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DRIVER[™] PARALLEL LINES



BASED ON A GAME
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Basic Training

INTRO

Before we get to the individual job strategies, vehicle descriptions and in-depth weapon comparisons, make sure you read this entire section first. If there was an "invaluable section" of this strategy guide, the Basic Training area would be the clear winner.

Below you'll find the basics of controlling and manipulating TK both in and out of the car. This includes tactics for ditching the cops, buying vehicle upgrades and even in-depth tuning techniques. You'll also find important game structure layouts, including maps of all the available story jobs and info about the all-too-critical side jobs on offer.

DRIVING TECHNIQUES

Regardless of your playing style, the vast majority of your time in *Driver: Parallel Lines* is spent behind the wheel. As you'd expect, the ability to properly control your vehicle greatly influences your overall success in the game. Of course, your success also depends on your knowledge of the game's idiosyncrasies. This section will get you where you need to go fast.

THE BASICS

The following are some basic techniques that you might or might not already know. Either way, these represent the core of *Driver: Parallel Lines*.

Collisions

Wrecking your car is the most common way to screw up or even fail a job. Collisions are usually a direct result of either travelling too fast or having a cop (or third party) ram you into something. Learning to control the throttle, brakes and steering is something that can't be taught, but instead, should be learned through experience. Once you have collisions somewhat under control, the game flows much easier.

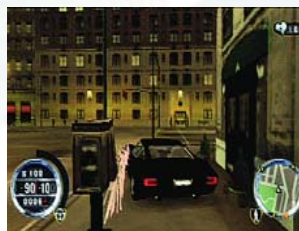


Dealing with Police

Make no mistake; running from the police is a *huge* part of this game and for most jobs it's unavoidable. Sometimes though, keeping your car at controllable speeds and avoiding collisions with other cars is a good way to keep them off your back. When you see a cop on your Minimap, try to behave until they're out of range. This will save you a lot of headaches.

Managing Your Health

If you're down to 45 percent health, and it's time for a new job, it's probably a good idea to stop by one of the garages to grab a Health Pack before you give it a go. Nine times out of ten, you'll actually save time by having a full health bar and entering the job 100 percent rather than attempting it with less than full health.



Controlling Your Speed

Although your first instinct is to blast around NYC as fast as possible at all times, it is *not* necessary best to drive everywhere at full tilt. You'll quickly find out that driving fast only leads to ridiculous repair bills and unnecessary police pursuits. The New York City traffic is crazy — equally so in both eras — and it's just one of those things you have to learn to deal with to be successful in the game.

Watching the Minimap

During regular and especially time-related jobs, your Minimap shows more information than anything else on the screen. We found ourselves using it instinctively after only a few hours of gameplay. With it you'll be able to spot cops, follow targets, see shortcuts through the various streets and pretty much stay ahead of the curve regarding all aspects of gameplay.



The Map

Inside your menu screen the main map can be rotated. Use it to plan routes, look for shortcuts or maybe just find areas while cruising around.



CHARACTER DAMAGE WHILE DRIVING

There are two ways to take damage while you're behind the wheel:

Bullets

First and foremost, you can be shot at. If your Felony Meter is high enough, police will just open up on your car and try to take you out. If a stray bullet gets through the window or door, TK will take the damage. The SWAT team does the same as the police, as do helicopters.



Collisions

The other way to take damage is through a collision. If the collision is hard enough — either by connecting with another vehicle or stationary object — TK will take damage. It's never critical or life threatening by itself, but just be aware that if you've already been injured, it is entirely possible to be killed as a result of hitting something too hard.



PULLING 180s

Doing a complete reverse of direction is useful in many situations. A 180 is great to just throw off a pursuer as you drive away in the opposite direction. A 180 is especially helpful when ditching the cops while navigating through blocks of heavy traffic. Just be careful that you don't end up smashing into anything as you come out of the 180. Sometimes it's difficult to judge where your particular vehicle will end up if you execute a 180 at extremely high speeds.



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DRIFTING THROUGH CORNERS

With the faster cars — meaning Muscle, Sports, Race and most 2-Door and 4-Doors — it's a heck of a lot easier to drift through street corners rather than taking the proper racing approach. Drifting is sort of a fancy word for controlled oversteer. It's a driving style distinguished by oversteering into and completely through the corners.

To execute a drift, just steer your car into a corner early and wait for the weight to transfer before countersteering out of the turn. It's quite easy to do, and as shown in the pics, it works beautifully when trying to ditch police.



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DITCHING THE POLICE

When you're being chased by the police, you'll have only a handful of effective options to get rid of them. The techniques progress from simple to outrageous, depending on the severity of your situation. Overall, the goal is to keep the situation in the first two stages, never letting them develop into insane gun battles between parties.

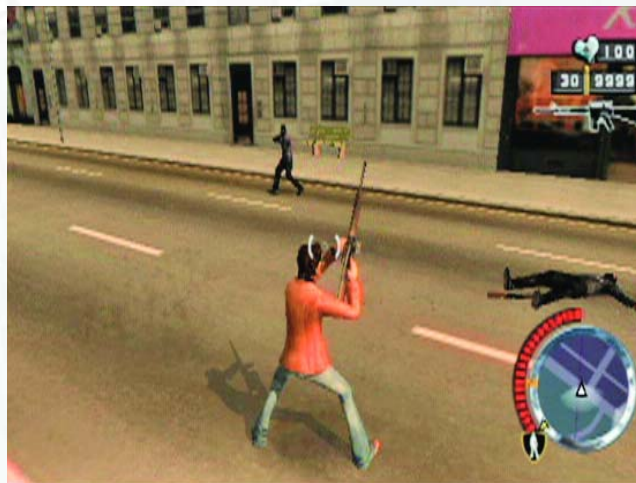
Stage 1: One Cop

If you've been tagged for speeding or hitting another car in front of a cop, the idea is to keep the situation from escalating to Stage II. Your best bet is to simply outrun the pursuer by using your Minimap to plan effective shortcuts around NYC. Try to stay out of vehicular combat during this stage. Smashing into the police excessively will only raise your Felony Meter, attract more police attention and most likely escalate the situation into the next stage.



Stage 2: Two Cops

If you've taken too long to ditch the first cop, or if you've increased your Felony Meter by smashing into pedestrians or whatever else, a second officer will join the pursuit. At this level your situation becomes serious, and you'll need to execute sharp turns and tricky swerves to get the police to smash into oncoming cars. Basically you want to try anything you can think of — short of attacking them — to put enough distance between the cops and yourself.



Stage 3: Roadblocks and Multiple Officers

Roadblocks are easy to avoid, but usually by the time you're to this point your car is taking some serious damage from the horde of police officers on your tail. If you need to stop and get a new car, just remember that getting out of the car and moving on foot will make you even more of a target. The police will fire at will with the intent to kill you. You can try to get out and kill them, but most likely you'll die before you get the chance.



Stage 4: SWAT & Police Helicopter

If you get to this stage without meaty weapons and a plan, you're pretty much done for. The SWAT teams don't mess around, and they usually arrive on the scene once you've taken out multiple officers during any of the previous stages. It's possible to escape from the helicopter by getting in a car and totally outrunning it, but be prepared to eat a lot of lead as you do so.



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VEHICLE CONCEPTS

Along with how to drive the various vehicles in Driver: Parallel Lines, there are also some fundamental concepts about the vehicles that you need to know about. This section will highlight everything including the different types of damage your vehicles can take, how mass affects your driving, what the various vehicle upgrades do and even an extensive tuning section.

VEHICLE DAMAGE

Vehicles can be damaged in a multitude of ways. The trick is learning when to ditch a car before it becomes useless, so that you don't get stranded. This list comprises the various ways your car can be damaged, starting with the most common and eventually working up to the most serious.

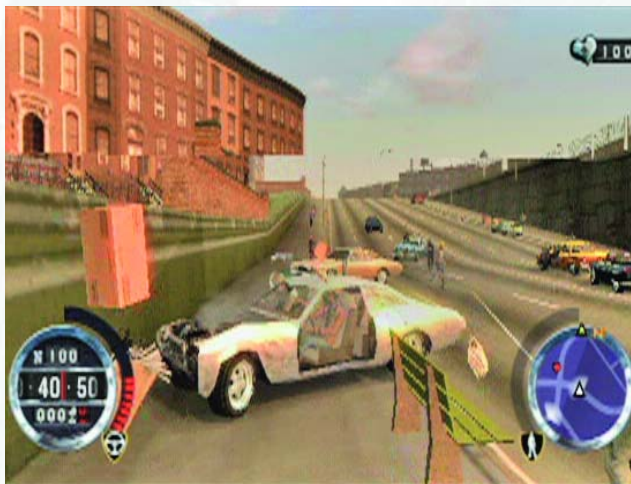
Front End Damage

If you hit something really hard, your hood latch will pop open. This blocks your vision for a short period of time, and can be especially annoying if you're running from the police. After a few seconds, the hood will fly off restoring your vision.



Body Damage

The body of a vehicle is damaged by hitting just about anything. You can sideswipe a pole to dent the side of your car, or back into a tree to bend your back bumper. All of these smaller incidents eventually take their toll and lead to the destruction of the vehicle.



Door Panels

Every once in a while, either the driver or passenger door will come loose as the result of a tough collision. Once it's loose, it usually gets blown or completely torn off. If this happens, you're immediately more susceptible to incoming gunfire because of the opening on the side of the vehicle. Sometimes it's best to ditch a vehicle when you hit this stage.



Tire Damage

Tires can be taken out with either precise shots or even certain types of harsh collisions. This is worst type of damage to your vehicle, because it seriously impairs your ability to steer. Top speed, acceleration and handling are all severely affected when even *one* tire is blown out. These problems compound when multiple tires are damaged.





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Grey Smoke

Grey Smoke means the vehicle is severely damaged and consequently suffers acceleration and top speed issues. When you see grey smoke, the car is very close to being declared a wreck, and it's time to get a new car, pronto.



Black Smoke

Black smoke means the car is completely useless. Most of the time it won't move at all, and if it's shot or hit really hard when it's pouring black smoke, the vehicle will explode with serious splash damage. If you're inside the car when black smoke appears, get the heck out as fast as you can. The explosion *will* kill you even if you're at maximum health.



VEHICLE MASS

The mass of your vehicle has a lot to do with how effective your offensive driving is. If you're trying to smash people off the road using a racer that weighs only 900 kg, it's going to be difficult, for example. You'd be much better off using a bruiser that weighed 4,000 kg.

Make sure you reference our vehicle section, and try to recognize patterns as to what types of vehicles are better for combat and what types are better for just plain outrunning your enemies. The chart below is meant to be a general guide only, since there are exceptions in each category.

Vehicle Type	Best Used For
COMMERCIAL	Special purpose, ramming, total destruction
UTILITY	Light ramming, cruising
4-DOOR SEDAN	Anything
2-DOOR COUPE	Anything
MUSCLE	Anything
SPORTS	When speed and handling are of utmost importance
RACE	Circuit races or when absolute speed is needed
BIKE	Specialty jobs or areas with lots of jumps and narrow passages



VEHICLE UPGRADES

Once you establish yourself with Ray's Garage you can use the "Buy Parts" option to upgrade any of your stored vehicles. There are four distinct categories in the "Buy Parts" menu.

Bodywork

Just as it sounds, this menu lets you modify the external appearance of your vehicle. There are several different kits available for each vehicle, each of them radically altering the paint, trim and wheels on the car.

Custom Bodywork



"THEN" PRICE
\$1,000

"NOW" PRICE
\$10,000

There are four selectable (and unique) body styles for each vehicle under this menu.

Performance Parts

The bulk of the really important upgrades fall under this category. You'll be able to add top speed and acceleration to your vehicles by using the engine upgrades. You'll also be able to upgrade the suspension and brakes for those important racing events. And don't forget the Nitrous Injection Kit and bottles of Nitro — the sure-fire way to turn any vehicle into an absolute beast on the street.



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Engine Stage I



"THEN" PRICE

\$200

"NOW" PRICE

\$2,000

The first of three engine upgrades, stage I usually only adds a moderate amount of acceleration and top end to your vehicle.

Engine Stage II



"THEN" PRICE

\$500

"NOW" PRICE

\$2,000

Building from where stage I left off, stage II offers a little more horsepower for a little more money. You have to have stage I before you can move to stage II, however.

Engine Stage III



"THEN" PRICE

\$1 000

"NOW" PRICE

\$2,000

Stage III isn't available on most vehicles, but if it is, expect a dramatic increase in overall power. The stage III kit puts your vehicle close to the maximum speed in the game.

Nitrous Injection Kit



"THEN" PRICE

\$500

"NOW" PRICE

\$5,000

This allows you to use nitro boosts by double-tapping the Accelerate button. It's a serious speed boost for any vehicle in the game. It's expensive, but worth it.

Adjustable Springs



"THEN" PRICE

\$200

"NOW" PRICE

\$2,000

Springs are the most important part of your car's suspension. These allow you to adjust your overall handling characteristics.

Adjustable Shocks



"THEN" PRICE

\$200

"NOW" PRICE

\$2,000

Like springs, these also control the responsiveness of your car's overall handling. This is a great upgrade for street and track cars alike.

Adjustable Ride Height



"THEN" PRICE

\$200

"NOW" PRICE

\$2,000

This allows you to adjust the ride height of your vehicle. For your specialty cars, however, this is a must-have.

Up-rated Brakes



"THEN" PRICE

\$200

"NOW" PRICE

\$2,000

This makes a noticeable difference by shortening the overall braking distance of your vehicle. This mod offers some serious bang for the buck.



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Nitro Shots

"THEN" PRICE
\$10/Second

"NOW" PRICE
\$100/Second

Nitro is available in 10, 20 and 40 second refills. The prices go up accordingly.



Accessories

The accessories menu covers exotic upgrades for your car that can mean the difference between life and death in certain situations

Respray

This menu covers all of the various paint options in the game. From here you can choose to repaint your entire car or just tint portions of it.



Bullet Proof Glass

"THEN" PRICE
\$300

"NOW" PRICE
\$3,000

This option upgrades the glass on your vehicle and makes it bullet proof. You'll take a lot less damage during intense gun battles with this equipped.



Base

"THEN" PRICE
\$40

"NOW" PRICE
\$400

This option allows you to repaint the entire body of your car.



Bullet Proof Tires

"THEN" PRICE
\$150

"NOW" PRICE
\$1,500

This accessory makes your car tires bullet proof. Since one of the worst ways to crash is due to blown out tires, this is a must-buy option for your favorite cars.



Rear Bumper

"THEN" PRICE
\$20

"NOW" PRICE
\$200

This option paints only the rear bumper of your car.



Tinted Glass

"THEN" PRICE
\$100

"NOW" PRICE
\$1,000

This will darken your vehicle's glass to a limo style tint. It's helpful to keep the police from recognizing you while you're behind the wheel.



Hood

"THEN" PRICE
\$20

"NOW" PRICE
\$200

This option paints the hood of your car.



Front Bumper

"THEN" PRICE
\$20

"NOW" PRICE
\$200

This option paints the front bumper of your car.

ADVANCED TUNING

Thanks to the insiders at Reflections, we have some in-depth tuning info describing how the various cars react to changes in spring intensity, shock settings, ride height and downforce.

Spring Settings

The main components of the suspension are the springs, which allow the wheels to follow the road surface while the main body of the car is allowed to continue unaffected.

Soft springs will allow the wheels to stay in contact more when driving over uneven terrain. This will also slow down the weight transfer as the velocity of the car changes. Too soft and the weight transfer will take too long, making the car unresponsive. When cornering, it will allow the car to roll more, putting more load on the outside tires and less load on the inside, meaning that the total grip given by the tires cannot be as high.



Hard springs will stop the car from rolling as much (side to side) and so the weight transfer is less. This allows the inside tires to do more work while cornering. Suspension that is too hard will not allow the tires to move enough to absorb the bumps in the surface, and will therefore cause body roll. When this happens, the tires aren't in complete contact with the road, and it reduces your overall traction. Suspension that is too hard will make the car twitchy and difficult to drive.



Shock Strength

The purpose of shocks is to limit the rate at which the suspension components compress and extend. This prevents the suspension from oscillating for too long after riding a bump. Shocks can have different rates for compression and extension, often referred to as bump and rebound, respectively. In the game both the bump and rebound rates are controlled by one setting.

If the shocks are set too hard, they cause the suspension to react slower to bumps in the surface, and also cause the tires to not be in contact with the road at all times.



Shocks that are set too soft will not dampen the oscillations in the springs effectively. This causes the vehicle to be unresponsive during direction changes.



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Ride Height Settings

The ride height changes the height that the car rides above the ground, and also the center of gravity for the vehicle itself. The higher the centre of gravity, the more weight transfer will occur while the car's speed is changing. During hard turns, this causes the outside tires to do a higher proportion of the work, and therefore, produces a lower level of traction. The ideal ride height is therefore just high enough for the car to clear the ground.



Downforce Settings

Increasing the downforce at the front of the vehicle offers more front traction, and thus allows the car to turn slightly quicker. At the same time, this makes the car more balanced towards oversteer.

Increasing the downforce at the rear offers more rear traction, and thus causes the car's balance to move toward understeer. The extra traction at the wheels that transmit the power should cause slightly better acceleration, although this is a small effect.

Increasing downforce should also cause an increase in drag. Rear downforce tends to create more drag than front downforce. This is due to the fact that a rear wing is responsible for controlling and diffusing the airflow from the rear of the car. A rear wing with a higher angle of incidence to the airflow will not only cause a bigger obstruction in the airflow, it will also direct the airflow further upwards creating an even lower air pressure behind the car.



STEALING CARS DURING MISSIONS

Since you can fail a mission as many times as you want with no repercussions, sometimes it's a good idea to steal and store a particular rare vehicle that can only be obtained during a specific mission. Storing the Rosalita Racer is a good example, and it's not all that difficult once you understand the layout of the mission.

Just be aware of each mission and what (if any) rare vehicles appear. If you happen to miss the particular vehicle from your garage, you might as well steal and store the car and then restart the mission with the intention of completing it.

MOVEMENT TECHNIQUES

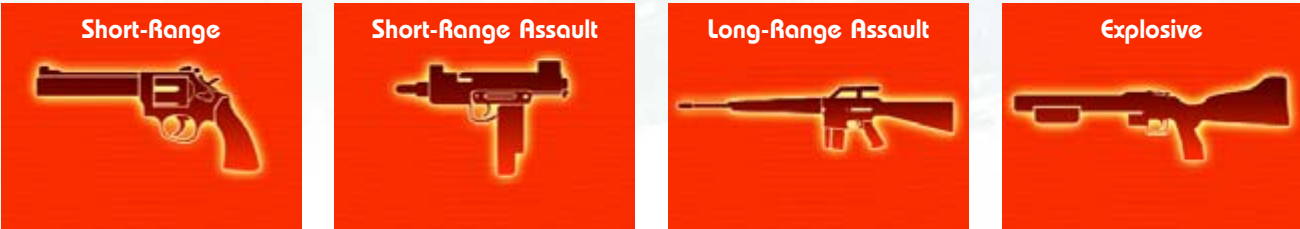
Although most of the game is spent behind the wheel, the time that you do spend out of the car is usually quite important. This section covers movement tactics, how to effectively heal TK, the rules of engagement and advanced weapons training.

HANDLING WEAPONS

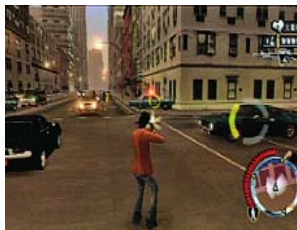
During the course of the game you'll pick up many different types of weapons. This section details some of the tips and tricks you'll need to handle them effectively. If you're looking for more detailed information, check out our Weapon Appendix. It goes into extreme technical detail for each of the 14 weapons available in the game.

Choosing the Right Weapon

There are four types of weapons:



Most encounters occur at short-range, so anything from any of the first three categories works well. If anything presents itself as a long-range encounter, stay away from shotguns and submachine guns with limited range. You should stick to long range assault weapons for those encounters. Explosives are used for special purposes, like blowing up an entire room or stationary vehicle.



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Locking On

Locking on is the most basic of offensive techniques, but it's also the most frequently used. To lock on to an enemy, use the L1 Button with your weapon already equipped. You have to use the Analog Stick to select the target.



Strafing

As in most 3D action games, strafing is a key technique while engaging enemies or hard targets. Strafing allows you to lock on to an enemy, dodge their fire by sidestepping while at the same time getting in better position to return fire yourself.

To execute a strafe, press the L1 Button to get a lock, and then hold it while you use the right Analog Stick to move side to side as you fire. It's simple, effective and useful all the way through the game.



Crawling

If you're taking heavy fire while in traffic, you can press the L2 Button to duck and sort of sneak around at half-height. You can fire in this mode, although your movement speed is reduced to less than half of normal. This is a solid technique used to dodge incoming fire while you move toward a new vehicle or safety zone.



Short-Controlled Bursts

With the automatic weapons — especially those with high rates of fire — it makes a lot more sense if you only let off one or two shots instead of an entire stream. You'll get better first shot accuracy followed by a series of accurate shots if you do this. If you just let loose and dump entire mags at a time, your accuracy suffers, and scoring hits is more of a stroke of luck rather than technique.



RELOCATING FROM GARAGE TO GARAGE

If you ever need to move from one quadrant of the map to another, don't forget about the handy "Relocate" feature built-in to each of the three Ray's Garage locations. By driving into the garage and selecting this option you can instantly warp from one garage location to another, saving you bundles of travel time while completely avoiding the police. As you progress further into the game you'll also be able to use your Safe House as a selectable location.



HEALTH PACKS

The only way to heal TK when you take damage is to find a Health Pack. Your primary source for Health Packs is one of the three garages. Luckily, they're placed in three strategic locations throughout the city so you're almost always within a hop, skip and a jump from one of them.

Your only other dependable source for Health Packs is your Safe House, which becomes available after completing all of Repoman, Last Chance and Breadrun. It's centrally located near the heart of downtown Manhattan, so this is a good place to stop if you're in the area and need health.

Occasionally, a job will have Health Packs placed in certain strategic areas. Inside the prison facility during "Jail Break" is a great example.

Below is a map showing the locations of all three garages as well as your hideout.

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GAME STRUCTURE & PROGRESSION

Advanced game structure is often removed from strategy guides. In our eyes, it remains a useful tool to help you get a better outlook and feel for the game. Use this section for a quick overlook at the size and scope of the game.

Eras

The first important thing to note is that there are two distinct halves in *Driver: Parallel Lines*. You start the game in the “Then” era, which takes place in 1978. After completing that era you’ll be in the “Now” era, which takes place in 2006. Only when you complete the game will you have the option to hop back and forth between eras.



General Flow

Driver: Parallel Lines contains more than enough side jobs to keep most players from following the same exact path through the game. Once you get past the first few jobs, generally, the game unfolds something like this:

1. Take a story job and complete it.
2. Return to one of the three garages to store whatever vehicle you have and heal.

After that, the options depend on your preference:

- Drive around looking for optional jobs to earn cash.
- Cruise around and steal cars to bulk up your garage.
- Collect Bonus Tokens.

When you’re finished doing the above and want to progress through the game, return to the top of the list and grab another story job.

Story Jobs

Story jobs make up the bulk of the game. There are 17 story jobs in the “Then” era, and 15 story jobs in the “Now” era.

“THEN” JOBS

- 01 Nickel & Dime
- 02 Wheelman
- 03 Gunman
- 04 Pay Ray
- 05 Hot Wheels
- 06 Bread Run
- 07 Last Chance
- 08 Repoman
- 09 Rosalita Racer
- 10 Circuit Breaker
- 11 Paddy Wagon
- 12 Turning the Screw
- 13 Jail Break
- 14 Air Mail
- 15 Gift Wrapped
- 16 Kidnap
- 17 Ransom

“NOW” JOBS

- 01 The Mexican
- 02 Tailgate
- 03 Guardian Angel
- 04 Gauntlet
- 05 Riding Shotgun
- 06 Candy
- 07 Ram Raider
- 08 Rush Hour
- 09 Slink
- 10 Gatecrasher
- 11 Shellshock
- 12 Bishop
- 13 Home Wrecker
- 14 Bear Cage
- 15 Corrigan

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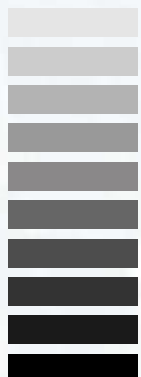
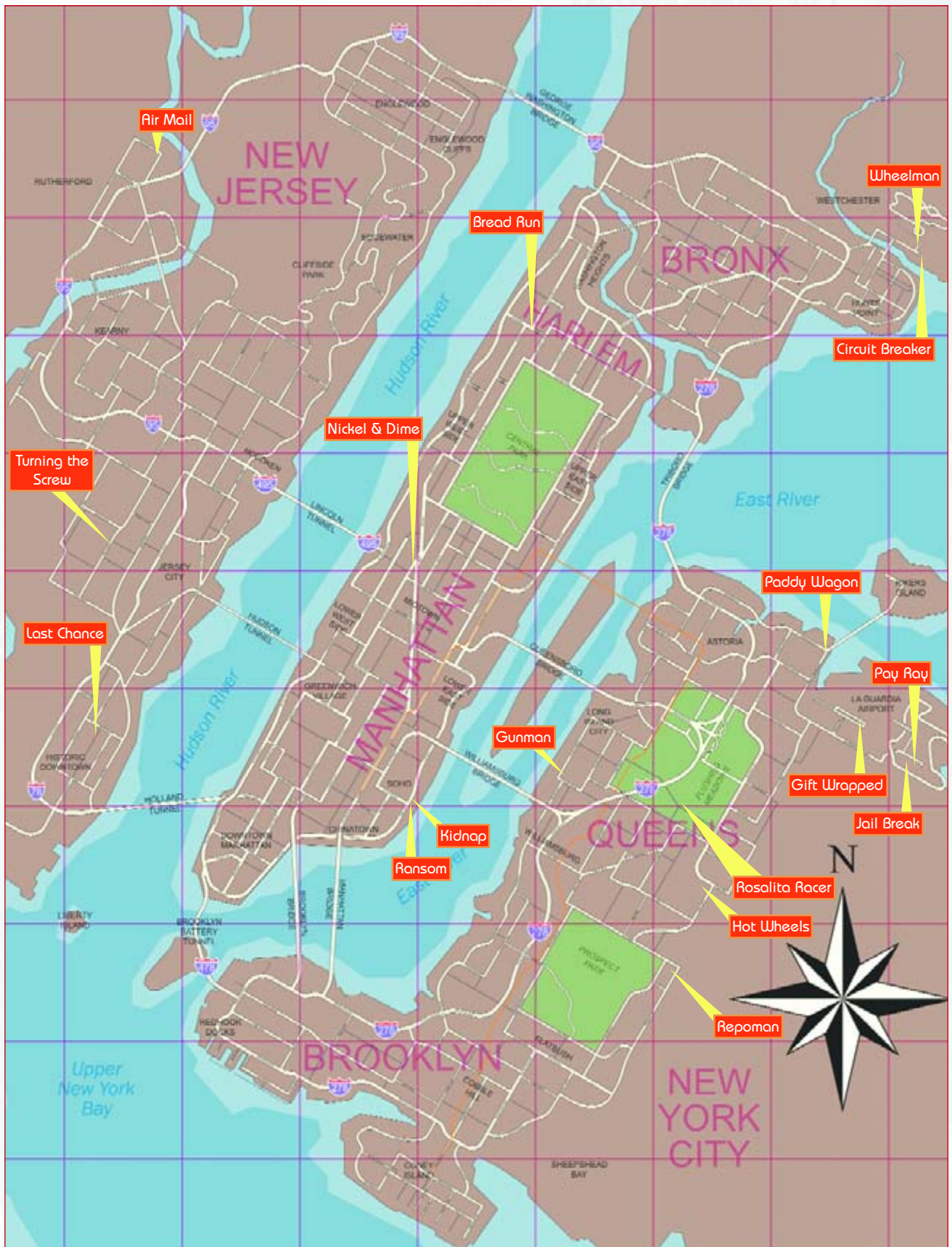
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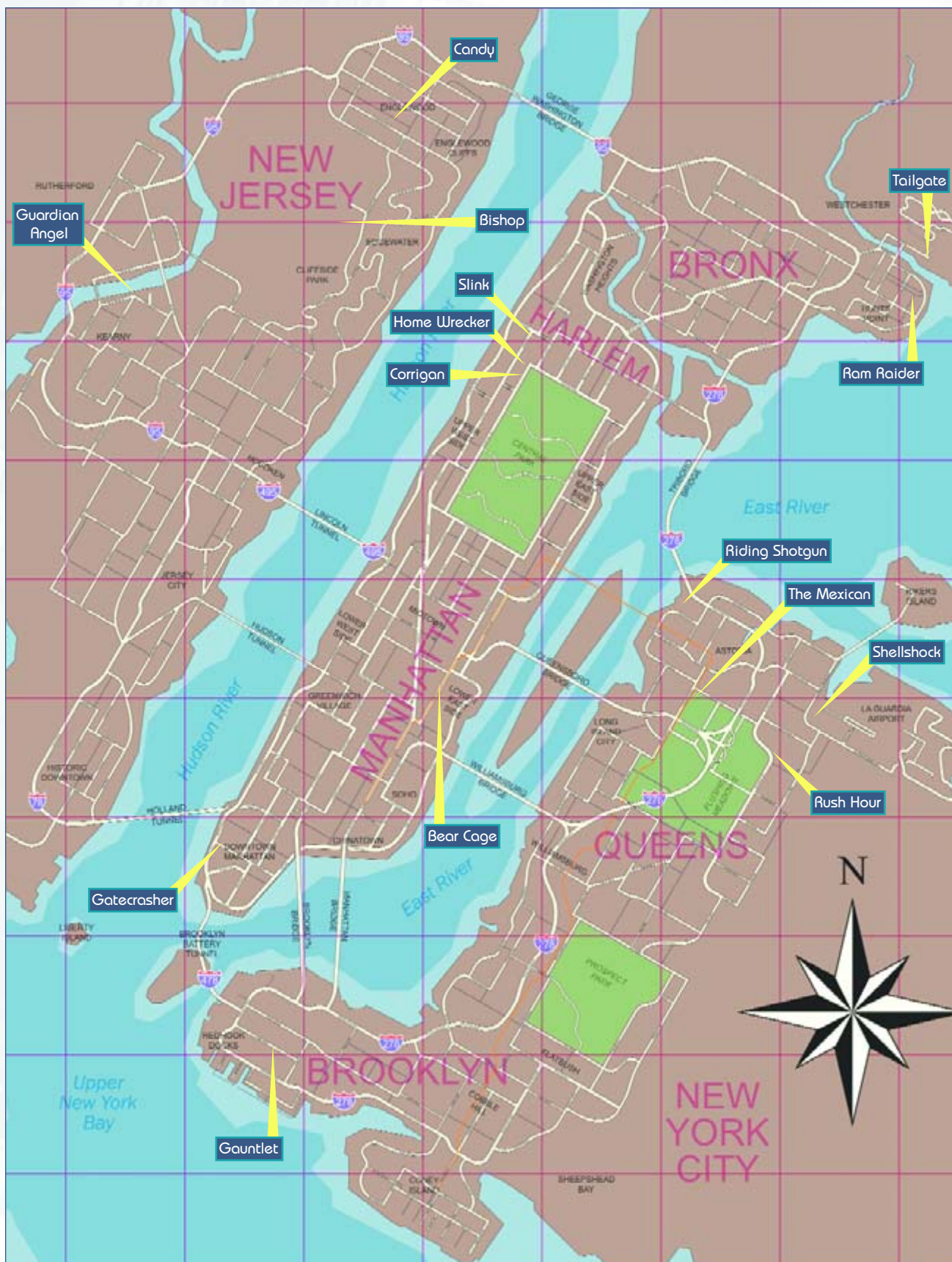
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ROAD MAP: "THEN" JOBS





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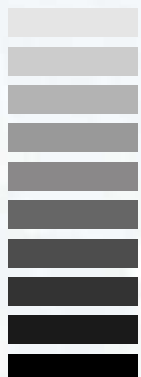
Movement
Techniques

Game
Structure &
Progression

Road Map:
"Then" Jobs

Road Map:
"Now" Jobs

Side Jobs



SIDE JOBS

Side jobs are available after you start the "Pay Ray" story job, and they pop up at different times and places throughout the game. Side jobs are either viewable or hidden. Viewable means that the job appears on the map with an actual pinpoint mark and name. Secret jobs don't show up on the map, but appear when you stumble across them driving around town. As you'd expect, secret jobs are a lot tougher to find. Check out "Then" and "Now" road maps for the game's side jobs at the end of each era's walkthrough in this book.

There are several different types of side jobs, but all of them are designed as a way to earn cash. Since most of the story jobs do not offer cash rewards, you'll spend a significant amount of time playing through the side jobs if you plan on upgrading your cars. Make sure to check out our data section at the end of each era to find out about perfect time bonuses!

Status Menu

At this sub-menu you'll find helpful stats detailing your progression through the game's various side jobs.

There are four possible display states for each side job:

- 1.) The "???" sign indicates that you haven't discovered the side job yet.
- 2.) If you've found and attempted the side job but failed it, "FAILED" will appear next to it.
- 3.) If you've found and finished a side job you'll see "COMPLETED."
- 4.) If you're good enough, you'll see a "Perfect Time" indicator next to any jobs for which you've achieved that status.

(Note: The following side jobs do not have times or Perfect Time rewards: Loan Shark, Hitman, Steal to Order and Stick Up.)

Perfect Time

If a side job has a time associated with it, then it also has a hidden perfect time. Beating this time earns you a one-time, large cash reward. Perfect times are deliberately hidden and unexplained, leaving it up to you to discover them. Side jobs for which you have achieved perfect times are accompanied by a cup in the Status Menu.

Steal to Order



These jobs involve a target car that needs to be stolen and returned to a specific location. The object is to steal the car as fast as you can and return it without damage. You'll be rewarded with incrementally more money if you return the car in better condition.



Loan Shark



These involve chasing down a marked car in a specified amount of time. If you find the car (as marked on your map), the object is to take him out and get him to repay the loan. Once you receive the funds, bring them back to the person who gave you the job, and you'll collect your reward.

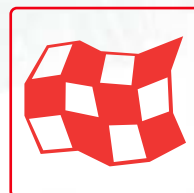


Hitman



Similar to the Loan Shark missions except the object is to take out your target in a set amount of time. Once the target is dead, return to the person who gave you the mission for your reward.

Circuit Racing



These are full blown professional-type races, held on the various racetracks. Unlike the other types of racing, you'll be able to earn cash even if you don't place first. Smaller rewards are given for second and third place as well.

Street Racing



Race against two opponents around the streets of New York. The races held at each diner will vary in difficulty with bigger rewards for faster longer street races. The winner takes all in these races, but remember to watch out for the cops!



Stick Up



These jobs involve picking up a robber in a certain amount of time, then subsequently dropping him off at another location. They're straightforward jobs, and are usually pretty easy if you can avoid police interference.



Motocross



These are short races generally off-road where you can race against a set best time. You may want to bring your own wheels suited to the terrain and challenge the Perfect driver bonus for an extra reward.



Perfect Delivery



Collect and deliver 5 cars in quick succession. Keep the cars free from damage to gain the time bonus for each drop off. Complete the delivery cycle in the time limit to gain the reward.



Taxi Driver



A set reward is given for completing the delivery cycle and a bonus cash reward for achieving the Perfect Driver Bonus.



Getaway Survival



These are some of the most unique jobs in the game. The object is to get away from or avoid being killed by a specified number of chasers. If you manage to survive for the amount of time shown on the clock, you'll collect your reward.



Demolition Survival



Demolition side-jobs are very similar to a demolition derby. The object is to take out the other nine cars in under three minutes without destroying your own car in the process. Cash is awarded for completing the mission.

Driver GP



These secret, extremely rare side jobs are closed circuit races that take place throughout select parts of the city. There is no traffic present during these races; this enables you to drive with technique and precision without worrying about wrecking as you would during the Street Race and Motocross events.



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WEAPONS



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"Now" Weapons	025



THEN

- Revolver
- 44H
- Service 9
- LI 15
- Shotgun
- G. Launcher

NOW

- Pistol
- Gangster
- F70
- SF10
- Aust Pup
- Shotgun 06
- RPG
- Blaine

WEAPONS

Overview

In Driver: Parallel Lines, TK has two completely different sets of weapons at his disposal. The first arsenal is based on 1978 engineering and consists of revolvers, older submachine guns and even a single-shot grenade launcher. The second arsenal is based on modern weaponry and showcases some of the higher tech and more interesting weapons available today.

Below you'll find detailed statistics for every weapon in the game — sorted by era — along with where to find them and what situations they work best in.

In addition to each of the individual examinations below, use the introductory comparison charts for a comprehensive look into the strengths and weaknesses for each weapon. These charts will help you decide which weapons work best for the situation at hand.

WEAPON COMPARISON CHART: THEN

	Damage	Rate of Fire	Range (Meters)	Magazine Capacity	Maximum Ammo
REVOLVER	Very Low	Average	60	8	Unlimited
44H	High	Very Slow	90	7	70
SERVICE 9	Low	Very Fast	70	32	320
LI 15	Average	Fast	120	30	600
SHOTGUN	High	Slow	20	8	160
GRENADE LAUNCHER	Very High	Very Slow	50	1	10

WEAPON COMPARISON CHART: NOW

	Damage	Rate of Fire	Range (Meters)	Magazine Capacity	Maximum Ammo
PISTOL	Very Low	Average	70	10	Unlimited
GANGSTER	High	Slow	70	8	120
F70	Average	Very Fast	70	50	2000
SF10	Average	Fast	100	40	1200
AUST PUP	Average	Fast	120	30	900
SHOTGUN 06	Very High	Slow	20	12	240
RPG	Very High	Very Slow	120	1	10
BLAINE	Average	Very Fast	80	100	500





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REVOLVER



THEN



Magazine Capacity:	8
Maximum Ammo:	Unlimited
Range (Meters):	60
Damage:	Very Low
Rate of Fire:	Average

LOCATION(S)

- "Gunman" Job
- Stolen from a cop

This is the standard pistol. The revolving cylinder only holds eight rounds, but the pistol has unlimited ammo, once you find one. It inflicts very little damage per shot, so expect to crack off more than a few rounds to stop someone for good. If nothing else, the Revolver is a solid option when you run out of everything else.

44H



THEN



Magazine Capacity:	7
Maximum Ammo:	70
Range (Meters):	90
Damage:	High
Rate of Fire:	Very Slow

LOCATION(S)

- Completion of "Hot Wheels" job

The magnum packs a lot of punch — almost as much as the Shotgun at close range — plus it has the advantage of triple the effective range. However, the rate of fire is the slowest of all small arms weapons, making it only useful when fighting small numbers of enemies. Only the Grenade Launcher is slower than the 44H.

SERVICE 9



THEN



Magazine Capacity:	32
Maximum Ammo:	960
Range (Meters):	70
Damage:	Low
Rate of Fire:	Very Fast

LOCATION(S)

- Completion of Bread Run, Last Chance and Repoman

The Service 9 is wickedly fast firing, but it puts out very little damage per bullet. Expect to rip through ammo like candy if you equip this classic submachine gun.



THEN

Revolver
 44H
 Service 9
 LI 15
 Shotgun
 G. Launcher

NOW

Pistol
 Gangster
 F70
 SF10
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 Shotgun 06
 RPG
 Blaine

LI 15



Magazine Capacity:	30
Maximum Ammo:	600
Range (Meters):	120
Damage:	Average
Rate of Fire:	Fast

LOCATION(S)

- "Jail Break" Job
- Stolen from a S.W.A.T. member
- Stolen from the guards in the back of the Paddy Wagon.

This is probably the best weapon in the "Then" category for most situations. The LI 15 is the only full-sized assault weapon available in the "Then" era. Its rate of fire is slower than the Service 9, but it is far more accurate and has over 65 percent greater effective range. The only major drawback is that you can't run with the LI 15 while strafing — something done regularly with any of the pistols. This can be a problem when you need to move quickly from position to position.

SHOTGUN



Magazine Capacity:	8
Maximum Ammo:	160
Range (Meters):	20
Damage:	High
Rate of Fire:	Slow

LOCATION(S)

- Stolen from a cop

Slow to fire and even slower to reload, the Shotgun looks useless on paper, but in reality, proves much more useful. During intense close-range gun battles, nothing can match the Shotgun's stopping power. It cuts through wave after wave of personnel with ease because of its nice spread pattern. Like any shotgun, though, the disadvantage is that it's only useful from 20 meters or under.

GRENADE LAUNCHER



Magazine Capacity:	1
Maximum Ammo:	10
Range (Meters):	50
Damage:	Very High
Rate of Fire:	Very Slow

LOCATION(S)

- Ransom back of truck segment

The Grenade Launcher is a special-purpose weapon designed for use against either vehicles or large placements of enemies. Using it against a single enemy is difficult. The rounds don't detonate on impact but rather after a set period of time (three to four seconds), so timing an explosion is difficult unless you're aiming at a set area. The Grenade Launcher is both a room-clearer and a vehicle destroyer.



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PISTOL



Magazine Capacity:	10
Maximum Ammo:	Unlimited
Range (Meters):	70
Damage:	Very Low
Rate of Fire:	Average

LOCATION(S)

- Received when you start the "Now" era.

This is TK's standard weapon in the "Now" era, and you will receive this gun when you start the modern portion of the game. Like the original Revolver, the Pistol has unlimited ammo. It does everything your Revolver did in the "Then" era, but with a little more capacity and accuracy. It's a solid fallback weapon for almost any situation.

GANGSTER



Magazine Capacity:	8
Maximum Ammo:	120
Range (Meters):	70
Damage:	High
Rate of Fire:	Slow

LOCATION(S)

- At Safe House after completing Tailgate job.

The Gangster is a more powerful "magnum" version of the standard pistol. It has a reduced rate of fire and capacity, but the effective range is exactly the same. If you land a few solid hits with the Gangster, unlike the Pistol, your target is sure to stay down for the count.

F70



Magazine Capacity:	50
Maximum Ammo:	2,000
Range (Meters):	70
Damage:	Average
Rate of Fire:	Very Fast

LOCATION(S)

- At Safe House after completing Tailgate job.

The F70 rips along with an extremely high rate of fire and a ridiculous maximum ammo capacity. As you'd expect, ammo can get expensive — especially if you fill all the way up. The effective range of the F70 is quite limited, so try to use this for close- to medium-range encounters only.



THEN

Revolver
44H
Service 9
LI 15
Shotgun
G. Launcher

NOW

Pistol
Gangster
F70
SF10
Aust Pup
Shotgun 06
RPG
Blaine



SF10



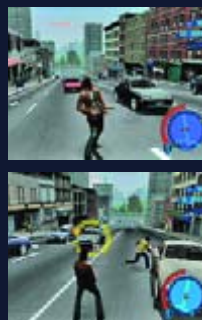
Magazine Capacity:	40
Maximum Ammo:	1,200
Range (Meters):	100
Damage:	Average
Rate of Fire:	Fast

LOCATION(S)

- At Safe House after completing Guardian Angel job.

The SF10 has a slower rate of fire than the F70, but it also has noticeably better accuracy and over 40 percent more effective range. This is the better of the two aforementioned subguns to use in situations where enemies have the chance to put some distance between you. A very solid weapon all-around.

AUST PUP



Magazine Capacity:	30
Maximum Ammo:	900
Range (Meters):	120
Damage:	Average
Rate of Fire:	Fast

LOCATION(S)

- At Safe House after completing Gauntlet job.

The Aust Pup is a bullpup design that makes the weapon more compact and easier to handle than a standard assault rifle. It has a moderate rate of fire but solid range and superb accuracy. The Aust Pup acts a lot like the LI 15 did in the "Then" era, but does everything a little better. For most job-based purposes, this is a great gun to use.

SHOTGUN 06



Magazine Capacity:	12
Maximum Ammo:	240
Range (Meters):	20
Damage:	Very High
Rate of Fire:	Slow

LOCATION(S)

- At Safe House after the cut scene in which you meet Ray's contact.

The auto-shotgun is faster than the standard "Then" pump model, but it's still slower than most other weapons. At close range — meaning less than 20 meters — nothing can match its stopping power. Like the standard shotgun, it has "spray" where one round can actually hit multiple targets.



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RPG

NOW



Magazine Capacity:	1
Maximum Ammo:	10
Range (Meters):	120
Damage:	Very High
Rate of Fire:	Very Slow

LOCATION(S)

- "Shellshock" job
- "Riding Shotgun" job

The RPG is very similar to the Grenade Launcher from the "Then" era, with the main difference being that the grenades are propelled and are therefore much faster. The other noticeable and advantageous difference is that the projectiles explode on impact rather than after a set period of time. This enables you to dial in your attacks with more precision.

BLAINE

NOW



Magazine Capacity:	100
Maximum Ammo:	500
Range (Meters):	80
Damage:	Average
Rate of Fire:	Very Fast+!

LOCATION(S)

- At Safe House after completing Home Wrecker job.

The minigun has the highest rate of fire and most ridiculous damage potential of any weapon in the game. The reload time is crippling, but then again, if someone survives after you dumped 100 rounds out of this beast, you need better aim. This is the true end-game weapon.



VEHICLES



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THEN

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

NOW

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

VEHICLES

Overview

Over the next few pages you'll find a complete list of all 78 vehicles in Driver: Parallel Lines. We've broken them down into categories as they're presented in the game to make it easy for you to cross-reference data. Along with the art for each vehicle, you'll find a list of statistics and also a brief comment section for each.

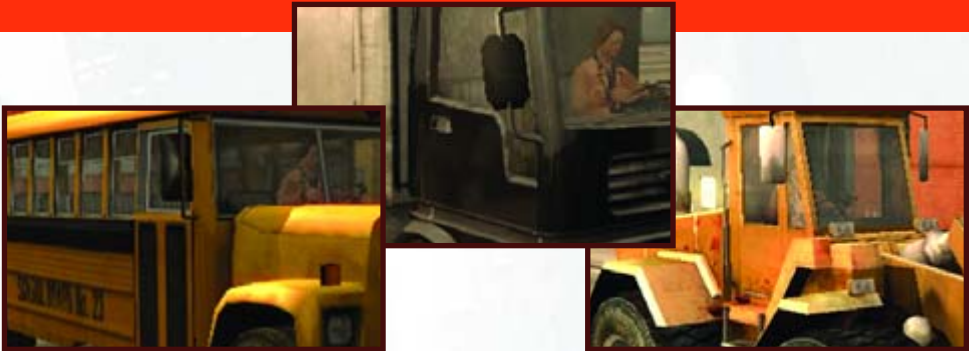
To go with the flow of the game, we've created a separate section for both "Then" and "Now." Once you complete the game and have access to the "Era Change" option, you'll be able to use any car in any era.

VEHICLES

Then

VEHICLE TYPE: COMMERCIAL

This category consists primarily of trucks and specialty vehicles that don't fit into any of the other categories. Most of the commercial vehicles are extremely slow and are unable to accept any engine modifications from the garage. To make up for their lack of speed, some of them offer special abilities. They are also the heaviest vehicles in the game and work well for smashing other cars and trucks into oblivion.



BOLDIUS



Weight: 4,000 kg

SPEED MODS				
Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

With an unmodified top speed of only 80, this lead sled isn't the truck to take on sprinting jobs. It is, however, fun to use when you need that 4,000 kg mass to plow through passenger cars or pedestrians with ease.

COURIER



Weight: 4,000 kg

SPEED MODS				
Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

A typical delivery truck, the Courier weighs in at 4,000 kg. Like most of the other commercial vehicles, the handling and speed are average at best.



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DOLVA



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

The Dolva resembles one of those small produce or fresh meat trucks you'd see in inner-city America. For the most part, it handles and behaves like the Courier.

DOLVA FLATBED



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

This is the flatbed version of the standard Dolva. It weighs the same, but it is a little less prone to flipping, if you're taking it off ramps or jumps.

SCHOOL BUS



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

The buses are some of the longest vehicles in the game. As you'd expect, the turning radius is very wide and the acceleration is quite sluggish.

DELIVERY VAN



Weight: 1,800 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	97	N/A	N/A	113

The Delivery Van is the only exception to the 4,000 kg weight rule amongst the commercial vehicles. It's also a lot faster and more agile than the rest of the lineup as well.

BUS



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

This drives and behaves almost exactly like the standard bus. It's heavy, sluggish and fun to smash things with.

DOZER



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
50	N/A	N/A	N/A	58

The Dozer's handling, acceleration, and top speed are fairly atrocious. However, it's the most robust vehicle in the game — armor wise — so you can smash through walls and cars with relative ease. Brute force has its place!

THEN

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

NOW

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

FIRETRUCK



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

The Fire Truck handles like other vehicles with a long wheel base, but it has the added ability of being able to turn its sirens on and off.

REFUSE TRUCK



Weight: 4,000 kg

Handling



Acceleration



Top Speed



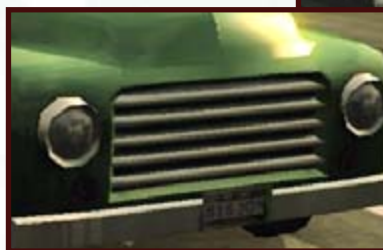
SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

Due to its shorter length, the Refuse Truck is easier to navigate turns with than the "bus" length vehicles. However, it is not as agile or speedy as something like the Delivery Van.

VEHICLE TYPE: UTILITY

These two trucks are sort of like the SUVs of the 1970s. They aren't very fast and, for the most part, they handle like boats. They are fun to drive, however, as long as you don't expect to run circuit races with them.



LAND ROAMER



Weight: 1,400 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

This 4x4 truck is fast but it can be hard to make evasive maneuvers with. It has a little bit wider of a stance, so it's a bit easier to handle than the Woody.

WOODY



Weight: 1,400 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

This vintage pickup truck has an enclosed cab and an open bed to the rear. It's on a narrow track — meaning it's not very wide — so it handles like you'd expect.



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WRECKER



Weight: 2,047 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

You can use the hitch on the tow truck by slowly backing into a vehicle and using the correct button. Once connected, you can detach vehicles at any time.



VEHICLE TYPE: MUSCLE

Muscle cars are fast, agile and extremely fun to drive. Of all the cars in the game, these have the most balanced feel when you're behind the wheel. Almost all of them can go up to Stage III on the engine modifications, which when combined with nitro brings them to the maximum speed attainable in Driver: Parallel Lines: 141.



CERVA



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	106	117	123	141

Although it might not look like it, the Cerva is just as fast as any other muscle car in the category.

CERRANO



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	106	117	123	141

Like the rest of the muscle cars, this one is fast, handles well and is easy to modify. It has crisp acceleration even in stock form.

THEN

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

NOW

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

BROOKLYN



Weight: 1,260 kg

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	106	117	123	141

This car may look more compact than the rest of the muscle cars but it actually weighs the same. It does handle a little tighter because of its wheelbase and width.

Handling



Acceleration



Top Speed



ANDEC



Weight: 1,260 kg

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	106	117	123	141

Resembling a true classic, this muscle car drives as well as it looks. It can be tweaked out to pull over 140 on the radar gun.

Handling



Acceleration



Top Speed



VEHICLE TYPE: 4-DOOR SEDAN

This category is comprised of the normal vehicles. That is, the vehicles you're most likely to see lots of when driving around NYC at any given time. None of them are going to win drag races, nor are they going to win any handling competitions.



WAYFARER



Weight: 1,260 kg

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	118

A taxi with a classy, classic design, the wayfarer is very easy to find and should be one of the first cars added to your garage.

Handling



Acceleration



Top Speed



CHAUFFEUR



Weight: 1,400 kg

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

The stretched limo has an extremely long wheelbase, making it tough to turn and navigate through traffic at high speeds.

Handling



Acceleration



Top Speed





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REGINA



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	118

When you think of a late 1970s four-door, this is most likely the style you think of. This "big body" is easy to find and takes modifications well.

PANGEA



Weight: 1,300 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
82	90	99	N/A	115

The Pangea is the classic '70s family station wagon. Everyone had one. It's a little heavier and a little slower than the rest of the cars in this category except for the Chauffeur.

ZARTEX



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
102	112	123	N/A	141

The police car is an absolute blast to drive, but unless you're just screwing around, it's tough to take it anywhere without attracting police attention. It's wicked fast and has superb specs all around.

MEAT WAGON



Weight: 1,350 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

This vintage ambulance is a fun vehicle to drive. You can operate the sirens and lights by using the L3 Button. This helps get people out of the way ... sometimes. Most of the time you're not so lucky.

VEHICLE TYPE: 2-DOOR COUPE

Like the 4-Door Sedans, the coupes make up a large portion of traffic. They're all easy to find and work well as extra stock for you to collect early in the game.



THEN

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

NOW

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

ROSALITA



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	118

This is one of the only convertibles in the game, making it desirable for that reason alone. It's a little slower than we'd like but this one is more for the style.

FAIRVIEW



Weight: 1,300 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	118

This is the heaviest of all the coupes, but it retains the same top speed as the rest. The acceleration and braking aren't quite as good in the stock form, though.

RHAPSODY



Weight: 1,200 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
79	86	95	100	116

This is one of the smallest cars in the game, so it's easy to get knocked around when smashing into other cars. It's also quite agile.

GRAND VALLEY



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

Resembling the taxi, the Grand Valley is also based on a 1950s design. Believe it or not, the taxi is actually faster and better handling.

NAMORRA



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	118

This is the sort of "upscale" coupe, driven primarily well outside the city limits. It's a good one to add to the collection.





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VEHICLE TYPE: SPORTS

Sports cars are the epitome of technology. These are the fastest non-race vehicles available, and when fully modified, they even give the race-prepped vehicles a run for their money. You'll want to jack a sports car as early as possible, store it in your garage and modify it to the hilt when cash permits.



MELIZZANO



Weight: 1,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
105	115	122	N/A	138

By far the most attractive car in this era, the Melizzano is also extremely quick and agile. You'll have no trouble outrunning or outmaneuvering the cops in this car. Find one and store it immediately.

RAVEN



Weight: 1,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
105	115	122	N/A	138

The Raven is another car from this era with flowing lines and a unique look. It's just as fast as the Melizzano, and it handles a little better.

SAN MARINO



Weight: 1,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
102	112	N/A	N/A	128

The San Marino is not quite as agile as the Raven or the Melizzano. It's also giving up 10+ across the board on top speed.

SAN MARINO SPYDER



Weight: 1,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
105	115	N/A	N/A	132

This is a convertible version of the standard San Marino. It's a bit quicker across the board.

THEN

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

NOW

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

BONSAI



Weight: 1,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	107	N/A	N/A	123

This is the smallest of the sports cars. It has wicked acceleration but also the lowest top speed. It handles extremely well, although it's tossed around easily during collisions.



VEHICLE TYPE: MOTORCYCLE

Motorcycles offer very little protection for the driver, but they do allow you to access areas that would be tough to navigate in a standard car or truck. Remember that bikes are easier to wreck than anything else in the game, and they're also the easiest for thugs to take out.



CHOPPER



Weight: 200 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	N/A	N/A	N/A	105

The Chopper is, by far, the most pleasing (aesthetically) of the three motorcycles from the "Then" era. It's a little slower and more difficult to handle than the other two, however.

YAMASHITA 900



Weight: 200 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
100	N/A	N/A	N/A	109

The Yamashita is fast in a straight line, but because of its build it doesn't handle as well as the Wingar.



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WINGAR



Weight: 200 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	N/A	N/A	N/A	105

This motorcycle looks and behaves like a true dirt bike. With the tightest turning radius and best handling of the three bikes in the "Then" era, this is, by far, your best choice for jobs that require a motorcycle.



VEHICLE TYPE: RACE

Cars in this category are the lightest and fastest of all the different vehicles available in Driver: Parallel Lines. Most of these are based on the standard versions that can be found in other categories (i.e., Sports, Muscle), but come with special paint jobs, weight reduction and better stock acceleration.



MELIZZANO RACER



Weight: 950 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The standard Melizzano is gorgeous and so is the racing version. With modifications, this is a great car to take on the test track and try to set your best lap times.

RAVEN RACER



Weight: 950 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Raven is in the middle of the weight category, weighing in at only 950 kg. It doesn't take collisions well, but it's extremely fast and agile.

THEN

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

NOW

Commercial
Utility
Muscle
4-Door Sedan
2-Door Coupe
Sports
Motorcycle
Race
Special

SAN MARINO RACER



Weight: 950 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The San Marino is as fun to cruise as it is to look at. Flowing, classic lines complemented by a serious engine make this one a terror on the test track or the streets.

SAN MARINO SPYDER RACER



Weight: 950 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

This drives exactly like the standard San Marino, except it's a convertible. Gorgeous car.

CERVA RACER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Cerva is one of the few big-bodied coupes that have a full-on racing version. Like all the other racers, it handles exceptionally well.

CERRANO RACER



Weight: 950 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The standard Cerrano is a beast, but this racing version is just ridiculous. This is one of the best-looking and best-driving racers during the "Then" era.

BROOKLYN RACER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Based on the standard Brooklyn, this racing version is much faster with superior handling.

ANDEC RACER



Weight: 1,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The standard Andec is great, and this racing version is even better. It has slightly better stats all-around and an interesting paint job to boot.



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REGINA RACER



Weight: 1,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Surprisingly, there is a racing version of the 4-door Regina. It's over 250 kg lighter and more than 20 faster on the top end.

BONSAI RACER



Weight: 950 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Based on the standard Bonsai, the racing version is lighter, faster and better handling.

VEHICLE TYPE: SPECIAL

Vehicles in the special category offer opportunities to drive something a little... unique. Essentially, these vehicles are rare and a bit tricky to acquire, but they're a blast to drive. Special vehicles from the "Then" era are typically of the "punk" variety.



SWAT VAN



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	N/A

The SWAT Van isn't very quick or agile, but it's a thrill to drive considering you have to kill the SWAT team to get one.

Vehicle sub-type: Commercial

ANDEC PUNK



Weight: 1,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

An extremely fast and agile version of the standard Andec, this punk version offers near race-car performance all across the board.

Vehicle sub-type: Muscle

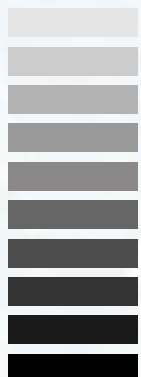


THEN

Commercial
 Utility
 Muscle
 4-Door Sedan
 2-Door Coupe
 Sports
 Motorcycle
 Race
 Special

NOW

Commercial
 Utility
 Muscle
 4-Door Sedan
 2-Door Coupe
 Sports
 Motorcycle
 Race
 Special



BROOKLYN PUNK



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Like the standard Brooklyn but with a unique paint scheme and updated performance. A very nice car.

Vehicle sub-type: Muscle

CERRANO PUNK



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Cerrano Punk is a modified version of the standard Cerrano. It's fast, handles well and has a unique color to boot.

Vehicle sub-type: Muscle

CERVA PUNK



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Cerva Punk is a much faster, almost race-prepped version of the standard Cerva. It drives and handles like a dream.

Vehicle sub-type: Muscle

WAYFARER TURBO



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
102	N/A	N/A	N/A	118

This speedier version of the standard taxi is available if you steal and garage it from one of the Taxi Driver side-jobs.

Vehicle sub-type: 4-Door Sedan

THE MEXICAN'S RIDE



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
102	N/A	N/A	N/A	N/A

This specialized ride belongs to the Mexican. It performs like the standard Rosalita but comes with the special "pink rose" paint job and beautiful bullhorn on the front-end.

Vehicle sub-type: 2-Door Coupe





VEHICLES

Now

VEHICLE TYPE: COMMERCIAL

As in the "Then" era missions, the commercial category is comprised of cars and trucks that really don't fit anywhere else. The Negotiator is the highlight of this section, and it can only be earned by completing the game all the way through.



SAXON



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

This is the modern version of the "big rig" found in the '70s. It weighs in an astounding 4,000 kg and the top speed is only 80. Not that you'll ever take it that high...

SECURITY VAN



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	85

The armored car takes LOT of damage before it's wrecked. As you'd expect, it's great to use as a smasher-basher when required.

PARAMEDIC

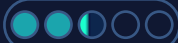


Weight: 1,700 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

The ambulance is the smallest of all the modern commercial vehicles, and the acceleration and top speed show it. It handles about the same as the rest of them, unfortunately.

NEGOTIATOR



Weight: 5,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
50	N/A	N/A	N/A	53

The only way to unlock the Negotiator is to complete the game; it's added to your garage automatically. To fire the devastating cannon, use the R3 Button. You can also rotate the turret as you drive by using the right analog stick.



THEN

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

NOW

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

VEHICLE TYPE: UTILITY

Utility vehicles in this era more closely represent what you think of when you hear the acronym SUV. Most of these are big, hulking brutes with lots of horsepower but also lots of mass to get moving.



OLYMPIC



Weight: 1,350 kg

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

This is the smallest of the modern utility vehicles, although it's not the fastest.

MONTARA



Weight: 1,400 kg

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	118

The ultimate in luxury cruising SUVs, the Montara actually tops out higher than any of the other modern utility vehicles.

BOLTUS



Weight: 1,500 kg

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

If you were hoping for a monster truck, this is as close as you're going to get. It rides higher than most other vehicles and is prone to tip over if you take it off crazy jumps.

INDIANA



Weight: 1,350 kg

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

Based on the most modern of SUV designs, the Indiana is a great addition to your garage.





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VEHICLE TYPE: MUSCLE

There is only one muscle car in the "Now" era, and it can be earned by collecting all 100 Bonus Tokens or by completing the Driver GP Long Island side-job in the Now era. Luckily, the Hot Rod is well worth the trouble.



HOT ROD



Weight: 900 kg

Handling



Acceleration



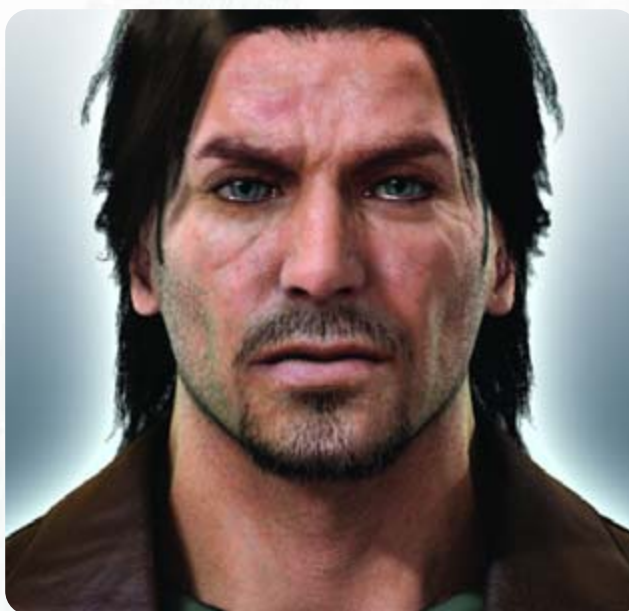
Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
123	N/A	N/A	N/A	141

The Hot Rod is the most difficult car to obtain in the game, but as you can see from its almost perfect stats, it's a beast. The engine can't be modified at all, but with nitro this car is truly crazy.





THEN

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

NOW

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special



VEHICLE TYPE: 4-DOOR SEDAN

The modern sedans could pass for muscle cars with the way they perform on the track. Cars like the Schweizer will change your mind on how sedans handle, accelerate and behave in traffic.



ATLUS



Weight: 1,260 kg

Handling: 4/5
Acceleration: 4/5
Top Speed: 4/5

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	106	117	123	141

The Atlus is one of those gorgeous cars that look way more expensive than they actually are. It drives like a dream considering it's a four-door.

M700



Weight: 1,260 kg

Handling: 4/5
Acceleration: 4/5
Top Speed: 4/5

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
102	112	123	N/A	141

The modern police car accelerates and handles even better than its "Then" counterpart. This is a great addition to your garage.

SCHWEIZER



Weight: 1,260 kg

Handling: 4/5
Acceleration: 4/5
Top Speed: 4/5

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
97	106	117	123	141

The Schweizer is the most visually appealing of all the modern sedans. It's as fast as almost anything else in the game once you modify it.

TORREX



Weight: 1,260 kg

Handling: 3/5
Acceleration: 3/5
Top Speed: 4/5

SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	118

The modern taxi isn't as interesting as the "Then" version, and the stats are just mediocre. It's worth a test drive but you probably won't be using it often.



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PRESTIGE



Weight: 1,230 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	107	N/A	124

This family-oriented sedan is a little plain aesthetically. The handling and acceleration are decent but nothing to go crazy over.

COLONNA



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	107	N/A	124

The Colonna is very similar to the Prestige in all respects. It's about average all the way across the board.

VEHICLE TYPE: 2-DOOR COUPE

There aren't many coupes to choose from in the modern era — just like in real life — but the ones that do exist are quite interesting. Both of them are well designed, lightweight and take modifications well.



MIYAGI



Weight: 1,150 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	107	N/A	124

The Miyagi is one of the best looking "simple" cars in the game. It's easy to find, small and has crisp acceleration.

KRAMER



Weight: 1,200 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	118

Not quite as exciting as the Miyagi, but still unique enough to warrant a test drive.



THEN

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

NOW

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special



VEHICLE TYPE: SPORTS

Modern sports cars are drop dead gorgeous. Not only that, but their handling, acceleration and top speed are all at the top of the game when compared to anything else in Driver: Parallel Lines.



MX2000



Weight: 900 kg

SPEED MODS				
Unmodified	Stage I	Stage II	Stage III	w/ Nitro
107	118	123	N/A	141

Resembling an exotic import, the MX2000 is as wicked on the streets as it is on the test track. This is a must-have.

Handling

Acceleration

Top Speed

BX-9



Weight: 900 kg

SPEED MODS				
Unmodified	Stage I	Stage II	Stage III	w/ Nitro
107	118	123	N/A	141

Like the MX2000, the BX-9 isn't as fast as the Zenda or Teramo, but it's damn close. Once you modify it with Stage II Engine and Nitro, it's as fast as anything else in the game.

Handling

Acceleration

Top Speed

ZENDA



Weight: 900 kg

SPEED MODS				
Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Zenda is another gorgeous, near perfect car. The best part about the Zenda is that it's easy to find if you cruise around downtown Manhattan for a few minutes.

Handling

Acceleration

Top Speed

TERAMO



Weight: 900 kg

SPEED MODS				
Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Teramo is right up there with the cream of the crop in Driver: Parallel Lines. It has the speed, acceleration, cornering ability — it does everything right.

Handling

Acceleration

Top Speed



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VEHICLE TYPE: MOTORCYCLE

The modern motorcycles are true wonders of technology. With stats approaching that of the fastest cars in the game, these bikes are all on our "must own" list of vehicles to add to your garage.



ANTILLI V03



Weight: 200 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
123	N/A	N/A	N/A	141

This bike doesn't take engine modifications but luckily it's wicked fast in its stock form. Slap some nitro on it, and you've got a rocket on your hands.

MUTSUMI 1000R



Weight: 200 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
110	N/A	N/A	N/A	130

The Mutsumi is a unique design with solid acceleration and top speed but only mediocre handling. The Antilli is the more agile bike.

ANTILLI V03 SPECIAL



Weight: 200 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
141	N/A	N/A	N/A	141

This is a slightly upgraded version of the standard Antilli. With better handling and a ridiculous unmodified top speed of 141, this is the bike to get.





THEN

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

NOW

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

VEHICLE TYPE: RACE

Like the full-blown racecars from the “Then” era, the modern racecars are already highly modified in their stock form. Sort of an oxymoron, but it’s true. Race vehicles are among the toughest to earn — meaning they’re only available through some of the game’s toughest jobs — but as you can see from the stats they’re well worth it.



TORREX RACER



Weight: 900 kg

SPEED MODS				
Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Based on the standard Torrex, this racing version ups the bar and brings near perfect handling to the table.

MX2000 RACER



Weight: 900 kg

SPEED MODS				
Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Like the rest of the vehicles in this category, the MX2000 is smoking fast. You will not be disappointed with how it drives.





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BX-9 RACER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The BX-9 has one of the better paint schemes of all the cars in this category. It's equally as impressive statistically.

ZENDA RACER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Like the standard Zenda, the racing version is incredible. With full racing suspension, this is one of your best choices for setting records on the test track.

TERAMO RACER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Teramo Racer is absolutely ridiculous. It's so much faster than almost everything else in the game (excluding Race category cars, obviously). Get this one for sure.

PRESTIGE RACER

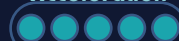


Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Based on a very "so-so" standard car, this racing version shows a ridiculous amount of improvement. It's neck and neck with the rest of the cars in its category across the board.



THEN

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

NOW

- Commercial
- Utility
- Muscle
- 4-Door Sedan
- 2-Door Coupe
- Sports
- Motorcycle
- Race
- Special

SCHWEIZER RACER

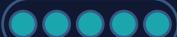


Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Schweizer is one of those cars that really doesn't need a racing version, but it's outrageously fun to drive.

ATLUS RACER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

Based on the standard Atlas, this racing version offers considerable stat improvement across the board.

COLONNA RACER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Colonna is another racer with a great paint scheme. Like the rest of the modern racers, it weighs in at only 900 kg, making it easy to control at high speeds.

KRAMER RACER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

The Kramer may not look as radical as some of the other racers, but it has absolutely no trouble putting down the great lap times on the test track.

VEHICLE TYPE: SPECIAL

Vehicles in the special category offer opportunities to drive something a little... unique. Essentially, these vehicles are rare and a bit tricky to acquire, but they're a blast to drive. The Ram Raider in particular is an epic ride.





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& CHEATS

PRISON VAN



Weight: 4,000 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
80	N/A	N/A	N/A	N/A

The Prison Van is a tank, through and through. It's heavily armored and works well in situations where you need to drive through heavy traffic.

Vehicle sub-type: Commercial

PIMP WAGON



Weight: 1,400 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	102	N/A	116

The Pimp Wagon has very impressive stats for a utility vehicle. It handles well, accelerates with authority and has the presence and style to match. This is a must-have.

Vehicle sub-type: Utility

OLYMPIC PUNK



Weight: 1,350 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
88	97	N/A	N/A	113

This punked out version of the Olympic has some unique exterior features like the specialized front bumper and ground effects to set it apart from the crowd.

Vehicle sub-type: Utility

TORREX TURBO



Weight: 1,260 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
102	N/A	N/A	N/A	118

The Torrex Turbo is a slightly faster version of the standard taxi. It's only available if you steal it from one of the Taxi Driver missions.

Vehicle sub-type: 4-Door Sedan

RAM RAIDER



Weight: 900 kg

Handling



Acceleration



Top Speed



SPEED MODS

Unmodified	Stage I	Stage II	Stage III	w/ Nitro
112	123	N/A	N/A	141

One of the best overall cars in the game; excels in every performance category and has extensive armor plating covering the windows along with some incredible bumpers. Incredible!

Vehicle sub-type: Sports





WALKTHROUGH

THEN



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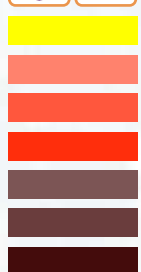
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Nickel & Dime

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JOB 01 Nickel & Dime

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARD
1 DROP THE PUNK IN HARLEM	N/A	CERRANO(MUSCLE CAR)	\$100
2 GET TO HUNTS POINT			CERRANO ADDED TO GARAGE

OBJECTIVE 1: DROP THE PUNK IN HARLEM

Your first mission drops you in the middle of the action with your subject already in the car and the cops hot on your tail. The goal is to ditch the police as fast as possible—using one of the methods highlighted below—and escort the punk to the drop-off point marked on the map. It's a fairly simple mission, so just keep the vehicle from wrecking and you'll be fine. If for some reason you do wreck your car—either through cumulative damage or by flipping it—the passenger dies and you won't get the bonus cash.



THE WHEELMAN'S ROUTE

Try to stay out of oncoming traffic lanes unless you absolutely need to make an evasive maneuver. At this stage of the game, driving the unmodified Cerrano is quite difficult. It's a lot easier to dodge cars as you pull up behind them at maybe 40, rather than trying to swerve away from approaching cars at 120+.

Note: The police will block the roads under certain circumstances. If you have a high felony meter and the cops have a clear chunk of road, expect a roadblock to fall into play.

1 Stay on the correct side of the road but don't veer too close to the parked cars. You don't want to end up smashing into one of them — it gives the cops a better chance to catch you.



2 As you approach Central Park, stay on the main street (Central Park West) as marked on the map. Proceed northeast through the Upper West Side and you'll eventually make your way into Harlem.



3 Take a hard right on Central Park North and follow it directly into the side streets that lead to the drop off point.





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■ THEN

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DITCHING THE COPS

- The easiest way to ditch the first cop is to simply run him into oncoming traffic. This is accomplished by passing as close to an oncoming car as you can. If you swerve with the correct motion, you'll get the AI to pop right into the car and you'll be in the clear.
- If you're having trouble with the above method, you can attempt to outrun the police altogether by just speeding down the street as fast as possible. If you follow Central Park West, you'll have no problem building up enough speed to get away.
- Once you get the "You've lost the cops." Message on your HUD, they'll no longer follow you. Just watch your minimap for any other police in the area and make sure you steer out of their cone of vision if they approach your position. With the heat attached to your car, they'll pull you over regardless of whether or not you're breaking the law when they see you.

OBJECTIVE 2: GET TO HUNT'S POINT

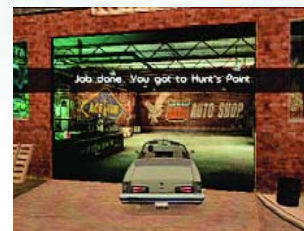
Although the cops won't be on your tail like they were in the first objective, there is quite a bit of heat on the vehicle as a result of your escapades throughout midtown during objective #1. Ditch the Cerrano and find a new vehicle right off the bat.



THE WHEELMAN'S ROUTE

- 1 As you proceed northeast through the alley, smash through the scattered boxes, trash bins and assorted junk. You won't take any damage when you hit these types of items—except for the large red dumpsters—so it's worth it to just get a good jump and head toward Hunt's Point.
- 2 Cross the river and follow the street as marked on our map above. Remember that once you're in your new ride, there is no need to speed or break the law in any fashion. If you do break the law and a cop sees you, you'll establish a new chase and you'll have to lose them before you get back to Hunt's Point.
- 3 Cross onto the 278 and follow it north until you cross the second river. Follow the last street all the way to the very end and you'll find your goal area, Ray's Autos.

When you arrive at Ray's Autos you'll be treated to a series of story events that lead to your first save point.





01
02
Wheelman

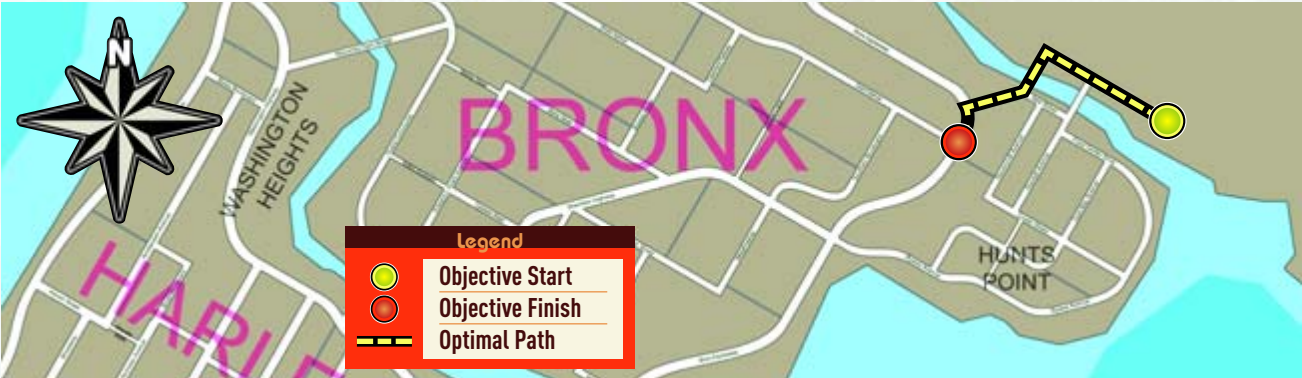
JOB 02
Wheelman

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 COLLECT THE WRECKED RIDE	N/A	YOUR CHOICE	EAGLE (MUSCLE CAR)
2 GET IT BACK TO RAY'S			MODIFICATIONS FROM RAY
3 FIX IT UP			
4 TAKE IT FOR A SPIN			

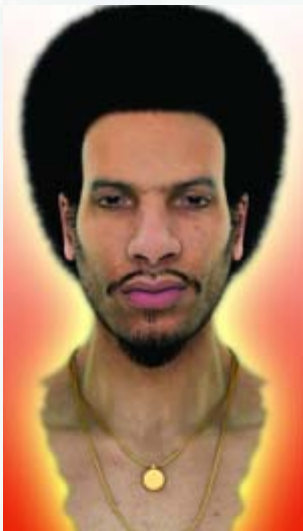
OBJECTIVE 1: COLLECT THE WRECKED RIDE

Talk with Slink and you'll find out about a wrecked car that he needs back. Luckily it's not too far from Hunt's Point. Keep the Cerrano from Nickel & Dime stored in your garage, and instead take one of the available cars parked outside.



THE WHEELMAN'S ROUTE

- 1 Head down the street adjacent to Ray's and turn left when it dead-ends. Remember, there is no rush and absolutely no need to draw heat on this mission. Drive normally and you won't have to worry about ditching the cops during the later objectives.
- 2 It doesn't matter how you get Slink's ride back to Ray's, as long as you get there without wrecking it or attracting the the police. Drive cautiously since it's damaged and already has an existing felony meter. A few solid hits to the front and it will be unsalvageable.
- 3 You'll find Slink's ride against the wall covered with junk. It's severely damaged, so drive even more carefully than you normally would to make sure you get it back in one piece.



SIDE JOBS



OBJECTIVE 2: GET IT BACK TO RAY'S

It doesn't matter how you get Slink's ride back to Ray's, as long as you get there without wrecking it. Drive cautiously since the car is already severely damaged. A few solid collisions to the front and it will be completely unsalvageable.

OBJECTIVE 3: FIX IT UP

Once you're back at Ray's you'll get a small tutorial on how the shop actually works. Ray will show you the various options in the garage, including how to repair your vehicle, how to clear the felony meter and how to upgrade and customize the various parts on the vehicle itself.



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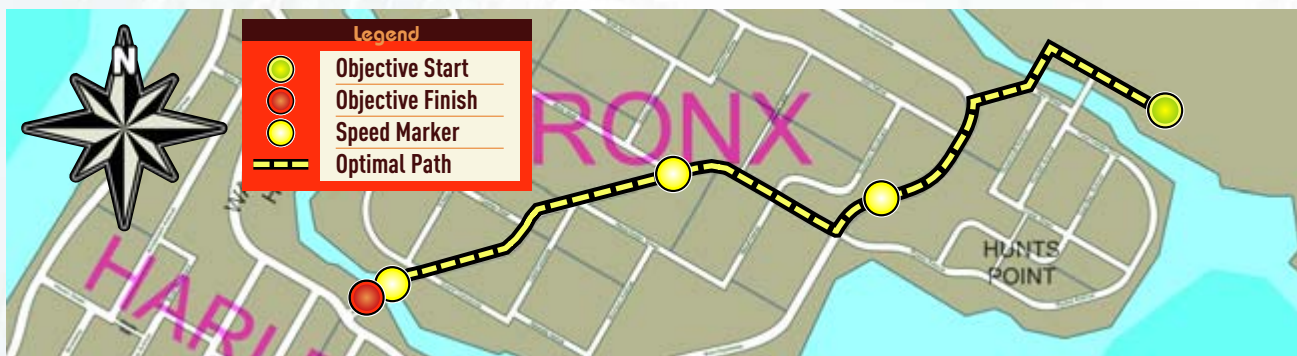
■ THEN

NOW

SECRETS
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OBJECTIVE 4: TAKE IT FOR A SPIN

After you've chosen your modifications and stored the vehicle, Slink arrives on the scene to check out the ride itself. He gives you a small test to pass by three of his men armed with minimap detectors at various points throughout the city. He wants you to hit the first point at 60, the second point at 70 and the third and final point at 100.



THE WHEELMAN'S ROUTE

- 1 Try to get out of the Hunt's Point area without taking any damage to your ride. The first marker is only 60, so building up the required speed shouldn't be a problem.
- 2 Once you cross the bridge and head into the Bronx, get on I-278 and head south toward the first marker.
- 3 Try to stay in the center of the road as you approach the first minimap detector. Once you see the game switch to the cut scene (you will still have control of the car) you can lay off the throttle (or use the handbrake) so you don't slam into something when the scene ends.
- 4 Make a hard right almost immediately after the first checkpoint. You'll have to navigate through some heavy traffic here, but keep your speed low until you're only about 100 yards from the target. Once you see the yellow markers through your front windscreen, get on the throttle and make sure you get through them at 70 or faster.



- 5 The last checkpoint is all the way up the same street, beyond the chicane in the center of the Bronx. You'll need to build up speed a lot sooner for this checkpoint than you did for the previous two. It's a long straight section, so just keep your car from hitting anything near the checkpoint itself and you'll be fine. Remember, if you hit something and your speed drops below 100, just turn around and take another run at it.



DITCHING THE COPS

- If you attract the attention of the police at any point throughout the mission, make sure you lose them before attempting to cross the various minimap detectors. Cops make it difficult to obtain the speed necessary to pass Slink's little test, so it's best to ditch them on the various side streets before going for the goal.
- Use the standard methods to get rid of the police as highlighted in our general techniques section. Try not to trash the ride as you ditch the police though—this mission requires you to stay in this vehicle until the end. If you wreck it, you fail.

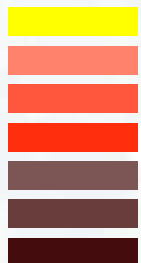
Once you've passed all three markers at the speeds required by Slink, the mission is complete and he gives you the Andec as a reward. However if you harm any of Slink's goons you will fail!



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Gunman

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JOB 03 Gunman

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPON	STARTING VEHICLE	MISSION REWARD
1 LEARN TO LOCK-ON	STANDARD REVOLVER	YOUR CHOICE	STANDARD REVOLVER
2 STUDY STRAFING			
3 PRACTICE MARKSMANSHIP			
4 MASTER DRIVING AND SHOOTING			

You'll find this mission tucked away inside an industrial park on the west side of Queens, off I-278 near the Williamsburg Bridge. When you arrive near the starting position, drive around to the west side of the block and you'll find a entrance to the building where Slink is located.



OBJECTIVE 1: LEARN TO LOCK-ON

Once inside, Slink gives you a **Standard Revolver** and asks you to fire at a series of barrels lined up against the rear wall of the warehouse. Use the buttons shown in the tutorial to lock on to each of the barrels with the corresponding arrows and take them out one by one. After you've shot all five barrels move on to the next room with Slink to get your next objective. There is a penalty for hitting the wrong barrel 3 times.

OBJECTIVE 2: STUDY STRAFING

The objective here is to circle the car and cover it with bullets by holding the L1 key to strafe into position. It's a fairly easy task, and like the first objective. Note that there is a penalty for losing the lock 3 times. Get a feel for the controls and how strafing works. The task is complete once you've hit all four sides of the car with a few shots from the pistol.

OBJECTIVE 3: PRACTICE MARKSMANSHIP

In the next room is yet another car, but this time you'll be using the R2 button to go into precise aiming mode. The object is to take out the tires. Once you do so, Slink will give you the command to waste the car before leaving the building. Give it a few shots to the engine bay and you're good to go.



OBJECTIVE 4: MASTER DRIVING AND SHOOTING

This mission goes from ridiculously easy (the first three objectives) to straight up *tough* with this final objective. The trick here is to keep your subject in view at all times. If at any point his car moves off your minimap screen, you'll fail the mission because they consider it an escape, and the driver gets away.

The driver's route is completely random. If you slam him—you'll get a few chances before you are disqualified for it—it's possible he'll take a different route, but for the most part he stays in this area. NOTE: the arrows indicate that the goons wander around and are not on a set path.



THE WHEELMAN'S TACTICS

- 1 Your car is considerably faster than your subject's, so the trick is to navigate through traffic effectively while pumping lead into the rear of his car. For the most part, you can follow his exact path and shoot two or three rounds into his backside before he sort of sprints ahead. Remember, you're not supposed to slam him with your ride.
- 2 You only have a minute to complete this objective before the police head your way, so try to finish this section as quickly as possible. Don't be too aggressive by trying to take out his car in one attack. It takes a solid 10-20 shots before the car is toasted, so several groups of five shots is more realistic than 20 straight.
- 3 Remember, you need to keep him in view at all times. If he starts getting too far and you hit a pole or a parked car, it's over. If you draw the attention of the police, just restart the mission. It's just too tough to deal with police and the runaway car at once. Keep an eye on your minimap for police so you can avoid them somewhat.

When you complete this last objective, the next mission pops up on your overworld map. Head back to Ray's to get health, ammo and whatever else you need.





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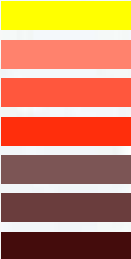
04

Pay Ray

05

Hot Wheels

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JOB 04 Pay Ray

THEN

OBJECTIVE CHECKLIST

- 1 EARN \$1500 FOR RAY
- 2 GET THE CASH BACK TO LA GUARDIA

AVAILABLE WEAPON

STANDARD REVOLVER

STARTING VEHICLE

YOUR CHOICE

MISSION REWARD

N/A

OBJECTIVE 1: EARN \$1500 FOR RAY

This mission requires you to go out and earn \$1500 for Ray. You can pick and choose from the various tasks spread throughout the city, meaning things like Street Races, Loan Sharks or any of the available hidden missions. Our advice is to attempt the "Loan Shark - Easy" mission three times in a row, earning \$500 for each completion.

IMPORTANT!

Consult our Bonus Mission section for strategy on how to complete the various missions and earn the cash quickly.

OBJECTIVE 2: GET THE CASH BACK TO LA GUARDIA

Once you've accumulated \$1500 from completing the various bonus missions, head back to La Guardia and deliver the cash to Ray himself. This will complete the mission and open up the next story-driven mission from Slink.





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TRAINING

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■ **THEN**

NOW

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JOB 05

Hot Wheels

THEN

OBJECTIVE CHECKLIST

- 1 STEAL THE GANG CAR
- 2 GET SOME HEAT
- 3 LOSE THE COPS
- 4 DELIVER THE HOT CAR BACK TO THE GANG

AVAILABLE WEAPON

STANDARD REVOLVER

STARTING VEHICLE

CERVA

MISSION REWARD

44H WEAPON

You'll find the starting point of this mission down on the south side of Queens, near Flushing Meadows Park. When you arrive on the scene you'll be treated to a short FMV briefing you on your goal.



OBJECTIVE 1: STEAL THE GANG CAR

Your first objective is to steal the gang car and back it out of the parking lot. It's unattended, so you can just walk right up and jack it. Once you're rolling, drive the car southwest and take the first hard right you see.

OBJECTIVE 2: GET SOME HEAT

Attracting the attention of the police – or “getting heat” – is a simple task. You can hit pedestrians, vehicles, light poles or anything that takes damage. Just make sure you do it in front of a cop to set off their alarm. Once your Minimap shows you have a tail, ditch the cops as fast as possible.

OBJECTIVE 3: LOSE THE COPS

The first two objectives happen in a matter of seconds, but this third objective is the bulk of the mission. The idea is to have a good route planned ahead of time, with secondary routes built into your plan in case a second cop drives into the situation.

Our yellow paths above represent an area for you to stay within, including several alleys, which can be used for last minute reversals.

Use all the standard tactics when trying to lose the police. Getting them to drive into oncoming traffic by using the wrong side of the street is the most effective choice because of the heavy traffic in this part of Queens.

OBJECTIVE 4: LOSE THE COPS

When you've lost the cops by either outrunning them or making them wreck, drive back to the starting position and park the car where you originally found it. Quickly get out and run to a safe position to complete the mission.

After you've completed this mission, Slink will introduce you to the Mexican, who will open up a series of new missions. The missions that open are Bread Run, Last Chance and Repoman. We prefer to do them in order, but it's up to you which one to tackle first.



JOB 06

Bread Run

THEN

OBJECTIVE CHECKLIST

- 1 MEET SLINK AT THE FUNKY RABBIT
- 2 COLLECT THE CASH FROM THE CLUBS
- 3 GET IT BACK TO SLINK

AVAILABLE WEAPON

STANDARD REVOLVER

STARTING VEHICLE

MODIFIED VEHICLE OF YOUR CHOICE

MISSION REWARD

N/A

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Bread Run

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SIDE JOBS



OBJECTIVE 1: MEET SLINK AT THE FUNKY RABBIT

First and foremost, we recommend using a car that has Bulletproof Glass and Bulletproof Tires for this mission. Not only does it keep you from wrecking, but it also makes the nine-minute goal in objective #2 a lot easier to handle. You won't have to worry about being shot to pieces while you're driving from club to club.

Once you've selected your vehicle, drive down to the south side of Harlem, and stop at the Funky Rabbit to get your mission from Slink.

OBJECTIVE 2: COLLECT THE CASH FROM THE CLUBS

You'll have only *nine* minutes to collect the cash from each of the four clubs and return it all to Slink at the Funky Rabbit.



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& CHEATS**

1 9:00 - 7:00

You'll use up the first few minutes driving from the front door of the Funky Rabbit all the way down to the north side of Manhattan. It's a straight shot, so your speed should be easy to keep above 90. Remember that this is the longest stretch of the mission. Don't feel like you're falling behind if it takes a little longer than our listed goal to reach the first destination.



2 6:59 - 6:00

Your first stop is located in a hidden alley near the first yellow dot on our map. Get close, slam on the brakes and stop in the yellow zone.

As soon as you pick up your first bundle of cash, a car full of thugs will begin stalking, ramming and firing at your car. It's best to avoid these guys altogether by using evasive maneuvers to try and get them to wreck. Most of all, keep your mind focused on getting to the next objective, and dealing with their presence only secondary.



3 5:59 - 5:05

The second stop is tucked away in an alley, but this time, it's in the very center of downtown Manhattan, just south of Times Square. This is the farthest collection point of all the clubs, so it makes sense to grab this one and continue north back toward the Funky Rabbit.



4 5:04 - 4:00

The third club is at the outset of an alley near the elevated railcar tracks. When you pick up this bundle of cash, you'll be ambushed by a second car full of thugs. Avoid them the best you can by swerving in and out of traffic while you focus on our path laid out to get to the next objective. Remember that you don't want to get into a shooting contest with the thugs — your mission is to get the cash and get it back to Slink. Try not to lose any time here.



5 3:59 - 3:00

The final club is close to the third club, just south of Central Park. Try to come in from the south so you can just exit right onto Central Park West and continue through the Upper West Side toward the Funky Rabbit.



6 2:59 - 1:00

By now, your car is probably damaged to all hell and back. Don't be afraid to pull alongside another car and swap vehicles in the middle of the objective. The timer keeps going, but it's worth getting a fresh vehicle while you can still drive your current one, rather than being cornered when your vehicle wrecks and you can't move it at all. Remember, the thugs won't let off until you're dead.

If you follow the above timeline checkpoints, you'll have a full minute of "buffer time" added in to the mix. You should have no problem making it back to Slink with the cash if you follow this strategy.



OBJECTIVE 3: GET IT BACK TO SLINK

As long as you make it back before the nine-minute timer expires, the mission is complete. You can either continue to Last Chance or Repoman from this point — they're both unlocked.



JOB 07
Last Chance

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPON	STARTING VEHICLE	MISSION REWARD
1 MEET THE MEXICAN AT THE START LINE	N/A	ANY MOTORCYCLE	N/A
2 RACE THE BIKER TO THE FINISH LINE			
3 NO GUNS ALLOWED			

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Last Chance

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SIDE JOBS





**BASIC
TRAINING**

WEAPONS

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**SECRETS
& CHEATS**

OBJECTIVE 1: MEET THE MEXICAN AT THE START LINE

This mission begins in the historic downtown area of New Jersey, just northwest of the Holland Tunnel. You'll need to show up on a motorcycle for the mission to initiate, so make sure you grab one before heading over. (The easiest place to find a motorcycle on short notice is near the start point.)

Once you meet the Mexican at the start line, he'll lay out the rules for the race. The first one to reach the finish line without using weapons wins his respect. Before he finishes his sentence, your opponent jumps the gun and launches down the street. You'll spend the rest of the mission playing catch-up.

OBJECTIVE 2: RACE THE BIKER TO THE FINISH LINE

The race takes place as a series of six checkpoints, with the sixth and final checkpoint being the finish line. The key strategy here is to pull as far ahead of your competitor as early as you can, only because the race gets progressively harder as you cross more checkpoints. If at any point you find the other racer to be more than one checkpoint ahead of you — hey, it happens more than you think — just restart the mission. It's unlikely that you'll make up the time on the backstretch of this race.

To make things easier, we've broken everything down into a checkpoint-by-checkpoint strategy. Follow the notes below.

1 START LINE TO CHECKPOINT 1

Follow your opponent out of the historic district and out east toward the river. When you arrive on the main path of this section of the race (as marked on our map above), stay on the throttle and gain as much ground as you can. This is the longest stretch of straights you'll be treated to throughout the entire race. It gets much, much harder with twists and turns during the last few checkpoints.



2 CHECKPOINT 1 TO CHECKPOINT 2

This is another long stretch, but it involves a couple of tough 90-degree turns toward the end of the section. Remember to compensate your driving when operating a motorcycle — you'll find that taking ultra sharp corners needs to be done at a much slower speed. That is, if you want to do it effectively. Since you can't powerslide your way through a turn — or into another vehicle or off a wall — you'll need to steer clear of all the trees and light poles covering the sidewalks throughout this stretch.



3 CHECKPOINT 2 TO CHECKPOINT 3

You'll see that the other competitor hired some help to try to take you out during this stretch. Since they're in a car and you're on a bike, there is absolutely no sense in trying to play chicken. Steer clear and use the brakes if you need to slow down, and then fly by them on the other side.

IMPORTANT!

Watch out for the roadblock near checkpoint 3. Hit the ramp directly in front of the roadblock to clear the cars and continue down the street. Note that there is also a ramp at the first roadblock in Edge water as well.





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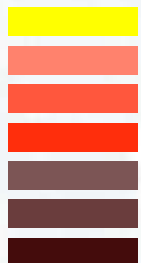
07

Last Chance

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Repoman

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4 CHECKPOINT 3 TO CHECKPOINT 4

After checkpoint 3 you'll enter the suburban area of eastern New Jersey. You'll be forced into a series of winding, twisting roads eventually navigating through some quite hilly areas. Keep your speed under control to prevent any bad wipeouts. If you've been hitting a lot of objects and your bike is about to wreck — you can judge it by the smoke — you'll notice there are extra motorcycles parked near each of the checkpoints. Just make sure you have a large enough lead to dismount, jack a bike and then get back up to speed.



5 CHECKPOINT 4 TO CHECKPOINT 5

The other biker picks up considerable speed through this section — or so it seems — so stay off the sidewalks and to prevent you from crashing. If you're still behind at this point, drive conservatively and just try to match his motions. It's going to be tough to pull ahead, so you're better off staying safe.



6 CHECKPOINT 5 TO FINISH LINE

This is the most heavily populated stretch of the race, with cars and trucks literally covering both sides of the road. You won't have much choice but to chance it as you dodge and weave your way through the vehicles trying to stay ahead. If you have a chance to play dirty and collide with the other racer, by all means do it. If you can get him to crash even moderately, you've guaranteed yourself the win.



OBJECTIVE 3: NO GUNS ALLOWED?

This isn't really an objective as much as it is a directive. If you shoot the biker at any time during objective #2, you automatically fail the mission.

When you complete the mission, you should head back to your garage to heal, store your vehicle and save your progress. When you're ready it's time to move on to Repoman.





JOB 08

Repoman

THEN

OBJECTIVE CHECKLIST

- 1 PICK UP THE TOW TRUCK FROM PHOENIX AUTOS
- 2 STEAL THE CARS
- 3 BRING THEM BACK TO PHOENIX AUTOS
- 4 DON'T WRECK THEM

AVAILABLE WEAPON

STANDARD REVOLVER

STARTING VEHICLE

TOW TRUCK

MISSION REWARDS

N/A

BASIC
TRAINING

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VEHICLES

THEN

NOW

SECRETS
& CHEATS

OBJECTIVE 1: PICK UP THE TOW TRUCK FROM PHOENIX AUTOS

You'll find this mission on the east side of Prospect Park toward the southeast corner of the map. It doesn't matter what car you bring, because you'll be forced to use the tow truck once you initiate the mission itself.



OBJECTIVES 2 & 3: STEAL THE CARS & BRING THEM BACK TO PHOENIX AUTOS

You'll have only 12 minutes to steal all three cars and return them to Phoenix Autos. Overall, this is plenty of time to physically drive from place to place with plenty of time to spare. When you factor in each of the three intense gun battles that take place at each pick-up, however, it doesn't seem like that long of a period.

We've broken this process down into a timeline strategy for ease of use.

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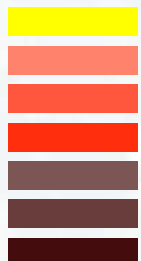


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Repoman

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1 12:00 - 11:00

The first minute is eaten up quickly. It takes this long to get from Phoenix Autos to the first car. When you arrive on the scene, don't hook the tow truck up just yet.



2 10:59 - 10:15

Exit the tow truck and jack any of the vehicles you can find nearby. Once you have control of it, place it about 20 feet out in front of the car you're going to steal, and leave it there. (You'll see why we're doing this in just a few moments.) Get back in the tow truck and back it into position. You'll know you're there when you lock on and the screen prompts you with the command to get the car back to Phoenix Autos.



3 10:14 - 9:45

As soon as you're hooked up, get out of the tow truck and seek refuge behind the car you placed in the middle of the street. Enemies will come out in a white car almost immediately, so it's key to have shelter set up for the ensuing gunfight. Take them out quickly by destroying their car and killing any stragglers who are firing at you before entering the tow truck and heading back to Phoenix Autos.



IMPORTANT!

If you choose not to engage the thugs before you leave, it's next to impossible to get the car back without wrecking it. Remember that as you're driving they'll be wasting you, your tow truck and the car you're towing. Successfully towing all three cars without killing the thugs before you leave is very, very difficult.

4 9:44 - 8:45

With no enemies bothering you, it's easy to make good time back to Phoenix Autos. As soon as you arrive in the courtyard, pull all the way in and drop the car on the far left side. Quickly get on the road toward checkpoint #2.



5 8:44 - 7:45

To save an absolute bundle of time, we recommend using Prospect Park as a shortcut to pick up the second car. If you look at the map, you'll see that it's an almost perfectly straight shot from Phoenix to the second checkpoint. If you cut across the park instead of taking the normal path, you're looking at about 30-45 seconds of saved time, times two since you need to return with the car as well.



6 7:44 - 7:00

Set up for the second ambush just like you set up for the first one. Back up your tow truck, then exit and find a nearby car to place out in the center of the street to use as cover. Once it's in place, back the tow truck up to secure a connection.



7 6:59 - 6:15

Execute the second gunfight exactly as you did the first one. Take out the enemies as fast as you can, using the car you placed as cover. Once you've cleared the area, get back in the tow truck.





**BASIC
TRAINING**

WEAPONS

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■ THEN

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& CHEATS**

8 6:14 - 5:15

It takes about a minute to get back to Phoenix, so just make sure you don't flip the tow truck or slam it into anything too crazy when you're cutting across the park. Once you drop the second car, immediately turn around and head back out for your last pick up.



9 5:14 - 4:45

The last of the three cars is the closest to Phoenix Autos, so it only takes about 45 seconds to get there instead of a full minute. When you arrive, pull back to the car and get ready to follow the same procedure as the first two cars.



10 4:44 - 4:00

Set up a car out in the middle of the street, but not too far from the position of the tow truck. The idea is to make it close enough so that you can be sheltered from the initial barrage of gunfire put out by the thugs when you hook up the car.



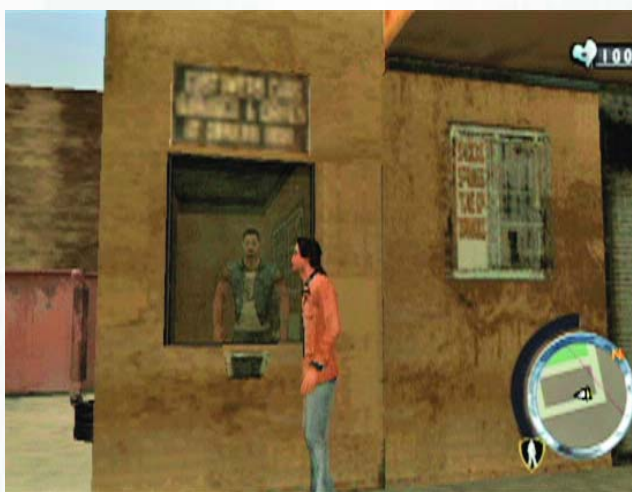
11 3:59 - 3:00

Your last gunfight is the toughest one yet, mainly because you're injured and probably can't take too much more damage at this point. Fight conservatively, and don't be afraid to take longer than you did on the previous two gunfights. You can see we've budgeted in an extra 30 seconds to finish this battle with as much health as possible.



12 2:59 - 0:00

Use the last three minutes to CAREFULLY take your damaged tow truck back to Phoenix Autos. It's most likely suffered some damage at this point, so make sure you take extra care in getting it back in one piece. Wreck at this point, and you'll have to start this mission all the way from the beginning... frustrating, to say the least. It only takes about a minute to drive back carefully, so you should have over two minutes to spare if you followed this timeline closely.



OBJECTIVE 4: DON'T WRECK THEM

This isn't as much of an objective as it is a prerequisite for completing the mission. Basically what it means is that if at any point during objective #2 or #3 you wreck one of the subject's cars, or the tow truck you're driving, you'll fail the mission and have to start over.

When you complete this mission, you'll be rewarded with the Service 9 submachine gun as well as be treated to a chapter-ending cinema. Following the cinema you'll now have access to TK's apartment, which serves as a place to grab Health Packs if need be. You'll also unlock missions 3.1 Rosalita Racer, 4.1 Paddy Wagon and 4.2 Turning the Screw



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Rosalita Racer

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SIDE JOBS



JOB 09
Rosalita Racer

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPON	STARTING VEHICLE	MISSION REWARDS
1 ARRIVE IN A CUSTOMIZED CAR OR BIKE	STANDARD REVOLVER	ANY CUSTOMIZED CAR	N/A
2 RACE TO ROSALITA			
3 BRING HER BACK			
4 DON'T WRECK HER			

OBJECTIVE 1: ARRIVE IN A CUSTOMIZED CAR OR BIKE

This mission starts on the south side of Flushing Meadows Park, actually inside the grassy area near the building complex. You'll need a customized car to initiate this mission. We recommend something with at least a Stage II Engine upgrade to make the race a little easier.





BASIC
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■ THEN

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OBJECTIVE 2: RACE TO ROSALITA

There is no time limit, but rather three opponents in decked out racers who want to get to Rosalita before you do. They take different routes depending on if they slam into each other or a wall, so it's best to plan your route and follow our path above.

When you arrive at Rosalita's location, make sure you're the first person to jump out of your car and actually take possession of the car. If the other racers beat you to the car you can always get it back but be sure not to wreck it.



OBJECTIVE 3: BRING HER BACK

Once you're driving Rosalita, this objective turns into a salvage mission, and your goal changes slightly. Since the rest of the competitors want the car as bad as you, they'll stop at nothing to get it, including destroying Rosalita in the process. The object is to get back to the original starting point without totally wrecking the car. The damage meter located on the upper right corner of the screen will help you keep an eye on your progress.

The best route is to follow our path (as illustrated on the map), and get back on I-278 heading north. The highway is much wider than the standard streets, giving you more room to make adjustments as you reach higher speeds. Remember, the object is to avoid the other competitors, the police and the innocent commuters populating the streets.

There are only a few types of damage that you'll encounter, so below is a small chart detailing the various percentages each type of incident will hurt you overall. Based on these percentages, you should be able to judge about how many collisions you can have on your way back without wrecking.



Damage Chart for Rosalita

Damage	Action
3-5%	Collision with light pole; % depends on your speed
3-10%	Rear-ender
10-20%	Collision with tree; % based on speed of collision.
10-25%	Head-on Collision

OBJECTIVE 4: DON'T WRECK HER

Obviously, if at any point you completely wreck Rosalita, the mission is over, and you'll have to restart. When you complete this mission, move on to Circuit Breaker.



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Circuit Breaker

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SIDE JOBS



JOB 10 Circuit Breaker

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 ENTER THE RACE AT HUNT'S POINT RACEWAY	N/A	YOUR CHOICE	COYOTE RACER
2 MAKE SURE THE MARKED CAR WINS			
3 ENTER THE RACE AT LA GUARDIA RACEWAY			
4 MAKE SURE THE MARKED CAR WINS			

OBJECTIVE 1: ENTER THE RACE AT HUNT'S POINT RACEWAY

You'll find this mission up near the Ray's in Hunt's Point. To initiate it, just drive up to the circle in any available car. We recommend using a muscle car.

OBJECTIVE 2: MAKE SURE THE MARKED CAR WINS

The first race is six laps and includes five competing cars. All of them are race-prepped, although it's not required that you drive one since you aren't trying to win. Remember, the object here is help the marked car win the race. You can do whatever is necessary to take the other four cars out. There is no one guaranteed way to succeed here, but rather a host of options. Check out the items below for some helpful strategy.

RACE 1



DEMOLITION DERBY

The best place to ram into the opposing cars is at the first loop where the track crosses over onto itself. The competing vehicles have to come down this path, so it makes sense to set yourself up going the wrong direction into the loop. The harder you hit the other vehicle, the more damage you inflict and the slower he's going to drive.

NASTY BUMP DRIVING

Aside from beating the utter crap out of the other four cars, another strategy is to actually race this like it's a real race, sideswiping the other cars into walls whenever you get the chance. This puts you in contact with the other cars a lot more, but it's also a lot harder to keep up with them since you'll be taking a lot of damage. We found it easier to drive the track backward and just smash the hell out of everything but the marked car.

REPLACING YOUR CAR

After about three laps of smash 'em bash 'em, your car will probably be of little use, due to the damage you've sustained. There are a few spare vehicles in the pit lane near the start/finish line, so feel free to grab those if your car is in trouble.





OBJECTIVE 3: ENTER THE RACE AT LA GUARDIA RACEWAY

As soon as you complete the second objective, you'll be teleported to La Guardia Raceway where you'll enter the final event. The object here is the same: Make sure the marked car wins at all costs.

RACE 2

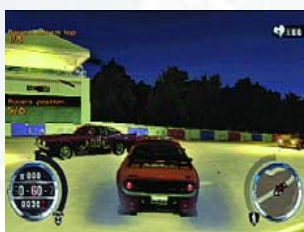


OBJECTIVE 4: ENTER THE RACE AT LA GUARDIA RACEWAY

This race is only three laps, but it takes place on a longer and much faster track. Because of the length of this track, the strategy differs a bit from what you used on the first race. Use our techniques below.

DAMAGE, INC.

The best place to line up for big hits is along the main straight. Position yourself at the very end of the straight, then turn around and wait until the approaching cars are just about to enter the turn leading into the straight. If you time it right, you'll be coming into contact with them well over 60. This makes for some heavy damage. One or two solid hits are enough to put someone out of the race completely.



BACKWARDS

If you choose to do full laps, make sure you do them driving the wrong way on the track. That is, driving correctly, but driving in the opposite direction. This will give you six runs at taking out the other vehicles (two per lap), instead of just three collision points, if you were to sit in one spot waiting for them to come to you.



When you complete the second race, the mission is over and you can continue to Paddy Wagon.



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Paddy Wagon

SIDE JOBS



JOB 1

Paddy Wagon

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPON	STARTING VEHICLE	MISSION REWARDS
1 CAPTURE THE PRISON TRANSPORT	UZI	YOUR CHOICE	N/A
2 DON'T WRECK IT			
3 TAKE IT BACK TO A GARAGE			
4 FIX IT UP			

OBJECTIVE 1: CAPTURE THE PRISON TRANSPORT

Paddy Wagon begins at the bridge leading to Riker's Island from the northeastern part of Queens. When you initiate the mission, the prison transport will leave the gate immediately. It has two escorts in the form of police cruisers — one in the front and one in the back. You don't have to take out the escorts, but it sure is a heck of a lot easier to focus damage on the transport, if they're out of the way.

The transport's route differs every time, but it tends to stay in the Queens area for most of the pursuit. Stay as close as you can and unload shots into the transport whenever you're in range.





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OBJECTIVE 2: DON'T WRECK IT

Try to take out the escort cars before taking out the transport itself. Although the object is to stop the transport and get control of it, you don't want to wreck it completely. It needs to be drivable so you can return it to the garage. Remember, this is only the first part of a much larger mission. Also, keep in mind that you will fail the mission if it gets too far away.

Once you inflict enough damage to the transport (either by gunfire or ramming), the officers will stop and get out of the transport. This is when you should be creative and try to run them over or get out of your car and pursue a gun battle. Either way you need to kill the officers before getting into the prison transport.



OBJECTIVE 3: TAKE IT BACK TO A GARAGE

Once you take control of the transport, the game automatically warps you back to the garage. A short FMV fills in the void.



OBJECTIVE 4: FIX IT UP

This objective is tied in directly with the third. All updates and modifications to the prison transport are done automatically.

When this mission is complete, it's time to move on to Turning the Screw.



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Turning the Screw

SIDE JOBS



JOB 12

Turning the Screw

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 SCARE THE GUARD FOR INFORMATION	N/A	SAN MARINO SPYDER	N/A
2 DON'T KILL HIM			
3 DON'T WRECK HIS CAR			

OBJECTIVE 1: SCARE THE GUARD FOR INFORMATION



This mission is a set up to scare as much info out of this prison guard as possible. Once you're in the car with him, you'll see his "Fear" meter in the upper left-hand corner of the screen. The object here is to drive as crazy as you can without actually destroying the vehicle. There are a few ways to add fear to his meter, but the following two are the most effective.

SPEED

Every time you go above 100, you'll scare the guard and his meter will fill gradually.



10 PERCENT

Every time you hit a pole or another vehicle, the meter will also go up 10 percent. Also, jumps and handbrake turns will add 10 percent.



Hitting Pedestrians won't affect the meter in the slightest, so you're best sticking to the above methods until you squeeze the information you need out of your subject. You'll need to fill his meter four times — for four separate pieces of info — before the mission is complete.

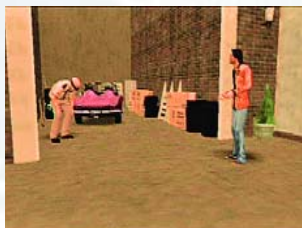
OBJECTIVE 2: DON'T KILL HIM

This isn't an objective, but rather a prerequisite for completing this mission. If you flip the car or damage it too severely, you'll kill the guard, immediately failing the mission.



OBJECTIVE 3: DON'T WRECK HIS CAR

Like objective #2, this is also a prerequisite. Make sure you don't damage his car to the point of it being wrecked, or you'll fail the mission.



BASIC
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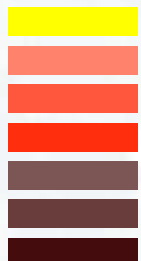
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JOB 13 Jail Break

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARD
1 COLLECT THE PRISON TRANSPORT	REVOLVER	PRISON TRANSPORT (GIVEN BY RAY)	NEW WEAPONS
2 GET ONTO RIKER'S ISLAND	44H		
3 FIND CANDY INSIDE THE PRISON	SHOTGUN		
4 GET CANDY TO THE HIDEOUT	LI 15		

OBJECTIVE 1: COLLECT THE PRISON TRANSPORT

This mission begins near Ray's in La Guardia. You'll find the Prison Transport right next to Ray's Garage after initiating the mission. Get in and head over to Riker's Island as soon as possible.



OBJECTIVE 2: GET ONTO RIKER'S ISLAND

1 The Prison Transport handles like a boat — literally — so keep it clear of all other vehicles by traveling on the side of the road. It mows over pedestrians with little trouble, so don't worry about that.

2 When you arrive at the entrance to Riker's Island, you'll have to wait for the gates to open. When the guard opens them, proceed inside and cross the bridge leading to the complex itself. When you arrive inside the prison area, ditch the transport in the marked yellow circle and make a break for the nearby bulldozer. When you get in, the guards notice your presence and set off the global alarm.



- 3** Continue driving the path through the construction area, mowing over any guards who attempt to take you or the bulldozer out. If the bulldozer takes too much damage from incoming enemy fire, ditch it and grab one of the other two bulldozers toward the end of the path near the concrete wall you need to break through.

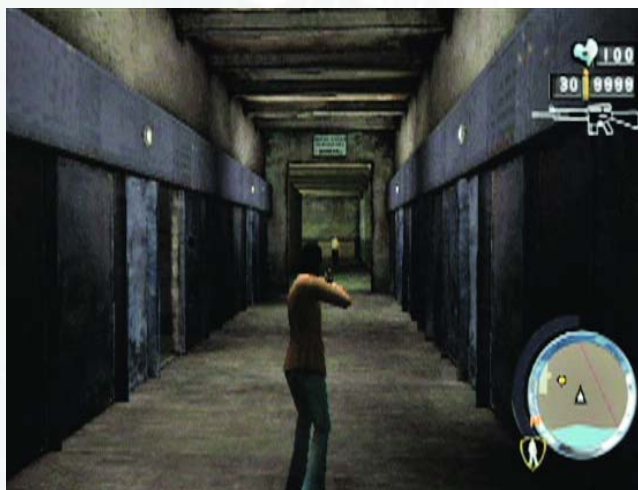


- 4** When you're in position, get a good run at the glowing yellow circle and blast through the concrete wall using the bulldozer. Once you're through, pull up next to the prison door, exit the bulldozer and go inside.

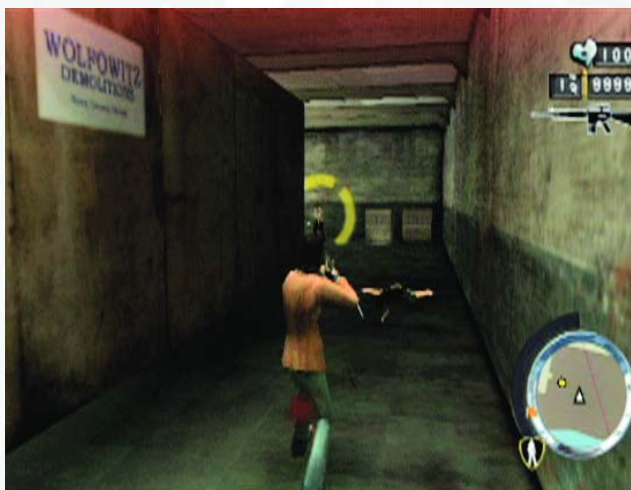


OBJECTIVE 3: FIND CANDY INSIDE THE PRISON

- 1** You'll find a few Health Packs in the first holding cell area leading to the long hallway. Make sure you grab these and equip your pistol before entering the next series of rooms.



- 2** You'll have to kill between 15 and 20 guards before you finally make it to Candy. The first two guards are sporting LI-15 Rifles, so kill them quickly and use the rifle against the rest of the guards throughout the complex. Since ammo isn't plentiful yet, use it in short bursts. It usually only takes four or five shots to kill a man, so don't waste more than two bursts per guard.



- 3** When you arrive in the mess hall you'll find Candy tucked away in the back corner of the room. With all the guards dead, it's time to bust out of the prison and make a break for it.



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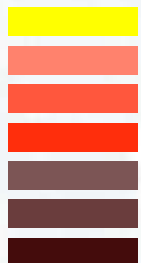
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Jail Break

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Air Mail

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OBJECTIVE 4: GET CANDY TO THE HIDEOUT

- 1 After you and Candy enter the van (part of the FMV), bust through the gate and take a right leading out onto the main street heading off Riker's Island. Get on the throttle hard and don't let off. You'll break through the gates and zip past the police barricades with ease.



- 2 Once you're off the island, the object is to ditch the police and get Candy back to the hideout without wrecking the van. Follow our path leading off Riker's Island as shown on the map above and you should have no trouble getting there in one piece. Remember that the highways are your best friend when it comes to traveling at high speed. The wider the road, the more room you have for adjustment when dodging other vehicles and objects.



- 3 When you complete this mission, head back to heal, buy ammo, and repair whatever vehicle you're in. Air Mail awaits.





JOB 14

Air Mail

THEN

OBJECTIVE CHECKLIST

- 1 MEET SLINK
- 2 GET SLINK'S PACKAGES BEFORE THE COPS
- 3 GET THE GOODS BACK TO SLINK

AVAILABLE WEAPONS

- REVOLVER
- 44H
- SHOTGUN
- LI 15

STARTING VEHICLE

- WINGAR (GIVEN BY SLINK)

MISSION REWARDS

- N/A

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OBJECTIVE 1: MEET SLINK

You'll find Air Mail up in the Rutherford area of New Jersey. It's in the far northwestern corner of the map, next to a warehouse. You can arrive in the car of your choice, since Slink provides the specialized motorcycle you'll be using to complete the mission.



OBJECTIVE 2: GET SLINK'S PACKAGES BEFORE THE COPS

The chopper will drop a series of nine packages throughout New Jersey.

The object is to get to the packages as quickly as possible via motorcycle. If you spend too much time getting from package to package, the police will beat you to the punch, and you'll fail the mission. Try to keep up with our strategy below and make sure you always slow down before you pick up a package. You'll waste more time zipping past a package, turning around and coming all the way back than you will if you just slow down and grab it on the first pass. If you miss even one package, it's likely you won't finish the mission in time.

1 PACKAGE 1

The chopper drops package #1 about 15 seconds into the mission, in the center of the path leading away from the warehouse. If you watch your minimap, you'll see the chopper drop the package as marked by the small yellow dot. The chopper won't wait for you to pick up the first package before it heads to the second drop point. It just goes from point to point, dropping away. The better you keep up with it, the less likely you'll run into police interference. If you start to lag, the cops will be all over you.



2 PACKAGE 2

This one is across a few industrial parks, and down in the very center of the new building foundation. Luckily there is a ramp leading up and out of this area, so you can just ride through and keep on going toward the third package.



3 PACKAGE 3

You'll find this package alongside a shipping container in the same industrial area as package #2, but closer to the river. You'll have to navigate through several chain link fences and obstacles to get to this one. If you have enough speed, the fences and small objects won't be a problem — you'll mow right through them without taking any damage.



4 PACKAGE 4

After grabbing the third package, head out to the street and take the first right-hand turn out onto the bridge. You'll find this package on the right side of the bridge, near the sidewalk where pedestrians are walking. Don't worry about mowing through people on your way to the package. If it saves you time, then do it.



5 PACKAGE 5

You'll find package #5 right in between two tall stacks of shipping containers. It's very close to package #4 — about 10 seconds away on your motorcycle.



6 PACKAGE 6

You'll need to jump over a ramp and then pass by some armed guards to get to package #6. You'll find the exact location through the tunnel, alongside the stack of shipping containers in the field. Grab it and cross the main street up ahead.



7 PACKAGE 7

If you approach this dot (on your minimap) slowly, you'll see a series of stacked shipping containers in the center of the field. Ride up the ramp leading to the first container, and you'll find the package at the top of the ramp.



8 PACKAGE 8

Continue riding up the same series of ramps and containers, and you'll eventually make a jump off the last ramp. Package #8 is where you'll land if you make the jump successfully. If you don't make it, you should have time to ride back around and go for a second shot, but you won't have much time after that.



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Air Mail

SIDE JOBS



2 PACKAGE 9

When you arrive at the warehouse, you'll have less than 1:30 to get to the final package before the police chopper arrives on the scene and confiscates it. It's hidden at the top of the building, and it takes several steps to get all the way to the top.

First, attack the cop next to the explosive barrels, and you'll blow a pathway up to the first floor of the building. Ride around the back and get on the small board to cross over to the next area. Once you're around the back, you'll climb a series of small ramps and then make a few last minute jumps before finally grabbing the package.



OBJECTIVE 3: GET THE GOODS BACK TO SLINK

With the last package in-hand, head back to the starting position and deliver the goods to Slink. Obviously, the police are all over you at this point, so it's going to be a little hectic. Use whatever techniques necessary to ditch them before you arrive.

When the mission is complete, you'll be treated to an informative FMV. Following the FMV you'll head for Gift Wrapped.



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Gift Wrapped



JOB 15 Gift Wrapped

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 FIND A WAY INTO THE SECURE CAR PARK	REVOLVER	SOMETHING WITH NITROS	N/A
2 STEAL THE BODYGUARD'S CAR	44H		
3 GET THE BOMB FITTED	SHOTGUN		
4 RETURN THE CAR BEFORE HE RETURNS	LI 15		
5 DON'T SCRATCH IT			

OBJECTIVE 1: FIND A WAY INTO THE SECURE CAR PARK

You'll have exactly 12 minutes after stealing the bodyguard's car to bring it back to the garage to get the bomb fitted and then return it to the original location in the parking garage. If you brought a car with 20 seconds of nitro boost, this first objective will be rather easy. To make things easier, like with all other time-based missions, we've included time goals for you to hit throughout the mission. If you find yourself lagging behind the goals by quite a bit, just restart the level and give it another try.





BASIC
TRAINING

WEAPONS

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■ THEN

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& CHEATS

1 12:00 - 9:30

To get into the car park without being detected, you'll need to navigate through a series of ramps scattered amongst the shipping containers. The first ramp leads to the second, and then the third and so on. When you finally reach the top of these containers is when the nitros come in handy. There isn't a whole lot of room to get a good run at the last ramp, so back all the way up and use the nitro to give you the extra boost.



OBJECTIVE 2: STEAL THE BODYGUARDS CAR

2 9:29 - 8:45

Once you clear the gap from the last jump you'll be on the roof of the garage. You'll see the bodyguard's truck as marked by the yellow arrow. Ditch your current car, jack the truck and start driving down and out of the parking garage. This should take you no longer than 45 seconds.



OBJECTIVE 3: GET THE BOMB FITTED

3 8:44 - 6:15

Getting to Phoenix Autos is a long drive, especially since you're trying not to wreck the truck before you get there. The goal of arriving by 6:15 leaves some room to drive normally. That is, without attracting attention of the police by ramming into everything at full speed.



4 6:14 - 5:45

When you arrive at Phoenix Autos, get out of the truck and talk to the operator as marked by the yellow circle. Once he gives you the go ahead, get back in the truck and drive it into the garage for the bomb fitting. This whole process takes about 30 seconds.



OBJECTIVE 4: RETURN THE CAR BEFORE HE RETURNS

5 8:44 - 6:15

Since you're being even more careful than you were on the way here, it should take even longer to get back to the parking garage than it did to get to Phoenix Autos. It took us an extra 30 seconds, but even if it takes you an extra minute, you're covered. Try not to smash into anything or attract the attention of the police. If you do catch heat, you can almost guarantee you won't get out of it without wrecking the truck.

6 6:14 - 5:45

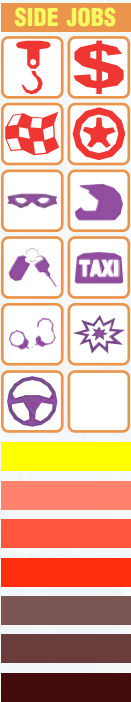
It takes about two minutes to drive the truck back up through the series of ramps that you used to originally access the parking garage. Once the truck is in position, ditch it and run to the nearby car to make your escape. Use the vehicle to jump off the ramp — yes, the ramp on the roof — and you'll complete the mission.

OBJECTIVE 5: FIND A WAY INTO THE SECURE CAR PARK

Obviously, if you wreck the truck before bringing it all the way back to the parking garage, you'll fail the mission. Upon completing this mission you'll be treated to a FMV before you move on to Kidnap.



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Kidnap
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JOB 16

Kidnap

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 BLOCK THE BRIDGE EASTBOUND	REVOLVER	YOUR CHOICE	N/A
2 TAKE OUT THE ESCORTS	44H		
3 BRING RAPHAEL BACK TO HUNT'S POINT	SHOTGUN		
	LI 15		

This mission begins in the Soho area of Manhattan at your hideout. You'll find the yellow circle inside your apartment.





BASIC
TRAINING

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■ THEN

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OBJECTIVE 1: BLOCK THE BRIDGE EASTBOUND

After listening to Candy's specialized plans, quickly head down to the car waiting outside and get moving toward the Queensboro Bridge. The Columbians are already on the way, so the faster you get there, the better.

When you arrive, you'll find that the Columbians aren't taking the bait as Candy planned, and your entire first set of objectives will be changed.



OBJECTIVE 2: TAKE OUT THE ESCORTS

Run back down the staircase and immediately begin pursuit on the Columbian motorcade. Don't expect to make ground on them right away — just keep the vehicles in range until you cross over into Queens. You don't actually have to take out the escorts while driving, but any damage you inflict will make the last part of this mission a little easier.

When they finally finish driving through Queens like madmen, the Columbians will head to La Guardia Airport. When they arrive next to the plane, pull up about 25 meters from the escorts and immediately seek cover behind your car. The object is to take them out as quickly as possible, so you can take control of the main car and get Raphael back to Hunt's Point. Try not to destroy Raphael's car during this phase.



OBJECTIVE 3: BRING HIM BACK TO HUNT'S POINT

With the escorts out of the way, take over Raphael's car and drive him out of the airport and head north toward Hunt's Point. You won't have any more trouble with escorts, but the police might pick up your trail (depending on the circumstances). Just make sure you get him there alive and without wrecking the car.

Once Raphael is dropped off at the rendezvous point, you'll be treated to another informative FMV before moving on to Ransom.





JOB 17
Ransom

THEN

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 COLLECT RANSOM PACKAGE	REVOLVER	YOUR CHOICE	N/A
2 MEET THE MEXICAN	44H		
3 GET TO THE HUNT'S POINT WAREHOUSE	SHOTGUN		
	LI 15		

Like the previous mission, Ransom begins in your safe house near Soho. To initiate the mission, you'll find the yellow circle inside your apartment.





BASIC
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OBJECTIVE 1: COLLECT RANSOM PACKAGE

Your first objective is to get to the parking garage and collect the ransom package. It's on the back of a bike already waiting for you, so it's really just a matter of getting there and collecting it.

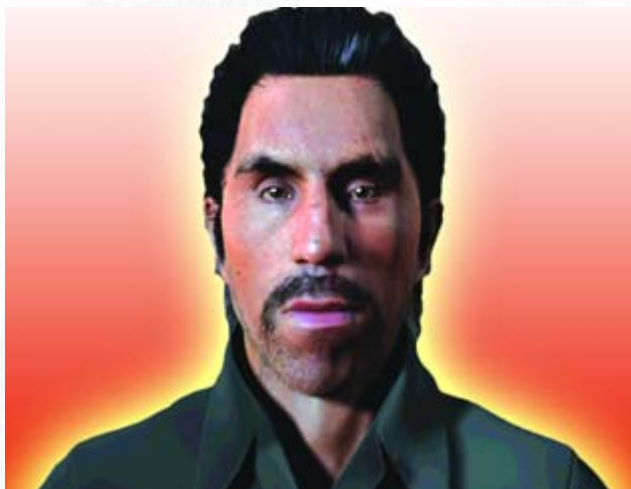
Take the standard route along the East River until you arrive at checkpoint #1 on the map. When you reach the garage, drive up to the top level and you'll find the bike there.



OBJECTIVE 2: MEET THE MEXICAN

Immediately upon picking up the package you'll be ambushed by a series of thugs. Your only way to escape from them is to do a little "roof hopping" on the motorcycle, leading north from building to building. There is only one pathway to follow, so just keep hitting the various ramps with enough speed to clear the gaps, and you'll be fine.

When you land on solid ground — after the last jump — you'll meet up with the Mexican. Approach his truck and you'll automatically get on and begin the next objective.



OBJECTIVE 3: GET TO THE HUNT'S POINT WAREHOUSE

The Mexican drives the truck while you play defense with the LI 15 and RPG. The goal is to take out the approaching thugs as quickly and efficiently as possible. There are only three trucks in total, so the quicker you take them out the better. Grenades from the RPG are one-shot kills if landed direct.

TAKING OUT THE TRUCKS

We found it the easiest to just shoot at the driver straight through the front windshield. A few solid bursts from the LI 15 are enough to kill him and send the truck barreling into a wall or oncoming car. Just remember that the closer the trucks get to you, the more likely they are to hit you with incoming gunfire.



THE HELICOPTER

It is possible to score hits on the helicopter, but it's unlikely that you'll have enough time (or ammunition) to take it out completely. Once you eliminate the trucks, you just pretty much sit and wait until you arrive at Hunt's Point to complete the mission.



The completion of this mission is the halfway point of the game and also a crucial turning point. After the series of FMVs you'll proceed to the next part of the walkthrough and begin The Mexican.



THEN

Side Jobs

These tables compile all the side jobs from the “Then” era—both hidden and visible—and put them into one easy-to-use checklist. We’ve listed not only the jobs but also their rewards and specific locations. You’ll find the map for the “Then” era at the end of this section with the locations for every mission precisely labeled.

If you’re looking for the best time-versus-reward payoff, it’s really a matter of personal preference. Every side job pays in scale with its difficulty, so it’s tough to pick one or two that really stand out as clear winners. Your best bet is to check out the tables and try a few jobs of each type to see which ones you’re good at. Once you find something you like, just repeat the difficulty level with the best payout for the amount of time involved. Remember that the jobs are rated for difficulty both in our tables and in the game, so we’re not just making them up! The harder missions are noticeably *harder*.

STEAL TO ORDER

Difficulty	Reward
EASY	Perfect condition (0-10% damage) = \$500 Scratched condition (11-50% damage) = \$300 Dented condition (51-99% damage) = \$150
MEDIUM	Perfect condition (0-10% damage) = \$1,000 Scratched condition (11-50% damage) = \$500 Dented condition (51-99% damage) = \$300
HARD	Perfect condition (0-10% damage) = \$2,000 Scratched condition (11-50% damage) = \$1,000 Dented condition (51-99% damage) = \$500

LOAN SHARK

Difficulty	Car Types	Time	Reward
EASY	Bonsai	3:00	\$500
MEDIUM	Ardenne	3:00	\$1,000
HARD	Cerva	3:00	\$2,000

SIDE JOBS





CIRCUIT RACES

Race	Place 1st	Place 2nd	Place 3rd	Car Unlocked for 1st	Perfect Lap Time (PLT)	PLT Reward
JERSEY CIRCUIT (EASY)	\$500	\$300	\$150	N/A	0:59	\$10,000
JERSEY CIRCUIT (MEDIUM)	\$1,000	\$500	\$300	Brooklyn Racer	0:59	\$10,000
JERSEY CIRCUIT (HARD)	\$2,000	\$1,000	\$500	Eagle Racer	0:59	\$10,000
HUNT'S POINT CIRCUIT (EASY)	\$500	\$300	\$150	N/A	0:36	\$10,000
HUNT'S POINT CIRCUIT (MEDIUM)	\$1,000	\$500	\$300	Ardenne Racer	0:36	\$10,000
HUNT'S POINT CIRCUIT (HARD)	\$2,000	\$1,000	\$500	San Marino Racer	0:36	\$10,000
LA GUARDIA CIRCUIT (EASY)	\$500	\$300	\$150	N/A	0:56	\$10,000
LA GUARDIA CIRCUIT (MEDIUM)	\$1,000	\$500	\$300	Bonsai Racer	0:56	\$10,000
LA GUARDIA CIRCUIT (HARD)	\$2,000	\$1,000	\$500	Melizzano Racer	0:56	\$10,000



STREET RACES

Race	# of Checkpoints	Distance	Reward	Perfect Time (PT)	PT Reward
REDHOOK EAST (EASY)	10	3000-3500m	\$500	1:55	\$10,000
JAMAICA NORTH (EASY)	10	3000-3500m	\$500	1:35	\$10,000
CONEY ISLAND SOUTH (EASY)	10	3000-3500m	\$500	2:00	\$10,000
UPTOWN NORTH (MEDIUM)	12	4500-5000m	\$1,000	2:35	\$10,000
CHINATOWN SOUTH (MEDIUM)	12	4500-5000m	\$1,000	2:35	\$10,000
MIDTOWN SOUTH (MEDIUM)	12	4500-5000m	\$1,000	2:40	\$10,000
ENGLEWOOD NORTH (HARD)	20	5500-6000m	\$2,000	3:05	\$10,000
EDGEWATER EAST (HARD)	18	5500-6000m	\$2,000	2:55	\$10,000
EDGEWATER SOUTH (HARD)	19	5500-6000m	\$2,000	3:00	\$10,000



STICK UP

Job	Drop-Off Distance	Time	Reward
1 (EASY)	500-1000m	1:30	\$1,000
2 (EASY)	500-1000m	1:00	\$1,000
3 (EASY)	500-1000m	1:00	\$1,000
4 (MEDIUM)	1000-2000m	1:00	\$1,000
5 (MEDIUM)	1000-2000m	1:00	\$1,000
6 (MEDIUM)	1000-2000m	1:00	\$1,000
7 (HARD)	2000-3000m	1:00	\$1,000
8 (HARD)	2000-3000m	1:00	\$1,000



MOTOCROSS

Race	# of Checkpoints	Distance	Time	Reward	Perfect Time (PT)	PT Reward
EASY (CENTRAL PARK)	27	3000m	3:00	\$750	1:25+	\$10,000
EASY (WORLD FAIR PARK)	30	2000m	2:00	\$750	0:48+	\$10,000
EASY (THE BRONX)	20	500m	1:00	\$750	0:22+	\$10,000
MEDIUM (CONEY FAIRGROUND)	34	2500m	2:00	\$1,200	0:45+	\$10,000
MEDIUM (ENGLEWOOD)	38	2500m	2:10	\$1,200	0:30+	\$10,000
MEDIUM (AIRPORT)	24	3000m	1:35	\$1,200	0:15+	\$10,000
HARD (KEARNY)	27	2500m	1:40	\$2,500	0:35+	\$10,000

BASIC
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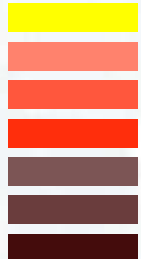
■ THEN

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PERFECT DELIVERY

Job	# Of Deliveries	Time	Reward	Perfect Time (PT)	PT Reward
HUNT'S POINT (EASY)	5	1:30	\$750	0:55	\$10,000
PROJECTS (MEDIUM)	5	2:00	\$1,200	0:50	\$10,000
ASTORIA (MEDIUM)	5	2:30	\$1,200	1:00	\$10,000
ENGLEWOOD (HARD)	5	1:40	\$2,500	0:35	\$10,000
KEARNY (HARD)	5	2:00	\$2,500	0:20	\$10,000

TAXI

Job	# Of Deliveries	Time	Reward	Perfect Time (PT)	PT Reward
CENTRAL PARK EAST (EASY)	5	3:20	\$750	1:15	\$10,000
STEINWAY (EASY)	5	3:30	\$750	1:00	\$10,000
JERSEY NORTH (MEDIUM)	5	3:10	\$1,200	0:40	\$10,000
MIDTOWN (MEDIUM)	5	3:15	\$1,200	0:40	\$10,000
EDGEWATER (HARD)	5	2:50	\$2,500	0:30	\$10,000

GETAWAY SURVIVAL

Job	# Of Chasers	Time Given	Perfect Time	Reward	Perfect Time (PT)	PT Reward
HARLEM	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
EDGEWATER	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
JERSEY	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
FINANCIAL	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
VILLAGE	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
BRONX	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
STEINWAY	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
LONG ISLAND	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
KEARNY	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000
REDHOOK	3	5:00	0:15	\$250-\$2,000	0:15	\$10,000

DEMOLITION SURVIVAL

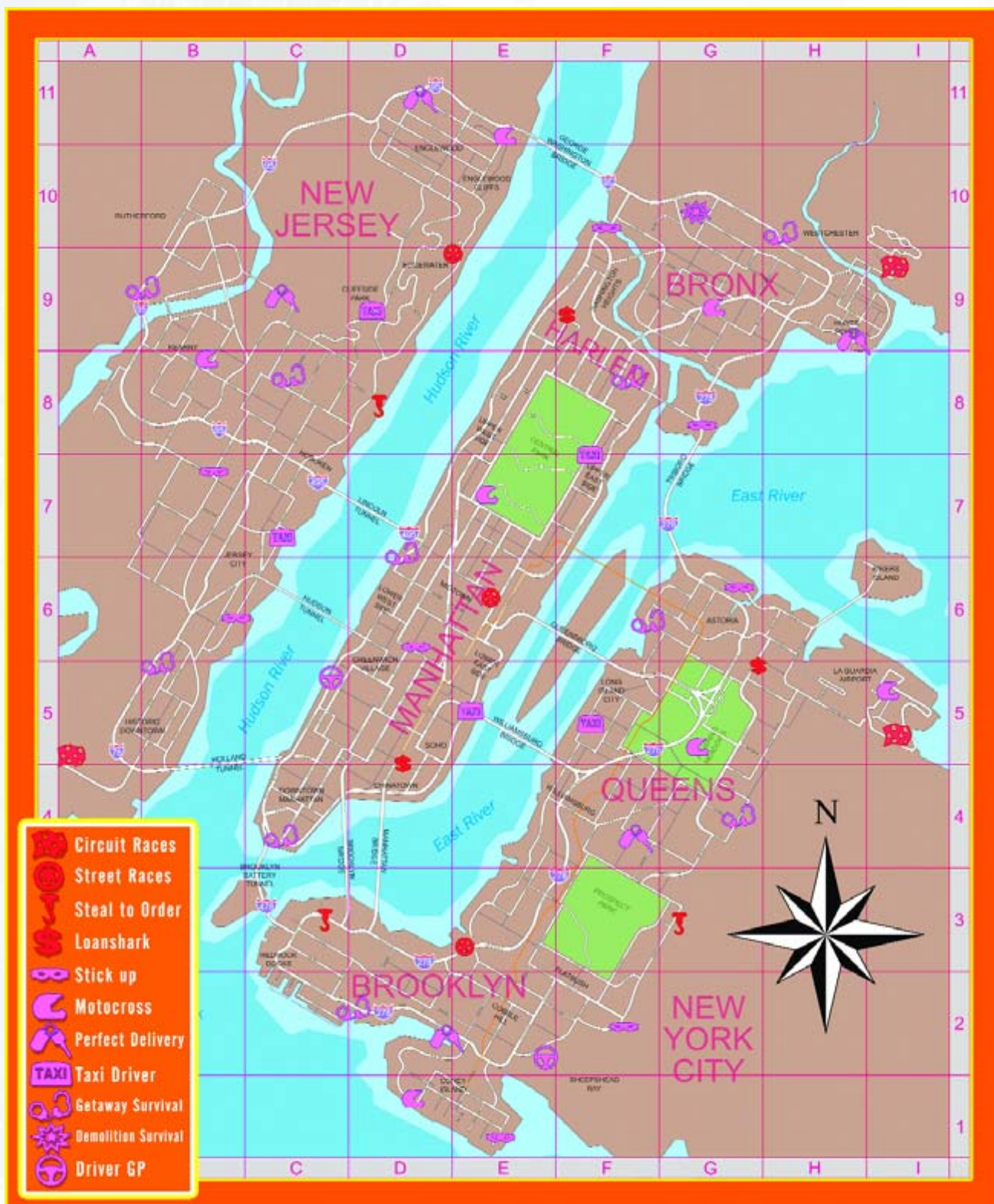
Job	# Of Chasers	Time Given	Perfect Time	Reward	Perfect Time (PT)	PT Reward
THE BRONX	10	3:00	1:00	\$1,000	1:00	\$10,000

DRIVER GP

Race	Perfect	Place 1st	Place 2nd	Place 3rd	Car Unlocked for 1st	Perfect Lap Time (PLT)	PLT Reward
LONG ISLAND	\$10,000	\$2,500	\$1,200	\$750	Raven Racer	3:00	\$10,000
MANHATTAN	\$10,000	\$2,500	\$1,200	\$750	San Marino Spyder Racer	2:26	\$10,000



ROAD MAP: "THEN" SIDE JOBS



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PARALLEL LINES



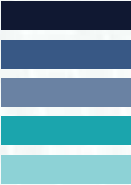
WALKTHROUGH

NOW



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01

The Mexican

JOB 01

The Mexican

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 GET AFTER THE TRAIN	PISTOL	YOUR CHOICE	N/A
2 KILL THE MEXICAN	F70		

NOTE: you can access the mini-games prior to starting this mission.

SIDE JOBS





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OBJECTIVE 1: GET AFTER THE TRAIN

You'll have only 3:30 before the Mexican escapes at the end of the line. You can do this by driving along the street or you can drive the wheelman's route and actually ride the elevated rail car tracks themselves. Riding on the tracks can be tricky but it is a sneaky way to make it to your goal on time.

- 1 Follow the train for the first few blocks by riding through the park. Try to stay to the left of the support rails that hold the track up. This should keep you from accidentally smashing into one of the posts and slowing your progress.



- 2 When you arrive at the first turn to the right, drive out to the left of the tracks and ride up the grassy hill as shown in the screenshots. If you follow this path correctly, you'll end up on the tracks behind the train itself. From this point it's just a straight shot down the tracks. Even with a slower car moving at only 50 (because of the speed reduction from the tracks), you'll make it to the checkpoint easily before the 3:30 expires.



OBJECTIVE 2: KILL THE MEXICAN

When you arrive at Coney Island, the Mexican will retreat into his amusement park and fall back to the safety of his guards. Equip your Pistol and enter the park carefully, taking out the Mexican's guards as you progress through the area. Make sure you pick up and switch to the F70 as soon as you have the chance.

- 1 When you arrive at the funhouse you'll have a showdown with several of the Mexican's best guards. There are two guards on the roof, two guards on the first floor and two guards who charge your position behind the dumpster. Stay low (behind the dumpster), and take out the charging guards first, followed by the guards on the first floor. After a certain amount of time, the Mexican will be on the first floor of the funhouse with guns blazing.

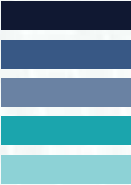


IMPORTANT!

If you're running low on health, there are several hidden Health Packs scattered throughout the carnival area. Most of them are behind rides and attractions or next to benches. Make sure you search an area thoroughly after you clear it.

- 2 Once the Mexican is in the open, the object is to kill him as fast as possible. The best technique is to use the dumpster as cover while you pop out with short controlled bursts from the F70. You'll see his energy meter up in the left-hand corner of the screen, so keep an eye on it as you whack away. Once he's dead the mission is complete.





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Tailgate

Tailgate

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SIDE JOBS



JOB 02 Tailgate

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARD
1 KILL THE HIT MAN	PISTOL	BX-9	GANGSTER (PISTOL)
2 GO MEET RAY'S CONTACT	F70		

This mission begins shortly after you kill the Mexican. Surprisingly, this event goes down right next to Ray's Autos in Hunt's Point. You won't be able to choose a car on this mission — you're automatically put in the BX-9 with Ray. NOTE: the Hitman's route may vary.





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OBJECTIVE 1: KILL THE HIT MAN

- 1 After witnessing the foiled hit, get on the throttle and get after the hit man. Ray is riding shotgun with an F70 equipped, so all you have to do is get within 40 meters, and Ray will open up with the machine-gun. Of course, you can take the hit man's health bar down twice as fast if you unload as well.



- 2 Try to stay out of oncoming traffic lanes as you close the gap between the BX-9 and the hit man. If at any point he gets too far out of your range, the mission will fail, and you'll have to start over. You're better off driving conservatively and chipping away when you see openings instead of trying to take the hit man's SUV out in one fell swoop.

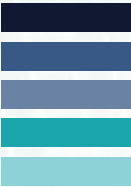


OBJECTIVE 2: GO MEET RAY'S CONTACT

With the hit man out of the way, head down to the red dot on the map to meet Ray's contact. If you've picked up a tail, you'll need to swerve through downtown Harlem to lose them before you can stop in the yellow circle.

Once you arrive at the firing range, the mission is complete.





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Guardian Angel

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SIDE JOBS





JOB 03

Guardian Angel

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARD
1 GET OUT OF THERE!	PISTOL	SOMETHING WITH BULLET-PROOF TIRES & GLASS	SF10
2 LOSE THE TAIL	GANGSTER		
	F70		
	AUST PUP		
	RPG		

Guardian Angel takes place in the industrial area of New Jersey. You'll find the mission tucked away in the shipping yard of a factory, behind some larger shipping crates and steel fences.





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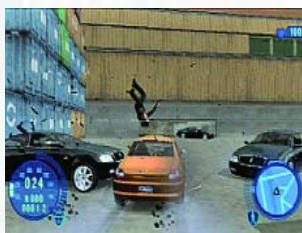
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OBJECTIVE 1: GET OUT OF THERE!

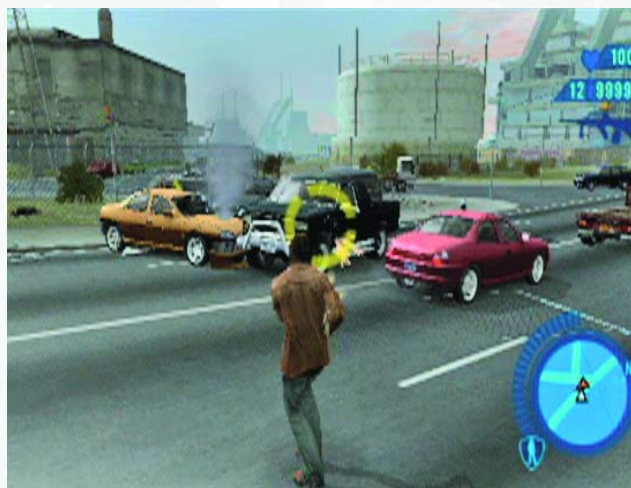
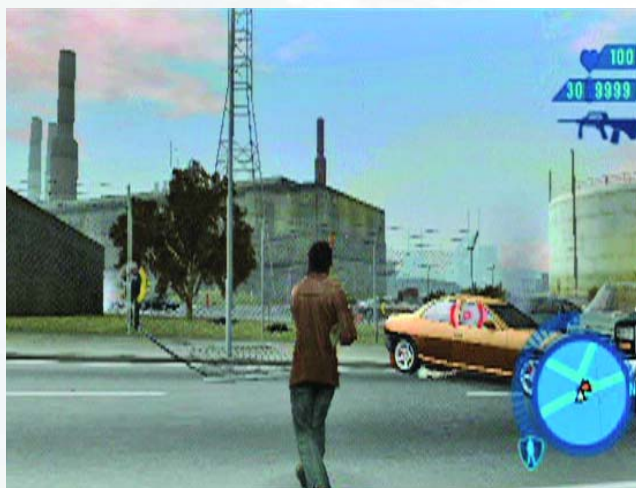
After the FMV you'll realize that yes, you've driven into a trap. The most effective way to get out — since we told you to bring a car with bulletproof tires and glass — is to simply pull a 180 and charge right through their roadblocks. If done correctly and with swiftness, you'll take some damage, but not enough to ruin your chance of success.



OBJECTIVE 2: LOSE THE TAIL

Once you're through the second roadblock, get on the throttle and put some distance between your car and the ambush area. When you arrive in an area with heavy traffic — a perfect zone for a shootout — slide your car sideways and get out. Duck alongside it, and get your weapons ready for battle. Whoever was following you will pull up in front and charge immediately, so just let your machineguns rip and take them out as fast as possible. Of course, you can use the RPG for a quick and easy slaughter, if you don't mind the civilian collateral damage.

Once you kill the last of the thugs, the mission is complete, and you'll have access to the SF10.



Gauntlet

NOW

AUST PUP

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BASIC
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OBJECTIVE 1: PROTECT MARIA

- 1 Maria will be in a Schweizer, so it's up to you to stay close to her and keep the various roadblocks from taking her out. Each of the yellow dots (on the map above) is a roadblock where a shootout takes place. Each of the roadblocks is exactly the same — albeit in different positions — with two trucks and four thugs per roadblock.



- 2 To take them out without Maria taking too much damage, slide your car in sideways in front of her car. This blocks their line of sight and forces them to move around to the side instead of just unloading straight on. You shouldn't have to get out of the car to eliminate them. Just use the F70 from your window and unload in short bursts, making sure to focus on the thugs and not the cars. Maria will give the all-clear signal as soon as the thugs are dead, regardless if the trucks are still there or not.



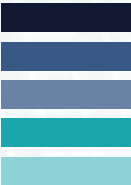
OBJECTIVE 2: MAKE SURE SHE GETS TO THE DROP POINT

Objective two is really just a part of the first objective, seeing that you have to protect Maria for the duration of the mission.

By the time you hit the third or fourth roadblock, though, Maria's car should be pretty beat up. When her driver is killed, hop out of your vehicle, finish off the thugs on foot and drive Maria to her drop point using her car. If you pick up a tail — meaning the police — make sure you ditch them before approaching the drop point. You won't be able to complete the mission if you have heat.

Once you drive into the yellow circle at the drop point, the mission is complete. You'll gain access to the Aust Pup by completing this mission.





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05

Riding Shotgun

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SIDE JOBS



JOB 05
Riding Shotgun

NOW

OBJECTIVE CHECKLIST

- 1 GET ON THE TRUCK
- 2 PROTECT THE CRATE ON THE TRUCK
- 3 ENSURE THE BIKE GETS TO CANDY'S CLIENT

AVAILABLE WEAPONS

- PISTOL
- GANGSTER
- F70
- AUST PUP

STARTING VEHICLE

YOUR CHOICE

MISSION REWARD

RP6

Riding Shotgun begins in the northern part of Queens, near I-278. It doesn't matter what car you bring to this mission, since the first section requires you to ride on the back of a flatbed.





BASIC
TRAINING

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SECRETS
& CHEATS

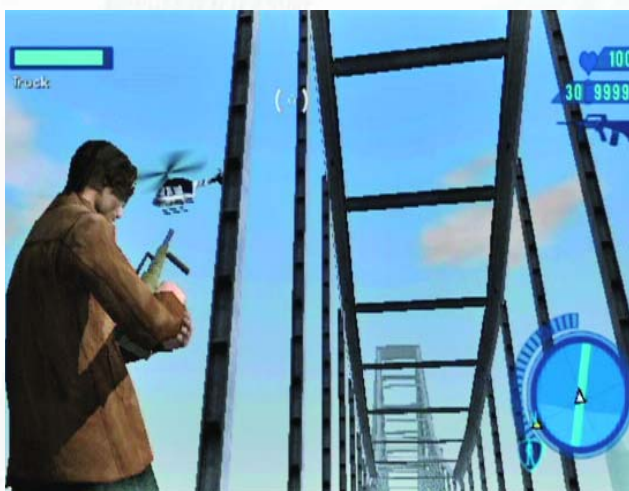
OBJECTIVE 1: GET ON THE TRUCK

Once you arrive at the location, move inside the warehouse and enter the yellow circle to begin the truck sequence.

OBJECTIVE 2: PROTECT THE CRATE ON THE TRUCK

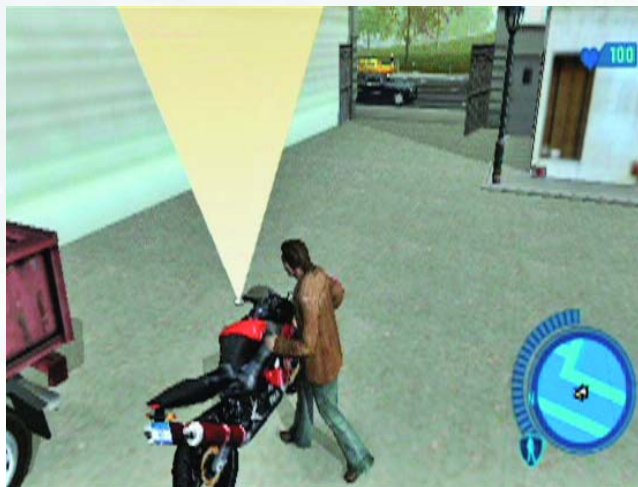
You won't be driving for any of this sequence, but rather protecting the truck. The Aust Pup is your best bet here, combined with the occasional RPG rocket if things get a little too close for comfort.

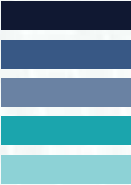
- 1 Try to keep the enemy trucks from getting too close to your vehicle. It's impossible to avoid all incoming gunfire, since you're sort of a sitting duck on the back of the flatbed. But if you can take out the driver before the trucks get in range, you'll take much less damage than if you wait for them to close the distance. Also remember not to use the RPG if the trucks are right on your bumper. The splash damage will hurt your truck as well, which isn't a good thing.
- 2 When the chopper arrives, don't waste ammo trying to take it out. Focus on the incoming trucks and just absorb the occasional barrage of gunfire from the chopper. By the time you make it to Central Park, the journey is almost over. Fend off the last few trucks, and the mission will cut to a short FMV.



OBJECTIVE 3: ENSURE THE BIKE GETS TO CANDY'S CLIENT

- 1 When the driver pulls over because of engine trouble, you'll need to personally get on the bike and deliver it to the final location in Englewood. Your best bet is to dash through the northern part of Harlem until you hit I-95, then cross the George Washington Bridge and make your way toward New Jersey.
- 2 You'll find the house in the middle of the block, although access to the garage is sort of awkward. Drive up around the steel-grated fence, and you'll see the opening to the garage itself. Once you drive the motorcycle in and leave the garage, the mission is complete.





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Candy

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SIDE JOBS





JOB 06

Candy

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 KILL CANDY	PISTOL GANGSTER F70 AUST PUP RPG	BX-9	N/A

This mission begins in the very center of Englewood, just south of I-95.





BASIC
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OBJECTIVE 1: KILL CANDY

After the lengthy FMV you'll be under the effects of Candy's drug. Although the effects aren't noticeable immediately, when they do kick in, it's a gradual increase of blurriness until they finally peak out at an LSD-like haze. It doesn't take long for the effect to take control, so you'll have to hurry and cover as much ground as you can beforehand.



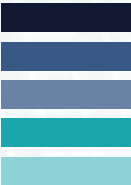
1 Unfortunately, there is nothing you can do to counter the effects of the drug — you just have to work through it. Drive cautiously, and don't make any sudden moves. Everything is delayed because of the haze, so you'll end up eating lots of telephone poles, trees and oncoming cars if you don't heed our advice.

2 Candy's path takes him south along the Hudson River, through Edgewater, Cliffside Park and Hoboken. When you pass I-495 and work your way toward Jersey City, you should be in-range of Candy. Start pummeling his vehicle as soon as you can, unloading with whatever ammo you have in the Aust Pup and F70. If you can get close enough to land a rocket from the RPG, do it. The insane damage is worth it, even if you take a few chips off your vehicle in the process.



3 Once you destroy Candy's ride the mission is complete. Return to any of the garages to get rid of the drugged effect.





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Ram Raider

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SIDE JOBS



JOB 07
Ram Raider

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARD
1 DESTROY SLINK'S PORN SHOPS	PISTOL	RAM RAIDER	RAM RAIDER
2 LOSE THE TAIL	GANGSTER		
	F70		
	SF10		
	AUST PUP		
	RPG		

This mission begins in Hunt's Point, near the East River. You can show up in whatever car you want, since Ray has specifically prepared the Ram Raider for this occasion. The armor plating and overall stability of the Ram Raider is perfect for this mission.

AMBUSH!

Before initiating the Ram Raider mission you'll be assaulted by two cars full of thugs. You can either barrel through the alley and plow through them to take a few out with your vehicle or just immediately enter a gun battle. Either way, you'll need to kill all the thugs before continuing on with the Ram Raider mission.

OBJECTIVE 1: DESTROY SLINK'S PORN SHOPS

This objective is split into three parts, each of them with a tight time requirement.



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1 SHOP #1 (1:30)

You'll have only 1:30 to get to the first shop from the Ram Raider garage. This is the longest stretch of the three, but it can be done quite in time, if you follow our marked path above. By using the alleys you'll be able to keep away from traffic, thus preventing yourself from crashing and losing valuable time.

When you arrive at the shop, drive the Ram Raider through the windows and just open up with your SF10 or Aust Pup. Try to take out as many of the shelving units as you can, since they are what affect the damage inflicted on the shop. Once the damage meter reads zero, the first shop will be destroyed, and you can move on to shop two.



2 SHOP #2 (1:00)

You'll only have one minute to get from the first shop to the second, but since it's much closer in distance, you shouldn't have any trouble making it.

When you arrive, use the same techniques used to take out the first shop. Drive right into the shop and just ram into things with your guns blazing. After a few seconds, the shop will be wrecked, and you can move on to the next shop.



IMPORTANT!

Make sure you don't get caught inside any of the shops as the security shutters close. If you do, you'll lose the Ram Raider because there's no way to drive it out once they shut.

3 SHOP #3 (0:45)

You'll only have 45 seconds to make it from the second shop to the third. It's tight, but possible if you drive at a manageable speed (under 80), so you can avoid the really bad crashes. When you arrive, destroy it quickly and this part of the mission is complete.

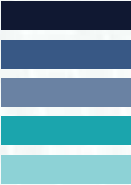


OBJECTIVE 2: LOSE THE TAIL

After you've destroyed the third and final shop, Slink's thugs will be hot on your tail. It's best to pull about a block away from the shop before you slide the Ram Raider sideways (in traffic) before exiting the vehicle to take them out. The reason it's best to pull a block away is to prevent any of the extra porn shop workers who you might not have killed from coming out and joining the melee.

Once you kill the last of his goons — you can ignore their vehicles — the mission is complete. You'll be able to take the Ram Raider back to your garage and store it as your reward.





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Rush Hour

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SIDE JOBS



JOB 08

Rush Hour

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 CATCH THE REAL COURIER	PISTOL	SOMETHING VERY, VERY FAST	N/A
2 STOP HIM FROM DELIVERING THE DRUGS	GANGSTER		
	F70		
	SF10		
	AUST PUP		
	RPG		

This is one of the hardest missions in the game, and you'll need an absolutely wicked car if you even want a chance. You'll find the mission on the north side of Queens, near Flushing Meadows Park.





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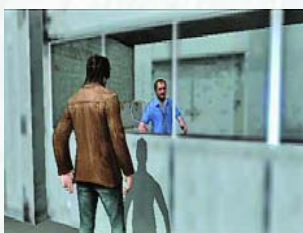
SECRETS
& CHEATS

OBJECTIVE 1: CATCH THE REAL COURIER

Immediately after initiating the mission, four couriers driving Kramers will scatter in four different directions. The object is to find the one carrying the drugs in less than nine minutes. Of course, the real courier just so happens to be the last one you destroy, regardless of what order you track them down. Nine minutes isn't a lot of time considering all four couriers split up and drive in opposite directions. They don't stop moving for the duration of the mission, so the faster you get the first few couriers out of the way, the less distance you'll have to travel to get the last two.

Knowing that you have to destroy all four couriers and search each vehicle before completing the mission, time is of the essence. Expect to spend a minimum of two minutes per car, with most of that being pursuit time. Once you get a courier in range, it only takes a few shots to get him to stop. Search the car (by entering it), then immediately get back in your ride and head to the next one.

We used the "drive for the closest" courier theory, if only because the patterns they drive are so unpredictable. Look at your map, pick the closest courier and go for him. If another courier crosses your path — although unlikely — take him out as well.

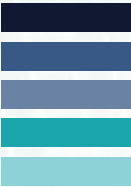


OBJECTIVE 2: STOP HIM FROM DELIVERING THE DRUGS

Once you finally catch up with the last of the four couriers, the objective is to completely take him out. It's obvious he's the real courier, so you'll need to either fully destroy his car or kill the driver to stop him from delivering the drugs. Since you'll have so little time, feel free to get close enough to let an RPG fly. One good shot is enough to stop the last courier dead in his tracks.

Once he's dead, the mission is complete.





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SIDE JOBS



JOB 09

Slink

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 KILL SLINK	PISTOL GANGSTER F70 SF10 AUST PUP RPG	PIMP WAGON	N/A

This mission begins at the Funky Rabbit in Harlem, just north of Central Park. You can bring any vehicle you like, since you'll be forced to use the Pimp Wagon once the mission begins.



OBJECTIVE 1: KILL SLINK



1 After the FMV you'll bust out of the Funky Rabbit and jump in the green Pimp Wagon waiting outside. Slink will already have a decent head start on you, so it's important to get on his tail and try to close the gap quickly. If at any point during the mission Slink gets too far from your vehicle — meaning he drives off your minimap — you'll fail the mission. If he's getting close to pulling off your minimap, concentrate on closing the distance rather than inflicting damage. Only when you've narrowed the gap to less than 25 meters should you be engaged in combat.

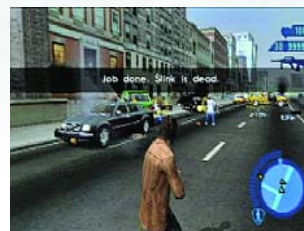
2 You should be able to get him in firing range as he drives through the Upper West Side and before he makes the turn into Central Park. If you're close enough to ram him, whip out the RPG and try to land one near the truck. The splash from one rocket is equal to several mags from any of the machineguns, so it's worth the risk.



3 As you pass through the alley leading to Central Park West, another Pimp Wagon full of thugs will engage from behind. Try not to worry about them unless they become an actual hindrance. If you stop and try to take them out, Slink will put too much distance between the two of you, and you'll fail the mission. Focus your attention on catching Slink and inflicting damage to his truck.

4 Once Slink's truck is wrecked, he and his crew will exit the vehicle and assault your truck. Your best bet is to turn your truck perpendicular to their truck, and use it as shelter while you pound on them with your assault rifles.

Once Slink is dead, the mission is complete.



BASIC
TRAINING

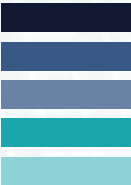
WEAPONS

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SIDE JOBS



JOB 10

Gatecrasher

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 PICK UP A COP TAIL	PISTOL	RAM RAIDER (RECOMMENDED)	N/A
2 LURE THEM TO ONE OF BISHOP'S SMUGGLING OPERATIONS	GANGSTER		
	F70		
3 REPEAT FOR ALL THREE LOCATIONS	SF10		
	AUST PUP		
	RPG		

This mission begins in downtown Manhattan, near the Holland Tunnel. We recommend using something agile yet armored, like the Ram Raider. You can use anything you feel comfortable driving, though.





BASIC
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OBJECTIVE 1: PICK UP A COP TAIL

The objectives here are simple, but you only have 10 minutes to complete them. Just the driving to and from the three out-of-the-way locations eats up most of clock. There's no time to play around.

The most effective way to attract police is to drive normally until you're within a few blocks of each operation, and then begin to shoot and ram things as you get closer. If done correctly you'll have a big ol' trail of cops right as you pounce on the operation.

Obviously you don't want to attract cops sooner than you have to. They'll definitely slow you down if this is the case. On the flipside, you don't want to arrive at each operation and have to drive around in circles for a few minutes to get their attention either. This just wastes valuable time of which you don't have. To be successful you'll have to time your ability to attract police in perfect harmony with your approach on the various operations.

OBJECTIVE 2: LURE THEM TO ONE OF BISHOP'S OPERATIONS

As stated in the previous objective, try to get as many police to each of the three operations as possible. Bishop's men are heavily armed at each of the three checkpoints as well, so don't think you're just going to drive in and out with no resistance. (This is why we suggested something like the Ram Raider works best here.)

1 LOCATION 1

This is the cargo ship docked in the upper bay area. You can't drive in from the east side since it's blocked, so make sure you stick to our path as shown on the map above for easy access.



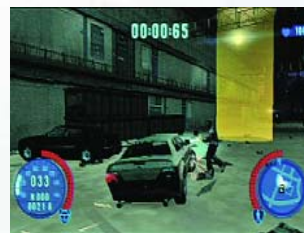
2 LOCATION 2

This is the helipad on top of building near Chinatown. Access is granted by driving up the ramp on the south side of the building.



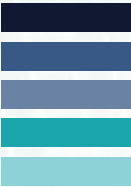
3 LOCATION 3

This is trickiest of all three to find since you'll have to weave through several alleys before stumbling across the operation itself. The only way to gain access is on the west side of the street, as marked on your minimap.



OBJECTIVE 3: REPEAT FOR ALL THREE LOCATIONS

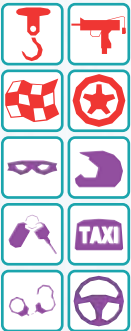
With all three of Bishop's operations shut down by the police, the mission is finally complete.



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Shellshock

SIDE JOBS



JOB 11
Shellshock

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 GET THE TRUCK TO RAY'S IN LA GUARDIA	PISTOL	BOLTUS	N/A
2 LOSE THE TAIL	GANGSTER		
	F70		
	SF10		
	AUST PUP		
	RPG		

This mission begins inside a warehouse on the north side of Queens, near where the East River meets I-278. The mission requires you to enter the Boltus to initiate it, so it doesn't matter what vehicle you show up in.





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OBJECTIVE 1: GET THE TRUCK TO RAY'S IN LA GUARDIA

Upon starting the truck you'll find out that it's an ambush similar to Guardian Angel. An RPG will be fired at you immediately so it's a good idea get on the throttle and plow straight through the vehicles blocking your exit on the way out of the warehouse. If you want, hit the ramp to try to clear the vehicles as an alternative to ramming them head on. Either way, don't delay if you get caught up on their cars. Just back up and make another run.

Don't try to fight anyone until you're well clear of the warehouse and almost back to Ray's in La Guardia. This will reduce the amount of thugs you have to engage.

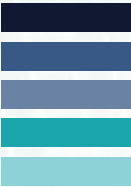


OBJECTIVE 2: LOSE THE TAIL

If you still have thugs on your tail as you pass La Guardia Airport, you can either take the short-cut through the airport park or fight the thugs head on. If you're going to fight head on, drive into an area with heavy traffic and spin the Boltus to the side perpendicular to the thugs chasing you. Exit quickly and run to the nearest car to use as cover. It's not a good idea to use the Boltus as cover because it will most likely be destroyed, thereby failing the mission.

Once you've killed the last of the thugs, you can comfortably cruise the Boltus back to Ray's Garage in La Guardia to complete the mission.





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SIDE JOBS





JOB 12

Bishop

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARDS
1 KILL BISHOP	PISTOL GANGSTER F70 SF10 AUST PUP RPG	YOUR CHOICE	N/A

You'll find the Bishop mission tucked away in the very center of suburban New Jersey.





BASIC
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OBJECTIVE 1: KILL BISHOP

This is the closest thing to a “boss battle” you’ll find in *Driver: Parallel Lines*. There is no build up, no introduction and no guards to deal with. It’s just you and Bishop, out on his little garden terrace. Oh yeah, and he’s driving the Negotiator, a fully armored APC made for military use.



1 The only weapon that works effectively against the Negotiator is the RPG. Depending on how good of an aim you are with the launcher, you’ll most likely need to continually pick up spare rockets throughout this battle. You can use the Antilli (motorcycle) next to Bishop’s gate for easy navigation of his garden area. Just make sure you don’t get blindsided with a cannon round or it’s pretty much all over.



2 The best technique is to watch where the Negotiator is on your minimap and engage it from the rear with a rocket. As soon as you let one loose, quickly move out of the way and look for another angle. The “quick strike” method keeps him from getting a lock on your position, and this prevents you from eating artillery shells.

3 Once you take Bishop’s damage meter down to zero — about three or four solid RPG shots — the mission is complete.



- 1 RECOVER THE LIMO
- 2 PARK THE LIMO IN CORRIGAN'S GARAGE
- 3 KILL ALL THE BODYGUARDS
- 4 ESCAPE

- PISTOL
- GANGSTER
- F70
- SF10
- AUST PUP
- RPG

YOUR CHOICE

BLAINE

Legend

- Objective Start
- Objective Finish
- Speed Marker
- Optimal Path



BASIC
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OBJECTIVE 1: RECOVER THE LIMO

- 1 You'll find Corrigan's limo at the yellow dot on our map. It's sort of waiting there until you arrive, then the cavalcade of police protection gets it moving down the Hudson River past Central Park. You should take out the two cop cars with standard assault weapons before attacking the limo. Remember that you don't want to destroy the limo, but rather take out the driver so you can drive it up to Corrigan's place in Englewood.
- 2 If you have a tail it's very important to get rid of it on the way to Corrigan's. The route is pretty straightforward, although it gets a little congested on the George Washington Bridge. If you need to get clear of the traffic jam, just take out some pedestrians and ride up on the sidewalk. The extra heat isn't going to ruin your trip.



OBJECTIVE 2: PARK THE LIMO IN CORRIGAN'S GARAGE

When you arrive in front of Corrigan's, his guards will open the gates and let you in. Pull toward the back, and park the limo in the garage spot as highlighted by the yellow circle.



OBJECTIVE 3: KILL ALL THE BODYGUARDS

- 1 When you exit the limo, the real fun begins. The object is to kill all of Corrigan's bodyguards before you leave the complex. They're simply everywhere, so it's best to sweep methodically from area to area, and make sure each zone is clear before moving on to the next.
- 2 The guard up by the front gate is using a minigun — the Blaine to be exact — so feel free to sweep toward the front of the complex before heading around back. It's helpful to have the minigun for this section, since it uses a 100-round magazine that rarely needs to be reloaded.



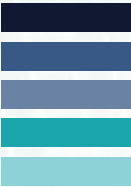
OBJECTIVE 4: ESCAPE

Once all the guards are dead, you'll get the message to leave the area. The best way to go about this is to grab one of the Schweizers and just blast out through the front gate once it opens. The police barricade is pretty insane — including a chopper — but you should be able to zip past them and lose the tail by cruising down I-95 toward the bridge.

Whatever you do, don't stop to fight for too long. If you need to launch a grenade to clear a path, by all means do it. Just make sure you get a move on after doing so.

The mission is complete once you're clear of Corrigan's complex and you lose the tail.

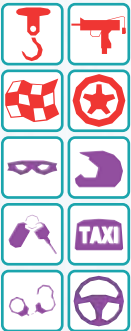




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Bear Cage

SIDE JOBS





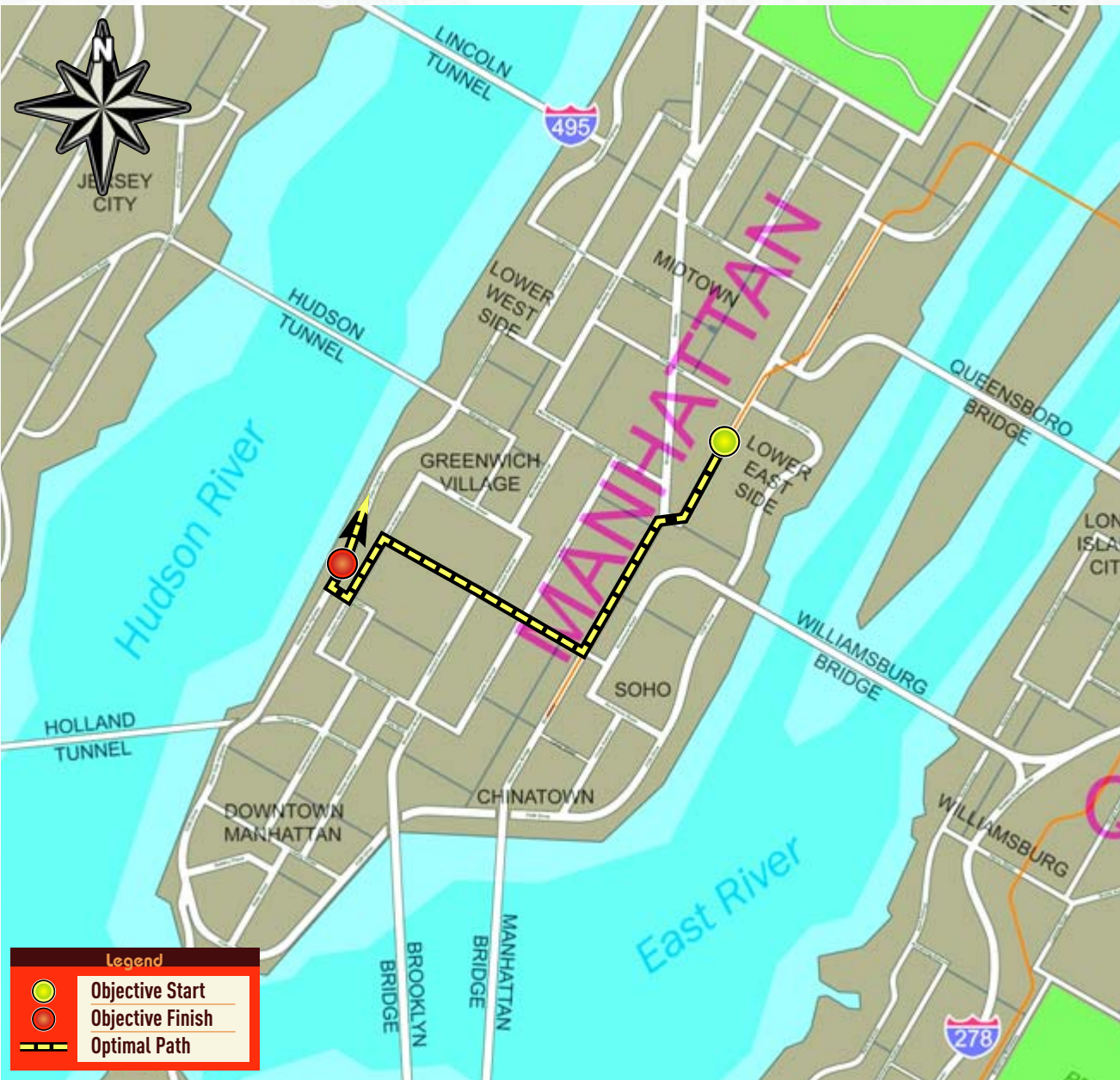
JOB 14

Bear Cage

NOW

OBJECTIVE CHECKLIST	AVAILABLE WEAPONS	STARTING VEHICLE	MISSION REWARD
1 COLLECT THE CAR	PISTOL	YOUR CHOICE	N/A
2 PARK IT IN POLICE HEAD-QUARTERS	GANGSTER		
3 PLANT THE C4 ON CORRIGAN'S DESK	F70		
4 GET OUT OF THERE!	SF10		
5 LOSE ANY PURSUING COPS	AUST PUP		
	RPG		
	BLAINE		

Bear Cage begins on the Lower East Side of Manhattan, right under the elevated rail car tracks. You can show up in whatever vehicle you want, since you'll need to drive the police car to their headquarters in the very first part of this mission.





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OBJECTIVE 1: COLLECT THE CAR

Collecting the police car is a matter of driving to the green dot on the map, driving up the ramp and getting in. On the way out of the lot, be sure to take out the guard on foot to avoid a felony. The route to the police headquarters is a short and easy one, taking you south through Soho and then west toward Greenwich Village.



OBJECTIVE 2: PARK IT IN POLICE HEADQUARTERS

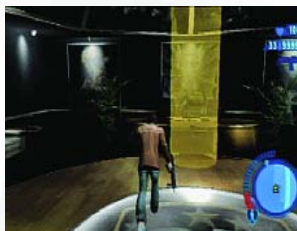
When you arrive along the Hudson River you'll find the police HQ located precisely at the red dot on our map above. Just pull up to the garage door, and it will open for you, granting access to the lower levels of the parking garage. Drive down and park the car in Corrigan's spot — highlighted by the yellow circle — then exit the car and enter the elevator a few feet to the right of the parking space. Oh yeah, and have your Shotgun equipped before you exit the elevator...



OBJECTIVE 3: PLANT THE C4 ON CORRIGAN'S DESK

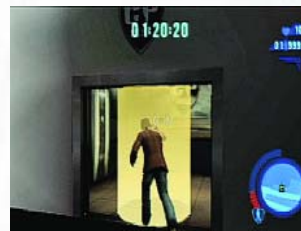
When you get off the elevator you'll be inside police headquarters. There's no turning back, so just work your way through the various rooms until you eventually find Corrigan's office. Make sure you stop and search the rooms to the side of the building for Health Packs if you get low at any time.

Set the C4 on his desk by using the R3 Button, and you'll have exactly three minutes to escape the office, backtracking the same way that you came in.



OBJECTIVE 4: GET OUT OF THERE

The way out is going to be a little tougher than the way in, because the police have been alerted to your presence for quite some time now. Expect SWAT team members and police in full riot gear to be guarding the hallways as you exit. Don't forget to whip out the RPG to clear hallways that are totally infested with police. You're better off spending a few grenades to guarantee safe passage rather than losing 50 percent of your life bar. Once you arrive at the elevator, get on and you'll be transported back to the parking garage below the building.



OBJECTIVE 5: LOSE ANY PURSUING COPS

Hop in the nearby Teramo and gun it for the door. If you don't make it under the various shutters in time, just shoot at the nearby control panels, and you'll raise it back up, allowing you to drive through. The last few rooms full of police can get pretty hectic, so it's absolutely imperative that you stay in your car, unless you have to get some health. The order of operations is: Drive, run over cops and never look back.

Once you're clear of the building and you've lost the tail, the mission is complete.



Corrigan

Now

- 1 GET TO MARIA'S FOR INFORMATION ON CORRIGAN
- 2 GET TO CORRIGAN'S SAFE HOUSE
- 3 KILL CORRIGAN

- PISTOL
- GANGSTER
- F70
- SF10
- AUST PUP
- RPG
- BLAINE

YOUR CHOICE

■ N/A

- 01
- 02
- 03
- 04
- 05
- 06
- 07
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- 09
- 10
- 11
- 12
- 13
- 14

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Corrigan

- Objective Start
- Objective Finish
- Optimal Path





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OBJECTIVE 1: GET TO MARIA'S FOR INFORMATION ON CORRIGAN

This is your final mission, and it's evident that the designers were not playing around when they sought to make it quite challenging. This is a real tough mission, and it spans a solid 30 percent of the available map area in Driver: Parallel Lines.

This mission begins at Maria's hideout near Central Park. And yes, it's advantageous to bring something fast, even though you won't be able to use it for the latter half of the mission.



OBJECTIVE 2: GET TO CORRIGAN'S SAFE HOUSE

1 You have only three minutes to get from Maria's hideout to Corrigan's safe house in Hoboken. It's tight but definitely drivable, because you shouldn't have any resistance along the way. Follow our route down the Hudson River and cross over the Lincoln Tunnel for the absolute fastest time possible.

2 When you arrive at the safe house, immediately get out of your car and take out the guard blocking the entrance. They know you're there, so there's really no problem with opening up with your assault weapons when you have the chance. Move your way through the alley and eventually into the building itself.



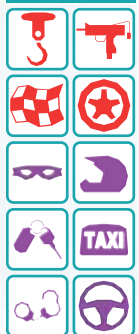


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Corrigan

SIDE JOBS



3 Once inside, work forward and clear the rooms one by one. Since most of this section is close-quarters, it makes sense to use the Shotgun as opposed to an assault weapon. The spread pattern absolutely devastates enemies at ranges of less than 20 meters. Also, be aware that there are Health Packs scattered around in the various hallways in case you start taking too much damage.



4 When you arrive on the roof you'll see that Corrigan has already escaped to his chopper. Now you have to work your way back down and out of the building to the very entrance you arrived at.





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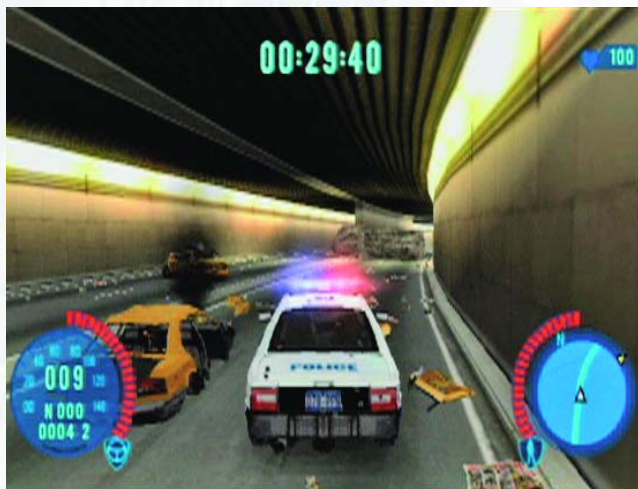
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OBJECTIVE 3: KILL CORRIGAN

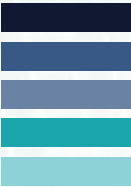
- 1 Immediately after escaping the building, you'll have only four minutes to track down Corrigan. Of course, you're trapped by yet another police roadblock before you can even step one foot out of the building. Your only choice is to run right through it — clearing the way with an RPG rocket or two — as you scan the area for a car to grab. Whatever is closest, grab it and get on Corrigan's tail immediately.



- 2 Once you're through the tunnel collapse as marked by our second checkpoint (even though it really isn't a checkpoint), the timer is removed, and you'll have to chase Corrigan's helicopter all across the damn town. No, we're not kidding. You actually have to chase a helicopter in your car, in full NYC traffic, during rush hour. Seriously, it's tough to give strategy here, because this part of the mission requires you to understand the core components of navigating the city streets effectively. If you're constantly crashing into trees and parked cars, you're not going to make much ground on Corrigan.

When you finally do catch up with Corrigan and kill him, the mission is complete and will have completed the game. Congrats!





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Side Jobs

These tables compile all the side jobs from the “Now” era—both hidden and visible—and put them into one easy-to-use checklist. We’ve listed not only the jobs but also their rewards and specific locations. You’ll find the map for the “Now” era at the end of this section with the locations for every mission precisely labeled.

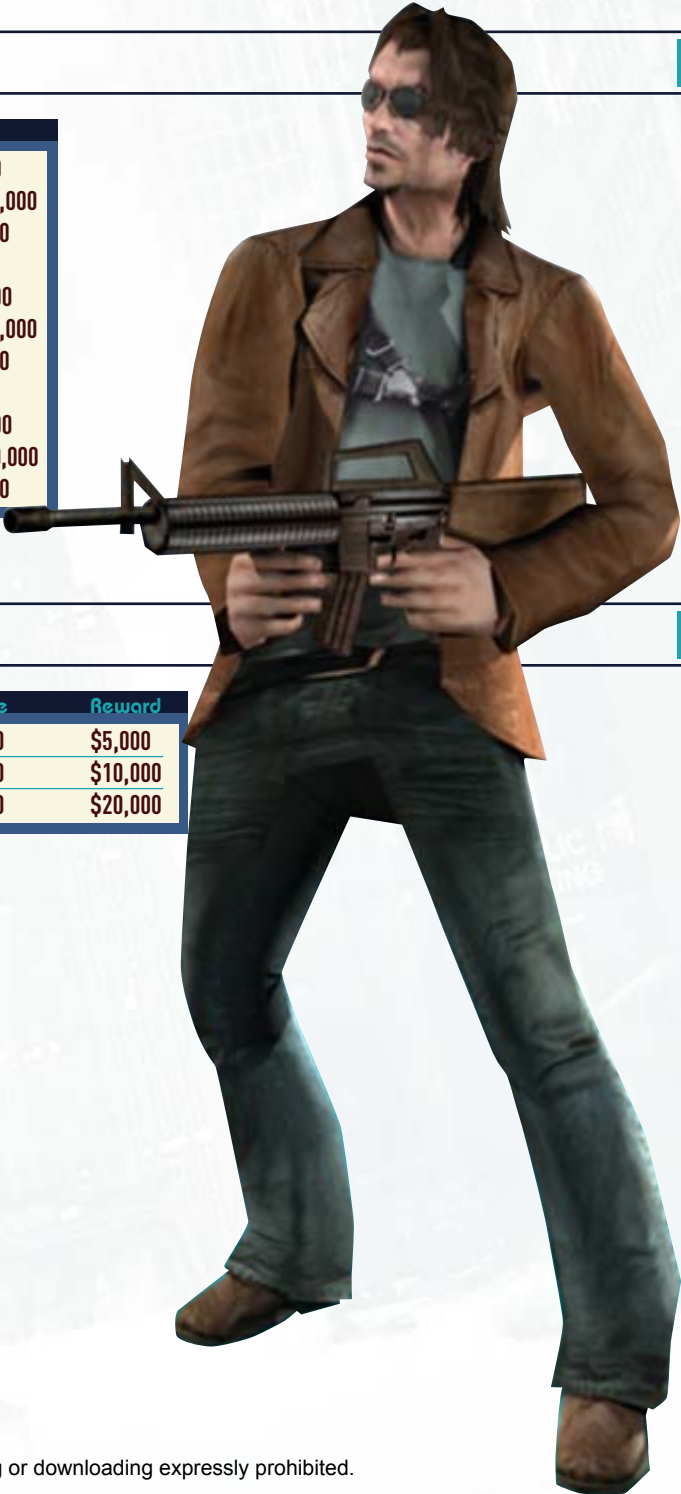
If you’re looking for the best time-versus-reward payoff, it’s really a matter of personal preference. Every side job pays in scale with its difficulty, so it’s tough to pick one or two that really stand out as clear winners. Your best bet is to check out the tables and try a few jobs of each type to see which ones you’re good at. Once you find something you like, just repeat the difficulty level with the best payout for the amount of time involved. Remember that the jobs are rated for difficulty both in our tables and in the game, so we’re not just making them up! The harder missions are noticeably *harder*.

STEAL TO ORDER

Difficulty	Reward
EASY	Perfect condition (0-10% damage) = \$5,000 Scratched condition (11-50% damage) = \$3,000 Dented condition (51-99% damage) = \$1,500
MEDIUM	Perfect condition (0-10% damage) = \$10,000 Scratched condition (11-50% damage) = \$5,000 Dented condition (51-99% damage) = \$3,000
HARD	Perfect condition (0-10% damage) = \$20,000 Scratched condition (11-50% damage) = \$10,000 Dented condition (51-99% damage) = \$5,000

HITMAN

Difficulty	Car Types	Weapons Used	Time	Reward
EASY	Miyagi	Pistol	3:00	\$5,000
MEDIUM	Colonna	MP7	3:00	\$10,000
HARD	MX2000	Shotgun	3:00	\$20,000





CIRCUIT RACES

Race	Place 1st	Place 2nd	Place 3rd	Car Unlocked for 1st	Perfect Lap Time (PLT)	PLT Bonus
JERSEY CIRCUIT (EASY)	\$5,000	\$3,000	\$1,500	N/A	0:57	\$100,000
JERSEY CIRCUIT (MEDIUM)	\$10,000	\$5,000	\$3,000	Colonna Racer	0:57	\$100,000
JERSEY CIRCUIT (HARD)	\$20,000	\$10,000	\$5,000	Prestige Racer	0:57	\$100,000
HUNT'S POINT CIRCUIT (EASY)	\$5,000	\$3,000	\$1,500	N/A	0:34	\$100,000
HUNT'S POINT CIRCUIT (MEDIUM)	\$10,000	\$5,000	\$3,000	Albion Racer	0:34	\$100,000
HUNT'S POINT CIRCUIT (HARD)	\$20,000	\$10,000	\$5,000	Kramer Racer	0:34	\$100,000
LA GUARDIA CIRCUIT (EASY)	\$5,000	\$3,000	\$1,500	N/A	0:52	\$100,000
LA GUARDIA CIRCUIT (MEDIUM)	\$10,000	\$5,000	\$3,000	MX2000 Racer	0:52	\$100,000
LA GUARDIA CIRCUIT (HARD)	\$20,000	\$10,000	\$5,000	Zenda Racer	0:52	\$100,000



STREET RACES

Race	# of Checkpoints	Distance	Reward	Perfect Time (PT)	PT Reward
REDHOOK SOUTH (EASY)	10	3000-3500m	\$5,000	2:10	\$100,000
LONG ISLAND NORTH (EASY)	10	3000-3500m	\$5,000	1:50	\$100,000
JAMAICA EAST (EASY)	15	3000-3500m	\$5,000	2:40	\$100,000
MIDTOWN EAST (MEDIUM)	15	4500-5000m	\$10,000	2:00	\$100,000
UPTOWN NORTH (MEDIUM)	15	4500-5000m	\$10,000	2:35	\$100,000
MIDTOWN SOUTH (MEDIUM)	15	4500-5000m	\$10,000	2:40	\$100,000
EDGEWOOD SOUTH (HARD)	20	5500-6000m	\$20,000	3:00	\$100,000
EDGEWATER EAST (HARD)	20	5500-6000m	\$20,000	2:55	\$100,000
EDGEWATER NORTH (HARD)	20	5500-6000m	\$20,000	3:05	\$100,000



STICK UP

Job	Drop-Off Distance	Time	Reward
1 (EASY)	500-1000m	1:30	\$10,000
2 (EASY)	500-1000m	1:30	\$10,000
3 (EASY)	500-1000m	1:00	\$10,000
4 (MEDIUM)	1000-2000m	1:00	\$10,000
5 (MEDIUM)	1000-2000m	1:00	\$10,000
6 (MEDIUM)	1000-2000m	1:00	\$10,000
7 (HARD)	2000-3000m	1:00	\$10,000
8 (HARD)	2000-3000m	1:00	\$10,000



MOTOCROSS

Race	# of Checkpoints	Distance	Time	Reward	Perfect Time (PT)	PT Reward
EASY (WORLD FAIR PARK)	30	2000m	2:00	\$7,500	0:50+	\$100,000
EASY (BRONX)	17	500m	0:45	\$7,500	0:07+	\$100,000
MEDIUM (CENTRAL PARK)	27	3000m	2:00	\$12,000	0:26+	\$100,000
MEDIUM (KEARNY)	34	2500m	2:00	\$12,000	0:25+	\$100,000
MEDIUM (ENGLEWOOD)	32	2500m	2:00	\$12,000	0:30+	\$100,000
MEDIUM (AIRPORT)	34	5000m	1:00	\$12,000	0:10+	\$100,000
HARD (CONEY FAIR GROUND)	31	3000m	1:30	\$25,000	0:20+	\$100,000



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PERFECT DELIVERY

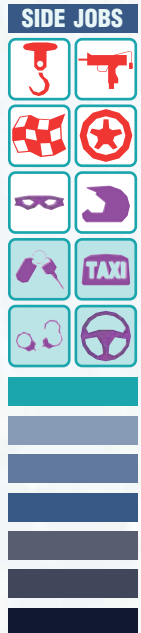
Job	# Of Deliveries	Time	Reward	Perfect Time (PT)	PT Reward
HUNT'S POINT (EASY)	5	2:00	\$7,500	0:38	\$100,000
REDHOOK (MEDIUM)	5	2:00	\$12,000	0:45	\$100,000
ASTORIA (MEDIUM)	5	2:30	\$12,000	0:40	\$100,000
ENGLEWOOD (HARD)	5	2:00	\$25,000	0:34	\$100,000
KEARNY (HARD)	5	1:30	\$25,000	0:16	\$100,000

TAXI DRIVER

Job	# Of Deliveries	Time	Reward	Perfect Time (PT)	PT Reward
MIDTOWN (EASY)	5	3:40	\$7,500	1:15	\$100,000
CENTRAL PARK EAST (MEDIUM)	5	3:00	\$7,500	0:30	\$100,000
STEINWAY (MEDIUM)	5	3:30	\$12,000	0:55	\$100,000
JERSEY NORTH (HARD)	5	3:30	\$25,000	0:20	\$100,000
EDGEWATER (HARD)	5	2:40	\$25,000	0:10	\$100,000

GETAWAY SURVIVAL

Job	# Of Chasers	Time Given	Perfect Time	Reward	Perfect Time (PT)	PT Reward
HARLEM	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
EDGEWATER	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
JERSEY	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
FINANCIAL	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
VILLAGE	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
BRONX	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
STEINWAY	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
LONG ISLAND	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
KEARNY	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000
REDHOOK	3	5:00	0:15	\$2,500-\$20,000	0:15	\$100,000



DRIVER GP

Race	Perfect	Place 1st	Place 2nd	Place 3rd	Car Unlocked for 1st	Perfect Lap Time (PLT)	PLT Bonus
LONG ISLAND	\$100,000	\$25,000	\$12,000	\$7,500	Hot Rod	3:00	\$100,000
MANHATTAN	\$100,000	\$25,000	\$12,000	\$7,500	Torrex Racer	2:26	\$100,000



ROAD MAP: "NOW" SIDE JOBS



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SECRETS & CHEATS



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Bonus Tokens
(Gold Stars)

Road Map:
"Then" Bonus
Tokens

Road Map:
"Now" Bonus
Tokens

Game
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Bonus Tokens (Gold Stars)

By now you've noticed the Bonus Tokens placed throughout the city of New York. This section helps explain what they do, along with the locations for all 50 Bonus Tokens in each era. Below are some very important facts about the Bonus Tokens.

TOTALS

There are 100 Bonus Tokens to collect. 50 of them are in the "Then" era and 50 are in the "Now" era.

LOCATIONS

Most Bonus Tokens are located near a ramp or difficult jump. Check out the following maps for the location of each one.

COLLECTION PROCESS

You only need to collect each Bonus Token once in each era. Once you collect one, it's added to your total.

TIMING

It doesn't matter when you collect Bonus Tokens. You can collect them during story missions, during side jobs or even just cruising around.

ERA DISTINCTION

The token count is per era only, meaning you have to collect the required number in each era to receive the related bonus as shown on our chart below.

BONUS TOKENS REWARD CHART

# of Tokens	Reward
10 TOKENS	+50% health (brings TK's total to 150)
20 TOKENS	Double nitro (raises the cap to 40 seconds of boost)
30 TOKENS	Double ammo capacity (doubles the max capacity for all weapons)
40 TOKENS	Armor Plating (doubles the amount of damage your vehicles can take)
50 TOKENS	Free vehicle mods (all vehicle mods are free)
*100 TOKENS	Hot Rod (adds the Hot Rod directly to your garage)

IMPORTANT!

Note that to collect all 100 Bonus Tokens you need to collect all 50 from "Then", and subsequently all 50 from "Now." Only after you collect the last Bonus Token during the "Now" period will you have access to the Hot Rod. This is also possible by using the Era Change option once you've completed the game the first time. If you happened to only pick up 40 of the 50 Bonus Tokens from the "Then" era your first time around, just use the Era Change option to go back and get the ones you missed. Your total will pick up from where you left off.)



ROAD MAP: "THEN" BONUS TOKENS



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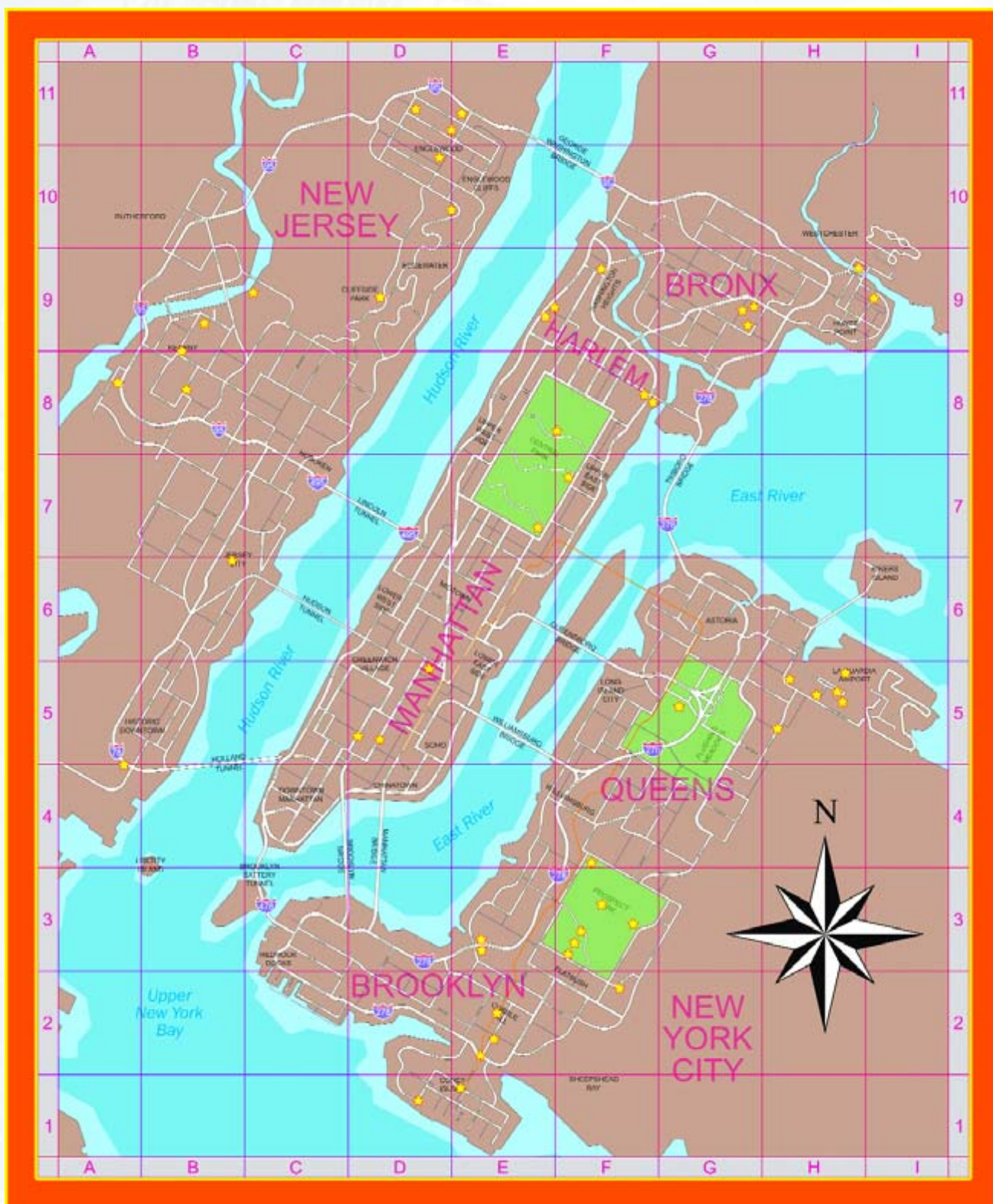
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- Bonus Tokens (Gold Stars)
- Road Map: "Then" Bonus Tokens
- Road Map: "Now" Bonus Tokens
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ROAD MAP: "NOW" BONUS TOKENS





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Game Completion Bonuses

When you complete the final story mission you'll unlock some interesting secrets, one of which allows you to better access the collection of the hidden Bonus Tokens. The secrets you'll unlock when you complete the game for the first time are listed below.

ERA CHANGE

The Era Change option appears in the main menu after beating the game once. It allows you to switch between "Then" and "Now" which is very helpful when trying to collect all 100 Bonus Tokens.

NEGOTIATOR

This heavy-duty armored vehicle is added to your garage when you complete the game. It's fun to drive and well worth the trouble.



RAM RAIDER

The Ram Raider excels in every performance category. It also has extensive armor plating covering the windows, along with some incredible bumpers. An awesome addition to your stable, to be sure.



ATLUS RACER

A tricked out version of the standard Atlas, this racing version offers excellent stat improvements across the board. A nice addition to your garage, and a great reward for completing the game.





Bonus Tokens
(Gold Stars)

Road Map:
"Then" Bonus
Tokens

Road Map:
"Now" Bonus
Tokens

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SECRETS

What would a Driver game be without gameplay-enhancing cheats? There are two major types of cheats. The list below helps break them down for you.

▶ ODOMETER CHEATS

These cheats are unlocked after you travel a certain number of total miles in any vehicle. Meaning, you need to hit the amount of miles shown before the respective cheat will be selectable. The mileage is cumulative with your entire fleet so you need not worry about what car you drive as long as you're putting on the miles. Once you unlock an odometer cheat, it's available globally by using the checkboxes in the cheat menu.

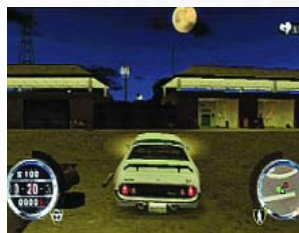
BODY SNATCHERS (666 MILES)

This cheat lets you transform into any of the available character models in game. All you need to do is run up to the character and melee attack them for the transformation to take place. Once you take the new form, your personality remains that of TK even though you look like whomever you attacked.



NIGHT NIGHT (700 MILES)

This makes it permanently nighttime.



SHORTEST DAY (800 MILES)

This accelerates the day to night cycle, meaning you'll see changes in the time of day much more often.



FAR OUT (900 MILES)

This gives a permanent drugged effect—or motion blur—as seen during one mission of the game.



▶ CHEATS CODES

Code cheats are entered using the code panel in the cheat menu screen. As of press time, these cheats haven't been finalized so we are unable to provide them here. When they are ready, expect to see them released by the developer.







