
THE WHEELMAN IS BACK
DRIVER 2
REFLECTIONS INTERACTIVE
INFOGRAMES
PlayStation

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started









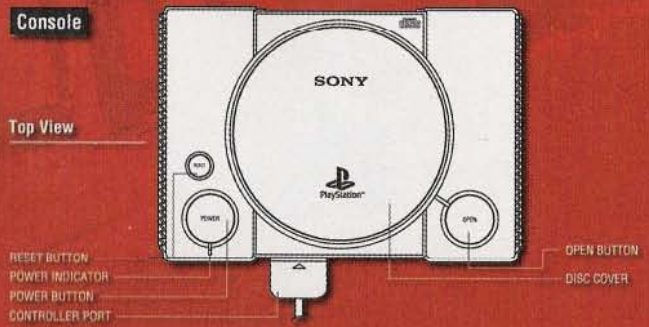
Set up your game console according to the instructions in its manual.

- Make sure the power is off before inserting or removing a compact disc.
- Insert the **DRIVER 2** disc and close the disc cover.
- Insert game controllers and turn on the game console. Follow on-screen instructions to start the game.
- Make sure there are enough free blocks on your Memory Card before commencing play.
- Do not insert or remove peripherals or Memory Cards once the power is turned on.

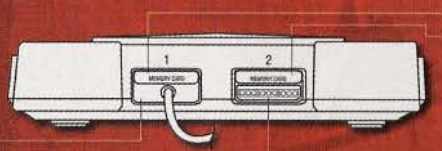
Driver 2 is a 2 CD game. Upon completion of Undercover missions on disc 1 you will be prompted to insert disc 2.

Console

Top View



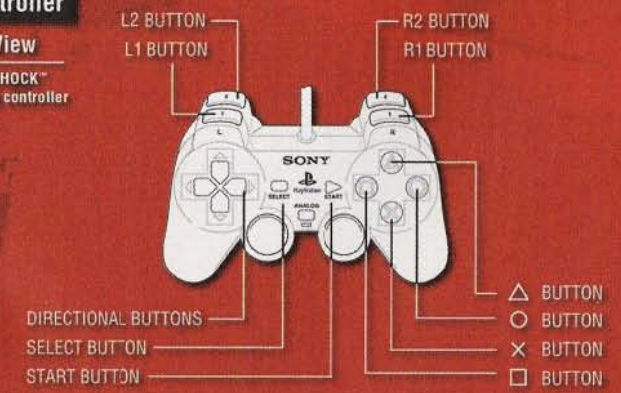
Front View

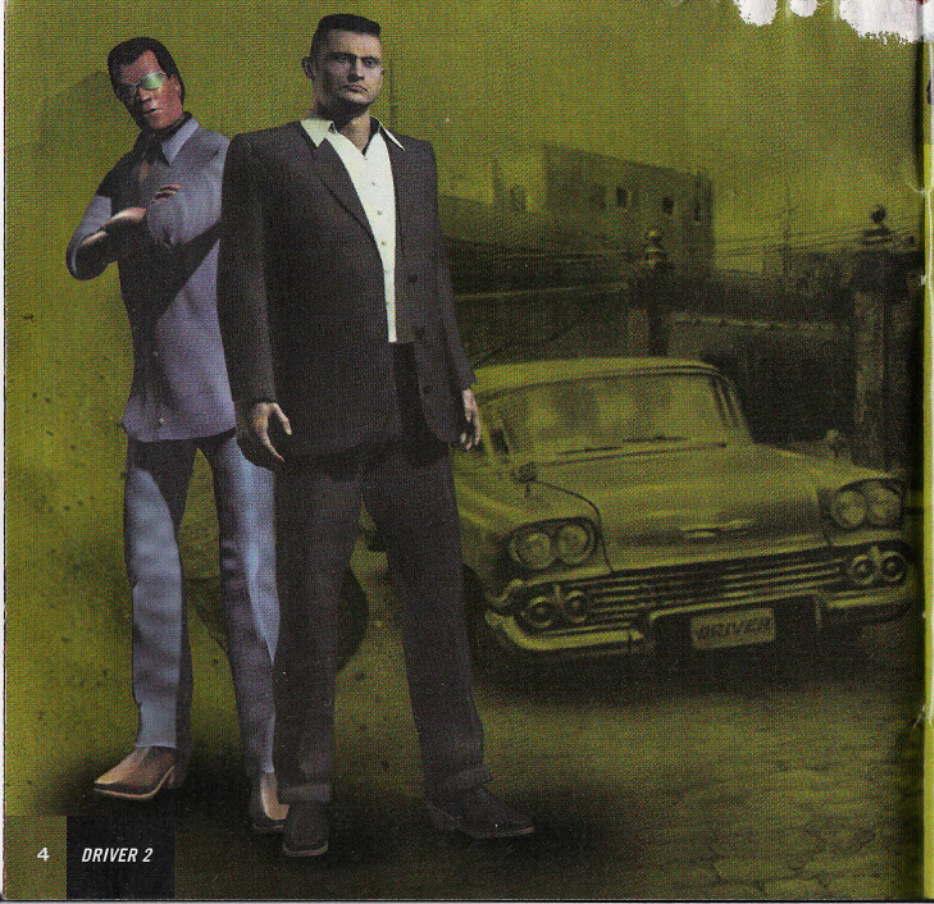


Controller

Top View

DUALSHOCK™ analog controller





The Story

The elusive Alvaro Vasquez, head of the tattooed Brazilian mob operating out of Rio, is turning his business interests to mainland USA. Violence threatens to ignite America when a U.S. crimelord's money man cuts a deal with Vasquez – his greatest rival.

WHAT DOES THE MONEY MAN KNOW?

WHERE'S HE HIDING?

WHO'S ROSANNA SOTO?

WHAT ELSE IS BETWEEN THE AMERICAN CRIMELORD AND THE BRAZILIAN GANGSTER?

HOW LONG HAS TANNER GOT TO FIND OUT?

You play the role of Tanner, sent deep undercover to defuse the violence before it erupts. Teamed up with Tobias Jones, you'll become embroiled in the unfolding story as you tail criminals, chase witnesses, steal cars, search for clues, and out-think Brazilian and US gangsters – even while you're working for them. Your actions affect the course of the story and edge you closer to restoring the balance of power.

The Characters



Tanner

Cool, confident, undercover man with the driving skills and the suits. He's the man behind the wheel and the law behind the getaway.



Tobias Jones

Smooth tongued and slick-styled. Caine thinks he's working for him. The street thinks he's working for Vasquez. But he's undercover, working with Tanner.



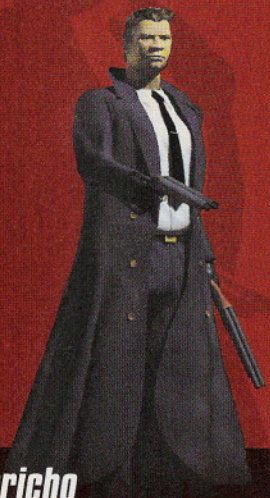
Solomon Caine

With operations based in Chicago and Vegas, he's a ruthless crimelord with some weight to throw around. When he's backed into a corner his blood gets a little colder.



Vasquez

An almost mythical figure, the operator of a multi-million dollar racket in Brazil. When the money man plays into his hands he knows how to hurt Caine, and how to turn up the pain.



Jericho

Caine's hitman. Known for his sawed-off shotguns, and by the trail of dead. People who run into him have a habit of never running into anyone ever again.



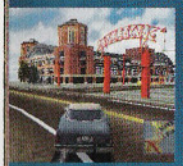
Pink Lenny

The money man. When he leaves Caine and cuts a deal with Vasquez, it's a spark in an explosives dump. Find Lenny, and you might just put the fire out in time.



Controls











⊗ – Accelerate

Use the ⊗ button to accelerate your car.

Directional Button / Left Analog Stick – Steering

Steer your car by using either the directional button, or by using the Left Analog Stick of a DUALSHOCK™ analog controller.

▢ – Brake and Reverse

Press the ▢ button to press the brakes hard. Once your car has stopped, continue to hold down the ▢ button and your car will start reversing.

△ – Pull Handbrake

If you want to throw your car into tight bends with ease or spin a 180° to avoid any on-coming trouble, simply press the △ button and the car's handbrake will lock up those rear wheels. Watch out though, as this can cause extreme over-steer if you're not careful.

○ – Burnout

If you find yourself in a tight squeeze and need a quick getaway, press your ○ button for a rear-wheel burnout.

L1 – Hard Steer

Holding down the L1 button and either the Left or Right Analog Stick or the directional button ← or → will turn the wheel to full opposite lock. Ideal for instantly correcting over-steer.



Controls

R1 – Horn

Press your horn to get those Sunday drivers and wandering pedestrians out of your way, which in turn will minimize your felony rating. Or simply use it for your own enjoyment.

L2 – Look Left

By holding down the L2 button you'll be able to look out for handy shortcuts, hidden alleyways, on-coming traffic and of course, the cops.

R2 – Look Right

Same as looking left, only this time you'll be able to look right instead.

L2 + R2 – Look Behind

This is basically your rear-view mirror. By holding down both L2 and R2 buttons simultaneously, you'll get to see exactly how close to your tail the cops really are, and what they're doing.

SELECT – Switch camera view

You have three selectable viewpoints to play the game from – Third Person behind the car, First Person inside the car, or Drop Camera, which tracks the car from an anchored viewpoint.

START – Pause the game

Pressing the START button will pause all the action in all gaming modes.

DUALSHOCK™ analog controller

When playing the game using a DUALSHOCK™ analog controller, the controller will vibrate in response to your actions – for example, you'll feel vibrations whenever the cops spot you, or whenever you collide with another car or object.



On Foot









During the Undercover missions, you are now able to get out of your car and walk freely around each of the four cities. When on foot, you'll be able to perform basic functions such as unlocking doors, flicking switches, setting detonator timers etc. – all necessary tasks in order for you to complete your mission. Not only that, but you can now steal other vehicles too.

To do this, simply walk into the path of an on-coming vehicle, causing it to stop. Once it's stationary, you can now climb aboard and get behind the wheel and carry on with the mission in hand using the controls listed below. You can do this with every vehicle in the game – except the cop cars.

↑ or ✕ – Run

Simply press the ↑ directional button and you will run in the direction you're facing.

Move backward

Hold ↓ or ○ to move backwards.

△ + ↑ – Get out of car

You can now get out of your car by pressing the △ button and pushing ↑ directional button simultaneously. Please note that your car must be stationary before you can exit it, and you will not be able to exit your car if you are currently being chased.

Get back in car

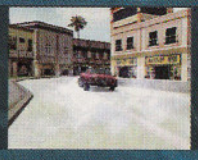
When you are on foot you can hijack other vehicles on the road. To do this you need to obstruct your chosen vehicle until it comes to a halt, and then press the △ button to get in. But take note; your potential new ride must be stationary before you can climb aboard.

Actions

Being on foot allows you perform certain plot-related actions. To do these, simply press the △ button when necessary.











Alternative controls

You can also control the directional movement by using the Left Analog Stick instead of your directional button – ↑ makes Tanner run forward, and ↓ makes him move backwards.

In the Cities

Timer

Your timer is at the top center of the screen and indicates your current mission time. The time will run up as well as down depending on your current mission. Sometimes you'll need to get yourself to a location without a police tail. In this situation your timer will count up. On occasion you'll need to reach your next objective within an allotted time in order to progress. In this situation your timer will count down. Finally, in some missions you'll have to reach a number of waypoints or delivery points within a collective time. You'll receive extra time on your timer for each waypoint reached.

Damage

Just like in real life, each time you plow your car into another vehicle, cop, wall, building or any solid object for that matter, your car is going to receive damage. The severity of the damage will of course depend on the severity of the crash itself, but once your Damage Bar – which is situated at the top left-hand corner of your screen – reaches its limit, your car is wrecked. If you flip your car onto its roof, it will also become instantly wrecked. However, don't forget that if you wreck your car you can just get out and steal another one.

Felony

Your Felony Bar sits just underneath the Damage Bar in the top left-hand corner of your screen and indicates your current felony rating. Each time you commit a crime in view of a cop, your Felony Bar will rise and the cop will give chase. If you carry on committing crimes while he's watching, your bar will rise further, as will











the aggression of the officer in pursuit. Here's a brief self-explanatory list of the major felonies you can commit...

- *Speeding*
- *Aiding & Abetting known criminals*
- *Running a red light*
- *Destruction of public property*
- *Driving on the sidewalk or parkways*
- *Dangerous driving*
- *Terrorizing pedestrians – you can halve your felony rating by warning pedestrians out of the way by using your car horn*

Radar

Situated in the bottom right-hand corner of your screen is your radar. This will indicate your position in relation to the city, and most importantly, it tells you where the cops are. The black and white dots on your radar are the cops and each one has a field of vision cone, which indicates both their direction and their range of vision.

Unsurprisingly, if you commit any felony as a cop looks on, he'll give chase and let any nearby fellow officers know that you're the bad guy. And when more than one cop joins in on the chase their vigilance increases, as well as their range of vision. Each time you're being pursued, your radar will start to flash red and blue. The radar will only return to its normal color if you successfully manage to lose the cops.

Your mission objective or waypoint is also marked on the map, plus a black arrow will appear to point you in the direction of your target and indicates your current objective. As you move around the city, the arrow will move with you, letting you know your position in relation to your objective. As you get nearer to the objective the arrow will begin to narrow until the objective comes into view on the radar and is marked with a white flashing dot.

Cop Location Arrows

If you're involved in a chase with the cops, the red arrows at the bottom of your screen will give you some indication of where they are. The number of arrows displayed tells you just how many cops are after you.

If the arrows are transparent, then the cops are still after you, but thankfully some distance behind. If the arrows start throbbing vibrant red, then they're right on your tail.

Main Menu

Once the introduction movie has finished, you'll be taken straight to the Main Menu screen where you can choose from all the various options and games available. Simply highlight the game or option you want by pressing your directional buttons ⬆ and ⬇, and then press your ⊗ button to select it.

Undercover

This is the main game in DRIVER 2. You may want to try out the Take A Ride mode first to polish up on your behind-the-wheel skills before you embark on this huge sprawling series of missions.

New Game

This will start a brand new Undercover game.

Load A Saved Game

This will take you to the Memory Card manager screen where you can load up and continue your previously saved games.

Replay Missions

Replay Mission can be found within the 'Undercover' menu. Here you have the option of replaying any mission that you have already successfully completed within Undercover mode. Once you have selected a saved mission, a short movie will be played – this will bring you up to speed with the storyline to that specific point in the game.

Driving Games









Quick Chase – Try your best to ram the chase car until he can go no more. Failing that, keep up with him until he hits the final destination.

Quick Getaway – Exactly what it says. This is a one-car chase where you must use all your driving skills to even stand a chance of outrunning the cops.

Checkpoint – Select the city you want to race across. Once the game starts you will have to race from checkpoint to checkpoint in the fastest time possible. The waypoints are shown on the radar. Once you successfully reach the first the 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 level.

Gate Race – In this white-knuckle ride through the city, you must drive through as many of the coned gates as possible. If you hit any cones, time will be deducted from your total. Be careful, because as you near the end of the gates, they get narrower. Your aim is to drive through as many gates as possible within the time limit.

Trail Blazer – Race from the start of the course to the finish. Race as quickly as you can, and hit as many of the cones as possible – your finishing time will be affected by the number of cones touched, one second added per cone. The higher the time the better. There are 100 cones to touch per level. Once you've completed the course hitting all the cones, go for it again to try to improve your time. There are two Trail Blazer games in each city.

Survival – Move fast or suffer the consequences. There's a whole load of cops on your tail and you need to keep your car intact for as long as possible if you're gonna set any new records.

Multi Player Games

Take A Ride – This section allows you and a friend to take a free ride around any of the four cites in the game – Chicago, Havana, Las Vegas and Rio. Initially, your choice will be restricted to just two cities, with the remaining two becoming available when you visit them in the Undercover section of the game.

Once you've selected a city you and a friend wish to drive through, you'll then be asked what time of day you would like to take your ride – day or night.

Cops & Robbers – One player chooses to be the getaway driver, the other player a cop. A high speed pursuit ensues. As the cop, your objective is to ram the fleeing criminal off the road. As the robber, your objective is to stay in one piece. If the robber gets half a mile away he wins.

Checkpoint Racing – Select the city you and a friend want to race across. Once the game starts you will have to race from checkpoint to checkpoint in the fastest time possible. The waypoints are shown on the radar. Once you successfully reach the first, the 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 level.

Capture The Flag – Two opposing players start equidistant from one flag. Each player must race to retrieve the flag and return it to his base. At the end of the time limit, the player with the most number flags collected wins the game. The flag can be stolen from the opposing player while he tries to return it to his own base. This is achieved by ramming your opponent's car. Once the flag is returned to your base, it will reset to a random location in the city.



Options









This section allows you to change the following settings:

Sound

SFX Volume Adjust the slider to increase or decrease the effects volume

Music Volume Adjust the slider to increase or decrease the music volume

Gameplay

Cop Difficulty Easy/Medium/Hard

Changing the Difficulty will affect the overall driving ability and effectiveness of all the various police forces across all Undercover missions and Driving Games.

Subtitles ON/OFF

Vibration ON/OFF

If you are using a DUALSHOCK™ analog controller, this option allows you to turn the vibration effect ON or OFF.

Controller Shows the controller configuration.

Secret There are secret areas, cars, games and cheats to unlock in the cities. Access the secrets from here, once they have been unlocked.

High Scores Shows high scores from the Driving games.

Centre Screen This option allows you to centre the game display on your T.V./monitor. Move the game image using the direction button until the display is at the required position, and then simply hit the ⊗ button to confirm.

Save Settings Save your current settings onto memory card.

Load Settings Load your saved settings from memory card.

CONTROLLER

Center Screen

This option allows you to center the game display on your TV. Move the game image using the directional button until the display is at the required position, then simply press the ⊗ button to confirm.



In Game Menus

Pause Menu

Continue Continue with your mission

Show Map Show an overhead map. Your position in the city is shown by a white dot. Your next objective is shown by a red dot. You can scroll around the map using your directional buttons, and you can align the overhead map with your player map by using the ⊗ button.

Restart Restart the game/mission

Sound Effects Adjust Sound Effects volume level

Music Adjust Music level

Film Director Move to Film Director options

Quick Replay Show an Auto Director Replay

Exit Quit to Main Menu

Mission Complete

Film Director Move to Film Director

Quick Replay Show Auto Director Replay

Save Replay Save your replay onto your Memory Card

Save Game Save your game onto your Memory Card

Continue Continue with the next mission

Exit Quit to Main Menu

Game Over

Restart Attempt the mission or game again

Film Director Move to Film Director

Quick Replay Show an Auto Director Replay

Save Replay Save your replay onto your Memory Card

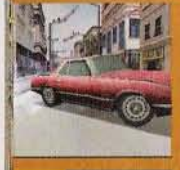
Exit Quit to Main Menu

High Scores









You can record your success in the Driving Games within this section.

View Tables

Each table is viewed separately under the following headings: Quick Chase, Quick Getaway, Gate Racing, Trail Blazer, Checkpoint, Survival.

Load High Scores

Load any previously saved High Score tables.

Save High Scores

Save your current High Score tables onto your Memory Card.

Cheats and Secrets

Each city in the game holds a variety of secrets for you to uncover. So go find them.

As you progress through the Undercover missions, new cars will become available for you to use. These, in turn, will become unlocked and selectable in the Take A Ride section of the game.

Replay Mode

Car Chases

There are four example car chase movies on the Driver 2 disc, recorded and edited by the Reflections team. You can watch these to give you an idea of what can be achieved with a little time and patience with the Film Director mode, or you can even edit them yourself.

Film Director

This section is basically a unique and extensive editing suite where you can either watch your saved replays or re-edit them into your very own classy car-chase movies. By following the simple instructions over the next few pages you'll learn how to get to grips with camera placement, frame advancement, zooms and editing, and you'll be creating cinematic delights before you know it.

Load Film Replays

This section takes you to the Memory Card Manager where you can load up and view any of your pre-saved replays. Once you've selected a replay, you can now take it into the Film Director and start editing.

Film Director Controls



Play/Pause

Select the Play icon and hit your ⊗ button to start the replay. Hitting the ⊗ button again during playback will pause the replay and take you back to the icon set. Play is normally used to reach any particular point of interest or action sequence that you wish to edit.



Auto Director

By selecting this icon, the Film Director will automatically run the replay in full and switch cameras for you. This is an easy way to view your replays, plus you'll learn the finer details and functions of the Film Director as well as getting some inspiration too. You can interrupt the replay at any time and begin editing it yourself using any of the pre-determined Auto Director cameras.



Fast Forward

Hitting Fast Forward will play the replay at twice its normal speed, allowing you to select your desired position or camera change. Hit your ⊗ button to return to the replay, in pause mode.



Frame Advance

By carefully tapping the ⊗ button you'll advance the replay frame-by-frame – ideal for picking out those exact moments you want to view and edit. Hold down the ⊗ button to go back to running the replay at normal speed.





Rewind to the Beginning

Selecting this icon will instantly rewind your replay and re-start it. Don't worry about your camera changes and edits as these will remain the same after the restart.



Add Camera

This icon opens up a sub-menu giving you different cameras to choose from. Each added camera will be effective at the point at which you stopped the replay, and will be represented by a black marker. These are the different types of camera available to you.



In-Car/First Person

This camera changes the viewpoint to a first person perspective from either your car, Tanner, or one of the pursuing vehicles.



Which Car?

This icon will cycle through any vehicles currently giving chase. When you find the car that you want the camera to be fixed to, hit your ⊗ button. Remember to always select OK from the menu to make these changes effective.



Lock to Car/Chase CAM

This camera will chase the car at the angle and position set below.



Move Camera

This camera defaults to focus on your car as the point of interest. Use the directional buttons to move the camera towards the car (⬆), away from the car (⬇), around the car clockwise and counter clockwise (⬅ and ➡), higher (L1) and lower (L2). Holding the R1 Button while pressing these keys will double their movement speed.



Tripod Camera

If you want a fixed, static camera then this is the one for you. Once set up, it will focus on any specified action point or vehicle of your choice.



Move Camera

Use the same controls as listed above (Move Camera) to move the camera towards, away or around the scene. It will default to focusing on the car.



Aim and Lock Camera at Car

Select this icon and the camera will focus on and follow the car's movement from its static position.



Crosshair

Move the camera to focus on any specified place of interest.



Zoom

You can zoom in or out of the shot only if you are aiming the camera at the car. Once the replay is running you'll notice that this camera zooms and focuses on the lead car in accordance with its position, relative to the static camera.



OK

You must select and hit OK in order to implement any and all changes you have made in all the menus.



Edit Camera

This will change the camera type that the current replay frame has paused or stopped. This is indicated by the black marker at the center of the colored bar.



In-Car/First Person

This icon allows you to change the camera type indicated by the black marker to the first person perspective from either your car, Tanner, or one of the pursuing vehicles.



Aim and Lock Camera at Car

Change camera type indicated by the black marker to aim and lock the camera at your car.



Lock to Car/Chase Camera

Change camera type indicated by the black marker to Lock to Car/Chase Camera.



Tripod Camera

Change camera type indicated by the black marker to the Tripod Camera.



Time
Move the start position of the camera currently beneath the black marker forwards and backwards in time moving the directional buttons ⬅ and ➡.

Delete Camera Position
Delete the current camera type positioned beneath the black marker.

OK
You must hit OK to confirm any and all changes.

Save Replay
Once you're happy with your replay editing and changes, you can now save your work out onto your Memory Card. You can save your progress at any stage during editing and return to complete your changes at a later date.

OK
Selecting OK will exit the Film Director. You will be prompted if you have not saved the game. This will now exit the Film Director mode and return you back to the main menu.

Credits

Reflections
(In alphabetical order)

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Tony Roberts

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Maurice Suckling

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James Hume
Martin Oliver

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William Brown
James Hume
Martin Oliver

Additional Credits

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All in the Game Ltd

Audio Post Production and Sound Effects Supplied by PC Music Ltd

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Browns Language Services

Special Thanks
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Lee Kirton
Daniel Matray
.Mz.Lynn.Danielz.
Gareth Betts
Alistair Brimble
Forsters of Consett
Viewpoint Digital
Deadline Dispatch
NE American Car Club Miles
Keith Leary
John Wake

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Michael Gilmartin
Stacy Lawrence
Luis Rivas
Joy Schneer

Dust Junkies - *Fever*
(Nicholas Lockett / Sam Hickling / Stephen Jones / Paul Billington). Published by Universal Music Publishing Limited / Copyright Control. P&C 1996 Polydor Ltd (UK)

Etta James - *In The Basement*
Composed by Raynard Miner/Billy Davis/Carl Smith. Published by Chevis Publishing Corp. By permission of EMI Music Publishing Ltd. P&C 1966 MCA Records Inc

Sonny Boy Williamson - *HELP ME*
Composed by: Sonny Boy Williamson, Willie Dixon and Ralph Bass. © Arc Music Corp and Hoochie Coochie Music Music. Used by kind permission of Jewel Music Ltd and Bug Music Ltd. P&C 1963 MCA Records Inc

Hound Dog Taylor & The House Rockers - *Sitting At Home Alone*
Written by Theodore R. Taylor. Published by Gazell Publishing International for Eyeball Music and Alligator Records. P&C 1973 Aligator Records

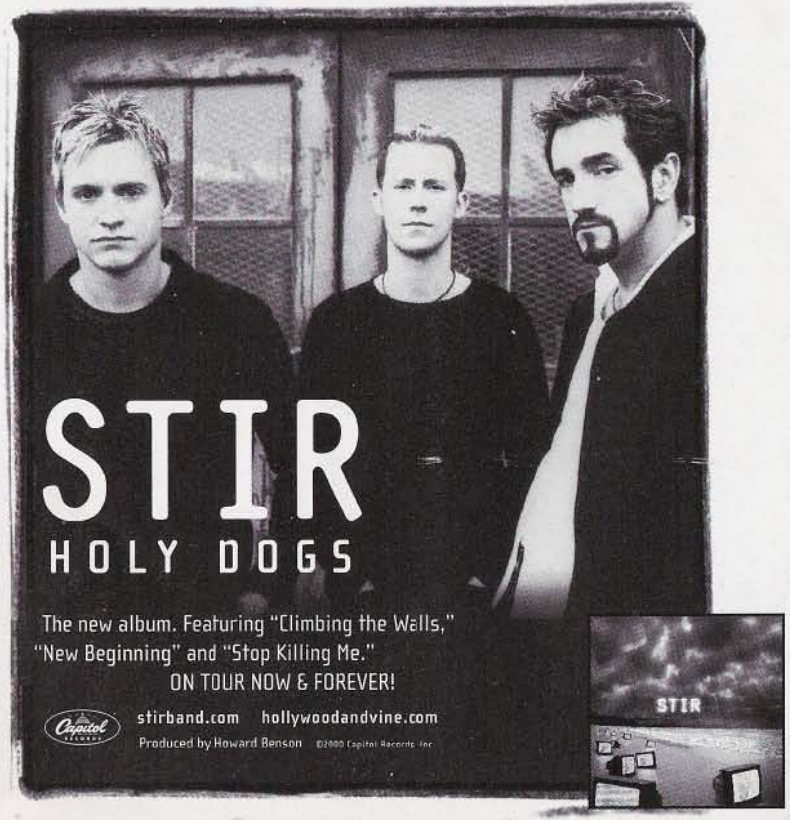
Kenny Rogers - *Just Dropped In*
Written by Mickey Newbury. Published by Acuff Rose Music Publishing. P&C 1985 MCA Records Inc

Mozart - *Lacrimosa*
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IN GAME MUSIC
Alistair Brimble
Semi-Precious Studios
Richard Narco

Music supervision by Gary Richards and Miles, Martin & Maurice @ Reflections.

"Just imagine the Goo Goo Dolls on testosterone." --*Billboard*



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