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INFOGRAMES

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Nintendo

GAME BOY COLOR

CGB-BDRE-USA

DRIVER™

YOU ARE THE WHEELMAN™

ONLY FOR GAME BOY COLOR

INFOGRAMES

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EVERYONE
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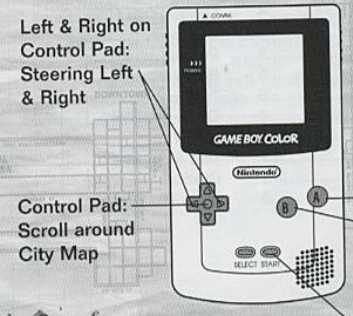
CONTROLS



Left & Right on Control Pad: Steering Left & Right

Control Pad: Scroll around City Map

A Button: Accelerate

B Button: Brake/Reverse Return to previous screen (in Main Menu)

Start: See City Map

THE STORY

You play Tanner, a maverick cop who hands in his badge to go undercover and take on the kingpin of crime – Castaldi.

Tanner is called to the police chief's office in New York and given instructions to head for Miami and meet with a cat called Rufus. After a tip off following his arrival in Miami, Tanner meets with a number of seedy gangsters at an underground parking garage.

He gets one attempt to get a job with the mob by proving his skills behind the wheel, to take over as their lead getaway driver – he passes the initiation. From Miami, to LA and back to New York, this is a tough job for a hard driver.

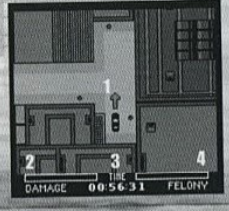
Through three cities, you have to uncover the true intentions behind the ever-increasing power and influence of the Castaldi family.

GETTING STARTED

After viewing the title screens you'll see a demo of the game while the credits roll. Press the A Button during the demo to return to the Main Menu.

If you can't wait to hit the streets, select Undercover or Take A Ride from the Main Menu. You'll be screaming down the road in no time.

From the Main Menu you can also select Language, Driving Games, Options, and Best Times. The Main Menu selections are all described in more detail right after the "On The Road" section of this manual.



ON THE ROAD

When you're behind the wheel, these items show your progress, position, and status:

1. Location Arrow
This red arrow points to your current objective, the place where you need to be. As you move around the city the arrow will move, letting you know your position in relation to the objective. Remember that you can't just drive in the exact direction the arrow is pointing; you'll have to drive around buildings and other obstacles. The arrow just points to your next destination "as the crow flies."

2. Damage
Every time you hit a wall, vehicle, tree or other stationary object, your car takes some damage. The severity of the damage depends on the severity of the crash. Once the damage bar reaches full, your car is wrecked and the mission (or driving game) is over.

The damage meter for other cars (for example, the target car in the Pursuit game) is located in the top right corner of the main game screen. This meter only counts damage inflicted by direct hits from your car.

3. Timer
The timer at the bottom center of the screen indicates your current mission time. On many occasions this will count down and you'll have to reach your next objective in the allocated time for your mission to be a success. At other times you'll need to get the car and its occupant to a location, without a police tail. If this is the case, the counter will count up.

4. Felony
Your Felony bar increases when you commit a crime in view of a cop. Once the cop chase ensues his aggression level will increase in line with your rising felony rating if you continue to commit crimes in full view of the law. The major felonies are:

Aiding & abetting – Assisting the gateway of known bank robbers, felons, and other such rapscallions.

Wanton destruction of property – Destroying or crashing into any public or private property, including café tables, construction barricades, citizens' vehicles and cop cars.

CITY MAP

Pressing Start brings up the City Map. From here you can see a full layout of the city's roads. Simply use the Control Pad to scroll around the map. The flashing square shows where you are, and the flashing circle shows where you want to go. The main use for this map is to check your position and to find way-points, pick-up points, drop-off points, etc.

You can also quit a mission while viewing the City Map by pressing the A Button.

UNDERCOVER

New Game

Selecting New Game will begin your new undercover life. Starting in Miami, you'll progress through missions that will take you to Los Angeles and then on to New York.

To quit a mission and return to the Main Menu, press Start to open the City Map, then press the A Button.

CONTINUE GAME

This enters the Password screen. From here you can enter passwords (made up of four squares containing special Driver symbols), which you receive at the beginning of each new mission. Up and Down on the Control Pad change the symbol in a square; Left and Right on the Control Pad change squares. The arrow on the left side of the screen returns you to the previous menu, and the arrow on the right enters the code. Once you've loaded your game you'll be taken to the start of that code's mission.

LANGUAGE

To select what language you want the game to use, highlight the white flag using the Control Pad and press Start or A Button. Simply move the cursor onto the desired language and press Start or A Button to choose it and return to the Main Menu.

DRIVING GAMES

You can try any of the driving games in this menu. When you select a game, you will then be asked which city you would like to play. You can only play in cities you've visited in Undercover mode.

CROSS-TOWN CHECKPOINT

Select the city you want to race across. Once the game starts you'll have to race from checkpoint to checkpoint in the fastest time possible. The waypoints are detailed on the city map, but you'll also have an arrow on-screen pointing you in the right direction. Once you successfully reach the first flag a second will be shown on the map, and so on until you complete the level. The faster the time, the better. There are two checkpoint games in each city.

GETAWAY

At the start of each Getaway game a cop is on your tail immediately. You must lose him by any means necessary. The quicker you lose the cop, the better. There are two Getaway games in each city.

PURSUIT

Choose the city you want to drive in. Once you start you'll have to chase the lead car as it tries to out-maneuver, out-brake, and out-wit you across the streets, parks and alleyways.

SURVIVAL

How long can you survive against a barrage of veteran cops, dedicated to taking you in, whatever the financial cost of replacing damaged cop cars? The idea is to survive as long as possible. The longer you survive, the better.

TAKE A RIDE

Take A Ride gives you the chance to drive freely through any one of the three cities you've been to in Undercover mode. You even get to choose from several different cars, including a cop car and a taxi.

OPTIONS

This option allows you to turn the music and sound effects on or off. Select music or sound effects with Up and Down on the Control Pad. Turn your selection on with Right on the Control Pad, and off with Left.

BEST TIMES

When you complete any of the driving games in record time, the time will be entered into the Best Time table. To view these times, simply highlight the checkered flag icon on the Main Menu screen and press the A Button.

NOTE: Due to the lack of battery back-up, these times will be lost when the Gameboy is turned off.

TIPS & TRICKS

- Use your map! At the very beginning of each mission, hit Start to look at your map. Use the Control Pad to scroll around. The flashing square is your location, and the flashing circle is your next objective. Use the map to find the fastest, straightest path to your objective. This will improve your time and help you avoid getting stuck in dead ends.
- Drive crazy to lose a cop. When you've got a cop on your tail, weave in and out of telephone poles and street lights, drive on the wrong side of the road, and cut sharp turns around buildings and other cars. Try to make the cop crash into things. Sure, wild driving is dangerous for you, too, but once you're good at it you'll have an easier time losing tails.
- Don't slow down when you get to an objective. The exact spot you're supposed to drive to is marked with a flashing red X. You automatically stop when you hit the X, no matter how fast you're going when you hit it.

- Drive around cops when they try to get in your way. When a cop driving the same direction as you sees you behind him, he'll turn his car and try to block your path. If you see a cop pulling this move, just drive around the back of his car. You won't hit him, and you won't even have to slow down.
- Stay to the right to avoid oncoming cops. When cops coming the other way see you, they'll try to ram you. These guys are tough to avoid if you're in the middle or on the wrong side of the road. Stay as close to the right side of the road as you can (looking from the driver's seat) when you're not trying to lose a tail.

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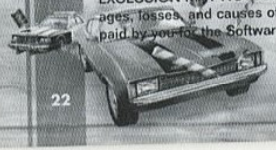

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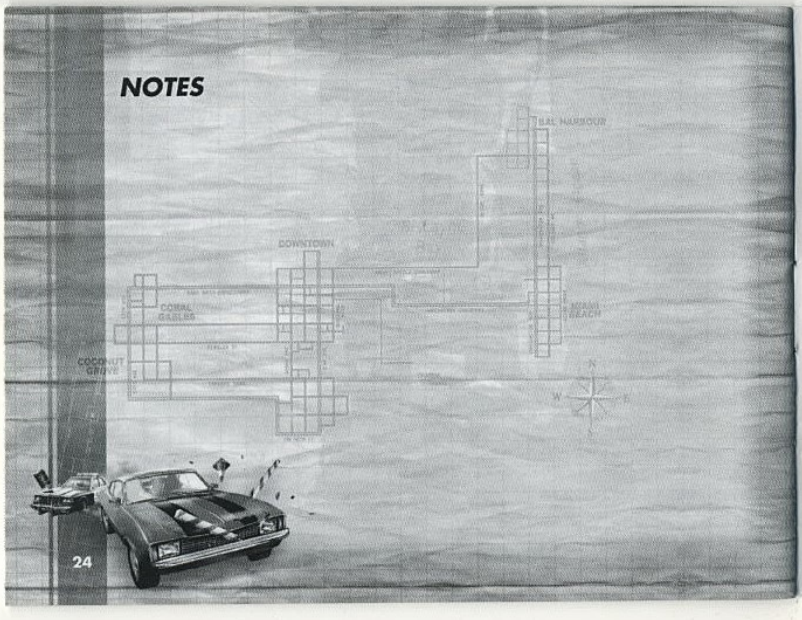

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