

Nintendo

GAME BOY[®] COLOR

CGB-BDRE-USA

DRIVER[™]

YOU ARE THE WHEELMAN[™]



INFOGRAMES

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TABLE OF CONTENTS

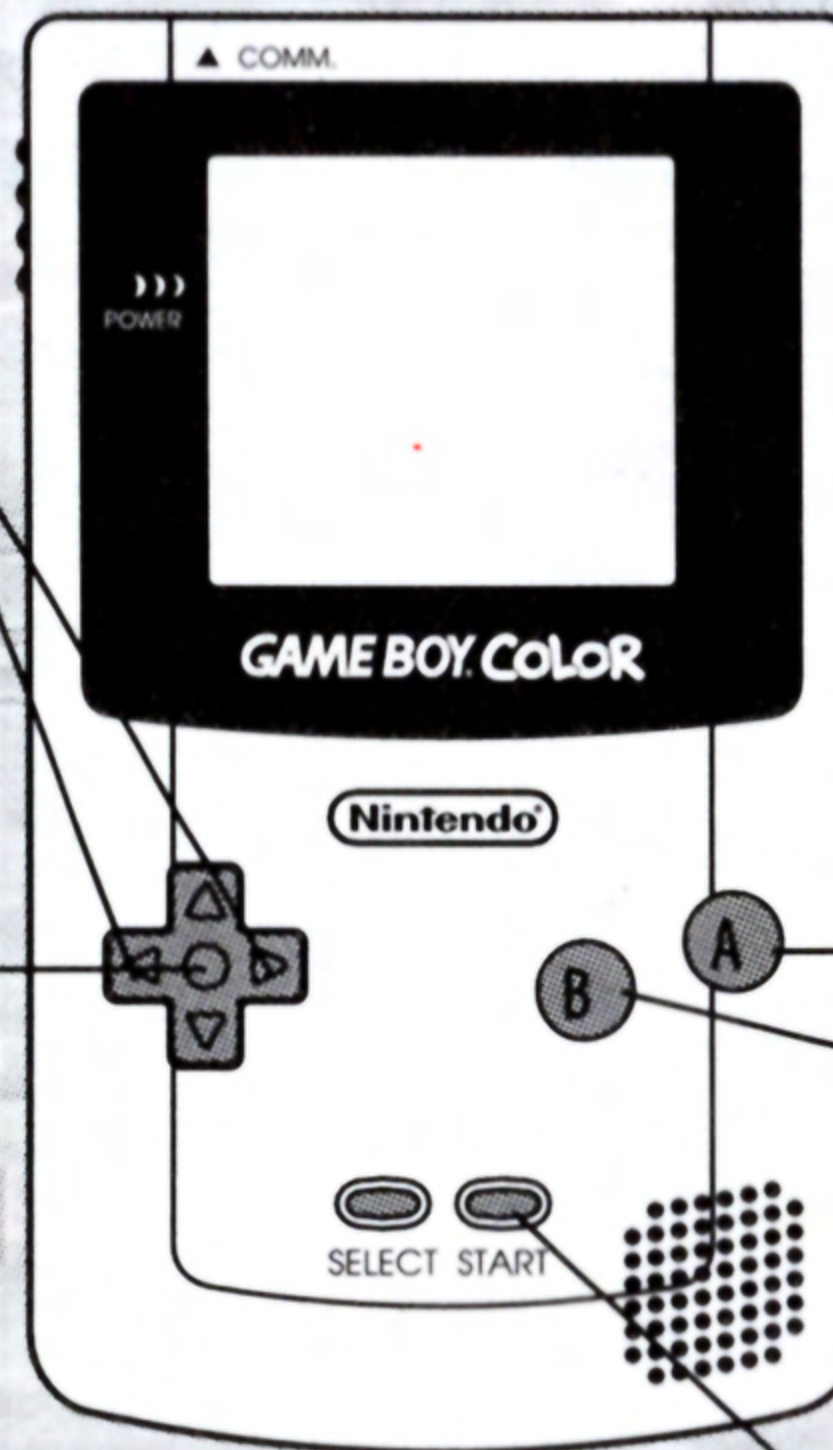
Controls	2	Language	8
The Story	3	Driving Games	9
Getting Started	4	Cross-Town Checkpoint	9
On the Road.....	5	Getaway	10
Location Arrow.....	5	Pursuit	10
Damage	5	Survival	10
Timer	6	Take a Ride	11
Felony.....	6	Options	11
City Map	7	Best Times	11
Undercover	7	Tips & Tricks	12
New Game	7	Credits	14
Continue Game	8	Technical Support	17



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.

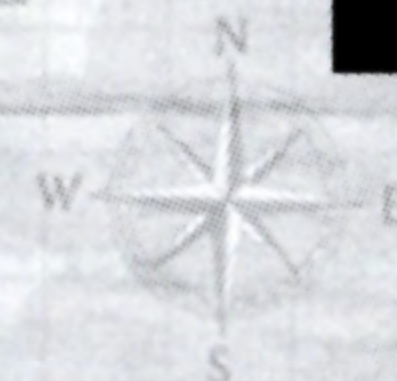
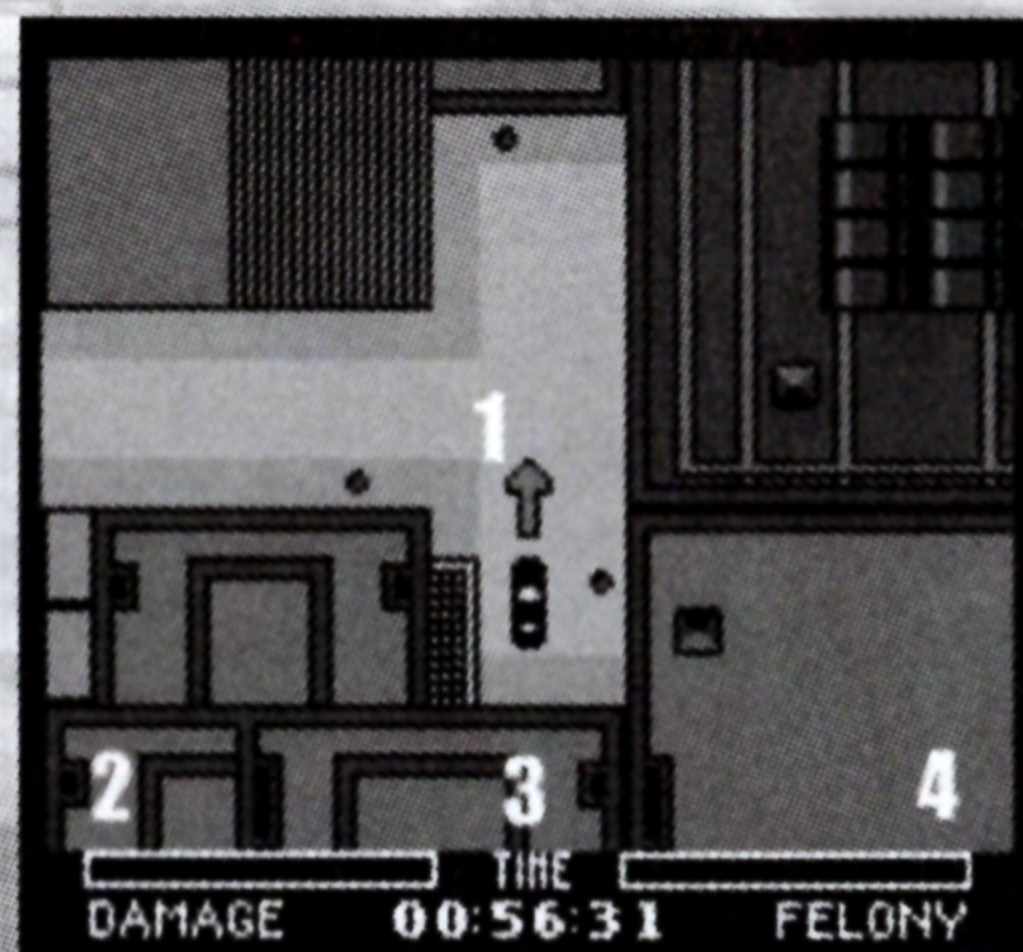


GETTING STARTED

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:

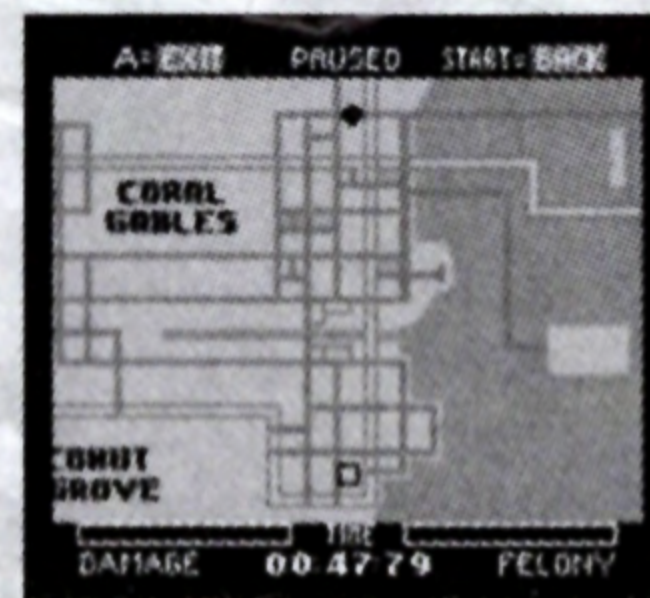
Aiding & abetting – Assisting the gateway of known bank robbers, felons, and other such rascallions.

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.

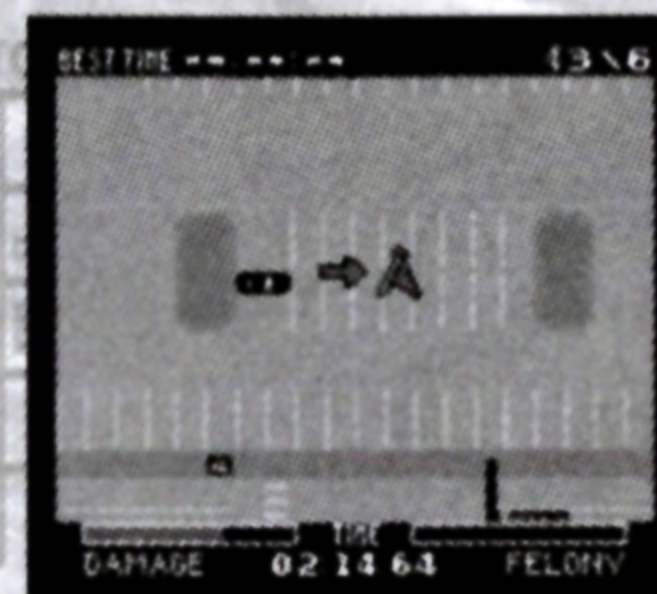


DRIVING GAMES

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.



CREDITS

Crawfish Development

Programmer:

David Leitch

Graphic Artist:

Kevin McMahon

Music & Sound Effects:

Rockett Music

Associate Producer:

Mitchell Slater

Development Director:

Tim Bradstock

Development Assistant:

Tim Coode

QA Tester:

Dave Hardcastle

Special Thanks:

Cameron Sheppard

Becky Mason

Extra Special Thanks:

Cheryl Clifton

Jeff Slater

Che McMahon

Patricia Aling

Jewels Erice

Nicky Erice

Desire Arencibia



GT Interactive (Europe)

Original Concept:
Martin Edmondson

Development Director:
Graeme Boxall

Producer:
Tim Mawson

Associate Producer:
Ben Walker

QA Manager:
Graham Axford

QA Testers:

Germaine Mendes
Andrew Theodoulou

Mete Djemal
Richard Pareja

Ben Walker
Tim Mawson

Localization:
Neil McKenna
Alex "yellowingness" Bush



GT Interactive (USA)

Producer:

Pete Hawley

Product Manager:

Chris Mollo

Director, Test/Quality Assurance:

Steve Knopf

Lead Tester:

Patrick McNeil

Testers:

Paul Ashby

Keith Moran

AJ Pardilla

Yume Gregersen

Mike Snow

Drin Cottle

Director of Marketing:

Tony Kee

Director of Creative Services:

Vic Merritt

Art/Trafficking Manager:

Liz Fierro

Manual Design:

Price Design Team

Localization:

Mark Carter

Media Replication:

Patrick Struhs

Documentation Manager:

Pete Witcher



TECHNICAL SUPPORT (U.S. & CANADA)

Assistance Via World Wide Web In The United States & Canada

Get up-to-the-minute technical information at the GT Interactive Software website, at: <http://www.gtisonline.com> twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information.

You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 425-398-3074. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 7:30 AM until 7:30 PM (PST). Please note that live Tech Support may be closed on major holidays. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.



Product Return Procedures In The United States & Canada

In the event our technicians at 425-398-3074 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)



TECHNICAL SUPPORT (EUROPE)

Help Via Telephone In Europe

English speaking customers in Europe can call: (011 44) 1923 209145.

French and Belgian customers can call: + 33 1 41 06 59 96.

Customers in the Netherlands and Belgium can fax: +31 23 5530131.

German customers can call: 01805 / 25 43 91

(between 15.00 h and 20.00 h)

Voice mail: 01805 / 25 43 92

Fax: 01805 / 25 43 93

Merchandise: 01805 25 43 94

Help Via Postal Mail In Europe

English speaking customers in Europe can mail their questions to:

GT Interactive Support Centre

P O Box 651

Watford WD2 4YN

German speaking customers can mail their questions to:

GT Interactive Software GmbH

Kundenservice

Warburgstr. 35

20354 Hamburg



Email Support In Europe

English speaking customers in Europe can email:

gtisup@clientlogic.co.uk

French customers can e-mail:

cyberhl@aol.com

Customers in the Netherlands and Belgium can email:

helpdesk@homesoft.nl

German customers can email:

gtinteractive@maxupport.de or go to www.gtinteractive.de.

This program is protected by United States federal and international copyright laws.

All trademarks mentioned in this manual are the property of their respective owners.



END-USER LICENSE AGREEMENT

PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. License. The software accompanying this license (the "Software") and the related documentation are licensed to you by us and are subject to this license. You agree that the Software will not be shipped, transferred or exported into any country in violation of the U.S. Export Administration Act (or any other law governing such matters) by you or anyone at your direction and that you will not utilize and will not authorize anyone to utilize, in any other manner, the Software in violation of any applicable law. The Software may not be exported or reexported into (or to a national or resident of) any country to which the U.S. has embargoed goods or to anyone or into any country who/which are prohibited by applicable law, from receiving such property.

2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify, reverse engineer, publicly display, disassemble or otherwise reproduce the Software. You may not rent, sell, lease, sublicense or distribute the Software. You may not offer the Software on a pay-per-play basis or otherwise commercially exploit the Software or use the Software for any commercial purpose.

3. Termination. This license is effective until terminated. You may terminate this license at any time by destroying the Software and related documentation. This license will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.



4. **Disclaimer of Warranty on Software.** You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS". Unless otherwise provided by applicable law, GT Interactive Software Corp. ("GT") warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. GT EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. **Limitation of Liability.** UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL GT OR ITS OFFICERS, EMPLOYEES, DIRECTORS, AGENTS, LICENSEES, SUBLICENSEE OR ASSIGNS BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF SUCH PARTIES HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.



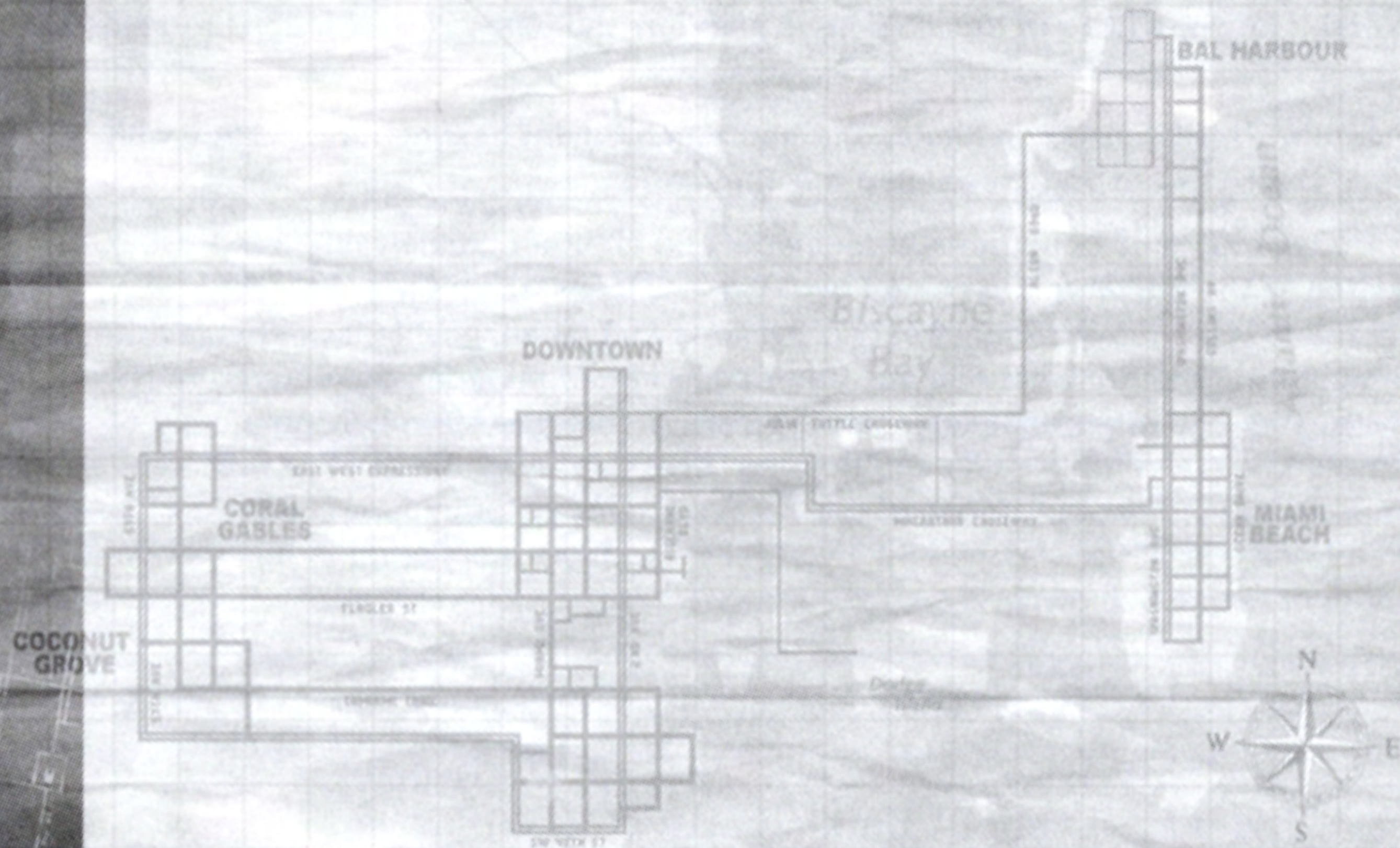
6. Controlling Law and Severability. This license shall be governed by and construed in accordance with the laws of the State of New York, USA. Exclusive venue for all litigation shall be in New York, New York. If any provision of this license is unenforceable, the rest of it shall remain in effect.

7. Complete Agreement. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.

8. Copyright. The Software and all copyrights, trademarks and all other conceivable intellectual property rights related to the Software are owned by GT or its licensors and are protected by United States copyrights laws, international treaty provisions and all applicable law, such as the Lanham Act. You must treat the Software like any other copyrighted material, as required by 17 U.S.C. section 101 et seq. and other applicable law. You agree that you are receiving a copy of the Software by license only and not by sale and that the "first sale" doctrine of 17 U.S.C. section 109 does not apply to your receipt or use of the Software. This program is protected by United States federal and international copyright laws. All trademarks mentioned in this manual are the property of their respective owners.



NOTES



WARRANTY AND SERVICE INFORMATION

90-Day Warranty

Infogrames North America, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Infogrames North America Customer Service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 pm (Pacific Time) Monday through Friday. Please do not send your Game Pak to Infogrames North America before calling. Infogrames North America can also be reached 24 hours a day by FAX at (408) 246-0231 or by email at help@infogrames.net. Check us out on the World Wide Web at <http://www.infogrames.net>.
3. If a Customer Service Technician is unable to solve this problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your Game Pak (be sure your packaging is at least 4" x 6", as many shipping companies will not ship anything smaller.) Send the Game Pak and your sales slip or similar proof-of-purchase within the 90-day warranty period to:
Customer Server, Infogrames North America, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129.

After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames North America, and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

Driver Color Game Boy™ © 2000 Infogrames, Inc. All rights reserved. Created by Reflections Interactive Limited, an Infogrames, Inc. studio. Published & distributed by Infogrames, Inc. Reflections and the Reflections logo are trademarks of Reflections Interactive Limited. Infogrames Inc. and the Infogrames logo are trademarks of Infogrames, Inc. All other trademarks are the property of their respective companies.



PRINTED IN JAPAN