DRIV3R™

MATURE 17+

M

CONTENT RATED BY ESRB

REFLECTIONS INTERACTIVE

EmuMovies

ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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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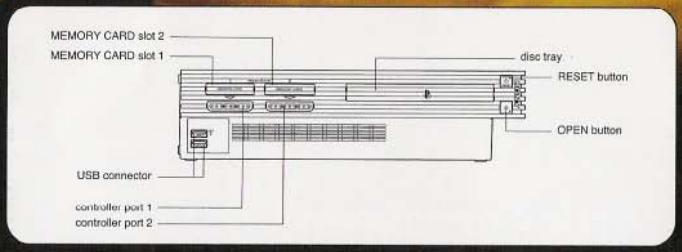
GETTING STARTED



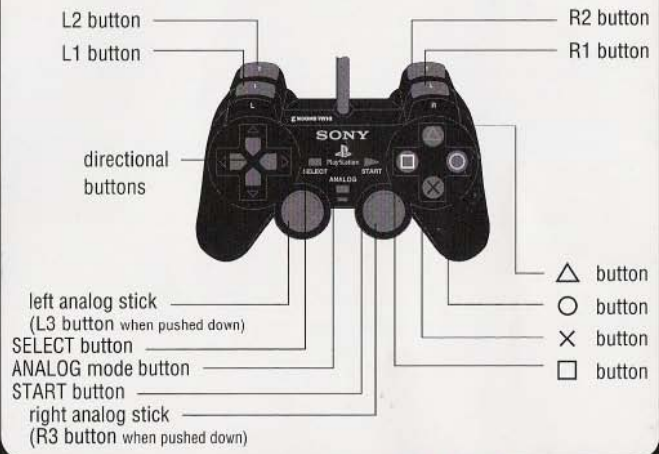
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *DRIV3R*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

CONTROL	ACTION
directional buttons	Move highlight
✖ button	Accept
▲ button	Back

Driving Controls

CONTROL	ACTION
left analog stick	Steering
left / right directional buttons	Steering
right analog stick up / down	Accelerate / Brake / Reverse
✖ button	Accelerate
■ button	Brake / Reverse
▲ button	Handbrake
● button	Burnout
L1 button	Enter / Exit vehicle
R1 button	Horn / Fire weapon (when applicable)
L2 button	Look left
R2 button	Look right
L1 button + R1 button	Thrill Cam
L2 button + R2 button	Rear view
SELECT button	Change view
START button	Pause Menu

On-foot Controls

CONTROL	ACTION
left analog stick	Walk
directional buttons	Walk
right analog stick	Look / Aim
✖ button	Jump
■ button	Toggle weapons
▲ button	Holster / Draw weapon
● button	Reload
L1 button	Enter vehicle / Exit vehicle / Action
R1 button	Fire weapon
L2 button	Crouch / Roll
SELECT button	Change view
START button	Pause Menu

DUALSHOCK®2 Analog Controller

DRIV3R™ is best played with the DUALSHOCK®2 analog controller. The controller should be connected to controller port 1, and the ANALOG mode indicator should be red (ON).

Driving Controls Explained

Accelerate

Press the **✖ button** to put the pedal to the metal.

Steering

Steer your car by either pressing the **left** or **right directional button**, or by moving the **left analog stick** left or right.

Brake and Reverse

Press the **■ button** to hit the brakes. Once your car has stopped, continue to hold down the **■ button** 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 **▲ button** 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 **● button** for a rear-wheel burnout.

Horn

Press the **R1 button** 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 **L2 button** or **R2 button** 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 **L2 button** and **R2 button** simultaneously 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 **SELECT button** to toggle between the two settings.

Pause

Press the **START button** 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 **up directional button** or move the **left analog stick** forward to run in the direction you're facing.

Move Backward

Press the **down directional button** or move the **left analog stick** down to move backward.

Exit a Vehicle

Press the **L1 button** 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 **L1 button** to climb in and get behind the wheel. Most vehicles in the game can be stolen this way.

Draw Weapon

Press the **▲ button** to draw or holster your currently selected weapon. Press the **R1 button** to fire.

Change Weapon

Press the **■ button** to scroll through the weapons. Press the **R1 button** to select the weapon. Press the **● button** to reload.

Ammo

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

Crouch

Press the **L2 button** to crouch while standing. When running, press the **L2 button** to run into a roll.

Jump

Press the **✖ button** to jump while on foot.

Actions

When on foot you can perform mission-specific actions by pressing the **L1 button**. 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 keeps on the move and coordinates 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. Press the **up** and **down directional buttons** to highlight the option or game you want. Press the **✖ button** to select.

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. If you want to save your game, you must have a memory card inserted in MEMORY CARD slot 1.

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 Settings > 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: Use the **right** or **left directional buttons** to increase or decrease the sound effects volume.

Music: Use the **right** or **left directional buttons** to increase or decrease the music volume.

Mode: Select mono, stereo or surround sound.

Accept: Confirm changes and return to the Settings Menu.

Display

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).

Aspect Ratio: Choose 4:3 for normal televisions or 16:9 for widescreen.

Adjust Screen: Use the **directional buttons** to adjust the screen position.

Accept: Confirm changes and return to the Settings Menu.

Controls

Vibration: Turn the DUALSHOCK®2 analog controller vibration function ON / OFF. During the game, the controller will vibrate in response to your actions. For example, you'll feel vibrations whenever the cops spot you, or when you collide with another car or object.

Invert Look: When turned ON, pressing up on the **right analog stick** will cause you to look down and pressing down will cause you to look up.

Look Sensitivity: Adjust how sensitive the look function is to **right analog stick** input.

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

Controller Configuration: View the controller configuration.

Accept: Confirm changes and return to the Settings Menu.

Game

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.

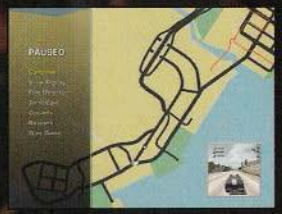
IN-GAME MENUS

Pause Menu

Press the **START button** 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 move the **right analog stick** left. Rotate the map counter-clockwise by moving the **right analog stick** right.

Move the **left analog stick** to move the map. The map can be moved in any direction on the screen.



To zoom in, move the **right analog stick** forward. Move the **right analog stick** back to zoom out.

Continue: Continue with the game.

View Replay: Show an Auto Director Replay.

Film Director: Launch the Film Director.

Thrill Cam: Press the **L1 button** and **R1 button** simultaneously to see the action in dramatic real-time slow motion. Adjust the amount of motion blur displayed by increasing or decreasing the setting. Turn the Pressure slo-mo ON to make the slo-mo sensitive to the pressure you apply to the buttons. Release them to return to normal speed.

Options: Turn the controller vibration function ON/OFF and 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 memory card.

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 memory card.

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 Armories (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
- Terrorizing / 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.

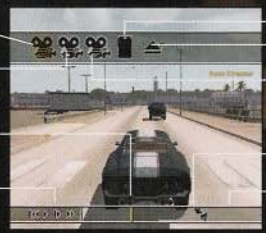
However, don't forget that if you wreck your car you can get out and steal another one.

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

Select the Play icon and press the ✖ **button** to start the replay. Press the ✖ **button** 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. Press the **up** or **down directional button** to fast forward or slow down the action.

Frame Advance

Carefully tap the ✖ **button** 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 the ✖ **button** 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. **Note:** Only available for use while the replay is playing.

Full Screen

Selecting this toggles off the timeline to display the screen with no overlays. Press the ✖ **button** 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. Press the ✖ **button** to confirm your choice. **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. Use the **left analog stick** to move the camera forward and backward with the **L1 button** to move the camera down and the **R1 button** to move the camera up. The **right analog stick** 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. Press the ✖ **button** 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 the **left** and **right directional buttons**. Press the **up** or **down directional buttons** 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 localized subtitles, the Subtitles option must be turned ON in the Display Menu and the appropriate text selected in the Language Menu.

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All the *DRIV3R* fansites — Yes we do read the forums.

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Demitri Goritsas
Nathalie Hom
Quarie Marshall
Rafael Nogues
Zeki Okar
Iggy Pop
Regina Reagan
Huseyin Saken
Martin T Sherman

Additional Cinematics Credits

Additional Direction
George Milton

Casting Director for UK-based Actors
Sarah Hughes

Photography
Laurence Jessop

UK Recording Studio
Aquarium Studios
www.aquariumstudios.co.uk

Centroid Motion Capture Studio, Shepperton, www.centroid3d.com; Ben Murray, Mike Stilgoe, Phil Stilgoe.

Motion Capture Actors
Chopper
Sean Cronin
Joseph Gatt
Jane Lesley
Tom Sykes

Audio Post Production
Game Audio Ltd. www.gameaudio.com

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 Gretsch

In-game 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.epicrecords.com

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Music Artists

"Move Over"
Performed by Teddybears STHLM
Written by Teddybears STHLM
Published by Madhouse
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"c'mon and try"
Performed by mellowdrone
Written and produced by Jonathan Bates
Mixed by Brian Virtue
Published by boring music (BMI)
℗ 2004 boring music
Licensed courtesy of ARTISTdirect Records

"The 2nd Evolution"
Written and performed by Narco
Mixed by Rich N
Copyright Control
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"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
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"Static in the Cities"
Performed by Hope Of The States
Written by Sam Herlihy, Paul Wilson, Jimmi Lawrence, Anthony Theaker, Mike Siddell, Simon Jones
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Performed by Iggy And The Stooges
Written by Iggy Pop and James Williamson
Published by Bug Music Ltd, EMI Music Publishing Ltd
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Performed by Syntax
Written by Syntax, Tim Gordine
Published by Salvation Music / Copyright Control
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Performed by The Raveonettes
Written by Sune Rose Wagner
Published by Crunchy Tunes (KODA)
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"Ripe For The Devil"
Performed by Okuniev
Written by David Okuniew
Orchestration Nat Woodcock
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Performed by SLO-MO
Written by David J. Gledhill
Published by Circus Records
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"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)
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Performed by Stateless
Written by Jonathan Taylor, Christopher Alcock, Gerard Roberts, Archibald Buchanan-Dunlop, James Sturdy
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"Zero PM"
Performed by The BellRays
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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.iggypop.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, borgos 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.

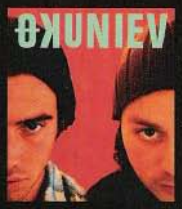
"Destiny"

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 undergrcund. 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 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.

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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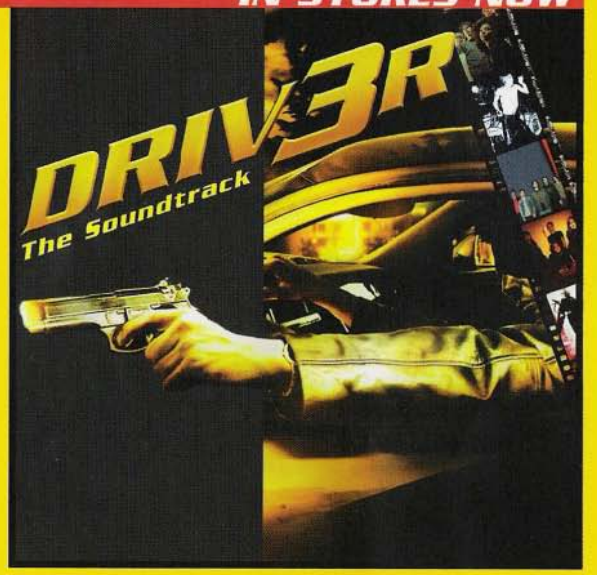

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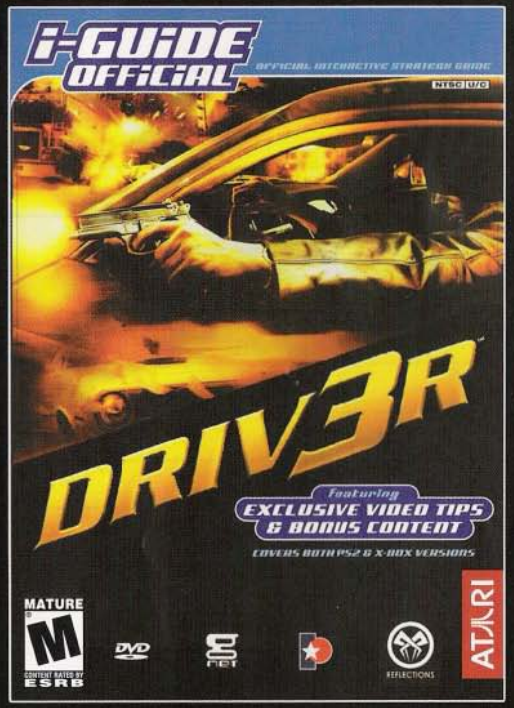

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