

If you need to take this road map with you, be sure to print out the handy Cheat Sheets available on this iGuide or at [www.iguides.net](http://www.iguides.net).

### LEGEND



Speedster



Armory



Racer GT



Timmy's



Roadster

After exiting the armory in Istanbul, the cars Tanner enters have infinite mass.



### TIMMYS

1. Upstairs in bomb truck warehouse
2. Dancing at the disco
3. In deserted signal box, up to no good
4. In a grassy corner off alley
5. Getting all steamed up in the baths
6. Pumping iron at the gym
7. Under the bridge
8. In the subterranean cistern
9. In a shed up steps, behind animated door
10. On top of scaffold, next to roof top

#### MIAMI MISSIONS:

##### POLICE HEADQUARTERS

###### AVAILABLE WEAPON:

- Hi-Power Auto 9mm

###### UNLOCKABLE WEAPON:

- Service Issue 9mm Pistol

###### OBJECTIVES:

- Get to the Police HQ
- Run through the firing range

- Head out the front door and grab your car from the garage (or go out to the street and take someone else's).

- Make your way over to the HQ via the short way or the scenic route. It's your choice in DRIV3R.

- Inside the station, the officer at the desk sends you in to the shooting range. Get out your pistol and prime your trigger finger!

- Red targets = -3 seconds & Blue targets = +5

- Remember, wide turns around the corners give you the clearest, quickest chance to scope out the room.

- Learn to strafe – it will make you a tougher target later on when the baddies shoot back.

- Beat our 2-second record, and you're officially awesome.

###### LEVEL COMPLETE

##### LEAD ON BACCUS

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVE:

- Chase Baccus

- Outside of the Police HQ, your partners are heading to the scene of a crime. Grab a patrol car and burn rubber after them.

- Take the roads at a medium pace. Too fast and the Miami's traffic will get the better of you. You also don't want to swerve with your unruly cop car.

- When you hit the highway, stay in one lane as much as possible. You'll get there faster since you have less ground to cover, and you don't have to worry about spinning out if you're going straight.

- Your biggest threat on this stage isn't Baccus – it's the other cops who tend to swerve right into your path!

- When you finally make it to the siege (in one piece!) the mission's complete.

###### LEVEL COMPLETE



#### MIAMI MISSIONS:

##### THE SIEGE

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVES:

- Take out Baccus' boys
- Chase Baccus

• This is a two-part mission. The first is on foot. You've got to infiltrate the yard where the siege is taking place. Head around the corner to your left.

• As soon as you can see the white fence, two of Baccus' henchmen stroll out with their guns drawn. Pop 'em before they can even turn and see you.

• Make a wide turn around the hedges until you're in line with the doorway to the lot – then nail the guy straight ahead.

• You'll have to enter the lot to take out the final baddie. No problem. He's on the left, by the car. Shouldn't pose a problem for a fine marksman like you.

• Baccus will drive away. Grab the other car and tail him.

• Watch the short wall near the lot's exit. If you're not sharp, it's easy to bang up your ride on it – and you need those precious seconds to catch up to the bad man.

• Maneuver around the parked cop cars, and make the left after Baccus.

• He's fast – but you're Tanner! Careful of his sharp turns, because your vehicle isn't that precise. Use the handbrake when you need to slide around a corner.

• Tailgate, tailgate, tailgate. You can't afford to get too far behind him, and there aren't many other drivers on the road to get in your way.

• This is little more than an endurance test – Baccus eventually ends the mission himself when he slams into a brick wall! Nice work.

###### LEVEL COMPLETE



#### MIAMI MISSIONS:

##### ROOFTOPS

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol

###### UNLOCKABLE WEAPON:

- 9mm Rapid Fire Pistol

###### OBJECTIVE:

- Steal the V8 and bring it to Calita... in mint condition

• Tanner's no stranger to breaking the rules – get used to it. Hightail it to the Gold Coast Hotel. Just follow your map.

• The mission's title? Rooftops. Your destination? You guessed it. Climb the fire escape in back to the second floor, and go inside. Tell the guard he's checking out of this swanky place – tell him with a bullet.

• Down the hall to the right is a room full of baddies, but that's nothing new. What IS special is the Rapid Fire MP's they leave behind. Happy birthday, Tanner.

• Continue to the rooftops. Take out the guy on the right first – then go left. The advantage is yours.

• Take out bad guys on separate levels of the rooftops from above or below them – they have trouble shooting you unless you're at the same height, especially when they're on stairs.

• Grab the health pack on the next rooftop.

• Take the baddies as they come – don't go rushing into trouble. This way you're taking 'em out slow and steady...

• Finally, you're in the garage to steal a V8. There's a yellow booth straight ahead of you – take the guard out of service permanently. He leaves behind a health pack – and a great vantage point for clearing out most of your opposition! Make sure you get everyone – that car needs to be pristine.

• Approach the car, but before you gun that engine, turn around and wipe out the baddies that show up for some

vengeance.

• With the garage clear of guards, it's safe to go back to the booth and hit the switch to open up your exit.

• Don't wreck the car on your way to Calita's. The other drivers shouldn't be a problem, but there will be a bunch of enemies tailing you – and they don't care what shape the car ends up in.

• Drop it off and you'll be in with that tough girl Calita.

##### LEVEL COMPLETE

#### MIAMI MISSIONS:

##### IMPRESS LOMAZ

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol

###### UNLOCKABLE WEAPONS:

- Silenced Service Issue 9mm Auto
- Silenced MP

###### OBJECTIVES:

- Wreck Tico's place
- Wreck the Red River Bar

• Head out the back door and sail away to Lomaz' place. Just follow your map.

• Lomaz wants you to prove yourself – by committing property damage.

• Get in the car with him and destroy whatever clutter has an arrow indicator over it. Careful, some of it's explosive!

• It helps to slide and swerve into objects rather than plow through them – often, you'll end up pointed in the right direction for the next one.

• Watch the clock. It helps if you can learn the placement of each target – they don't change if you repeat the mission.

• Careful of those guys with guns. They don't like trespassers.

• Ramps are easy, if your wheels are lined up with them for a straight jump – the trick is to let off the gas when you reach the top.

• The ramp trick comes in useful for the final target – it's on the second story of a building! Get it right or Lomaz will find another wheelman. You'd better back up before attempting it so you've got enough momentum.

• Next step: Drive over to the Red River Bar.

• Lomaz will wait in the car while you go in and wreak havoc.

• Shoot everything! This will be a lot easier if you wipe out the bartender and the billiards player before starting your ruckus. Get the billiards guy near the back first.

• Shoot, shoot, shoot; but aim, aim, aim. Don't forget the pictures on the wall, the jukebox, the arcade game....

• Take your time, but don't dawdle. If you let the clock expire the cops will come and Lomaz will bolt with your ride.

• Before you leave, make sure you've picked up the Silenced 9mm and the Silenced MP.

• When the destruction meter's full, run outside. Drive off with Lomaz, and enjoy your new guns.

###### LEVEL COMPLETE



#### MIAMI MISSIONS:

##### GATORS YACHT

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVE:

- Get the C-4, plant it on Gator's yacht, and escape before it blows!

- You need to find some C-4 explosives to remodel Gator's yacht. And by "remodel" we mean "destroy."

- Take the boat from your backyard dock and follow the map to the Stiltsville shacks. Cut the engine before you're too close to the houses, and shoot the guards from the safety of your boat.

- With the area clear of opposition, you can pull your boat up to the shack marked on your map. Go upstairs and inside, but be ready to surprise the two baddies in the first room.

- Grab the C-4 and the health pack from the shelf and go through the door on your right to the bedroom. Shoot the other guy and take the second and third C-4's from the room.

- The first place to plant your explosives is downstairs in the engine room. On the main level of the yacht, take the door on the left-hand side of the stairs to get down there. Clear out the room, and plant the C-4 at the flashing yellow icon under the stairs.

- The next place to plant is two floors up, on the yacht's bridge. Take your time to wipe out the guards and keep your eyes peeled for health pick-ups.

- Finally, go back to the main level and take the door to the right of the stairs. Keep going back until you reach the fancy-looking dining room, and plant your little surprise for Gator.

- Get out of there! The clock starts ticking immediately, and you don't want to be anywhere near that blast. Hurry to the stern (that's the rear) and hop back into your own boat for a quick escape.

###### LEVEL COMPLETE

#### MIAMI MISSIONS:

##### TRAPPED

##### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto

##### UNLOCKABLE WEAPON:

- None

##### OBJECTIVES:

- Drive Calita and Bad Hand to safety
- Ditch the car in the water to cover your tracks

• You need to navigate through the underground mall to help Calita and Bad Hand make their escape. The problem? The cops will use whatever means necessary to stop you.

• There are tons of sharp turns, and you have to think fast – sometimes it's hard to tell if you need to go left or right until it's too late. Put the handbrake slide to work for you.

• Sometimes, you can crash directly through the glass store-fronts and cut some corners. Fewer right-angle turns means more momentum for Tanner.

• Once you get outside, the police intensify their attempts to get in your way. Watch out for those barricades, and remember – if you can't get around them, slide through them at an angle.

• You can't get to the safehouse with a tail on you. That wouldn't make it safe anymore! If a cop is following you, take some evasive maneuvers. Tight turns down side streets often do the trick.

• Once your passengers disembark into the safehouse, drive the car off a pier somewhere – just make sure it sleeps with the fishes.

##### LEVEL COMPLETE





#### MIAMI MISSIONS:

##### DODGE ISLAND

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto

###### UNLOCKABLE WEAPON:

- MP Silenced

###### OBJECTIVE:

- Escape Gator's goons

• You need to get out of Dodge – Dodge Island, that is. Hop in the car next to you immediately and gun it – there's a dropping crate outside that could box you in permanently.

• Swerve to the right at the end of that first path so you can run over that gunman.

• Get out of the car and make good use of your gun, starting with the shooter at the top of the steps. Head inside for more baddies to shoot – and some health to pick up.

• There are a lot of impatient gunmen throughout the maze of crates – impatient enough to bring themselves out into the open so you can shoot them without putting yourself in danger.

• When you make it to the end of the maze, you'll find a car. Get in to start your escape – but you'll soon be pummeled by enemy cars. Hop out and shoot the drivers – then steal their rides. Watch out for those 18-wheelers on your way back to the street and off the island.

• Problem: The drawbridge is opening. Two choices: If your car's still in good shape, you can try to jump it. But the more likely solution is that you'll need to shoot your way to the top of the control tower and lower the bridge yourself.

• Drive on off to the end point and you're one mission away from leaving Miami for a while.

###### LEVEL COMPLETE

##### RETRIBUTION

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced

###### UNLOCKABLE WEAPON:

- 12-Gauge Assault Shotgun

###### OBJECTIVES:

- Hunt down and kill Gator
- Lomaz must survive

• Tanner and Lomaz know it's time for Miami to lose a Gator. Grow a lead foot and chase his two cars from the get-go.

• The henchman in the car behind Gator likes to swerve just so he can mess you up. Have Lomaz shoot him up early so he's out of your way for when the driving gets more dangerous.

• Focus more on following Gator from close behind than trying to shoot him. So be smooth with those controls – lose control of your car and you lose your grasp on him.

• He ends up at a warehouse where you need to get out on foot, take out his fierce henchmen, and chase him to his getaway boat. All this while keeping Lomaz alive.

• Remember, always shoot as many baddies in a room as you can before you even enter the doorway.

• There's a closed door you can shoot through, and behind it is a treasure trove of health packs and a very cool shotgun.

• Grab a boat and head to the shanty, but shoot the henchmen there from far enough away that you don't sail right into a deathtrap. Brace yourself for a shootout with Gator – then book yourself a flight to France.

###### LEVEL COMPLETE

#### **NICE MISSIONS:**

#### **WELCOME TO NICE**

##### **AVAILABLE WEAPONS:**

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun

##### **UNLOCKABLE WEAPON:**

- 9mm Rapid Fire MP

##### **OBJECTIVES:**

- Get to Calita in time and shoot your way out
- Calita must survive
- You have to hurry across town to save Calita. You cannot let her die.
- When you get to her location, focus on the shooters closest to her – they pose the greatest immediate threat.

• She had a health box sitting next to her this whole time, but only you can use it.

• Strafe to shoot the onslaught of assailants, and make sure Calita doesn't try anything heroic. Clear the area for her.

• Escorting her to the getaway van isn't the end. You need to get into the back seat and shoot away your opposition before they can destroy your ride. Aim for the tires and the hoods. And don't even bother shooting while the van is making a turn.

• Keep it up and eventually your driver will bring you to safety.

#### **LEVEL COMPLETE**



#### NICE MISSIONS:

#### SMASH AND RUN

##### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP

##### UNLOCKABLE WEAPON:

- None

##### OBJECTIVES:

- Steal three cars
- Load them onto a moving truck
- Keep cars in pristine condition

• Tanner needs to prove himself by stealing three hard-to-find cars and delivering them to a new kind of drop-off point: a moving 18-wheeler.

• The first car is in a subterranean parking garage. If you're moving fast enough, the drop-off truck should be fairly close by.

• You need to line up your wheels perfectly with the precarious ramp. When you get inside the truck, slam on the hand-brake and bail. Get over to the next car ASAP.

• Car number 2 is sitting in a lot in the middle of a park. While still on foot, flip the switch to open the door so you can drive out safely. Did we mention the cars need to be in mint condition?

• Again, the truck should be close by – that is, if you're fast and careful.

• Grab whatever car you can and head uptown to the dealership where the third and final car waits. It's in a dealership, surrounded by glass walls that are just asking you to shatter them. Drive away fast – you just set off a very loud alarm!

• The drop-off truck makes some quick turns near the end of its route. That's bad news for you. Still, if you keep your ride steady you should be able to race up the ramp and satisfy your new boss.

##### LEVEL COMPLETE

#### NICE MISSIONS:

#### 18 WHEELER

##### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP

##### UNLOCKABLE WEAPON:

- Assault Rifle

##### OBJECTIVES:

- Load up and steal the 18 Wheeler
- Bring the truck to the docks

- Drive over to the truck yard. Simple. There aren't any cops out yet.

- When you get to the yard, just ram the fence. Or go around to the water for a secret tunnel entrance. Be ready to take on the shooters – they weren't expecting visitors. Hide behind any structure that will protect your body but give you a good view of who's left.

- When you're the last man standing, head over to the crane. You need to use it to get to a container that's sitting in the second stack from the right.

- Move the top crate to the left two rows and then drop the one you want on the flatbed which is back and to the left.

- Get in the cab and pull it back so that it automatically attaches to the flatbed.

- You've set off a bunch of alarms by now – don't be surprised to see cops forming barricades to stop you. That shouldn't be a problem, though, because you've got a truck! Plow through at full speed.

- The cops are wise to your roadblock immunity – so they'll try shooting out your tires.

- The routes on the right are your best bet. Just be sure to account for the extra slide factor in the truck. Just cut off the gas when you make the turn, and the truck's own momentum will carry you through.

- The map says you need to turn around, but don't try it just yet – travel up the road a bit until there's plenty of room to make your 180.

- Then head back to the docks and breathe a sigh of relief. Truck driving isn't for lightweights.

#### LEVEL COMPLETE

#### NICE MISSIONS:

#### HIJACK

##### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle

##### UNLOCKABLE WEAPON:

- None

##### OBJECTIVES:

- Tail the truck
- Steal the high-performance car and add it to Calita's collection

• Calita wants another car, and there's a truck you can follow to its exact location.

• Don't follow the road at the start – if the shooters at the barricade don't get you, the dangerous winding road will.

• Instead, stay straight onto the grassy area. There's a ramp you can jump off that will put you directly behind the truck.

• Follow it until it pulls into a courtyard. Then stay outside the entrance! Get out of the car and use it for cover as you shoot the foes in the courtyard. Get the guys near the truck first, and then the two near your new car. Watch for bullet spray, though – Calita's got very specific instructions for its condition!

• Make sure to nail the guy up on the left by the water tower.

• When you get in the car the first thing you should notice is the notch in the damage meter – that's your limit! Take care of it!

• Just your luck – when you get back on the road, there are several other cars out there with the sole purpose of wrecking your ride. You don't have a lot of leeway here. Try to stay under their radar as long as you can by cutting across lawns and taking your time to avoid the tails.

• The northernmost route has a blockade, but there's a weak spot all the way on the right where you can just sail through – if you swerve to avoid the lamppost on the other side.

• Head back to Calita's. If you get tailed, use your defensive driving tools to ditch them before you even try to get in the gate.

##### LEVEL COMPLETE





#### NICE MISSIONS:

#### ARMS DEAL

##### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle

##### UNLOCKABLE WEAPON:

- None

##### OBJECTIVE:

- Steal the truck full of explosives and bring it to Calita

- Drive over to the mall. When you get there, go in the front door with a silenced weapon and head as far back as you can. That way, you can pop the three guys waiting at the rear exit without them ever knowing what hit 'em.

- Walk back out the front door and around the corner to wipe out the two baddies in the driveway.

- As you walk further into the driveway, three more run out and try to shoot you. Put them out of their misery, but take care not to hit the pickup truck – it's carrying some very explosive cargo!

- Hop in the truck and check out the damage meter. That measures how close your package is to detonation! For some added danger, check out how the meter goes up every time the explosives shake around too much in the back!

- The clock is ticking and your payload is volatile. The only thing that would make it worse is if there were enemy cars ramming you at every chance they got. And guess what – there are.

- Take a left at the end of the alley where you start, and head for the beach. Follow the beach east and you can make it pretty far along your way – without any bad guys so much as seeing you!

- When the wall becomes flatter near the end of the beach, that's your cue to get back on the road for the home stretch.

- If you acquire a tail, just hurry up and try not to let them push you around. Making the deadline is your priority, and you don't have much time to spare.

#### LEVEL COMPLETE

#### NICE MISSIONS:

##### BOOBY TRAP

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVES:

- Keep the car above 50 MPH or it will explode
- Ditch Lomaz
- Ditch the ride

• Trouble – Fabienne's fixed your car with a bomb that will detonate if you don't maintain a high speed! Whatever you do, don't touch that brake or you'll never be able to keep it above 50.

• Sometimes you will need to slow down – but rather than braking, let off the gas a little bit and coast. Just try to stay straight.

• A very caring friend is willing to rescue Lomaz from this deathtrap, but he's halfway across Nice. Head for the beach.

• When you reach the beach, head down the ramp to where he's driving his pick-up truck.

• Pull alongside to let Lomaz out – but you need to keep it steady so he can have a safe jump. It helps to know that the truck travels at about 60 MPH.

• The next step is to send Fabienne's bomb right back to her. But you can't simply turn around and drive there.

• Instead, keep going along the beach until the slope is safe enough that you can drive up without too harsh of an angle.

• When you're back on the level, it's still not time to turn around! Keep going – away from the target.

• Eventually the median will end. That's your cue to follow the highway around the bend.

• Look at that! You're headed right for Fabienne's place. Keep it steady – you're almost in the clear.

• Keep your speed up if you need to make a turn – sharp angles can really hurt your momentum.

• When you're in Fabienne's yard, aim for the truck. Get the car up to speed, and then bail!

##### LEVEL COMPLETE

#### NICE MISSIONS:

##### CALITA IN TROUBLE

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle

###### UNLOCKABLE WEAPON:

- Grenade Launcher

###### OBJECTIVES:

- Get to Calita in time
- Fight Fabienne... to the death!

- Calita's in trouble. Guess whose job it is to save her.
- You've got two choices – head straight for Calita's location, or take out the van full of reinforcements who are on their way to keep you from her. Go for the van.
- Don't get too close to the van when you find it – hang back and aim for its tires. It will lose control soon enough.
- When you get to the lot where Calita is, ditch the car and move your feet. Shoot down the baddies and head up the stairs for a good vantage point to teach her kidnappers a lesson.

- Fabienne will try to get away. Immediately head back down the stairs and grab the car sitting there. Don't think – just drive! Use the Burnout button for an extra bit of acceleration – those French girls drive FAST.

- Cars and trucks pop out at you from all directions. Keep your head screwed on right and you should be able to dodge them, if only by a few inches.

- Fabienne can take more than 15 different random routes in this chase, but keep up with her and eventually she'll crash her car in an alley. But she gets out of her car, and she's got a gun!

- Strafe to avoid her shots while still keeping your scope on her. Don't feel too bad about killing her – she was a bad, bad girl.

###### LEVEL COMPLETE



#### NICE MISSIONS:

##### RESCUE DUBOIS

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle
- Grenade Launcher

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVE:

- Get to Dubois – by any means necessary

• Head over to the restaurant to save this guy Dubois. The sides and back are covered – you need to go in through the front, so you might as well go in with a bang. You can smash right through the entrance.

• There are four guys out in front that you can probably slam with your car. Then go inside and take out the next two, and brace yourself for their replacements.

• Go into the hallway where there are two more baddies, and then also take out the three in the following room.

• Dubois' kidnappers will take him away again in another car. Lucky for you, the route of the chase is not so tricky.

• Shoot the car Dubois is in all you want, but your real concentration should be to simply keep up with it. Eventually the car will die from your bullets.

• A bodyguard exits the car – a big bodyguard. With a shotgun. But that's a short-range weapon, so use one of your long-range guns to shoot him. Don't give up too early, though, as he takes a whopping ten shots to defeat! Mission complete.

LEVEL COMPLETE

##### HUNTER

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVE:

- Get out of Nice

• This is your last hurrah in France, so don't expect it to be easy.

• First, just drive the boat to the warehouse. Not too tough.

• But once you get inside, you hit some serious problems. Looks like you've been double-crossed.

• You need to make a quick escape – hordes of bad guys are torching their way in! Use the forklift to lift a crate that bridges the gap on the upper level so you can walk across.

• Grab the shotgun on the floor on your way out – you are definitely going to need it. Use it to make quick work of the guys assembling outside, and grab one of their newly abandoned cars.

• If you see a van or a truck, trade in your wheels for it. You need something that can take a lot of damage.

• Fend off the resistance and bash through barricades. Work your way to the café marked on your map, and don't stop for anyone! Avoid the road-blocks wherever you can.

LEVEL COMPLETE

#### ISTANBUL MISSIONS:

##### SURVEILLANCE

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle

###### UNLOCKABLE WEAPON:

- Grenade Launcher

###### OBJECTIVES:

- Tail Jericho and The Bagman
- Get back to the safehouse with no tails
- You need to tail Jericho and The Bagman. Your proximity

bar will tell you if you're too close or too far. Try to keep it in the middle.

- When the bad boys make their final turn at the end, it's easy for the proximity bar to think you've gotten too close. Make sure you hang back before that final intersection.

- When they get to their destination, walk around the corner to the back of the building with your silenced weapon drawn. If you make a racket, the mission's over.

- Lucky for you, most of the guards are facing in the wrong direction! Use well-aimed headshots only. You need to cap them with one shot each.

- After you listen in on Jericho's meeting, you'll be spotted. There's no other option than to fight your way out.

- Head up to the roof to make your escape. Try to be on higher ground than your enemies whenever you can, and you'll have a bit of an advantage.

- When you cross the rooftops to the construction site, head back down to solid ground. You should know how to deal with big groups of bad-dies by now, but be on the lookout for health packs nonetheless.

- There's a white pickup truck in the pit of the construction site, and it's your ticket home. Avoid tails so you can go to your safehouse without blowing its cover.

LEVEL COMPLETE





#### ISTANBUL MISSIONS:

##### TANNER ESCAPES

###### AVAILABLE WEAPONS:

- 9mm Rapid Fire MP
- Grenade Launcher

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVES:

- Keep the cops from destroying your van
- Get to the safehouse

• Jones is driving your getaway van, which leaves you free to sit in back and fire away at the hordes of cops that try to chase you.

• Keep an eye on the damage meter so you'll know if you're in the danger zone.

• These cop cars are built Istanbul tough, so don't bother with the tires or windshields. Aim for the hoods and grilles so you can take the engine out of commission.

• You should only fire when you know the shot will hit. In other words, never pull the trigger when you're making a turn – the van and the cops swerve too much for you to get any bull's-eyes.

• Don't overestimate the driving skills of the Turkish police. Often, they'll crash and burn because of their own mistakes!

• Once you reach the highway, the chase is basically over.

• When you find yourself in the water, you can hop on the nearby boat to make your way to the safehouse.

• If you look at the map, your destination is completely land-locked! Sail west until you're directly south of the safehouse, and then swim over to one of the ladders or staircases to get back to dry land.

• Grab a car – any car – and return to the safehouse without anyone following you.

LEVEL COMPLETE

##### ANOTHER LEAD

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle
- Grenade Launcher

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVES:

- Chase your target to the marketplace
- Fight your way through to catch the lead

• This mission begins with a very fast chase. Pull a hard left and go heavy on the gas. Watch out for the abandoned train car that gets in your way if you turn too wide. As always, let off the accelerator when you're going over the ridge.

• Follow your target as fast as you can. This can get difficult since it's nighttime, so you'd better be quick to react.

• When you reach the marketplace, go in on foot and shoot anyone who gets in your way. Just don't kill the guy you need to interrogate! You'll know it's him if your crosshairs turn blue on him.

• You need to take it slow. The man you're after isn't going anywhere, and you are severely outnumbered. Make sure each one is dead before you move on.

• Just walk up to the alcove where your target is hiding and you've completed another mission. Nice.

LEVEL COMPLETE

#### ISTANBUL MISSIONS:

##### ALLEYWAY

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle
- Grenade Launcher

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVES:

- Tail your target
- Get away safely from traps and tails

- In this mission, you play as Tobias.

• Your man's getting away, so you need to grab the brown car right in front of you and race out of the parking lot's exit over on the right. Your target makes a hard left up that hill, and you can save time by cutting across the road to catch up.

• He takes some serious twists and turns, so utilize your handbrake slides.

• Eventually he makes a sharp turn down an alleyway. It's a trap! Two large trucks will box you in. You'll need to escape on foot.

• Gun down the baddies outside and then enter the warehouse. Work your way upstairs, leaving a trail of bodies behind you. On the top floor, cut across the building and head back down.

• In the lower atrium, there are some foes waiting to ruin your day. Clean them out and steal the car. Your exit is the double doors up the ramp.

- Return to the safehouse, and destroy any tails you acquire.



#### ISTANBUL MISSIONS:

##### THE CHASE

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle
- Grenade Launcher

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVE:

- Chase Calita – by car, boat, then motorcycle!

• You need to chase Calita across town. Problem: you're parallel parked in the wrong direction! Use the burnout button to make a quick 180.

• The only way to gain on Calita is to cut between the wall and the light post at the end of the block.

• You don't necessarily have to go at top speed – in fact, it's usually better to take it at a steady speed since you have a lot of sharp turns to make.

• The burnout slides are your best bet around these turns. You'll keep your momentum. But if you have trouble, the handbrake slide should be adequate.

• Eventually, Calita beats you past a drawbridge. Go down the stairs to the bottom of the bridge and ride a boat to her location, or just flip the switch in the control tower to cross.

• Calita's wrecked her ride, so now she'll be on a motorcycle and so will you. Just keep chasing her and eventually Tanner will catch up and knock her out. Ouch!

• If you can't knock her out in time, you'll end up at her hideout and have to win a gunfight before you can call this mission officially COMPLETE.

###### LEVEL COMPLETE

#### ISTANBUL MISSIONS:

##### BOMB TRUCK

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle
- Grenade Launcher

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVE:

- Shoot up the bomb truck (and don't get blown sky high!)

• Even though this is the second-to-last mission, this one isn't so tough. You need to chase this truck and shoot it up. Take it easy, though – its exploding barrels will keep flying out at you!

• A word to the wise – getting hit with one of the barrels will make you fail this mission miserably.

• At the very beginning, burnout slide to the street so you can catch up to the truck.

• Shoot out the barrels by aiming for the lower left-hand corner. The truck takes a lot of damage, so have Jones take any shot he can get.

• If you can get alongside the truck, do it. But don't get ahead of it – there's just no point in that!

• Stay close enough and the barrels won't hit you. In fact, they'll fly right over you!

• If you see the truck's red brake lights shining, slow it down! You don't want to wreck your ride by rear-ending that big monster. Even worse, it might shunt you back into barrel range!

• From up close you can destroy the truck most efficiently. Do it.

###### LEVEL COMPLETE

#### ISTANBUL MISSIONS:

##### CHASE THE TRAIN

###### AVAILABLE WEAPONS:

- Hi-Power Auto 9mm
- Service Issue 9mm Pistol
- 9mm Rapid Fire Pistol
- Silenced Service Issue 9mm Auto
- MP Silenced
- 12-Gauge Assault Shotgun
- 9mm Rapid Fire MP
- Assault Rifle
- Grenade Launcher

###### UNLOCKABLE WEAPON:

- None

###### OBJECTIVES:

- Chase the train
- Catch Jericho
- Beat the game!

• Jericho's getting away, and he's on a train! On the plus side, his route is confined to the track. However, that thing travels fast!

• Start driving right away so you can get a close tail on the caboose. Stay to the left, though – first, an oncoming train passes in the opposite direction on the right. Also, you might think the tunnel on the right will afford you a shortcut. It will – but only to the emergency room!

• Jericho will try to shoot you from the rear car. Odds are he'll make a few hits, but they'll do little more than ruin your windshield. You should get far enough past him anyway.

• Hug the train when the stone wall appears on your left. Let up the gas a little so you don't swerve all over the place. In fact, when you see the tall tower, slow down significantly and get ready to hang a sharp left.

• Ride down the slope past the tower and through the fence. You're on the highway – which is much more conducive to your kind of driving. Look at your map to see how quickly you're gaining on the train!

• After you pass one intersection, get ready to climb back up to track level. It's the second intersection where you need to smash through the fence and speed up the cliff to follow alongside the tracks – from several feet above.

• Once you're well enough ahead of the train, get back on the tracks and beat it to the bridge.

• Ironically, you spend the final chase of DRIV3R... on foot. Get Jericho and beat the game!

###### LEVEL COMPLETE

