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ATARI

TROUBLESHOOTING

PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

Note: unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

- If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.

- Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably. Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

Using Windows help

- 1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
- 2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

Game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

- **First of all**, try downloading the latest driver from the video card manufacturers website. Listed below are the most popular **video card manufacturers**:

| | |
|----------------|---|
| Asus: | http://www.asus.com |
| ATI: | http://www.ati.com |
| Creative Labs: | http://www.europe.creative.com |
| Guillemot: | http://www.guillemot.com |
| Hercules: | http://www.hercules.com |

- **If there is no improvement**, try downloading the latest driver provided by the **video card chipset manufacturer**:

| | |
|-----------|---|
| NVidia: | http://www.nvidia.com |
| ATI: | http://www.ati.com |
| Power VR: | http://www.powervr.com |
| Matrox: | http://www.matrox.com |
| S3: | http://www.s3graphics.com |
| Intel: | http://www.intel.com |
| SIS: | http://www.sis.com |

| | |
|----------------|---|
| Creative Labs: | http://www.europe.creative.com |
| C-Media: | http://www.cmedia.com.tw |
| Diamond: | http://www.diamondmm.com |
| ESS: | http://www.esstech.com |
| Videologic: | http://www.videologic.com |
| Yamaha: | http://www.yamaha.com |

- Choppy or stuttering sound, or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

How to end all unnecessary general background tasks.

Important note: Ensure that you re-enable background tasks after playing by restarting your computer, doing so will **reactivate automatically** all of the background tasks that you ended.

Windows 98/ME

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
- 2 To end a background tasks, click on its name in the list, then click the End Task button.
Note: It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
- 3 The Close Program Window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
- 2 Click Task Manager to open the Windows Task Manager. To end a background task, click on its name in the list under the Application tab, then click the End Task button.
Note : Depending on your settings, when pressing CTRL, ALT and DELETE some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
- 2 To end a background task, click on its name in the list under the Application tab, then click the End Task button.

If you finally decide to call the hotline:

Before making your call, we ask you to **sit at your computer**, have the following information available (see "Checking my system specification"), and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98/Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

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FIRST THINGS FIRST

The ReadMe File

The *DRIV3R*™ DVD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *DRIV3R* directory found on your hard disk (usually C:\Program Files\Atari\DRIV3R). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *DRIV3R*, and then on the ReadMe file.

SETUP AND INSTALLATION

1. Start Windows® 2000 and XP.
2. Insert the *DRIV3R* DVD-ROM game disc into your DVD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.

Note: If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing the *DRIV3R* DVD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Driv3r/Driv3r to start the game.

Note: You must have the *DRIV3R* DVD-ROM game disc in your DVD-ROM drive to play.

Installation of DirectX®

The *DRIV3R* DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it.

CONTROLS

Driving Controls

| ACTION | KEY |
|--------------------------|-----------------|
| Accelerate | ' (apostrophe) |
| Brake / Reverse | / |
| Turn Left | Z |
| Turn Right | X |
| Handbrake | Spacebar |
| Burnout / Detach Trailer | \, # |
| Enter / Exit | E |
| Look Left | A |
| Look Right | D |
| Look Back | W |
| Change View | C |
| Horn | H |
| Crane Up | Up Arrow Key |
| Crane Down | Down Arrow Key |
| Crane Left | Left Arrow Key |
| Crane Right | Right Arrow Key |
| Action | Num 0 |
| Crane Grab | Enter |

On-Foot Controls

| ACTION | DEFAULT KEY |
|---------------|--------------------|
| Forward Walk | W |
| Backward Walk | S |
| Strafe Left | A |
| Strafe Right | D |
| Crouch / Roll | Left-Ctrl |
| Jump | Spacebar |
| Enter / Exit | E |
| Weapon Cycle | Q |
| Look / Aim | Mouse (and NumPad) |
| Shoot | Num 5 |
| Draw Weapon | Tab |
| Reload | R |
| Change View | C |
| Action | Num 0 |

Driving Controls Explained

Accelerate

Press the **'** (apostrophe) key to put the pedal to the metal.

Steering

Steer your car left by pressing the **Z** key and right by pressing the **X** key.

Brake and Reverse

Press the **/** key to hit the brakes. Once your car has stopped, continue to hold down the **/** key and your car will go in reverse.

Pull Handbrake / E-Brake

You can throw your car into tight turns or spin 180° to avoid oncoming trouble. Press the **Spacebar** to apply the car's handbrake and lock up the rear wheels. Watch out though, 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 the **\, #** key for a rear-wheel burnout.

Horn

Press the **H** key to hit your horn. You reduce your felony rating when you warn pedestrians out of your way by sounding your car's horn.

Look Left / Right

Press and hold the **A** key or **D** key to look left or right, respectively. You can look for handy shortcuts, hidden alleyways, oncoming traffic and, of course, the cops.

Look Behind

Press and hold the **W** key to look behind you. This functions as your rear-view mirror. You'll see how close the cops are, as well as what they're doing.

Switch Camera View

DRIV3R can be played entirely in first-person view (inside the vehicle or through Tanner's eyes) or third-person view (behind the vehicle or behind Tanner). Press the **C** key to toggle between the two settings.

Pause

Press the **Esc** key to pause the game.

On Foot

During Undercover missions, you can exit your vehicle and walk freely around the city. While on foot, you can perform basic functions, such as unlocking doors, flipping switches, setting detonator timers, etc. Many of these tasks are required to complete the missions.

Run

Press the **W** key to run in the direction you're facing.

Move Backward

Press the **S** key to move backward.

Exit a Vehicle

Press the **E** key to exit a vehicle.

Enter a Vehicle

When you're done walking, you'll want some wheels. To jack a car, walk into the path of an oncoming vehicle, causing it to stop. Once the car is stopped, press the **E** key to climb in and get behind the wheel. Most vehicles in the game can be stolen this way.

Draw Weapon

Press the **Tab** key to draw or holster your currently selected weapon. Press **Num 5** to fire.

Weapon Cycle

Press the **Q** key to cycle through the weapons. Press the **R** key to reload.

Ammo

You can automatically re-equip with ammo by walking over dead gunmen.

Crouch

Press the **Left-Ctrl** to crouch while standing. When running, press **Left-Ctrl** to run into a roll.

Jump

Press the **Spacebar** to jump while on foot.

Actions

When on foot you can perform mission-specific actions by pressing the **Num 0** key. In some missions you will be required to trigger switches, which are highlighted by a bright yellow box.

THE STORY

A gang of Miami car thieves attempts to ship 40 of the world's most expensive cars to a mysterious international buyer. Taking their pick of cars in Miami and the South of France, the gang keep on the move and co-ordinate the sale in Istanbul, a city straddling both Europe and Asia. But in the gang of car thieves, posing as a getaway driver, is Tanner, an obsessive and ruthless undercover cop, determined to stop the sale of the cars and discover the identity of their buyer.

You play the role of Tanner as you work both for and against the gang of car thieves. You must use your skills in driving and firearms to infiltrate your way into the gang and then work out how to stop them in time.

There are 40 stolen cars. They have a street value of \$20 million. But there is only one cop who counts.

THE CHARACTERS



Tanner

Undercover cop a.k.a. "The Driver." Obsessive risk taker, with brutal methods, accustomed to highly dangerous undercover work. Frequent tendency to ignore and override authority.



Tobias Jones

Police detective, Tanner's partner. Cool, calm and confident, accustomed to working with Tanner, admiring and repelled by his methods in equal measure. Jones is more restrained, but no less dedicated.



Jericho

Former lieutenant to Solomon Caine, a gangster with an empire stretching from Chicago to Vegas. Unpredictable and unflappable, his ruthlessness is matched only by Tanner, the man who's trying to stop him.



Calita

Head of "South Beach," a notorious Miami-based car theft outfit. She is cold, efficient and ambitious. They say she once killed her own crew members in a hostage standoff — no one has crossed her since.

MAIN MENU

After the boot-up sequence, you'll be taken to the Main Menu, where you can choose from various options and game modes. Click on the option or game you want.



Undercover

This is the story mode and the main game in DRIV3R. You may want to try the "Take A Ride" mode first to polish up your behind-the-wheel skills before embarking on this expansive range of missions.

Continue Game

Load and continue your previously saved game.

New Game

Start a new Undercover game.

Replay Mission

You have the option of replaying completed missions. Once you have selected a saved mission, a short movie will play, which will bring you up to speed with the storyline to that point in the game.

View Cutscenes

View the cinematic sequences to bring you up to speed on the DRIV3R storyline.

TAKE A RIDE

In this mode, you can freely drive wherever you like, taking any vehicles you can see, picking up police tails and losing them however you want. Explore cities to unlock cheats and secrets.

Warning: If you unlock any item in Take A Ride the auto-save feature will not be initiated. In order to save your game progress, exit the game and save your profile manually. Your profile can be located in the Options Menu under Profiles.

DRIVING GAMES

Quick Chase

Chase and destroy the opponent's car before the timer runs out.

Quick Getaway

Ditch the cops in the fastest time possible.

Trailblazer

Knock over a trail of cones placed around the city. You'll start with a set time on the clock and receive one additional second for each cone hit. Reach the end in the fastest time while hitting as many cones as possible.

Survival

Survive as long as possible while manic cops ram and try to wreck you.

Checkpoint Race

Race from one checkpoint to another. Each checkpoint is placed somewhere in the city. Use your map to find the quickest route through all of the gates in the fastest possible time.

Gate Race

Drive through as many cones as possible. If you hit a cone, time is deducted from your total. The gates become narrower as you progress. Reach the end before time runs out.

OPTIONS



Extras: Access to a variety of bonus materials.

Replays: This section takes you to the Replay Management screen, where you can load, view or delete any saved replays. Once you've selected a replay, you can take it into the Film Director and start editing.

Profiles: You can load / save or delete any saved profiles.

SETTINGS

Sound

SFX: Increase or decrease the sound effects volume.

Music: Increase or decrease the music volume.

Overall Volume: Controls the overall volume of music and SFX in the game.

Sound Card Settings: Allows you to customise your sound card settings.

Accept: Confirm changes and return to the Settings Menu.

Display

Gamma: Adjust the level of brightness.

Advanced Video Card Settings: Allows you to customise your video card settings for maximum performance.

Advanced Shaders On/Off - Supports Pixel Shader 2.0 on compatible cards.

Anti-Alias On/Off - Creates smoother blending on diagonal surfaces.

Aspect Ratio: Choose 4:3 for full-screen or 16:9 for widescreen.

Accept: Confirm changes and return to the Settings Menu.

Controls

Invert Look: When turned ON, moving the mouse up will cause you to look down and moving the mouse down will cause you to look up.

Look Sensitivity: Adjust how sensitive the look function is to input.

Vibration: Toggles vibration ON/OFF for compatible controllers.

Controller Setup: Allows you to choose which peripherals to use, and configure controls as you wish.

Accept: Confirm changes and return to the Settings Menu.

Game

Auto-Aiming: When this option is enabled, the target crosshair will automatically drift and lock on to the nearest target.

Subtitles: Turn the on-screen subtitles ON / OFF.

Speed: Choose the unit of measurement for the speed display: miles per hour (MPH) or kilometers per hour (KPH).

Auto Weapon Upgrade: When turned ON, your weapon selection will change to the better weapon when one is acquired.

Thrill Cam: Adjust the amount of blur displayed during a Thrill Cam view. Turn the Pressure Slo-mo ON / OFF.

Accept: Confirm changes and return to the Settings Menu.

Language

Audio: Select a language for the in-game dialogue.

Text: Select a language for the in-game text.

Accept: Confirm changes and return to the Settings Menu.

IN-GAME MENUS

Pause Menu

Press the **Esc** key to display the map for the city you are in. You can rotate, move and zoom in on the map to find the exact location you want.

To rotate the map clockwise press **Num 9** key. Rotate the map counter-clockwise by pressing Num 3 key.



Press the **Num 8** key to move the map up.

Press the **Num 2** key to move the map down.

Press the **Num 4** key to move the map left.

Press the **Num 6** key to move the map right.

To zoom in, press Num **1** key. Press **Num 7** key to zoom out.

Continue: Continue with the game.

View Replay: Show an Auto Director Replay.

Film Director: Launch the Film Director.

Thrill Cam: Press **T** key to see the action in dramatic real-time slow motion. Adjust the amount of motion blur displayed by increasing or decreasing the setting.

Options: Adjust SFX and Music volume.

Restart: Start the game over.

Quit Game: Quit and return to the Main Menu.

Mission Complete

After successfully completing a mission, you'll have several options.

Next Mission: Continue on to the next mission.

View Replay: Show an Auto Director Replay.

- Save Replay:** Save your replay onto the hard disk.
- Save Profile:** Save your game progress.
- Film Director:** Launch the Film Director.
- Restart:** Retry the current mission or objective.
- Quit Game:** Quit to the Main Menu.

Mission Failed

- View Replay:** Show an Auto Director Replay.
- Save Replay:** Save your replay onto the hard disk.
- Save Profile:** Save your game progress.
- Film Director:** Launch the Film Director.
- Restart:** Retry the current mission.
- Quit Game:** Quit and return to the Main Menu.



HEADS-UP DISPLAY

Timer

In timed missions, the timer appears at the top-center of the screen, indicating your current mission time. The time can run either up or down, depending on your current mission.

Cop Location Arrows

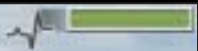
When the cops are chasing you, the red arrows at the bottom of the screen indicate their position. The number of arrows corresponds to the number of cops. How red the arrows are tells you how close they are; the redder the arrows, the nearer the cops.

Radar

You can use the radar on the mini map to help you navigate to your mission objective or driving game waypoint (green dots). The cities in DRIV3R are huge so it's not always possible to see your objective this way (remember you can see the whole map from the Pause Menu).

You can also use the radar to detect Armouries (blue dots), Safehouses (red crosses), baddies (red dots) and cops. Cops are shown as a white cone, indicating their direction and field of vision. Commit felonies in sight of a cop and he'll give chase, alerting HQ to dispatch more cars. When this happens their vigilance increases and range of vision expands. When you're being pursued the radar will flash red and blue. When you lose or badly damage the cop, the radar will return to its usual color.

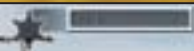
Health



You lose health if you're shot, hit by a vehicle, fall from a great height or spend too long in the water. When this meter reaches zero, you're dead. Your health is restored when you walk over health packs.



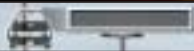
Felony



The felony meter appears underneath the Health meter in the top left-hand corner of the screen, indicating your current felony rating. Each time you commit a crime in view of a cop your felony meter rises and the cop will give chase. If you continue to commit crimes while the cops are watching, the meter will rise further, as will the aggression of the officer in pursuit. Here's a brief list of the major crimes you can commit:

- Speeding
- Running a red light
- Destruction of public property
- Dangerous driving
- Drawing a weapon
- Terrorising / shooting pedestrians

Damage



Each time you plow your car into another vehicle, wall, building or other solid object, your vehicle takes damage. The severity of the damage depends on the severity of the crash itself. But, once the damage meter, located at the top-left corner of the screen, reaches its limit, your car is wrecked.

You can however crash through benches, tables and various clutter without causing damage to your vehicle.

However, don't forget that if you wreck your car you can get out and steal another one.

REPLAY MODE

Film Director

This unique and extensive editing suite lets you watch your saved replays or re-edit them into your very own car chase movies. By following the simple instructions over the next few pages, you'll learn about camera placement, frame advancement, zooms and editing. You'll be creating cinematic delights before you know it

FILM DIRECTOR CONTROLS



VCR Controls



Play / Pause

Click on the Play icon to start the replay. Click the icon again during playback to pause the replay and return to the icon set. Play is normally used to reach a particular point of interest or action sequence that you wish to edit.



Frame Advance

Click to advance the replay frame-by-frame — ideal for picking out those exact moments you want to view or edit.



Fast Forward

Hit Fast Forward to view the replay at twice its normal speed. This allows you to select your desired position or camera change. Press Play/Pause to return to the replay, in Pause mode.



Rewind to the Beginning

Select this to instantly rewind and restart your replay. Your camera changes and edits will remain the same after the restart.



Full Screen

Selecting this toggles off the timeline to display the screen with no overlays. Press the Enter key to toggle the timeline back in view.

Note: Only available for use while the replay is playing.



Auto Director

By selecting this icon, the Film Director runs the replay in full and adds cameras automatically. This is an easy way to view your replays, as well as learn the finer details and functions of the Film Director. You can interrupt the replay at any time and edit it using any of the pre-determined Film Director cameras.



Add Camera

Opens up a sub-menu, giving you several different cameras from which to choose. Each added camera will be effective beginning at the point at which you stopped the replay, and will be represented by an orange timeline marker.

Mounted Cameras



Chase Camera

Follows Tanner or the selected vehicle to which the camera is attached.



First Person Camera

Change the viewpoint to a first-person perspective viewed from the vehicle on which the camera is mounted or Tanner.



Rear Bumper Camera

Captures the action behind the selected vehicle.

Note: This camera is not available for use when Tanner is on foot.



Wheel Camera

This is the classic wheel mounted camera, giving you a great shot of the road.

Note: This camera is not available for use when Tanner is on foot.

Mounted Camera Effects



Slow Motion

Slows down the action in view. The slow motion speed can be adjusted using the slider.



Motion Blur

Blurs the action in view. The amount of blur can be adjusted using the slider.



Which Car?

Cycles through any vehicles involved in the chase to choose a vehicle on which to mount the camera.

Note: This icon will not be selectable if you are not involved in a chase.



Rotate Camera

Sets the camera rotating around the object.

Note: Can only be used with Chase Camera.



Confirm

You must select Confirm to implement any changes made and to take you back to the play screen.



Tripod Camera

This fixed, static camera focuses on any specified action point or vehicle of your choice. Press the **up or down arrow keys** to move the camera forward and backward. Press the **Page Up key** to move the camera down and the **Page Down key** to move the camera up. Use the **Number pad 4, 6, 8 and 2 keys** changes the direction in which the camera is pointing.

Tripod Camera Effects



Slow Motion

Slows down the action in view. Again, the slow motion speed can be adjusted using the slider.



Motion Blur

Blurs the action in view. The amount of blur can be adjusted using the slider.



Zoom

Allows you to zoom in on a target. Amount of zoom can be adjusted using the slider.



Lock Camera to Car

Locks to and follows the car's movement across the screen.



Which Target?

Cycles through and locks onto vehicles that are involved in the chase.



Confirm

You must select Confirm in order to implement any changes made and take you back to the play screen.



Edit Camera

Opens up a sub-menu in which cameras can be edited by swapping types, changing positions and effects, adjusting start positions and deleting cameras. The camera type will be highlighted to correspond with your position on the timeline. Click on the highlighted icon to edit the camera effects or choose one of the other camera types to swap to that camera.



Time

Move the current camera's start time (indicated beneath the orange marker) forward and backward in time by pressing **left or right arrow keys**. Press the **up or down arrow keys** to switch from the start time to the end time. This is indicated by the flashing marker displayed on the timeline bar.

Note: The film will not actually move.



Delete Camera Position

Delete the current camera type positioned beneath the orange timeline marker.



Save Replay

Save the replay.



Eject

Exit Film Director.

The Making of *Driv3r*

The audio for "The Making of *DRIV3R*" video plays only in English. To view the localised subtitles, the Subtitles option must be turned ON in the Display Menu and the appropriate text selected in the Language Menu.



DET VIKTIGASTE FÖRST

Filen ReadMe

På dvd-skivan med DRIV3R™ finns det en fil som heter ReadMe, där licensavtalet och senaste nytt om spelet står att läsa. Du bör läsa den om du ska kunna ha glädje av eventuella ändringar som har skett sedan handboken gick i tryck.

Om du vill läsa filen ska du dubbelklicka på den i katalogen DRIV3R på hårddisken (normalt C:\Program\Atari\DRIV3R). Du kan även läsa filen genom att först klicka på Start i aktivitetsfältet, peka på Program, sedan på Atari, sedan på DRIV3R och till sist välja filen ReadMe.

INSTALLATION

1. Starta Windows® 2000 and XP.
2. Sätt i dvd-skivan med spelet DRIV3R i dvd-spelaren.
3. Om funktionen Spela upp automatiskt är aktiverad bör installationsprogrammet startas. Om inte – eller om installationen inte startas automatiskt – ska du klicka på Start i aktivitetsfältet och välja Kör. Skriv D:\Setup och klicka på OK.
4. Slutför installationen av DRIV3R genom att följa resten av anvisningarna på skärmen.
5. När installationen är klar kan du starta spelet genom att klicka på Start i aktivitetsfältet och välja Program/Atari/Driv3r/Driv3r.

Obs! Dvd-skivan DRIV3R måste ligga i dvd-spelaren, annars går det inte att spela.

Installation av DirectX®

Det går inte att spela DRIV3R utan att DirectX® 9.0c eller en senare version är installerad. Om du inte har installerat DirectX® 9.0c eller en senare version på datorn ska du klicka på "Yes" när du tillfrågad om du vill göra det.

KONTROLLER

Körkontroller

| ÅTGÄRD | TANGENT |
|--------------------------------|-------------|
| Accelerera | ' |
| Bromsa / Backa | / |
| Sväng vänster | Z |
| Sväng höger | X |
| Handbroms | Mellanslag |
| Bränna iväg / Koppla loss släp | \, # |
| Gå in / Gå ur | E |
| Titta åt vänster | A |
| Titta åt höger | D |
| Se bakåt | W |
| Byta vy | C |
| Signalhorn | H |
| Kran upp | Uppil |
| Kran ned | Nedpil |
| Kran vänster | Vänsterpil |
| Kran höger | Högerpil |
| Åtgärd | Numeriska 0 |
| Grip med kran | Enter |

Kontroller till fots

| ÅTGÄRD | STANDARDTANGENT |
|-----------------------|---|
| Gå framåt | W |
| Gå bakåt | S |
| Bestryka till vänster | A |
| Bestryka till höger | D |
| Huka / Rulla | Ctrl till vänster |
| Hoppa | Mellanslag |
| Gå in / Gå ur | E |
| Byt vapen | Q |
| Se / Sikta | Musen (och det numeriska tangentbordet) |
| Skjuta | Numeriska 5 |
| Dra vapen | Tabb |
| adda om | R |
| Byta vy | C |
| Åtgärd | Numeriska 0 |



TÄRKEITÄ TIETOJA

ReadMe-tiedosto

DRIV3R™-DVD-peliin liittyy ReadMe-tiedosto, jossa on sekä käyttö sopimus (License Agreement) että pelin uusimpia tietoja. Lukemalla tiedoston voit hyötyä kaikista muutoksista, joita on mahdollisesti tehty tämän ohjekirjan painamisen jälkeen.

Voit avata tiedoston kaksoisnapsauttamalla sitä kiintolevyn DRIV3R-hakemistossa (yleensä C:\Program Files\Atari\DRIV3R). Voit avata ReadMe-tiedoston myös napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta, valitsemalla Ohjelmat, valitsemalla Atari, DRIV3R™ ja napsauttamalla sitten ReadMe-tiedostoa.

ASENTAMINEN

1. Käynnistä Windows® 2000 and XP.
2. Aseta DVD-asemaan DRIV3R-DVD-pelilevy.
3. Jos automaattinen käynnistys on käytössä, pelin alkunäyttö tulee näkyviin. Jos automaattinen käynnistys ei ole käytössä tai asennus ei ala automaattisesti, napsauta Windows®-tehtäväpalkin Käynnistä-painiketta ja valitse sitten Suorita. Kirjoita D:\Setup ja valitse OK.
4. Viimeistelee DRIV3R-DVD-pelin asennus noudattamalla näyttöön tulevia ohjeita.
5. Kun asennus on valmis, voit aloittaa pelin napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta ja valitsemalla Ohjelmat/Atari/Driv3r/Driv3r.

Huomautus: DRIV3R-DVD-pelilevyn on oltava pelin aikana DVD-asemassa.

DirectX®:n asennus

DRIV3R™-DVD-peliä varten tietokoneessa on oltava DirectX® 9.0c tai uudempi versio. Jos tietokoneeseen ei ole asennettu ohjelmaa DirectX® 9.0c tai uudempaa versiota, valitse Yes (Kyllä), kun asennusohjelma kysyy, haluatko asentaa ohjelman.

KOMENNOT

Ajamiskomennot

| TOIMINTO | NÄPPÄIN |
|---|----------------------|
| Kiihdytä | ' |
| Jarruta / Peruuta | / |
| Vasen käännös | Z |
| Oikea käännös | X |
| Kasijarru | Välilyönti |
| Takapolitto (Burnout) / Irrota traileri | \, # |
| Sisään / Ulos | E |
| Katso vasemmalle | A |
| Katso oikealle | D |
| Katso taaksepäin | W |
| Vaihda näkymää | C |
| Äänimerkki | H |
| Nostokurki ylös | Ylänuolinäppäin |
| Nostokurki alas | Alanuolinäppäin |
| Nostokurki vasemmalle | Vasen nuolinäppäin |
| Nostokurki oikealle | Oikea nuolinäppäin |
| Toiminto | Numeronäppäimistön 0 |
| Nostokurjella tarttuminen | Enter |

Jalankulkukomennot

| TOIMINTO | OLETUSNÄPPÄIN |
|--------------------------|------------------------------|
| Kävele eteenpäin | W |
| Kävele taaksepäin | S |
| Sivuttaislake vasemmalle | A |
| Sivuttaislake oikealle | D |
| Kyyristy / Pyöri | Vasen Ctrl-näppäin |
| Hyppää | Välilyönti |
| Sisään / Ulos | E |
| Aseen vaihtaminen | Q |
| Katso / Tähtää | Hiiri (ja numeronäppäimistö) |
| Ammu | Numeronäppäimistön 5 |
| Vedä ase | Sarkain |
| Lataa ase | R |
| Vaihda näkymää | C |
| Toiminto | Numeronäppäimistön 0 |



PARA COMEÇAR

O Ficheiro ReadMe

O DVD-ROM do jogo *DRIV3R*™ tem um ficheiro ReadMe onde podes consultar o Acordo de Utilização e informação actualizada sobre o jogo. Recomendamos vivamente que leias este ficheiro para poderes beneficiar das alterações efectuadas depois de o manual ter sido impresso.

Para veres este ficheiro, faz um duplo-clique na directoria *DRIV3R* que encontrarás no teu disco rígido (usualmente em C:\Programas\Atari\DRIV3R). Também podes ver o ficheiro ReadMe clicando primeiro no botão Start na tua barra de tarefas do Windows®, depois em Programas, em seguida em Atari, depois em DRIV3R, e finalmente no ficheiro ReadMe.

CONFIGURAÇÃO E INSTALAÇÃO

1. Inicia o Windows® 2000 and XP.
2. Introdz o DVD-ROM do jogo DRIV3R na tua unidade de DVD-ROM.
3. Se o AutoPlay estiver activado, deverá aparecer o ecrã do título. Se o AutoPlay não estiver activado, ou se a instalação não começar automaticamente, clica no botão Start na tua barra de tarefas do Windows®, depois em Executar. Escreve D:\Setup e clica em OK.
4. Segue as restantes instruções do ecrã para acabares de instalar o DVD-ROM do jogo DRIV3R .
5. Assim que a instalação estiver concluída, clica no botão Start na barra de tarefas do Windows® e escolhe Programas/Atari/Driv3r/Driv3r para começares o jogo.

Nota: Terás que ter o DVD-ROM do jogo *DRIV3R* inserido na tua unidade de DVD-ROM para poderes jogar.

Instalação do DirectX®

O DVD-ROM do *DRIV3R* necessita do DirectX® 9.0c ou superior para funcionar. Se não tens o DirectX® 9.0c ou superior instalado no teu computador, clica em "Sim" quando te for perguntado se o queres instalar.

COMANDOS

Comandos de Condução

| ACÇÃO | TECLA |
|-------------------------------|-------------------------------|
| Acelerar | , |
| Travar / Marcha atrás | / |
| Virar à Esquerda | Z |
| Virar à Direita | X |
| Travão de Mão | Barra de Espaços |
| Combustão / Soltar o Atrelado | \, # |
| Entrar / Sair / | E |
| Olhar para a Esquerda | A |
| Olhar para a Direita | D |
| Olhar para Trás | W |
| Alterar a Visão | C |
| Buzina | H |
| Guindaste para Cima | Tecla da Seta para Cima |
| Guindaste para Baixo | Tecla da Seta para Baixo |
| Guindaste para a Esquerda | Tecla da Seta para a Esquerda |
| Guindaste para a Direita | Tecla da Seta para a Direita |
| Acção | Num 0 |
| Preensão do Guindaste | Enter |

Comandos a pé

| ACÇÃO | TECLA POR DEFEITO |
|---------------------------|---------------------------|
| Andar para a Frente | W |
| Andar para Trás | S |
| Metralhar para a Esquerda | A |
| Metralhar para a Direita | D |
| Agachar / Rolar | Ctrl Esquerdo |
| Saltar | Barra de Espaços |
| Entrar / Sair | E |
| Ciclo das Armas | Q |
| Olhar / Apontar | Rato (e Teclado Numérico) |
| Disparar | Núm 5 |
| Puxar da Arma | Tab |
| Recarregar | R |
| Mudar a Visão | C |
| Acção | Núm 0 |

CREDITS

Reflections Interactive

Project Manager
Graeme Jennings

Programming Team

Technical Lead
Steve North

Allan Bentham
Jonathan Grant
James Hopkin
Patrick Lau
Russ Lazzari
Simon O'Connor
Steve Robb
Allan Walton

Art Team

Will Brown
Gavin Greaves
Graham Sergeant

Scripting Team

Lee Barber
Anthony Erskine

QA

Lead
Richard Todd

Geoff Pate
Dale Scullion

Console Credits

Development Director
Martin Edmondson

Project Management

Project Manager
Gareth Edmondson

Associate Project Manager
Tony M Roberts

Design Team
Steve Borland
Martin Edmondson
Craig Lawson
Mark Mainey

Sound Engineer
Seb Thomas

Programming Team

Technical Lead
Christopher Phillips

Tools and Technology
Management
Philippe Paquet

Physics Team Lead
Chris Jenner

Programming Team
Allan Bentham
Andrew Davies
Dave Chambers
John Connors
Gavin Freyberg
Jonathan Grant
James Hopkin
Russ Lazzari
Will Musson
John McKenna
Tom Morris
Steve North
Jeanette Phillips
Steve Robb
Paul Ryland
Andrew Scott
Allan Walton

Art Team

Will Brown
Gavin Greaves
Graham Sergeant

Scripting Team

Lee Barber
Anthony Erskine

QA
Richard Todd

Lead
Richard Todd

Geoff Pate
Dale Scullion

Development Director
Martin Edmondson

Project Management

Project Manager
Gareth Edmondson

Associate Project Manager
Tony M Roberts

Design Team
Steve Borland
Martin Edmondson
Craig Lawson
Mark Mainey

Mission Programming
Management
Robin Wardle
Art Teams

Art Manager
Dave Oxford, Sr.

Miami
City Lead
Dan Oxford

Steve Adams
Mark Adamson
William Brown
Kally Chow
Richard Daglish
Tim Flowers
Nick Honey
Jim Nelson
Alex Nye

Nice

City Lead
Dave Oxford, Jr.

Andrew Bales
Allison Best
Paul Foster
Emma Nye
Graham Sergeant
Guy Walker

Istanbul

City Lead and In-Game Art Lead
Phil Baxter

Andreas Tawn
Anthony Erskine
Gavin Greaves
Paul Gerrard
Andy Sharratt
John Smiley
Martyn Wilson
Dean Windle
Mark Wright

Additional Art
Jack Couvela
Dirk Lambert
Chris Willacy

Vehicle Art
Simon Auchterlonie
Paul Dykes

Additional Vehicle Art
John Roxburgh
Mark Wilks
Kally Chow

Scripting
Lead Scripter
Steve Borland

Craig Anderson
Lee Barber
Rob David
Anthony Erskine
Paul Gerrard
Martin Oliver
Jonathan Rivers
Andrew Stewart
Stuart Varrall

Cinematics

Cinematics Project Management
Dave Oxford, Sr.

Mark Akester
Robin Armstrong
David Cockburn
Marcus Hardy
Andrew James
Richard Robinson
Chris Rubery
Maha Subramanian

Storyboard Artist
Paul Davidson

Screenplay & Cut Scene Director
Maurice Suckling

Animation Production
Coordinator
Simon McKeown

In-Game Animation Team

Lead
Gavin Williams

Raphael Nogues
Mike Thompson

Additional Animations
Gavin Whelan

Additional Character Modelling
Pete Collier
David Hall
Lyndon Munt
Richard Smith

QA

QA Manager
Graeme Jennings

Lead
John Hopkin

Testers
Andrew Ball
Dan Creagh
Alick Gardiner
Geoff Pate
Richard Todd
Tech Support
John Hurst
Paul Noble

Special Thanks

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Atari Europe

Jean Marcel Nicolai
Senior VP of International Operations.

Gareth Betts
Senior Producer

REUBLISHING TEAM

Rebecka Pernered
Republishing Director

Ludovic Bony
Localisation Team Leader
Karine Vallet
Localisation Project Manager
Olivier Caudrelier / Stéphane Zaouak/ Fabien Roset
Localisation Technical Consultant

Caroline Fauchille
Printed Materials Team Leader

Sandrine Dubois
Printed Materials Project Manager

Vincent Hattenberger
Copy Writer

Jenny Clark MAM Project manager

MANUFACTURING / SUPPLY CHAIN

Alain Fourcaud
Director Supply Chain
Delphine Doncieux/Fanny Giroud/Mike Shaw/Jean Grenouiller
Manufacturing Coordinators

QUALITY ASSURANCE TEAM

Lewis Glover
Quality Director
Bruno Trubia
Quality Control Project Manager
Lisa Charman
Certification Project Manager
Sophie Wibaux
Product Planning Project Manager
Philippe Louvet
Engineering Services Manager
Stéphane Entéric
Engineering Services Expert
Emeric Polin
Engineering Services Expert

MARKETING TEAM

Martin Spiess
European Marketing Senior VP
Cyril Voiron
European Group Marketing Manager
Mathieu Brossette
European Brand Manager
John Tyrrell
European Communications Manager
Renaud Marin
Europe Web Manager

LOCAL MARKETING TEAM

Australia – William Ng
Benelux – Johan DeWendt
France – Alexandre Enklaar
Germany – Jens Hofmann
Greece – Spyros Stanistas
Iberica – Laura Aznar / Joanna

Teixeira
Italy - Andrea Loidice
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Switzerland - Tino Pivetta
United Kingdom - Ben Walker

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Stephen " Presidente " Docherty
Julio " Titititit " Lucio
KBP: Astrid Forstbauer et Benoît Mergault
Synthesis: Mauro Bossetti and Emanuele Scichilone
Enzyme Testing Lab: Marc-André Parizeau et Kirsten Shrankel
RelQ and Gaurav
TAKE OFF
Petrol

Music

Music Design
Nimrod Productions
www.nimrodproductions.com
Music supervisor and Official
Soundtrack concept
Marc Canham

In-game and FMV music
composed by Marc
Canham/Rich Aitken/Narco



In-game music performed by
Narco



Music Produced by Rich
Aitken and Marc Canham.
Engineered by Edwin
'Chopper' Scroggie
Mixed by Rich 'Narco'
Mastered by Robert Gretscht

Ingame music featuring the
The Nimrod Session
Orchestra:
Arranged and Conducted by
Jonathan Williams

Lead Players
Robin Ashworth
Ben Griffiths

Dominic Jewel
Andrew Joyce
Carys Lane
Anna Starkey
Jon Stone

Special thanks for making
the music happen to

Iggy Pop, Art Collins, Charlie
Rapino, Wolf Urban, Nick
Feldman, Caroline Henley,
Karen Mai Jones, Louisa
Demetriades, Carlos Bedoya,
Martin Edmondson and
Maurice Suckling.

DRIV3R Soundtrack available
on Epic Records. www.epi-
crecords.com

"Epic" Registered Trademark.
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trademark of Sony
Music Entertainment
Inc.

www.sonymusic.co.uk
www.sonymusic.com



Music Artists

"Move Over"

Performed by Teddybears
Sthlm

Written by Teddybears Sthlm
Published by Madhouse

(p) 2001 Sony Music
Entertainment (Sweden) AB
Licensed courtesy of Sony
Music Entertainment (UK)
Limited

"c'mon and try"

Performed by mellowdrone
Written and produced by

Jonathan Bates
Mixed by Brian Virtue
Published by boring music
(BMI)
(p) 2004 boring music
Licensed courtesy of
ARTISTdirect Records

"The 2nd Evolution"

Written and performed by
Narco

Mixed by Rich N
Copyright Control
Licensed courtesy of Nimrod
Productions Limited

"Black Thread"

Performed by Los Halos
Written by Los Halos
Recorded by Jason Knight at
Minor Street Records

Mastered by Walt Bass Sonic
Studios

Published by Loveless
Records

(p) 2001 Loveless Records
Licensed courtesy of Loveless
Records

"Static in the Cities"

Performed by Hope Of The
States

Written by Sam Herlihy, Paul
Wilson, Jimmi Lawrence,
Anthony Theaker, Mike
Siddell,
Simon Jones

Copyright Control
(p) 2003 Sony Music
Entertainment (UK) Ltd

Licensed courtesy of Sony
Music Entertainment (UK)
Limited

"Gimme Danger"

Performed by Iggy And The
Stooges

Written by Iggy Pop and
James Williamson
Published by Bug Music Ltd,
EMI Music Publishing Ltd

(p) 1973 Sony Music
Entertainment Inc
Licensed courtesy of Sony

Music Entertainment (UK)
Limited

"Destiny"

Performed by Syntax
Written by Syntax, Tim
Gordine

Published by Salvation Music /
Copyright Control

(p) 2003 illustrious Records
Ltd./Sony Music
Entertainment (UK) Limited

Licensed courtesy of Sony
Music Entertainment (UK)
Limited

"Bowels Of The Beast"

Performed by The Raveonettes
Written by Sune Rose Wagner

Published by Crunchy Tunes
(KODA)

(p) 2002 Sony Music
Entertainment Inc.

Licensed courtesy of Sony
Music Entertainment (UK)
Limited

"Ripe For The Devil"

Performed by Okuniev
Written by David Okuniew
Orchestration Nat Woodcock
Copyright Control

"Boy From The City"

Performed by SLO-MO
Written by David J. Gledhill
Published by Circus Records
(p) 2003 Circus Records
Licensed courtesy of Circus
Records

"Big Brat"

Performed by Phantom Planet
Written by Alexander
Greenwald

Published by Flying Saucer
Fuel Music (ASCAP), Johnny
Rebel Music (ASCAP), I Like
Music (ASCAP), Shaggstar
Publishing Co. (ASCAP)

(p) 2003 Sony Music
Entertainment Inc.
Licensed courtesy of Sony

Music Entertainment (UK)
Limited

"Exit"

Performed by Stateless
Written by Jonathan Taylor,
Christopher Alcock, Gerard
Roberts, Archibald Buchanan-
Dunlop, James Sturdy
Copyright Control

(p) 2004 Sony Music
Entertainment (UK) Ltd

Licensed courtesy of Sony
Music Entertainment (UK)
Limited

"Zero PM"

Performed by The BellRays
Written by Tony Fate

Published by The BellRays
(p) 2002 The BellRays

Licensed courtesy of The
BellRays

"Evil Brother"

Written and performed by
Narco
Mixed by Rich N
Copyright Control
Licensed courtesy of Nimrod
Productions Limited

DRIV3R – THE SOUNDTRACK

Ear-crunching drums, blistering guitars, scorching vocals, ripped up synths, a busted-up drum machine and some of the most exciting underground bands around were thrown into a blender, and out shot *DRIV3R* — The Soundtrack.

Imagine trawling through radio stations late at night, so late it's starting to be early. You find a signal where you never noticed one before. You hear a DJ talking, playing tunes, and talking, and it's like the unstoppable last will and testimony of a lost prophet spilling out into the world. If no one listens he still talks all the same, pours out what his experience and insight over long dark years have given him. And for a time you listen, as he carries you on a journey which, though his, is also yours and everybody's. Then the next night you may try to find him again, and the station will be gone.

This was the voice of Iggy Pop.

Maurice. www.mauricesuckling.com



"c'mon and try" mellowdrone

Described as "multilayered sonic textures," mellowdrone started as Jonathan Bates, a Mac and a Radio Shack keyboard. Born in Miami, Bates studied in Boston and landed in L.A., joining up with Greg Griffith, Tony De Matteo and Scott Ellis. Now they're a band and about to explode with a self-produced EP and a full length debut in 2004.

www.mellowdrone.com

"c'mon and try" features in the opening Miami scene, taken from the EP *go get 'em tiger*, released Spring 2004.



"Big Brat" Phantom Planet

Fredonia, that famous New York Amish community, had no idea what was going down in that log cabin in the woods. Phantom Planet were holed up in there with producer Dave Fridmann. From that session comes "Big Brat."

www.phantomplanet.com

"Big Brat" features in the Face Facts scene, taken from the album *Phantom Planet*, released June 2004.



"Gimme Danger" Iggy And The Stooges

Track 2 of the *Raw Power* LP, the album that drop kicked Punk Rock into existence. When that Punk ball lands in '76, three years later, the world panics.

www.iggy.com

"Gimme Danger" features in The Good Guys scene, taken from the album *Raw Power*, 1973.

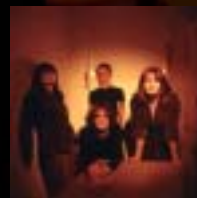


"Bowels Of The Beast" The Raveonettes

So what's it all about, Raveonettes? "It's about the ground whooshing transformative power of unbridled electricity." Their debut EP won Best Rock Album in their native Denmark last year. Every track was in Bb minor, was under 3 minutes long and used no more than 3 chords. That's a bolt of lightning, and it's just struck again in their new album *Chain Gang of Love*.

www.theraveonettes.com

"Bowels Of The Beast" features in The Bagman scene, taken from the EP *Whip It On*, 2002.



"Boy From The City" SLO-MO

"The boy from the city is operating with an overload of information." He's got wide-boy swagger, drawling the sharp lyrics of a tragi-comic story; samba beat, bongos and fuzz guitars. It's a sound oscillating between laid-back and stamping all over you.

SLO-MO on www.circusrecords.net

"Boy From The City" features in the Escape scene, taken from the album *SLO-MO*, 2003.

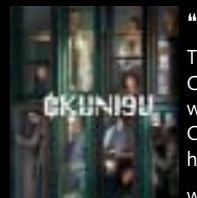


"Destiny" Syntax

Listen, and there's a relentless surge, growing and pushing up, driving through; unavoidable and inescapable. Like the roots of a black plant rippling through concrete, on the palms of the black stalks the question clings to the thick air: how can I escape the path that I'm on? Syntax are on their way.

www.syntaxonline.co.uk

"Destiny" features in the Destiny scene, taken from the album *Meccano Mind*, released Spring 2004.



"Ripe For The Devil" Okuniev

The devil is a fallen angel of god, banished from heaven for questioning. Okuniev are musicians and visual artists. They are from East London, which is below Angel on the underground. They have questions too. Can the blind not see them with their ears and can the deaf not hear them with their eyes?

www.okuniev.com

"Ripe For The Devil" features in the Istanbul scene, taken from their debut LP, released Summer 2004.



"Move Over" Teddybears STHLM

The Teddybears STHLM started life as a thrash punk band on the Stockholm underground. They came to realize they could cause more havoc and throw more surprises in the studio, so that's what Patrik Arve, Klas Åhlund and Jocke Åhlund do now.

www.teddybearssthlm.com

"Move Over" features in the menu screens. Teddybears STHLM have just finished working on their new album *Fresh!*



"Evil Brother" "The 2nd Evolution" "Stand Off" Narco

"Look out baby 'cause I'm using technology." No laws. No chords. Real people and real machines. Ultra modern and no compromise. In your face and going through it. Like the man says, "what do you think?"

www.narcomusic.co.uk

"Evil Brother," "The 2nd Evolution" and "Stand Off," feature in *DRIV3R*, and are taken from the album *Control Of The Stereo* released to be released Summer 2004.



"Black Thread" Los Halos

The truth is such a simple lie. If truth is finite and less than the space it hopes to fill, then lies fill the vacuum. Since 1998 Los Halos have filled the space with their truth.

www.loshalos.com

"Black Thread" features in the Hostage scene, taken from the album *Los Halos*, 2001.



"Exit" Stateless

"I used to think it was a beautiful dream... to fly away like a bird. Birds get shot down." There's the spinning and reaching in the keyboards, like a small bird tied to a post trying to fly, straining to get away only going round and round. But in the chorus you start to believe it's going to get free.

<http://www.stateless-online.com/>

"Exit" features in the Face Facts and Drop Site #2 scenes, taken from their debut album, released late 2004.



"Zero PM" The BellRays

I had this dream where I was at a gig hearing explosions of sound from a band, my mind crashing backwards trying to find ways to describe them, slamming into dead ends. I was afraid to wake up, when I did I swear I smelled octane. Meet The BellRays. The band beyond your dreams. www.thebellrays.com

DRIV3R features the track "Zero PM" in the end credits, taken from the album *Meet The BellRays*, 2002.



"Static In The Cities" Hope Of The States

Drive as fast as you like, for as far as you like and Hope Of The States will still be right where they were when you started; still inside you. The solitude of the guitar, and the soaring aspiration of the strings. We can't escape these things. They are us.

www.hopeofthestates.com

"Static In The Cities" features in the Contacts scene, Hope Of The States release their debut album Summer 2004.

Nimrod Productions and *DRIV3R*:

For Nimrod Productions *DRIV3R* was a wholly engrossing project. Responsible for the overall music design — from selecting the tracks for the album with game developers Reflections — to writing the original score for the game, Nimrod strove for a filmic feel with a cutting edge. They spent over six months recording with Narco and The Nimrod Session Orchestra at their Oxfordshire studios, as well as jetting out to Miami to record the legendary Iggy Pop. Nimrod, alongside Epic Records and Reflections, have been working for *DRIV3R* — The Soundtrack to set a new standard for all game soundtracks to follow.

www.nimrodproductions.com

Special Thanks

Iggy Pop, Art Collins, Charlie Rapino, Wolf Urban, Nick Feldman, Caroline Henley, Karen Mai Jones, Louisa Demetriades, Carlos Bedoya, Martin Edmondson and Maurice Suckling.

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THE SOUNDTRACK TO THE GAME

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IGGY & THE STOOGES
HOPE OF THE STATES
THE RAVEONETTES
THE BELLRAYS
SYNTAX & many more...

WWW.DRIV3R.COM

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>> Detailed explanations on how to accomplish all the undercover missions.

>> Step by step, including all the alternative solutions.

>> DRIV3R the complete solution: Learn everything you need to know about all the missions and driving games, including detailed hints and tips direct from the game developers!

>> Glance behind the scenes and look over the shoulders of the programmers.

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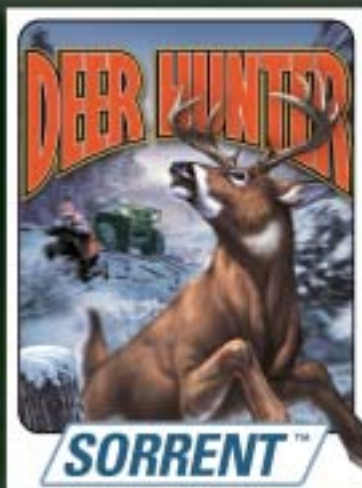
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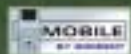
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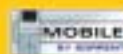


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What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

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