GAME BOY® ADVANCE

AGB-ADUE-USA

DRIVER 2™ ADVANCE



INSTRUCTION BOOKLET

ATARI®

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

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN

MILD VIOLENCE

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE

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Nintendo®

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

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THE STORY

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

WHAT DOES THE MONEY MAN KNOW?
WHERE'S HE HIDING?
WHO'S ROSANNA SOTO?
WHAT ELSE IS BETWEEN THE AMERICAN CRIMELORD AND THE BRAZILIAN GANGSTER?
HOW LONG HAS TANNER GOT TO FIND OUT?

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



THE CHARACTERS



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

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

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

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

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

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



GETTING STARTED

1. Turn the power switch OFF on your Nintendo® Game Boy Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Driver 2 Advance Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
3. Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
4. When the Driver 2 Advance title screen appears, press START. *(Fig. 1)*
5. When the main menu screen appears, *(Fig. 2)* use the Control Pad to select a game mode and press the A Button. (For more detailed information on the various game modes, please refer to those sections in this instruction manual.)

Figure 1.



Figure 2.





CONTROLLER INFORMATION



Accelerate: Press and hold the A Button.

Brake/Reverse: Press and hold the B Button to press the brakes hard. Once your car has stopped continue to hold down the B Button and your car will go in reverse.

Rear Look: Press both the L Button and R button at the same time to see what's behind your car.

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

Steering: Steer your car by using the Control Pad.

Horn: Pressing the L Button will sound your horn to get those Sunday drivers and wandering pedestrians out of your way. Or simply use it for your own enjoyment.

Pause the Game: Pressing START will pause all the action in all gaming modes.



ON FOOT

During the Undercover missions, you are able to get out of your car and walk freely around each of the two cities. Not only that, but you can commandeer other vehicles too.

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

Controlling Tanner: The Control Pad is used to move Tanner around when he is outside of the car.
Press the Up arrow on the Control Pad or the A Button to run forward.
Press the Down arrow on the Control Pad or the B Button to run backwards.

Get out of Car: You can get out of your current car by pressing Up on the Control Pad and the R Button simultaneously. Please note that your car must be stationary before you can exit it, and you will not be able to exit your car if you are currently being chased.

Get Back in Car: When you are on foot you can hijack other vehicles on the road. To do this you need to obstruct your chosen vehicle until it comes to a halt, and then press Up on the Control Pad and the R Button simultaneously to get in. But take note; your potential ride must be stationary before you can climb aboard.



IN THE CITIES

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

Damage: The Damage Bar is situated at the top left-hand corner of your screen. The severity of damage will depend on the impact of the crash. Just like real life, each time you plow into another vehicle, cop, wall, building or other obstacle your car will become damaged*. You can always get out and commandeer a new car before this happens however.

** Damage your car too much and it catches on fire, ending the mission.*

Felony: Your felony bar sits to the right of the Timer at the top of the screen and indicates your current felony rating. Each time you commit a crime in view of a cop, your Felony Bar will rise and the cop will give chase. If you carry on committing crimes while the cop is watching, your bar will rise further, as will the aggression of the officer in pursuit.



Radar: Situated in the upper right corner of the screen is your radar *(Fig. 1)*. This will indicate your position in relation to the city. Your mission objective or checkpoint is also marked on the radar via a flashing circle. As you move around the city the flashing circle will move with you, letting you know your position in relation to your objective. As you get nearer to the objective the flashing circle will begin to move closer to the center of the map until the flashing circle is directly above the objective or checkpoint.

Figure 1.



Alternate Bar: For some missions the Felony bar will be replaced with either a Damage bar or a Distance bar. The Damage bar shows the damage you have done to the vehicle you need to stop. The Distance bar is for the missions where you need to tail a car. The bar is a small line that turns from green to yellow to red and moves to the right or left when you get either to close or to far way from the objective car.



MAIN MENU

Once the introduction has finished, you'll be taken straight to the Main Menu screen where you can choose from all the options and games available. Simply highlight the game or option you want by pressing Control Pad up or down, and then press either START or the A Button. To go back out of a menu simply press SELECT or the B Button.





GAME MODES

There are four different game modes available in Driver 2 Advance. They consist of Undercover, Take A Ride, Driving Games and Multiplayer Link Play.

Undercover

This is the main game in Driver 2 Advance. You may want to try out the Take A Ride mode first *(Fig. 1)* to polish up on your behind-the-wheel skills before you embark on this huge sprawling series of missions.

New Game

This will start a brand new Undercover game.*(Fig. 2)*

Figure 1.



Figure 2.





Saving and Loading

The game automatically saves your game each time you successfully complete a mission. There are 4 save slots available so you can have up to four Undercover games going at one time. To load your game enter the Undercover menu and select the saved game of your choice. *(Fig. 3)*

Replay Mission

Replay mission can be found within the 'Undercover' menu. Here you have the option of replaying any mission that you have already successfully completed within Undercover mode. Select the mission you would like to play again by using the Control Pad to highlight it and the START or A Button to select it.

Figure 3.





DRIVING GAMES

Take A Ride

This mode allows you to drive freely around either city in the game. Select a city from the menu by using the Control Pad to highlight it and either START or the A Button to select it. Once you are in the city run up to a car of your choice and just drive!

Quick Chase

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

Quick Getaway

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





Trailblazer

Race from the start of the course to the finish as quickly as you can, and hit as many of the cones as possible. Your finishing time will be affected by the number of cones touched with one second of time added per cone. The higher the final time at the end of the race the better. There are 100 cones to touch per race. Once you have completed the course hitting all the cones, go for it again to try to improve your time.

Checkpoint

Select the city you want to race across. Once the game starts you will have to race from checkpoint to checkpoint in the fastest time possible. The checkpoints are shown on the radar. Once you successfully reach the first checkpoint the second one will appear on the map, and so on until you complete the level. The faster your time the better.

Survival

Move fast or suffer the consequences. Cops are on your tail and you need to keep your car intact for as long as possible if you're gonna set any new records.



MULTIPLAYER LINK GAMES

You can play head to head with up to 3 other friends who also own a copy of Driver 2 Advance.

To start the game, follow these instructions:

1. Turn the power switch OFF on all the Nintendo® Game Boy® Advance system.
2. Insert a Driver 2 Advance Game Pak into the slot on each Game Boy® Advance. Press firmly to lock the Game Pak in place.
3. Link the Game Boy® Advance systems together using the Game Boy® Advance Game Link® Cable.
4. Once all the Game Link Cables are connected, turn all the power switches ON.
5. When the Driver 2 title screen appears, press START. Use the Control Pad to highlight Multiplayer on the Main Menu and press either START or the A Button. *(Fig. 1)* (Note: It may take 5 seconds for all Game Boy Advance systems to recognize each other after all players have pressed the A Button.)
6. The master player may now select the type of game from the Multiplayer menu.

Figure 1.





NOTE:

The game may not function correctly or the Multiplayer Link Mode may not function in the following cases.

1. When a cable other than an official Game Boy® Advance Game Link® Cable is being used.
2. When the cable is not connected firmly into the sockets.
3. When the Game Boy® Advance Game Link® Cable is either pulled out or inserted during a Link Game.
4. When the Game Boy® Advance Game Link® Cable is connected to the Junction Box.
5. When more than 4 Game Boy® Advance systems are connected.

MULTIPLAYER GAMES

The multiplayer games support up to 4 players. The following descriptions and examples assume that only 2 people are playing the game.



Cops 'N' Robbers

One player will be selected by the CPU to be the robber and the other player will be the cop. A high-speed pursuit ensues. As the cop, your objective is to ram the fleeing criminal off the road. As the robber, your objective is to stay in one piece. If the robber gets a half-mile away from the cop they win, likewise if the cop rams the robber to pieces the cop wins.

Checkpoint

Select the city you and a friend want to race across. Once the game starts you will have to race from checkpoint to checkpoint in the fastest time possible. The checkpoints are shown on the radar. Once you successfully reach the first, the second will be shown on the map, and so on until you complete the level. The fastest time wins.

X-Town Race
This is an all out race across the city with no set route. Each player must race to end checkpoint in the fastest time possible. Whoever reaches the end first is the winner.

Free 4 All
The only way to describe this mode is absolute chaos. Try to stay alive while ramming other players into burning wrecks. The last one standing wins.

Options – The Options menu is where you can change sound levels and other options. The following descriptions are for all the Options.

Audio Options – Here you can adjust the Music Level, SFX Level and change the music track in the Jukebox. There are seven different songs to pick from.

Credits: See the names of the talented people who created Driver 2 Advance.

High Scores: Here are the best times for each of the Driving Game.

Erase High Scores: Here you can delete all the high scores of all the Driving Games.

Cop AI: The cop's aggressiveness can be lowered here. A + means it ís at full and a - means less aggressive. Default is +.

Select: Press Select during a mission to see the mission description again.



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