

Driver 2 Advance FAQ/Walkthrough

by psxdriverplayer

Updated to v1.01 on Dec 11, 2018

DRIVER 2 ADVANCE (GBA)
WALKTHROUGH FOR BETA AND FINAL GAME
Created by: PSXDRIVERPLAYER

Any questions, comments, corrections or some more-or-less great feedback: email me at dave.snooper@gmail.com
If possible include something other than just "Help" so I know what game is the subject about.

Sites that are authorized to show this FAQ:
gamefaqs.com
neoseeker.com

DISCLAIMER: Any quotes from in-game text is as-is, with present typos and such.

DISCLAIMER: All the missions seen here are taken from Beta version. Any missions with a difference have a tactic for both Beta and Final, and at the current revision it's the European Final that's yet to be checked.

Table of contents of this FAQ, in order of appearance:
#####

1. Introduction
2. Controls and mechanics
3. Walkthrough
 - 3.1. Surveillance Tip-off
 - 3.2. Chase the Witness
 - 3.3. Stop the Witness
 - 3.4. Tailing the Drop
 - 3.5. Escape to the Safe House
 - 3.6. Chase the Intruder
 - 3.7. Chauffeur the Wise Guys
 - 3.8. Return to Sender
 - 3.9. Stop the Van
 - 3.10. Take out the Escort
 - 3.11. Damage Control
 - 3.12. Find the Clue
 - 3.13. Escape from the Cops
 - 3.14. Caine's Cash
 - 3.15. To the Docks
 - 3.16. Van Crush
 - 3.17. Locate the Stash
 - 3.18. C4 Deal
 - 3.19. Destroy the Weapons
 - 3.20. Botched Hit
 - 3.21. Steal the Ambulance
 - 3.22. Save Jones
 - 3.23. Steal a Cop Car
 - 3.24. Car Bomb
 - 3.25. Jones in Trouble

- 3.26. Chase the Gunman
- 3.27. Get Jones to the Hospital
- 3.28. Tail the Limo
- 3.29. Apprehend Lenny
- 3.30. Get out of Town
- 3.31. What's next
- 4. Driving Games
 - 4.1. Quick Chase
 - 4.2. Quick Getaway
 - 4.3. Trailblazer
 - 4.4. Checkpoint
 - 4.5. Survival
- 5. Glitches
- 6. Thanks

```
#####  
#####  
#####  
1. Introduction  
#####  
#####  
#####
```

Welcome to a FAQ for Driver 2 Advance. In this FAQ I tell you about the game and how to beat it.

```
#####  
#####  
#####  
2. Controls and mechanics  
#####  
#####  
#####
```

Menu controls:

- D-PAD UP / DOWN: Highlight menu options
- D-PAD LEFT / RIGHT: Adjust sliders
- A / START: Select
- B / SELECT: Go back

Cutscene controls:

- A: Speed up text
- B: Start over
- START: Skip scene

In-game map controls:

- D-PAD: Move map
- B / SELECT: Exit

On foot controls:

- D-PAD UP / A: Move forward
- D-PAD DOWN / B: Move backward
- D-PAD LEFT: Turn left
- D-PAD RIGHT: Turn right
- L + R: Look behind
- R: Enter vehicle / Action

Driving controls:

D-PAD LEFT: Turn left
D-PAD RIGHT: Turn right
A: Accelerate
B: Brake / Reverse
L: Horn / Police car siren
R: Handbrake
L + R: Look behind
R + D-PAD UP: Get out
INTERESTING NOTE: HOLDING L+R TO VIEW BEHIND KEEPS THE CURRENT SPEED IF YOU LET GO OF A BUTTON.

Other in-game controls:
SELECT: View last instruction
START: Pause / Get instruction off screen quicker

Some mechanics:

When hitting a car, that car goes a bit forward, usually so that you hit it multiple times.

You have a Damage meter, which goes up when you hit something, more or less quickly, depending on the severity of the impact.

Felony meter goes up when a cop sees you doing crimes. When cops hit you against walls it fills up very quickly.

Sometimes you have a Distance meter. Its center is GREEN, going to either side, it's YELLOW and then RED.

When a cop hits you, you usually spin a bit. This makes it hard to continue and if the cops get you, you're done for.

```
#####  
#####  
#####  
3: Walkthrough  
#####  
#####  
#####
```

As you boot the game, you see a copyright screen. Then, depending on the version there's a Language Select.

At this point, if asked to select a language, you have the following choices:
English
French
Spanish
Italian
German

Select a language of your choice.

You see various splash screens, an ATARI screen, a REFLECTIONS INTERACTIVE screen, a Sennari Interactive screen and then, oddly at this point, the first scene comes up.

[SCENE: Red River]

"At the Red River bar..."

[IMAGE CHANGE]

"...Pink Lenny and a Tattooed Brazilian are talking..."

"Pink Lenny"

"...I let him chew on my boot. I wish I got it on tape..."

"Suddenly..."

[IMAGE CHANGE]

[IMAGE CHANGE]

"The Brazilian bites the dust!"

[IMAGE CHANGE]

"...but Lenny slips out the back!"

[END SCENE]

Then you'll see the TITLE SCREEN. Press START. You're at the Main Menu, where you can do such things as:
Go Undercover, go Take a Ride, go play some Driving Games, go play Multiplayer with a link cable and finally, go change some Options which are:
Audio Options where you can change Music and SFX Volume or you can put some cash into your local Jukebox and listen the musics of the game. You can view Credits. You can view High Scores, Erase High Scores and finally, adjust Cop AI, where + is more aggressive and - is less aggressive.

Between missions you have the options for the Next Mission, Replay Mission, Replay Movies and Erase. After each mission the save slot reads the name of the last mission completed.

When you're done, pick Undercover to begin our journey. Then pick any slot which says "New Game".

NOTE: When I say things like "at [Xth] opportunity, turn [direction]" I mean the following: those roads seen on the map, x amounts must pass in the direction X until turning. Alleyways and other such don't count unless told.

3.1: Surveillance Tip-off

#####

[SCENE: The Morgue]

"At the Morgue..."

"Chief"

"You know what these marks mean, Jones?"

[IMAGE CHANGE]

"Jones"

"Yeah. Ever hear of Alvero Vasquez? These tattoos mean this is one of his heavies. I've been working undercover with those cats but don't recognize this stiff. Maybe he's from out of town?"

"Tanner"

"Makes sense... Vasquez's been moving in on Solomon Caine's operations here in Chicago. There any witnesses?"

"Chief"

"Yeah. We questioned one guy who stepped out just before the gunman entered the bar. He said he didn't see anything, but I don't buy it. We had to cut him loose. Maybe you two could meet up with him and jog his memory a bit..."

[END SCENE]

Useful info:

- No cops.

"Jones has located the witness. Get to his location before the witness leaves."

Mission starts with 4:00 time limit:

"Get in the car."

"A Button and B Button to run."

"Control Pad to steer."

"Control Pad Up plus R Button to enter car." [sic] (just R does the trick)

Run to the car and get in.

"Go to Jones' location."

"A Button and B Button to drive"

"Control Pad to steer."

"Pause game to view map."

Turn right and follow the grey road and turn right to reach a road. Turn left and follow it to the end and turn right. When the road ends turn left. Follow that road. When it gets smaller go ahead still. At the end of it turn right. When you reach the car with an arrow at the top stop, get out of your car and go into Jones' car.

"You're just in time!"

[SAVING]

[Next Mission]

3.2: Chase the Witness

#####

"The witness is about to bolt. Stay with him!"

Mission starts with no time limit:

"Follow that car!"

Witness always takes the same route:

He turns left, reaches road, turns left and follows the road. He goes straight to the end of the road, turns right, then left, follows that road, then he turns right, then left, then when your map has a "v" he turns right to an alley, goes straight over the road, then turns right to a road again, then he turns left and follows that road and after the right-left turn turns left and hits a building and his car catches fire. And of course, because this is a stupid plot, you of course don't catch him now.

"He wrecked!"

[SAVING]

[Next Mission]

3.2: Stop the Witness

#####

"The witness abandoned his car but then stole another. You've got to put an end to this, fast!"

Mission starts with 2:30 time limit:

"Ram him!"

Here you need to ram the car completely. The witness takes a random route. Go for the side, that way you deal the most damage. Try not to take damage from other things.

"Got him!"

[SCENE: The Witness]

"Tanner"

"Talk old man."

"Witness"

"Hey, hey! Take it easy with the gun! What do you guys want?"

"Tanner"

"I want to know about the shooter."

"Witness"

"Tall dude with a sawed-off. I told the cops..."

"Tanner"

"Uh, huh... And the dead guy?"

"Witness"

"Uh... Never seen him before..."

"Tanner"

"BULL!"

"Witness"

"I swear it!"

"But I did know the guy he was talking to. Pink Lenny's his name. I think the gunmen were actually after him. That's all I know..."

[IMAGE CHANGE]

"Jones"

"I figure the shooter was that punk Jericho who works for Solomon Caine. Everyone knows his weapon of choice is sawed-offs... But Lenny is Caine's accountant, right? So why would Caine want him dead?"

"Tanner"

"I bet Lenny's changing sides."

"Jones"

"Wha...?"

"That figures... He was hanging out with one of Vasquez's men... But that's suicide, man! Caine is gonna have him for lunch!"

"Tanner"

"Not if what he knows can put Caine out of business first."

[END SCENE]

[SAVING]

[Next Mission]

3.4: Tailing the Drop

#####

"Jones has heard that the Brazilians are planning to move a "shipment". They'll be leaving out of Risenbeck's in an hour. Tail them to see what they're hauling."

Mission starts with no time limit:

"Tail them."

The car always takes the same route:
You have to go forward and turn right and then left. If you go further ahead and behind some buildings, you can be ahead of the car the whole time. The vehicle you follow turns left, at the end of the road turns right and follows that road until it ends, then turns right, at the next intersection turns right, after the left turn and going through one intersection turns right to an alley, and right away to another road, goes straight for a while, then the mission ends.

"Well done!"

[SAVING]

[Next Mission]

#####

3.5: Escape to the Safe House

#####

[SCENE: The Brazil Connection]

"Jones"

"He's leaving a crate behind. Let's go inside and take a look at the goods..."

[IMAGE CHANGE]

"Jones"

"What? This ain't no drugs. Just paperwork."

"Tanner"

"This stuff's been shipped from Brazil."

"Jones"

"Fake passports... Here's one with Lenny's photo."

"Fernando Brindiero..." Sure! He looks like a "Fernando!"

[IMAGE CHANGE]

"Jones"

We'd better split up. Meet me in Chinatown in a couple of hours."

[END SCENE]

Useful info:

- There's cops that spawn.

"The cops have taken an interest in your activities. Escape to Chinatown."

Mission starts with 3:20 time limit:

"Better get out of here!"

There's a cop behind you and one on the right. Turn right and keep going. At the third chance to turn left, do so. Follow the road until it ends and turn right. Keep going until the arrow is on the left and turn left and drive to it. At all times, be on the lookout for cops, they are sometimes homing missiles and can ruin your day.

"Phew! That was close!"

[SAVING]

[Next Mission]

#####

3.6: Chase the Intruder

#####

"Somebody has been snooping around in your pad. He just split down the fire escape. You can catch him!"

Mission starts with no time limit:

"Don't let him get away!"

The car always takes the same route:

While you get in your car and drive diagonally forward and turn left, the car you follow should've started moving, turning right and then should come from the left. At this point you can easily go in front of him. He turns right, then left enough so that he diagonally skips a right turn. At the end of that road, he turns left and after a "bridge", turns left to a non-road. He sometimes at this point drives to the water and if he does so, his damage goes to full and you lose. When he reaches 4 cones, he turns right. Then right and immediately left. Then he turns left. At the end of the road, he turns right. At the first chance of turning left, he does so, cuts through the grass ahead, turns left and to the alley on the left.

"It's a trap!"

[SCENE: Meeting Caine]

[IMAGE CHANGE]

"Caine"

"My name is Solomon Caine. I hear you've been asking around for my "friend" Lenny."

"What's he to you?"

[IMAGE CHANGE]

"Tanner"

"He pulled a cross on us way back. Our hundred thou slipped into Lenny's hands and out of sight."

"We want it back."

[IMAGE CHANGE]

"Caine"

"I advice you to let bygones be bygones. Unless your life is worth less to you than those 100 G's."

[IMAGE CHANGE]

"Tanner"

"I know you lost Lenny and I know where he went. He's working for Vasquez and I bet what he can tell him would be real bad for your business."

"But you're lucky."

[IMAGE CHANGE]

"Caine"

"How do you figure?"

[IMAGE CHANGE]

"Tanner"

"You got me working for you. I can get Lenny back for you."

[IMAGE CHANGE]

"Jericho"

"I got that covered!"

"You want me to kill this turkey now?"

"Caine"

"Wait!"

[IMAGE CHANGE]

"What can you offer me, punk?"

"Tanner"

"My partner's got connections in Vasquez's operation. We can keep tabs in him for you."

"And my skills could come in use for you also."

[IMAGE CHANGE]

"Caine"

"I have heard that you're a pretty good wheel man. And you chased Jericho's tail into the ground."

"But I have to be convinced of your "connections"."

"Play it right and we can do business. Play it wrong and you'll find yourself at the bottom of Lake Michigan."

[END SCENE]

[SAVING]

[Next Mission]

3.7. Chauffeur the Wise Guys

#####

Useful info:

- There's cops that spawn.

"Caine wants you to chauffeur some Wise Guys to a meeting at the club. Dress sharp."

Mission starts with 6:00 time limit:

"Pick up the boys uptown."

At the start you can either turn left to a road, at the end turn right, and then left at the first opportunity, or you can drive off through an alley in front of you and just turn left. Either way, at the second opportunity, turn right. At the second opportunity, turn left. Then left again. Then turn right and again left and there's the arrow. Drive to it from the left so that you'll be heading at the right direction.

"Now drive them to the meeting."

Turn 90 degrees to the right, through buildings to the road and turn left. At

the third opportunity, turn left. At the end of the road, turn right. Then turn left. Turn left and immediately right. Then at the second opportunity, turn left and go around the area to reach the destination. Again, look out for cops which ruin your day.

"Just in time for the meeting."

[SAVING]

[Next Mission]

3.8. Return to Sender

#####

Useful info:

- No cops.

"Vasquez delivered a car bomb to Caine's compound! Pick it up and drive it back to his hotel before it blows."

Mission starts with 4:50 time limit:

"Pick up the car bomb."

Go in the car in front of you, reverse and turn left (steer right), accelerate and turn left. Then turn right. It doesn't look like it, but you can do that. At the end, turn left. At the second opportunity, turn right and then left to an area. There's the vehicle. Get out and get in the other car.

"Drive to Vasquez's hotel."

Turn right to the road, turn right and then make another right turn. Follow the road and turn right. At the second opportunity, turn left. Then turn right. At the end of the road turn left. At the point of the arrow turn right. Another turn later you'll see the arrow. Drive to it and you exit automatically.

"Now get out of here!"

Turn around and walk to the arrow.

"You blew up the hotel!"

[SAVING]

[Next Mission]

3.9. Stop the Van

#####

[SCENE: Lenny's Apartment]

"Jones (on phone)"

"Hey Tanner. I got a lead on that fat cat Lenny. They keep movin' him around town, but word is, he's holed up in a rats nest hotel in uptown right now. He's

got lots of muscle, so I don't think we can pull him out just yet, but at least we've got a tap on the phone."

"Tanner"

"Keep an eye on him. Let's see what he's up to."

"And it can't hurt to let Caine squirm a bit more."

[IMAGE CHANGE]

"Pink Lenny"

"We'll make our move tomorrow. All vans in 48 hours."

"Brazilian (on phone)"

"Not enough time, Senhor!"

"Pink Lenny"

"If Vasquez says it's enough time, it's enough time."

"Brazilian (on phone)"

"There's too many."

"Pink Lenny"

"I'm the one round here who's making this happen, so you better start showing me some respect, you hear!"

"When you're through, we get out of town with Rosanna Soto"

"I swear, Caine's gonna bleed."

[END SCENE]

"They're moving several shipments of weapons. Guns, ammo, TNT. These vans are fragile. Jones will tell you where to intercept the vans."

Mission starts with 5:50 time limit:

"Steal the van."

The van seems to take the same route every time:

BETA ROUTE:

Turns left, at the end of the road turns left. Then he turns left close to the water. Then he turns left. Then he makes a right turn. Then he turns to the grey area on the left. Then he turns right. Then he turns left and immediately right. At the third opportunity he turns left. Then he turns right and makes a 180 turn and goes left. Once the street ends he likes to hug the wall a lot and then when finally reaching a left turn he makes it. Then he drives into the water and dies and you lose.

FINAL ROUTE:

Turns left, at the end of the road turns left. Then he turns left close to the water. Then he turns left. Then he makes a right turn. Then he turns to the grey area on the left. Then he turns right. Then he turns left and immediately right. At the third opportunity he turns left. Then he turns right and makes a 180 turn and goes left. Once the street ends he gets stuck until time runs out and you lose.

Ram the damage to halfway. Look out for any cars that come after you.

"Now get in!"

Get out of your car and get to the van. If you've rammed it accidentally too much, the damage resets to 50%.

"Now drive it back to safety."

The safety is in Goose Island. As you're in variable location, look at the map for the route there.

"That's one down..."

[SAVING]

[Next Mission]

```
#####
#####
3.10. Take out the Escort
#####
#####
```

"Jones has found another shipment. Stop that shipment quickly!"

Mission starts with 5:00 time limit:

"Steal the van."

This time you got someone chasing you, and if you're lucky, someone else can join in.

The van seems to take the same route every time:

```
-----
BETA ROUTE:
-----
```

He turns right and then turns right. When the road would get narrower a.k.a. at the third opportunity he turns right. When the road gets wider he goes straight. At the third opportunity he turns right. He then turns right. At this point he gets stuck and eventually goes to the water and dies and you lose.

```
-----
FINAL ROUTE:
-----
```

He turns right and then turns right. When the road would get narrower a.k.a. at the third opportunity he turns right. When the road gets wider he goes straight. At the third opportunity he turns right. He then turns right. He then tries to turn left and eventually manages. Then he turns around and turns left. Then he goes forward until time runs out and you lose.

Ram the damage to halfway. Look out for any cars that come after you.

"Now get in!"

If you have any pursuers, destroy their car, then get out of your car and get to the van. If you've rammed it accidentally too much, the damage resets to 50%.

"Now drive it back to safety."

The safety is again in Goose Island. As you're in variable location, look at the map for the route there.

"That's two shipments out of Vasquez's hands."

[SAVING]

[Next Mission]

```
#####  
#####  
3.11. Damage Control  
#####  
#####
```

Useful info:

- There's cops that spawn.

"Trouble! Vasquez's men just firebombed one of Caine's restaurants. You'd better get over there and pick up the boys."

Mission starts with 4:15 time limit:

"Pick up the survivors."

Go reverse, turn left, and then turn left again. On the left is your target.

"Let's get out of here!"

Mission continues with 4:15 time limit:

Two cops spawn. Turn left and hope that the cop doesn't hit you. Turn right and follow the road. At the second opportunity, turn right and follow the road. At the fourth opportunity, turn right. Ahead, cut through the grass and at the end of the road, turn left. Go forward to the arrow.

"You got away!"

[SCENE: The Pool Hall]

"Jones"

"So. Caine must be pissed about the restaurant. Looks like Lenny's really screwing up the works."

"Tanner"

"Yeah. But he should be glad we stopped some of the shipments. I couldn't care less that we let a few through."

"Jones"

"Still, things are gettin' bloody out there. We gotta put an end to it, and snagging Lenny's just the way to do it. I figure Rosanna Soto's got to be the key."

"Hope she's fly. I like the Latin girls..."

"Tanner"

"Keep your mind on the job Jones. Find out where she is and I'll do the

talking."

[END SCENE]

[SAVING]

[Next Mission]

3.12. Find the Clue

#####

"Could be that one of Vasquez's thugs have Rosanna Soto with them. Search each one's car."

Mission starts with 9:59 time limit:

"Stop that car!"

Go to your car in front of you and turn left. As you encounter the car it takes a random route while speeding up. Destroy it.

"Now get in!"

Get out of your car and get in the destroyed car.

"Try the next one!"

You appear out of the car automagically. If your car took more than half damage, change it. The second car appears somewhere nearby. Hunt it down and destroy it.

"Now get in!"

Get out of your car and get in the destroyed car.

"Try the next one!"

You appear out of the car automagically. At this point you have to change your vehicle if you didn't already. The second car appears somewhere a bit away. Hunt it down and destroy it.

"Now get in!"

Get out of your car and get in the destroyed car.

"This car looks promising..."

[SCENE: Rosanna Soto Clue]

"Tanner"

"Move over buddy."

[IMAGE CHANGE]

[IMAGE CHANGE]

"So, little girl. Are you Miss Soto?"

[IMAGE CHANGE]

"Guess not. Rosanna Soto is a ship?"

[END SCENE]

[SAVING]

[Next Mission]

3.13. Escape from the Cops

#####

Useful info:

- There's cops that spawn.

"It looks as though the cops have taken an interest in your car-smashing binge..."

Mission starts with 9:59 time limit:

"Better get out of here!"

Turn right and left to the alley to avoid them cops. Go ahead as long as you can and then turn left. At the fourth opportunity, turn right. At the seventh opportunity, turn left and then right through them cones. On the right is your target.

"Phew! That was close!"

[SAVING]

[Next Mission]

3.14. Caine's Cash

#####

"Some thug robbed one of Caine's booking agencies. Caine wants his cash back..."

Mission starts with 5:30 time limit:

"Get that car!"

Go in the car in front of you, which is hidden out of view on the left, reverse and turn left (steer right), then proceed forward. Follow the road for a long time. When you reach the third opportunity to turn right, I suggest looking at the map as he takes a random route, so you either intercept him or not. When you approach him he speeds up.

Ram his damage to to full.

"You recovered the cash."

[SAVING]

[Next Mission]

3.15. To the Docks

#####

Useful info:

- There's cops that spawn.

"The Rosanna Soto is about to depart from the Adams Street wharf. Get over there and bring back Lenny!"

Mission starts with 2:02 time limit:

"Get to the docks!"

Go to the car in front left. Exit forward and turn left. Then turn right and then left. At the end turn left and then right. At the end is a pile of dirt. Use that to jump to the other side. (You seem to take some unavoidable damage.) Drive to the arrow. (You seem not to have enough time to go around.)

"Close, but no cigar."

[SCENE: The Dockyard]

"Tanner"

"Damn! Too late!"

[IMAGE CHANGE]

"Tanner"

"Rosanna Soto! Where's she heading?"

"Dockworker"

"You got no authority. I tell you nothing."

"Tanner"

"I got a gun. That's my authority."

"Dockworker"

"OK. OK. Ain't nothing to me anyhow."

"The Soto's heading for Rio."

[END SCENE]

[SAVING]

[Next Mission]

CONGRATULATIONS! YOU HAVE COMPLETED CHICAGO!
#####

3.16. Van Crush

#####

[SCENE: Caine in Rio]

"Jones"

"Welcome to Rio, Caine..."

[IMAGE CHANGE]

"Caine"

"I'm here on business, not for Carnival."

"Find Lenny! I got Chicago falling 'round my ears."

"And Tanner, you're going to help me take revenge on Vasquez."

[END SCENE]

"Several of Vasquez's men hang out in the Santa Theresa neighborhood. Take a van and destroy their cars. Let them know Caine is in town..."

Mission starts with 8:00 time limit:

"Destroy the car."

Get into the van in front of you. Turn right to the road and go the left side and turn left. Follow the road and you'll reach the car. Hit the car at low speed to inflict the most damage while taking minimum damage. Rinse and repeat.

"Destroy the next car."

Go a small distance ahead, turn right into an alley and turn right. You'll reach the next car. Destroy it.

"Destroy the next car."

Turn around so you'll go with the traffic. Follow the road and you'll locate the next vehicle. Destroy it.

"Destroy the next car."

Again, turn around. You'll go against the traffic again. After turning right and left there's an alley on the right. Go through it and turn left. After the right turn turn left into the side area. Behind the corner on the left is the last car you need to destroy. Do it.

"Well done!"

[SAVING]

[Next Mission]

3.17. Locate the Stash

#####

"Vasquez sent out a driver to pick up weapons from a secret stash. Stop this driver and find out where he was headed."

Mission starts with 6:30 time limit:

"Stop that car!"

Get into the car in front of you and go left. Then turn left and then right. After a "bridge" turn right. At the end of the road, turn right. At the end of this road, there's two choices. Select the later one, as the other one sometimes causes an instant mission failed ("You lost him!") due to reaching the area of which you can't go far back again. When following the road, you should catch him at that point at the end, and then he speeds up and takes a random route.

Ram his damage to to full.

"Now rough up the driver."

Get out of your car and go in his car.

"Now you know where the weapons are."

[SAVING]

[Next Mission]

3.18. C4 Deal

#####

Useful info:

- There's cops that spawn.

"We've got to blow up that weapons supply. Caine's set up a deal. Pick up some C4 from a "friend" of his on the west side."

Mission starts with 5:00 time limit:

"Get to that drop."

Go forward a bit diagonally at first, then full on forward, then turn right. At the eight opportunity a.k.a. when the wide road is on the left and narrow road ahead and on the right, turn left. When reaching the square, turn right. Then follow the road until you reach a box.

"Get out and pick up the C4."

Get out of your car and run into the arrow.

"Got the C4!"

[SAVING]

[Next Mission]

3.19. Destroy the Weapons

#####

Useful info:

- There's cops that spawn.

"Use the C4 to blow up the weapons containers. Unfortunately, Rio PD is onto you..."

Mission starts with 5:12 time limit:

"Blow up the weapons."

Make a 180 turn and hope that the cop doesn't hit you. Follow the road until you come to a square. Move against the traffic and turn left and continue to the wide road. Follow it. When the road gets narrower, go forward. At the end, turn right. Ahead on the left is soon your target. Look out for cops, they can once again ruin your day.

BETA INSTRUCTION:

"Set a bomb."

"Walk to the target and press R button to set a bomb."

FINAL INSTRUCTION:

"Set a bomb."

"Walk to the target and press R Button to set a bomb."

Get out of your car and go to the arrow and press R.

"Set another bomb."

Mission continues with 0:30 time limit:

Walk forward to the arrow and hit R.

"Set another bomb."

Walk forward to the arrow and hit R.

"Run for cover!"

Ahead on the right is the arrow. Walk to it. You should barely make it.

"Look at the fireworks!"

[SAVING]

[Next Mission]

3.20. Botched Hit
#####

#####

[SCENE: Botched Hit]

[IMAGE CHANGE]

"Jericho"

"Where's that hotshot driver who's supposed to be our backup?"

[IMAGE CHANGE]

"He'd better get here!"

"And NOW!"

[END SCENE]

Useful info:

- There's cops that spawn.

"Jericho really messed things up! While trying to hit one of Vasquez's operations, he got in over his head. Now it's up to you to get him out!"

Mission starts with 5:00 time limit:

"Pick up Jericho."

Turn left and go to the road and turn right. Then turn left and then turn right. Turn around and drive to the arrow.

"Now get out of here!"

Go forward. When you reach the beach turn left. Follow the wide road. When it gets narrowed, continue forward. At the end, turn left. Then turn right. At the second opportunity, turn left. Follow that road until you find a grassy area in the left. Go behind the building to find the arrow.

"You saved Jericho."

[SAVING]

[Next Mission]

#####

#####

3.21. Steal the Ambulance

#####

#####

Useful info:

- There's cops that spawn.

"Unfortunately, Jericho's driver was captured after the gun battle. The police will be transporting him via ambulance to a secure location. Intercept this ambulance."

Mission starts with 7:05 time limit:

"Intercept the ambulance."

At the start you get an angry cop after you. Going forward and turning right to get to the road gets the ambulance in your view when turning left... And if THAT is an ambulance, then I am Dave Speed. The ambulance seems to take the same route every time:

He turns left. At the end of that road he turns right. At the second opportunity he turns right. He turns then left. Goes past the place you need to take the ambulance later. When he has followed the current road enough, he cuts through a grassy area, goes straight and then turns left. Then he turns right and then left. He then cuts a corner through a grassy area and goes off-road. Then he turns left to the water and kills himself and you lose.

Ram the damage to halfway. Look out for any cops that come after you.

"Steal the ambulance."

Get out of your car and get to the ambulance. If you've rammed it accidentally too much, the damage resets to 50%.

"Drive back to the safe house."

As you're in variable location, look at the map for the route there. Watch out for cops.

"You recovered Jericho's driver."

[SAVING]

[Next Mission]

```
#####  
#####  
3.22. Save Jones  
#####  
#####
```

"You've been spotted chatting with Jones. Stop the gangster who saw you before he can inform Vasquez and blow Jones's cover."

Mission starts with 3:50 time limit:

"Stop that car!"

Go in the car in front of you and turn around. The car seems to take the same route each time:

He turns left. At the end of the road he makes a "loop", that is, he turns right with the road, right to the wide road, then right again through an alley which leads to a road ahead. He continues going forward. At the end of the road he turns left, then he turns right. He follows that road, and once cuts through a grassy area. Before the road would turn right he turns right to an alley to skip that turn. At the first opportunity he turns left. Then time runs out and you lose.

Ram his damage to to full.

"You saved Jones's cover. For now..."

[SCENE: Warning Jones]

"Jones"

"They're moving Lenny the day after tomorrow. I get the details a couple hours before they move."

"Tanner"

"You sure?"

"Jones"

"Am I sure? I'm a freakin' holy wonder! I got me a hotline to the Slime!"

[IMAGE CHANGE]

"Tanner"

"Get out as soon as you know - your cover's too thin to hold. Next time they'll make sure."

"Jones"

"This ain't finished yet. I stay till it is."

[END SCENE]

[SAVING]

[Next Mission]

3.23. Steal a Cop Car

#####

Useful info:

- There's cops that spawn.

"Caine has a plan for revenge. First he wants you to steal a police car. But be careful, he needs it in one piece."

Mission starts with 5:00 time limit:

"Steal a cop car."

Turn right to the road. Then turn right. At the end of the road turn right. At the end the road turn left. After the immediate turn is an alley. Turn right to it. Get out of your car and get inside the cop car.

"Drive it carefully back."

Turn left to the road. Then turn right. At the second opportunity turn left. After the first intersection is a grey area. Turn right to it and drive to the arrow.

"You stole a cop car."

[SAVING]

[Next Mission]

#####

3.24. Car Bomb

#####

NOTE: The beta version of this version is broken, driving the cop car makes it go haywire and eventually you fail. Turning with walking is also a bit broken but it's working enough that the mission is beatable.

Useful info:

- No cops.

"Now that you have the cruiser, use it to stop one of Vasquez's cars. You'll use it to enter his compound and detonate a bomb."

Mission starts with 3:30 time limit:

"Stop the limousine."

BETA STRATEGY:

Get out of your car, fiddle a bit to get away, then turn right to the road and then left and walk to the front of limousine and then go into it.

FINAL STRATEGY:

Turn right to the road and then left. Stop in front of the limousine and get into it.

"Deliver the bomb to Vasquez's mansion."

Continue straight. At the end of the road, turn right. At the end of the road, turn left and immediately right. At the second opportunity, turn right. Follow the road to the mansion yard. Drive to the arrow. You exit automatically.

"Get out of here!"

Turn back and walk until you reach an opening on the right. Go there and into a car that's conveniently sitting there. Turn right and follow the route. When at the arrow, all is done.

"You blew up Vasquez's mansion."

[SAVING]

[Next Mission]

#####

3.25. Jones in Trouble

#####

Useful info:

- No cops.

"Vasquez sent a hit man to take care of Jones. You'd better get over there and help Jones out!"

Mission starts with 4:15 time limit:

"Jones is in trouble!"

Get into the car in front of you, then go slightly left and continue forward. At the fourth opportunity, turn right. At the end of the road, turn left. At the first opportunity, turn right. Follow the road and you'll reach an arrow.

BETA INSTRUCTION:

"He must be in that garage."

"Walk to the target and press R button to open the door."

FINAL INSTRUCTION:

"He must be in that garage."

"Walk to the target and press R Button to open the door."

Get out and walk to the arrow and press R.

"You found Jones' body..."

[SCENE: The Shootout]

"Tanner"

"Jones?"

"You in here?"

[IMAGE CHANGE]

"Jones"

"Tanner?"

"That you?"

[IMAGE CHANGE]

"He's gettin' away..."

[IMAGE CHANGE]

"Tanner"

"STOP!"

[IMAGE CHANGE]

"Jones"

"Get him!"

[END SCENE]

[SAVING]

[Next Mission]

#####

3.26. Chase the Gunman

#####

"Get the guy who shot Jones!"

Mission starts with 3:15 time limit:

"Ram him!"

Get in the car in front of you. The Gunman always seems to take the same route:

BETA ROUTE:

Turns left to the road, follows that road, near the square turns right to an alley, goes through it and goes forward. Then he turns right. There's two points where he touches water and thus takes damage while making a loop. He turns right for another loop. While making the second loop he touches water three times. Just as he's done that the third time, the time is up and you lose.

FINAL ROUTE:

Turns left to the road, follows that road, near the square turns right to an alley, goes through it and goes forward. Then he turns right. There's two points where he touches water and thus takes damage while making a loop. He turns right for another loop. While making the second loop he touches water two times. When the loop is almost done the second time, the time is up and you lose.

Ram his damage to full. You can shove him to water too.

"You whacked that turkey!"

[SAVING]

[Next Mission]

#####

3.27. Get Jones to the Hospital

#####

Useful info:

- There's cops that spawn.

"You've taken care of the hit man, but Jones is still losing blood. Get him to the hospital ASAP." [sic] (Author hates abbreviations like this.)

Mission starts with 6:00 time limit:

"Go back and pick up Jones."

Go forward. Through the alley and then turn left. Follow the road to the arrow.

BETA INSTRUCTION:

"He's inside."

"Walk to the target and press R button to open the door."

FINAL INSTRUCTION:

"He's inside."

"Walk to the target and press R Button to open the door."

Get out of the car, get to the arrow and press R.

"Get Jones to the hospital!"

Get back to the car and turn around. Follow the current road. At the square, just go ahead and then turn right to the wide road. Follow that road. At the first opportunity, turn left. At the seventh opportunity, turn left. After the first intersection, turn left to an alley. There's the arrow. Be careful of cops.

"Jones is going to be OK."

[SAVING]

[Next Mission]

3.28. Tail the Limo

#####

"Before being taken into the hospital, Jones revealed that Lenny was going to leave town. A limo was being sent to pick him up. You and Jericho are going to follow that car right to Lenny."

Mission starts with no time limit:

"Follow that limousine."

The car always takes the same route:
The car turns right (left from your point of view). At this point, if you're fast you can get ahead of it. He goes forward to the wide road. At the second opportunity, he turns right. Then he turns left, then right, then left, then left again, and then right. He goes forward a small while and then ba-da-bing, ba-da-boom, and you're done.

"Lenny's getting in the limo..."

[SAVING]

[Next Mission]

3.29. Apprehend Lenny

#####

"Lenny's being taken out of town in a limousine. Stop him and take him into

custody."

Mission starts with 1:30 time limit:

"Stop that car!"

The car takes the same route each time:

He turns left and then left again and then he follows the wide road until the time runs out and at that point you lose.

Ram his damage to full.

"You got Lenny."

[SAVING]

[Next Mission]

```
#####  
#####  
3.30. Get out of Town  
#####  
#####
```

[SCENE: Adios, Jericho]

"Tanner"

"This is where you get off, Jericho."

"Jericho"

"You pointing that at me?"

"Tanner"

"Put..."

"the sawed offs..."

"down."

[IMAGE CHANGE]

"Jericho"

"Bad mistake."

"Tanner"

"Tell Caine I need Lenny more than he does."

"Jericho"

"This ain't over!"

[END SCENE]

"You've apprehended Pink Lenny, but now you've got to figure out what to do with Jericho."

Mission starts with 8:00 time limit:

"Get Lenny out of town!"

Jericho chases you when you begin by going straight. Some other people join in the chase later at random points. At the fourth opportunity, turn right and

follow that road. When you reach a square, go to the right side and turn right. At the second square later, be at the right side and turn right after the left turn. At the third square go around and keep going north. When the road gets narrower, keep going. Eventually you'll reach the arrow.

"You escaped, with Lenny in cuffs!"

[SCENE: Back in Chicago]

[IMAGE CHANGE]

"Chief"

"Welcome back to Chicago, Lenny. Things are cooling down here. Your Brazilian friends are leaving, and I'm starting to recognize the place again."

"Tanner. Where's this leave Caine and Vasquez?"

"Tanner"

"Back where they were before. We aren't much closer to stopping them, but Lenny here is sure to help us out..."

"Right Lenny?"

[SAVING]

CONGRATULATIONS! YOU HAVE COMPLETED RIO!
#####

3.31. What's next

#####

[CREDITS FOR SENNARI INTERACTIVE AND INFOGRAMES U.S. ROLL, YOU WON'T SKIP THEM AS THEY ONLY TAKE A BIT OVER A MINUTE AND YOU HAVE WORKED HARD TO GET THEM TO ROLL IN THE FIRST PLACE]

[YOU RETURN TO MENU]

CONGRATULATIONS! YOU HAVE COMPLETED DRIVER 2 ADVANCE ON GAMEBOY ADVANCE!
#####

#####

4. Driving Games

#####

This section covers them Driving Games.

#####

4.1. Quick Chase

#####

#####

4.1.1. Chicago

#####

"Ram the car!"

The car in front of you must be rammed. He takes a random route. When you manage it, the game displays your High Score.

"Well done!"

#####

4.1.2. Rio de Janeiro

#####

"Ram the car!"

The car in front of you must be rammed. He takes a random route. When you manage it, the game displays your High Score.

"Well done!"

#####

#####

4.2. Quick Getaway

#####

#####

#####

4.2.1. Chicago

#####

"Lose the tail!"

Two cops get on your tail. Lose them as quickly as possible. When you manage it, the game displays your High Score.

"Well done!"

#####

4.2.2. Rio de Janeiro

#####

"Lose the tail!"

Two cops get on your tail. Lose them as quickly as possible. When you manage it, the game displays your High Score.

"Well done!"

#####

#####

4.3. Trailblazer

#####

#####

#####

4.3.1. Chicago

#####

Driving game starts with 1:00 time limit:

"Follow the cones!"

There's a line of cones. Destroy them. Each cone ran over gives you 2 extra seconds.

"Well done!"

"Cones: XX/100"

That text occurs with you miss some cones. Then the game shows your High Score.

"Perfect!"

That text occurs with you hitting all of them. Then the game shows your High Score.

#####

4.3.2. Rio de Janeiro

#####

Driving game starts with 1:00 time limit:

"Follow the cones!"

There's a line of cones. Destroy them. Each cone ran over gives you 2 extra seconds.

"Well done!"

"Cones: XX/100"

That text occurs with you miss some cones. Then the game shows your High Score.

"Perfect!"

That text occurs with you hitting all of them. Then the game shows your High Score.

#####

#####

4.4. Checkpoint

#####

#####

#####

4.4.1. Chicago

#####

"Hit the checkpoints!"

There's 5 checkpoints to hit.

"Well done!"

#####

4.4.2. Rio de Janeiro

#####

"Hit the checkpoints!"

There's 6 checkpoints to hit. Just follow the road. Two circles is enough to hit them all.

"Well done!"

#####

4.5. Survival

#####

4.5.1. Chicago

#####

"GO!"

Avoid the police as long as you can. If by some dark miracle you can stay alive for 9:59 what you get is...

"You win!"

4.5.2. Rio de Janeiro

#####

"GO!"

Avoid the police as long as you can. If by some dark miracle you can stay alive for 9:59 what you get is...

"You win!"

#####

5. Glitches

#####

#####

I had a glitch once. While tailing a car, all the traffic in one intersection didn't want to move. As such the limo also couldn't go on.

#####

6. Thanks

#####

#####

Sennari Interactive for developing the game.

Reflections Interactive and Atari for having some part with the game.

Infogrames for publishing.

PSXDRIVERPLAYER for making this guide as there's two incomplete ones. (Irony is that other one is made because the other is incomplete. It would be a complete cycle if this would be too. And then the cycle continues until someone reaches the end.)

You, the reader, for reading it.

☞ 2018-11-26 - 2018-12-11 PSXDRIVERPLAYER. All Rights Reserved.

THE END

[INSERT CREDITS HERE]

This document is copyright psxdriverplayer and hosted by VGM with permission.