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MADE IN THE USA.

Part # 24432M

XBOX

LIVE ONLINE ENABLED



DRIV3R

MATURE 17+
M
CONTENT RATED BY ESRB

REFLECTIONS INTERACTIVE

ATARI

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen,causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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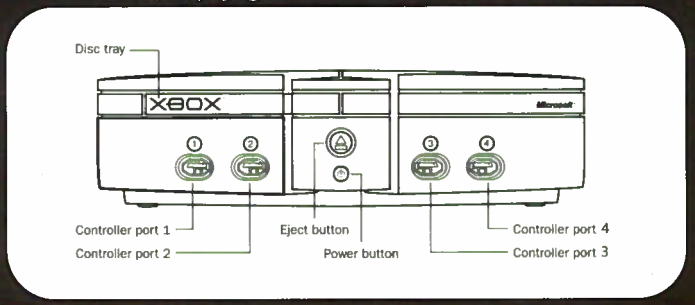
USING THE XBOX® VIDEO GAME SYSTEM

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *DRIV3R*™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *DRIV3R*.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

XBOX *LIVE*

Take *DRIV3R* Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see **www.xbox.com/connect**.

FRIENDS

The Friends list can be accessed from the Xbox *Live* menu by pressing the **Y button**.



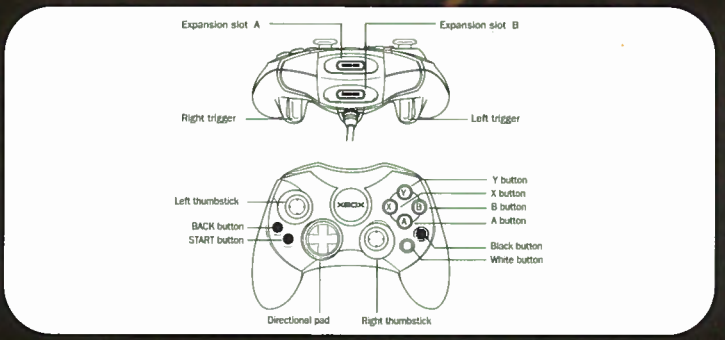
This icon appears in the Pause and Main Menus notifying you that a friend has sent a request. To process the request, access the Friends list from the Xbox *Live* Menu.



This icon appears on-screen during gameplay for three seconds if you are signed in to Xbox *Live* and have received a game invite from someone on your Friends list. If for some reason you have missed the icon on-screen during gameplay, the identical icon appears in the Pause and Main Menus. To accept the game invite, access the friends list from the Xbox *Live* Menu.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *DRIV3R*.



Menu Controls

CONTROL	ACTION
left thumbstick	Move highlight
directional pad	Move highlight
A button	Accept
B button	Back

Driving Controls

CONTROL	ACTION
left thumbstick	Steering
left thumbstick left / right	Steer left / right
right thumbstick left / right	Look left / right
right thumbstick down	Rear view

CONTROL	ACTION
right thumbstick button	Horn
directional pad left / right	Steering
left trigger	Brake / Reverse
right trigger	Accelerate
A button	Handbrake
B button	Burnout
X button	Enter / Exit vehicle
Y button	Fire weapon (when applicable)
Black button	Thrill Cam
BACK button	Change view
START button	Pause Menu

On-foot Controls

CONTROL	ACTION
left thumbstick	Walk / Run
right thumbstick	Aim / Look
left trigger	Crouch / Roll
right trigger	Fire weapon
A button	Jump
B button	Reload
X button	Enter vehicle / Exit vehicle / Action
Y button	Toggle weapons
Black button	Holster / Draw weapon
BACK button	Change view
START button	Pause menu

Driving Controls Explained

Accelerate
Pull the **right trigger** to put the pedal to the metal.

Steering
Steer your car by either pressing left or right on the **directional pad**, or by moving the **left thumbstick** left or right.

Brake and Reverse
Pull the **left trigger** to hit the brakes. Once your car has stopped, continue to pull the **left trigger** 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 **A 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 **B button** for a rear-wheel burnout.

Horn
Click the **right thumbstick 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
Move the **right thumbstick** left or right to look left or right, respectively. You can look for handy shortcuts, hidden alleyways, oncoming traffic and, of course, the cops.

Look Behind
Move the **right thumbstick** down 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.

(See Pause Menu on page 9 for additional Thrill Cam options).

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 **BACK 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 **directional pad** or the **left thumbstick** up to run in the direction you're facing.

Move Backward
Press the **directional pad** or the **left thumbstick** down to move backward.

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

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

Draw Weapon
Press the **Black button** to draw or holster your currently selected weapon.

Change Weapon
Press the **Y button** to scroll through the weapons. Pull the **right trigger** to select the weapon.

Crouch
Pull the **left trigger** to crouch while standing. When running, pull the **left trigger** to run into a roll and stop in the crouch position.

Jump
Press the **A button** to jump while on foot.

Actions
When on foot you can perform mission-specific actions by pressing the **X 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 up and down on the **directional pad** to highlight the option or game you want. Press the **A 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. You can save your game to the Xbox hard disk.

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 before the time runs out.

Trail Blazer
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 Memory 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 **directional pad** increase or decrease the sound effects volume.

Music: Use the **directional pad** to increase or decrease the music volume.

Headphones: Turn 3D sound simulations for headphones ON / OFF.

Jukebox: Choose between the default *DRIV3R* soundtrack or the custom soundtrack on your Xbox hard disk for in-game music.

Accept: Confirm changes and return to the Options 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).

Accept: Confirm changes and return to the Settings Menu.

Controls
Vibration: Turn the 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 thumbstick** will cause you to look down and pressing down will cause you to look up.

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

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

Controller Configuration: View and change 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 dialog.

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 thumbstick** left. Rotate the map counter-clockwise by moving the **right thumbstick** right.

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

To zoom in, move the **right thumbstick** forward. Move the **right thumbstick** 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 **Black button** 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 button. Release them to return to normal speed. Turn the Pressure Slo-mo OFF to turn the slo-mo on until you press **Black button**.

Options: Turn the controller vibration and invert look functions ON / OFF and adjust SFX and Music volume.

Restart: Start the mission 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 Xbox 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 Xbox hard disk.

Save Profile: Save your game progress.

Film Director: Move to Film Director options.

Restart: Retry the mission.

Quit Game: Quit and return to the Main Menu.

DRIV3R ON XBOX *LIVE*

With *DRIV3R* and Xbox *Live*, you can upload and share your saved replays or download and view other gamers' shared replays. Select "Xbox *Live*" from the Main Menu. You will be signed in automatically or taken to a sign-in screen depending on your settings. (Adjust your auto-sign in options in the Xbox dashboard.)

A list showing currently available replays is available after sign in. Highlight a user in this list and select "View" (**A button**) to download and view that user's replay. The list can be filtered to show most recently uploaded files, most uploads (Top Director) and Friends by pressing left or right on the **directional pad**. Select "Upload" (**X button**) to view your list of currently saved replays. Highlight a saved replay and press the **A button** to upload the replay to the Xbox *Live* server. Only one replay per user (per Xbox *Live* account) can be stored.

Uploading a file overwrites any previous shared replay. Select "Friends" (**Y button**) to manage your friends list and action messages. Select "Back" (**B button**) to return to the Main Menu. This keeps you signed into Xbox *Live*. Sign out (**White Button**) if you wish to stop all Xbox *Live* activity. If you return to the Xbox *Live* section after signing out, and auto sign-in is enabled, you will be automatically reconnected.

HEADS-UP DISPLAY



Timer

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.

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

You reduce your felony rating when you warn pedestrians out of your way by sounding your car's horn.

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.

Cop Location Arrows

When the cops are chasing you, the red arrows at the bottom of the screen give you some indication of their position. The number of arrows displayed corresponds to the number of cops. If the arrows are transparent, the cops are after you, but are some distance behind. If the arrows start pulsing bright red, then the cops are right on your tail.

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.

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 **A button** to start the replay. Press the **A 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 **up** or **down** on the **directional pad** to fast forward or slow down the action.



Frame Advance
Carefully tap the **A 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 **A 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.



Full Screen
Selecting this toggles off the timeline to display the screen with no overlays. Press the **A button** to toggle the timeline back in view.



Auto Director
By selecting this icon, the Film Director runs the replay in full and switches 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 Auto 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 **A 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. The speed of rotation can be adjusted with the slider. **Note:** This effect 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 thumbstick** to move the camera forward / backward and left / right. The **right thumbstick** tilts the camera up and down.

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
The camera will focus on and follow the selected car.



Which Target?
Cycles through and locks onto vehicles or pedestrians in the scene.



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 **A 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 **left** and **right** on the **directional pad**. Press **up** or **down** on the **directional pad** 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.

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Senior Web Designer, Online
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Special Thanks
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Paula Richardson

Voice Actors

Dubois
Jake Canuso

Vauban
Stephan Cornicard

Bad Hand
Demitri Goritsas

Tanner
Michael Madsen

Gator
Quarie Marshall

Baccus
Iggy Pop

Lomaz
Eluid Porras

Jones
Ving Rhames

Calita
Michelle Rodriguez

Jericho
Mickey Rourke

Fabienne
Sirine Saba

Additional Voices
Emmanuel Bonami
Fesun Burgess
Jake Canuso
Chris Dawson
Demitri Goritsas
Nathalie Horn
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
℗ 2001 Sony Music Entertainment (Sweden) AB
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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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"Gimme Danger"
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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"Destiny"
Performed by Syntax
Written by Syntax, Tim Gordine
Published by Salvation Music / Copyright Control
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"Bowels Of The Beast"
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 Okuniev
Orchestration Nat Woodcock
Copyright Control

"Boy From The City"
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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"Exit"
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
Written by Tony Fate
Published by The BellRays
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"Evil Brother"
Written and performed by Narco
Mixed by Rich N
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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, 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.



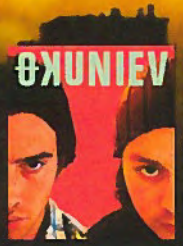
"Destiny"

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 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.

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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