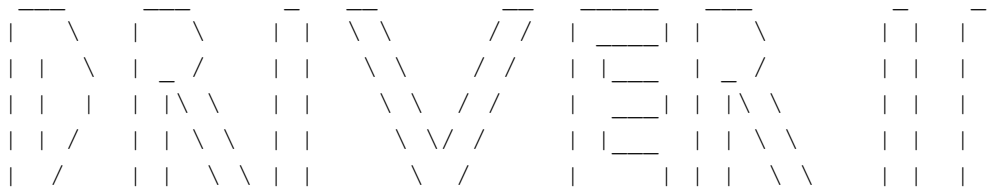


Driver 2 Advance FAQ/Walkthrough

by Lars

Updated to v0.4 on Mar 22, 2004

This walkthrough was originally written for Driver 2 Advance on the GBA, but the walkthrough is still applicable to the PSX version of the game.



Driver 2 FAQ/Walkthrough for the Game Boy Advance by Lars

Contact: Mail: lbar11@yahoo.com please have something like "Driver 2 FAQ/Walkthrough" in the subject line

Version 0.4 03.22.04

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1. U P D A T E S

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Version: 0.4 Date: 08..03 Size: 32 kb

Sorry, fixed it now.

Version: 0.3 Date: 08.04.03 Size: 32 kb

A major update on everything.

Version: 0.2.1 Date: 02.12.03 Size: 17 kb

Updated highscores.

Version: 0.2 Date: 10.18.02

To the Docks and Destroy the Weapons updated.

Version: 0.1 Date: 10.10.02:

First version

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2. G E N E R A L S T R A T G I E S

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Here I'll explain the general strategies you need to use in order to succeed in Driver 2.

2.1 Shaking of a cop

The cops are on your tail and they're ready to smash in to you any time.
Remember that you can look back by pressing L+R at the same time, but watch out
so you don't crash.

* Take tight corners, practice doing handbrake (R) corners.

* Drive zigzag between cars, light polls etc. hoping that the police car might
crash in to them.

2.2 Ramming a car

Remember this when you're asked to ram a car:

*The car you're going to destroy only takes damage when you hit it. You take
damage hitting the car you are going to ram and the other cars on the road.

*Smashing in from the side is better than smashing in from behind.

2.3 Stealing a car

To get out of a car and in to a car you press Up+R. If you want to change a
car, drive in front of the car you want to steal, because then it will stop and
you can easily get into the car. If you stop behind it, it'll just continue.

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3. U N D E R C O V E R

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Undercover is the main story mode in Driver 2.

IMPORTANT

Before you go undercover you should read and practice the "General Strategies"
above.

Difficulty meter explanation:

* = Easy = You'll probably finish this mission on your first try.
** = Medium = Takes some skill to do, but not too hard.
*** = Hard = You'll need some skill to do this.
**** = Very Hard = You will finish this, it'll just take a lot of practice.

Objective explanation:

This what you need to do before you complete the mission

Type explanation:

A to B:

Simply go to the red dot on your map.

Following:

Don't loose the car.

Picking up:

First you need to pick something/someone up, at the red dot on your map, then you have to drive it/them somewhere.

Stealth:

You need to follow a car, don't stay too far behind, and don't stay too close either because then you'll be seen.

Ramming:

You need to destroy the car.

Stealing:

You're going to steal a car.

...with police means the police is out on the streets and you most likely will get caught by them. You can not end a mission while the police follows you.

3.1 C H I C A G O

3.1.1 Surveillance Tip-off

Difficulty: *
Time Limit: 4.00
Objective: Get in to the car, then go to Jones' location.
Type: A to B

Overview:

A Brazilian guy has been shot there was one witness there but he claims he didn't see anything, of course you don't by that so Jones followed him and now you're going to meet up with Jones to see what you can get out of the witness.

Walkthrough:

First get in the car, instructions on screen. There's a shortcut going thru the "C" in Lincoln Park. Drive that north until it stops, then go left (west), then take the first to your right (north), then the first one left (east), there's a corner going to the right (north) here just continue around that corner follow the same road until it meets the wall, here go right (east). At the first crossroad you'll see the arrow pointing at a car, stop. Get out of the car here (Hold Up+R) and go in to the car with the arrow over it (Hold Up+R).

3.1.2 Chase the Witness

Difficulty: **
Time Limit: None
Objective: Follow the car until it drives up in the wall.
Type: Follow

Overview:

The witness is trying to get away, you have to stay on his tail and he will smash in a wall after a while.

Walkthrough:

Stay on his tail, but don't ram him or get in front of him.

3.1.3 Stop the Witness

Difficulty: **
Time Limit: 2.30
Objective: Destroy the witness' car.
Type: Ramming

Overview:

The witness stole another car after he crashed his first car, destroy the van he stole.

Walkthrough:

The path the witness drives is random, so I can't help you with that. If you haven't read the "Ramming a car" general strategy read it now.

3.1.4 Tailing the Drop

Difficulty: **
Time Limit: None
Objective: Tail them.
Type: Stealth

Overview:

Tail the Brazilian to see what the deal is with this shipment
This is a very slow and boring mission.

Walkthrough:

Always remember to keep your distance. The line in the distance bar should be green or yellow, never red.
First, wait until he has driven past you, then start to drive. Go to the right after the alley. Then just follow the car, you really don't need any further directions.

3.1.5 Escape to the Safe House

Difficulty: ***
Time Limit: 3.20
Objective: Get to Chinatown and shake off the police in your tail.
Type: A to B with police on your tail

Overview:

You found a box full of paperwork and passports, the police discovered you, and you have to quickly get to Chinatown.

Walkthrough:

You have to lose the cops before this mission ends in order to complete it.

First go right/south along the road, try not to get stuck during this corner.

Continue along this road. If you haven't lost the police yet, the park is a great place to do so. Use the pile of mud here to jump on over the park, watch out so you don't hit a tree. Then continue along the road again. Take the first to your left (east) where the orange plastic cones are. This is a tight corner so if you make it the police behind you probably won't.

If you're free for cops drive it to the end take a right (south) until you see the arrow to the left (north) of you on the map. If not drive around in Chinatown until you loose them.

3.1.6 Chase the Intruder

Difficulty: **
Time Limit: None
Objective: Follow the intruders' car
Type: Follow

Overview:

A guy's been messing around in your apartment, catch him and see what, he was doing there.

Walkthrough:

Don't stay too close, because you won't have time to react when the intruder turns.

Run and get the car in front of you. Then turn around to the right and thru the shortcut here, you'll see the car driving past you from left () to right (), take a right () and follow him. Eventually he will stop in a dead end.

3.1.7 Chauffer the Wise Guys

Difficulty: ***
Time Limit: 6.00
Objective: Pick up some "Wise guys" and drive them to a club.
Type: Picking up with police

Overview:

You got to pick up some "wise guys" and drive them to a club.

Walkthrough:

Drive straight a head and in to the shortcut a little to the left of you (south). When it stops take a left (south). Continue over the bridge, past the warehouses and the second to your right (west) (not the shortcut with the cones, the one after). Follow this road over another bridge.

Take a left (south) right after you are over the bridge. You will now drive along the water. Take a right (west) when this road ends, you will now be back

on the main road. Follow the main road two blocks up, you will drive past the red arrow. The take a left (south), and another left on to the parking lot, drive over it and you will pick up the wise guys.

Now that you have picked up the wise guys, watch out, they might flee if your car gets a lot of damage. (It doesn't have to be full)
Go west (turn around), drive thru here and you'll be back on a main road, take the main road left (south). Then take a left (west) at the P in Wicker Park. Continue along that road over the bridge. Then take a right (south), then continue down and take a left (east). Continue going slightly to the left (north). Following this road you will see a road going around a small "thing", halfway around this "thing" you will find the arrow.

3.1.8 Return to sender

Difficulty: **

Time Limit: 4.50

Objective: Pick up a car bomb and dive it to a hotel.

Type: Picking up

Overview:

Vasquez drove a car bomb to Caine's compound, drive it back to Vasquez' hotel before it blows

Walkthrough:

First get into the car in front of you. When you're in the car go to the left (east), then another left (north). Take the first right (east) (it's a small road and it's a bit hard to spot). Follow that road until it ends, at the end go left (north). Drive up this road all the way to Goose Island. Take the second right (east) at Goose Island, excluding the shortcut. You will soon see the car bomb on your left (north).

Now get the car bomb to the hotel. Take a left (east), continue over the grass, then slightly to the right (south) to get back on the road again. Drive over the bridge and turn to the right (south) Follow this road all the way to the end. Take a left (east) here. When you're on this road take the first right (south), then left (east) and follow the road parallel with the river. Follow it and you'll get to the hotel.

3.1.9 Stop the Van

Difficulty: **

Time Limit: 5.50

Objective: Ram and steal the van.

Type: Ramming and stealing

Overview:

They're moving around ammo, guns and TNT stop the fragile van.

Walkthrough:

The first one will drive past you from right to left, follow it, and ram it. When it says so get in and drive it to Goose Island.

3.1.10 Take out the Escort

Difficulty: **

Time Limit: 5.00

Objective: Ram and steal the van.

Type: Ramming and stealing with police

Overview:

Jones found another van, take that one too.

The same thing as the mission above, but you've got cops on your tail too.

Walkthrough:

The cops are in the purple and dark blue cars, I guess they're undercover too. Here you don't have to loose the police to get in the car, so when your done with it just enter it. And then it's back to Goose Island for this one too.

3.1.11 Damage Control

Difficulty:

Time Limit: 4.15

Objective: Pick up the survivors

Type: Picking up with police

Overview:

Vasquez's restaurant has been firebombed, pick up the survivors

Walkthrough:

First just drive to the restaurant pick the guys up, now you'll have two police cars on you. Watch out so that you don't get stuck at the restaurant, also there might be a car waiting for you around the corner, ready to get you head on. You will lose them pretty soon whit out doing much, but still they're all over the place. Again it's back to Goose Island, but not the same place as the to missions above though. If you have any cops at Goose Island, shake them of before you go to the finishing point.

3.1.12 Find the Clue

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.1.13 Escape from the Cops

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.1.14 Caine's Cash

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.1.15 To the Docks

Difficulty: ***

Time Limit: 2.05

Objective: Get to the docks

Type: A to B

Walkthrough:

This might seem impossible to do with the time you have, but there's a shortcut. When you come down the road going west towards the docks, jump on the pile just ahead and you'll jump over the water and land on the docks.

3.2 Rio

3.2.1 Van Crush

Difficulty:
Time Limit:
Objective:
Type:

Overview:

Walkthrough:

3.2.2 Locate the Stash

Difficulty:
Time Limit:
Objective:
Type:

Overview:

Walkthrough:

3.2.3 C4 Deal

Difficulty:
Time Limit: 5.00
Objective:
Type:

Overview:

Walkthrough:

3.2.4 Destroy the Weapons

Difficulty: ****

Time Limit: 5.12

Objective: Blow up the warehouses by the dock

Type: A to B ++

Overview:

Shake of the cops, drive to the warehouses and blow them up with the C4 bombs.

Walkthrough:

It takes 30 sec. for the C4 to blow, you got to be finished before those 30 sec. goes out. The way I did it was to step out of the car on the first one, then run the rest. If you go too much to the left or right, you'll lose a lot of time so go forward mostly.

3.2.5 Botched Hit

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.2.6 Steal the Ambulance

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.2.7 Save Jones

Difficulty:
Time Limit:
Objective:
Type:

Overview:

Walkthrough:

3.2.8 Steal a Cop Car

Difficulty:
Time Limit:
Objective:
Type:

Overview:

Walkthrough:

3.2.9 Car Bomb

Difficulty:
Time Limit:
Objective:
Type:

Overview:

Walkthrough:

3.2.10 Jones in Trouble

Difficulty:
Time Limit:
Objective:
Type:

Overview:

Walkthrough:

3.2.11 Chase the Gunman

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.2.12 Get Jones to the Hospital

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.2.13 Tail the Limo

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.2.14 Apprehend Lenny

Difficulty:

Time Limit:

Objective:

Type:

Overview:

Walkthrough:

3.2.15 Get out of Town

Difficulty:

Time Limit:Objective:

Type:

Overview:

Walkthrough:

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4. D R I V I N G G A M E S

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There are five driving games (mini games) in Driver 2.

Here you can read how to get a good highscore, and you can see who's got the best highscore.

Do you have a highscore that's better than one you see here e-mail me: lbar11@yahoo.com. Remember there's a different highscore for each city, specify in which city and which driving game you got the highscore.

4.1 Quick Chase

Ram the car and destroy it as fast as possible.

- Fastest time

4.1.1 Chicago

Highscore:

1. 30.48 - Kurt Johnston
- 2.
- 3.
- 4.
- 5.

Walkthrough:

4.1.2 Rio de Janeiro

Highscore:

1. 31.31 - Kurt Johnston
- 2.
- 3.
- 4.
- 5.

Walkthrough:

4.2 Quick Getaway

Loose the cops on your tail, the faster the better.

- Fastest time

4.1.1 Chicago

Highscore:

1. 11.64 - Erik Hesketh
2. 12.54 - Kurt Johnston
- 3.
- 4.
- 5.

Walkthrough:

4.1.2 Rio de Janeiro

Highscore:

1. 16.04 - Erik Hesketh
2. 17.14 - Kurt Johnston
- 3.
- 4.
- 5.

Walkthrough:

4.3 Trailblazer

Follow the line of hundred cones, run down as many as you can.
Tiebreaker; time left on the clock:
- Fastest time.

4.1.1 Chicago

Highscore:

1. 100/100 - 00.21 seconds - Lars
2. 100/100 - ??.?? seconds - Kurt Johnston
- 3.
- 4.
- 5.

Walkthrough:

4.1.2 Rio de Janeiro

Highscore:

1. 100/100 - 01.21 seconds - Lars
2. 100/100 - ??.?? seconds - Kurt Johnston
- 3.
- 4.
- 5.

Walkthrough:

4.4 Checkpoint

Drive through five checkpoints as fast as you can.
- Fastest time.

4.1.1 Chicago

Highscore:

1. 02.18.94 - Kurt Johnston
- 2.
- 3.
- 4.
- 5.

Walkthrough:

4.1.2 Rio de Janeiro

Highscore:

1. 02.34.00 - Kurt Johnston
- 2.
- 3.
- 4.
- 5.

Walkthrough:

4.5 Survival

You have a lot of cops on your tail. Survive for as long as possible.
- Longest time.

4.1.1 Chicago

Highscore:

1. 08.09.81 - Kurt Johnston
2. 06.30.71 - Erik Hesketh
- 3.
- 4.

5.

Walkthrough:

4.1.2 Rio de Janeiro

Highscore:

1. 05.29.93 - Kurt Johnston
2. 01.51.93 - Erik Hesketh
- 3.
- 4.
- 5.

Walkthrough:

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5. G L I T C H E S

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Where: Rio

Mode: Take a ride

Go to the little island, when on the bridge, look left. You will see land surrounded by water at the right and a building at the left. Go there. There is nothing good in here but there are peds walking around.

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6. F R E Q U E N T L Y A S K E D Q U E S T I O N S

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This is the FAQ section, if you have any questions regarding Driver 2 on Game Boy Advance or this FAQ/Walkthrough email it to me at lbar11@ahoo.com. The answer will be emailed back to you and posted here.

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6.1 Frequently Asked Questions and Answers
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Question:

Are there any cheats/ cool spots/ eater eggs/ glitches in this game?

Answer:

There are none that I currently know of, sorry.
The sender has found a glitch himself that you can find in the new glitches
section.

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7. L E G A L A N D O T H E R S T U F F

7.1 Copyright

All of this work is copyrighted (c) Lars 2002. Nothing can be reprinted in
whole or any part anywhere without permission.

7.2 Contribution

Have I made any mistakes? Do you have a better walkthrough/strategy than I have
in some of the missions? If you do, email the walkthrough/strategy/mistake to
lbar11@yahoo.com.

7.3 Printing

If you want to print out this guide, you may do so, but you can not sell it or
use it in any other use than personal. It's currently 21 pages long

7.4 Availability

Currently this FAQ/Walkthrough can be found at:

[Http://www.GameFAQs.com](http://www.GameFAQs.com) - Always the latest version

[Http://faqs.ign.com](http://faqs.ign.com)

Have you seen it somewhere else? Contact me lbar11@yahoo.com

7.5 Thanks

I would like to thank:

CjayC for putting this guide up at GameFAQs.

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