David Lapham Greg Scott

DRIVER®

THE PURSUIT OF NOTHINGNESS

0



WILDSTORM

UBISOFT®

DRIVER®

THE PURSUIT OF NOTHINGNESS

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Special Thanks

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TWO YEARS AGO I DIED.

EEEE

LOS ANGELES, THE PRESENT...

I'VE SPENT THE LAST NINE MONTHS WORKING MY WAY UP THE CHAIN IN JERICHO'S ORGANIZATION.

THE MAN TO MY RIGHT IS KEVORK TAMIROFF. JERICHO'S NUMBER TWO MAN.

WHAT YOU THINK, MY FRIEND? WHAT WE DO WITH THIS DOG?

WE SHOOT DOGS, NO?

WHATEVER I'VE HAD TO DO. WHATEVER PIECE OF MY SOUL I'VE HAD TO KILL TO GET TO THE NEXT LINK IN THE CHAIN, I'D COME TO THAT PRECIPICE AND LET ONE THOUGHT OVERWHELM ME--

--JERICHO.

AND THEN I'D LEAP.

YOU DO IT. SHOOT HIM.

TONIGHT IT WAS THE ULTIMATE LOYALTY TEST.

MURDER.

I HADN'T DONE THAT ONE YET.

POP HIS HEAD LIKE A GRAPE.

JERICHO.

JERICHO.

JERICHO.

TWENTY-NINE HOURS AGO...

MY NAME IS TANNER. I'M AN UNDERCOVER COP.

FOLLOWING A ROUTINE STOP THE SUSPECTS TOOK OFF...

SPEEDS IN EXCESS OF ONE HUNDRED TWENTY MILES PER HOUR...

THE OCCUPANTS ARE UNKNOWN, BUT DRUGS AND GANG ACTIVITY ARE SUSPECTED...

NEWS FOUR HAS LEARNED THAT SHOTS WERE FIRED INITIALLY BY POLICE...

UNITS FOUR AND SEVEN. BLOCK OFF THE EXIT RAMPS TO THE 60 AND 5 INTERCHANGE. LET'S SEE IF WE CAN'T TAKE CONTROL OF THIS THING.

MY SPECIALTY IS I DRIVE.

I'M A DRIVER.

DRIVER®

THE PURSUIT OF NOTHINGNESS

Written by DAVID LAPHAM • Art by GREG SCOTT
Colors by VAL STAPLES • Letters by SAIDA TEMOFONTE
Cover by JOCK • Assistant Editor KRISTY QUINN • Editor BEN ABERNATHY

IT WASN'T SUPPOSED TO GO LIKE THIS.

WHEN THE COP PULLED US OVER, VIKTOR SURPRISED ME AND TOOK A SHOT.

VIKTOR'S GOT A WARRANT ON HIM FOR JUMPING BAIL, AND HE PANICKED.

I HAD NO CHOICE BUT TO RUN.

NOT IF I WANTED TO SALVAGE NINE MONTHS OF DEEP COVER.

ALL WE WERE SUPPOSED TO DO WAS PICK UP A DAMN METAL CASE FOR TONIGHT'S MEETING.

I WOULD GLADLY HAVE PAID THE INSURANCE PENALTY.

EXIT

JONES IS ON THE CELL PHONE. JONES IS MY PARTNER. MY LINK TO THE OUTSIDE.

JONES TELLS ME THE COP VIKTOR SHOT IS OKAY.

JONES TELLS ME THAT I'M ABOUT A QUARTER MILE AWAY FROM BEING ANYTHING **BUT** OKAY.

THEY'RE HERDING ME TO WHERE THEY WANT ME.

I KNOW I'LL NEVER BUST THE BLOCKADE.

JERICHO.

I TRADE ODDS.

CERTAIN CAPTURE OVER NEAR CERTAIN DEATH.

I TOLD YOU. I'M A DRIVER.

IT'S WHAT I DO.

Find out what happens in DRIVER The Pursuit of Nothingness - coming soon

CHARACTER BIO



JOHN TANNER

AGE: 38 HEIGHT: 190cm WEIGHT: 89kg

OUTLINE

A veteran police detective and brilliant driver, Tanner is charming, witty and focused. However, his obsession with his latest case has taken him to the limit. It's affecting his relationships, his health and his judgment. He's still a dry, funny guy, but now he's even more interesting.

BACKSTORY

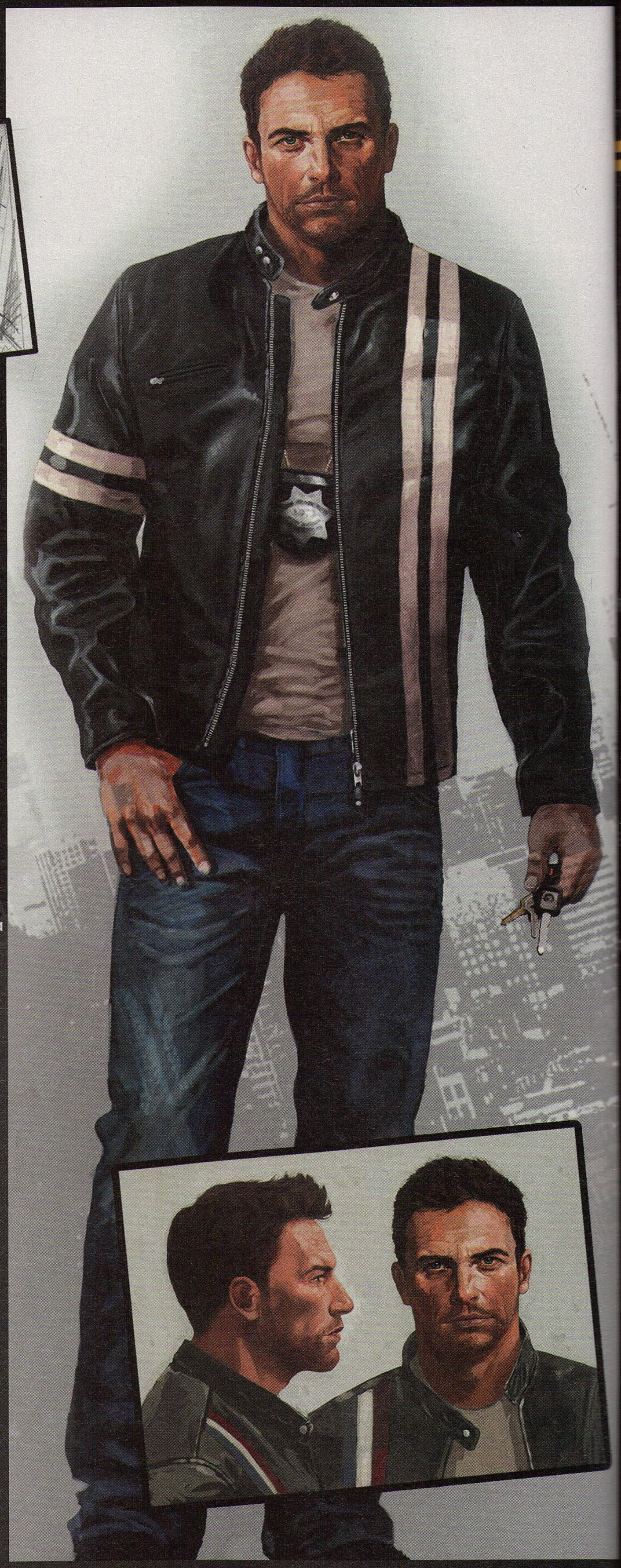
Tanner honed his driving skills street racing in his home town of San Francisco, but when his friend and partner Slater was sent to prison, he decided to put his skills to better use. Working as a uniform cop, Tanner saw his first partner and mentor Alvarez killed in the line of duty, which led to his first case as an undercover cop. Tanner is undoubtedly good at his job, with a file full of convictions, successful cases and dangerous undercover work. However, he has a tendency to (dryly and with humor) see the glass as half empty, focusing on the mistakes he has made and the crooks who got away. He's enormously respected by his colleagues, though a bit of a maverick; some of them have the feeling that his obsessive working nature makes him a danger to himself and to others. To Tanner, that's exactly why he's a damn good cop.

PRIVATE LIFE

If Tanner's professional life has been broadly characterized by success, the same cannot be said of his private life. He can be charming and witty, but he just can't put his working life to one side. He knows he's lost relationships over this and used to worry about it. Now...hell, he's good looking and if no-one gets hurt... Aside from his partner, Tobias Jones, he's got a very close set of people he calls friends; but not loads. He lives in a swish duplex apartment downtown. A cleaner comes once a week, but it's still... a guy's place.

TANNER WANTS

- Justice for the people of San Francisco
- To take down his nemesis Jericho



CHARACTER BIO



JERICHO

AGE: 42 HEIGHT: 197cm WEIGHT: 91kg

OUTLINE

Jericho is the boss of an organized crime network that dominates San Francisco. He is Tanner's nemesis and represents everything that Tanner hates about the city. He's a bad man, with a history of violence, but the cops have never managed to get a sizeable charge to stick.

BACKGROUND

Jericho is the son of first-generation immigrants from North Africa, possibly Morocco, though no one is entirely sure. He rose up through the ranks of San Fran's organized crime networks and made it to the top: the American dream, alive and well. He's a physical guy and a great driver – a skill he picked up stealing cars in his teens, making him a worthy adversary for Tanner.

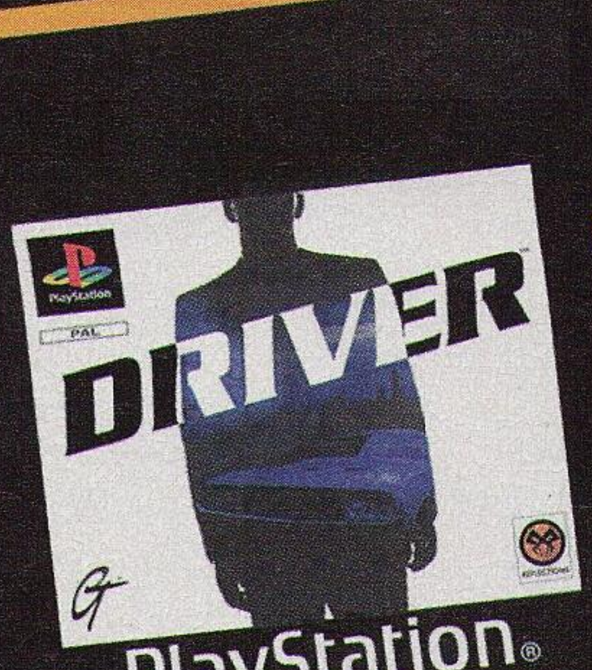
PRIVATE LIFE

Since becoming boss he has kept himself insulated from police investigation, happy to let members of his organization take the fall for crimes he has masterminded. This, along with his connections in civil office and the police force, has allowed him to evade conviction despite serveral lengthy police investigations.

JERICHO WANTS

- Absolute power
- To evade and be rid of Tanner
- To maintain his existing interests

THE STORY SO FAR



DRIVER (1999)

Tanner is a cop trying to arrest a mobster called Castaldi. To do so, he's going undercover as an incredibly skilled driver. He starts as a low level handyman and slowly makes his way throughout the organization.



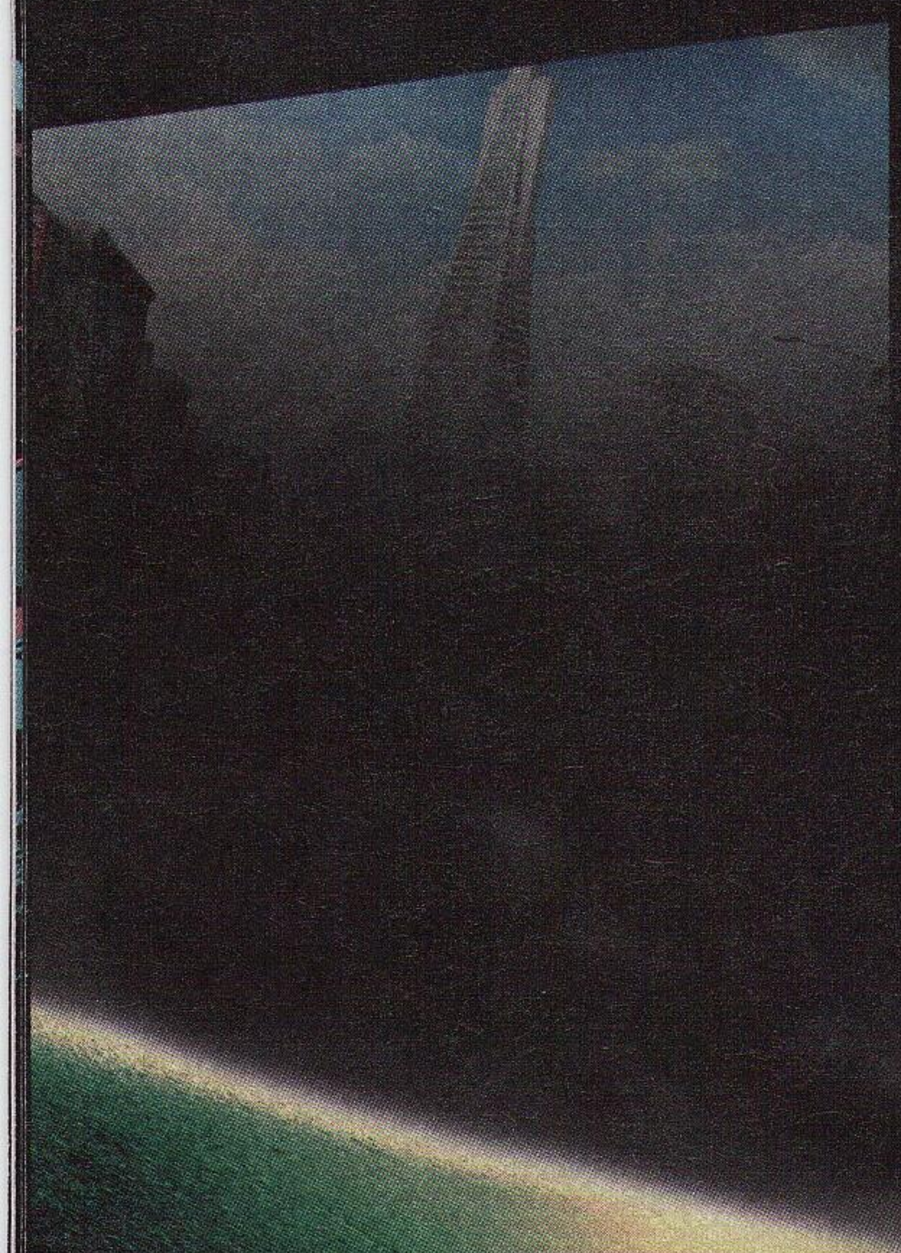
DRIV3R (200

Tanner in
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DRIVER 2 (2000)

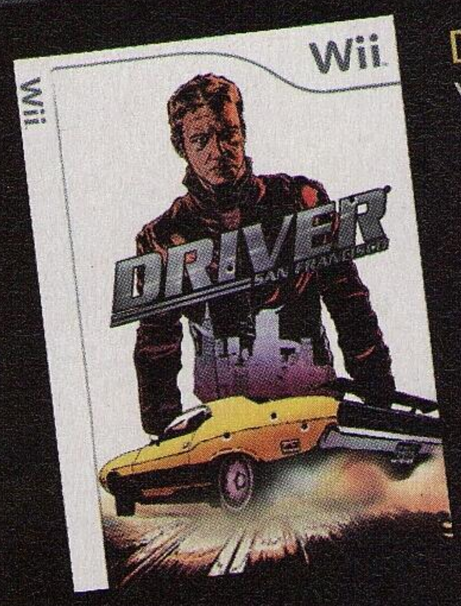
A Brazilian mobster decides to expand his empire to the US, but the kingpin Solomon Caine does not agree. Gang wars spread in the US. Tanner intervenes, still going undercover as a driver, to prevent gang wars and to put an end to this rise of violence.
Note: DRIVER 2 is the first appearance of Jericho and Jones, Tanner's friend and partner.





04)

filtrates a crime ring and then realizes
actual boss is Jericho, a former hitman and
ter from DRIVER 2. Jericho, himself badly
d, shoots Tanner in the back. Both men are
nto hospital in a critical condition. One of them
, though it is not clear which one.



DRIVER Wii (2010)

When Tanner's uniform partner Alvarez is murdered, he goes undercover to track down the killer and bring him to justice. Backed up by Jones, Tanner must infiltrate a deadly gang and get close enough to their leader to find out what his true plan is. Caine is the gang leader responsible for Alvarez's murder but he has bigger things planned than the death of one cop...

DRIVER PARALLEL LINES (2006)

An 18-year old getaway driver, TK, is framed for murder and imprisoned for 28 years. When released, he's on a revenge mission, pursuing the gang members who let him take the fall. Set across 1978 and 2006 in New York



DRIVER SAN FRANCISCO (2010)

Tanner is back on Jericho's trail. When Jericho escapes from a prison convoy and begins plotting his revenge on San Francisco, Tanner must make use of a strange new power to try and recapture his nemesis, in a world where nothing is quite as it seems.



DRIVER 76 (2007)

DRIVER 76 is set two years before Parallel Lines and tells the story of Ray, a secondary character of Parallel Lines. Ray is in love with the daughter of NYC triad's kingpin and to be worthy of her, he has to improve his reputation. To do so, he does the only thing he knows, driving.

CHARACTER BIO



TOBIAS JONES

AGE: 36 HEIGHT: 185cm WEIGHT: 68kg

OUTLINE

Tobias Jones is Tanner's partner on the force and his closest friend. He tries to act as a calm counterbalance to Tanner, the voice of reason. They both want to take Jericho down, but Jones won't let the case rule his life as Tanner does.

BACKGROUND

Jones has been Tanner's partner for nearly ten years. The pair have a long history working cases together and have been trying to crack Jericho's stranglehold on San Francisco for nearly 18 months. In many way they are alike: they both have a keen sense of right and wrong, they love their jobs and they would like nothing more than to see Jericho behind bars. But they're also very different: Jones has a life outside of work: a girlfriend, yoga classes.

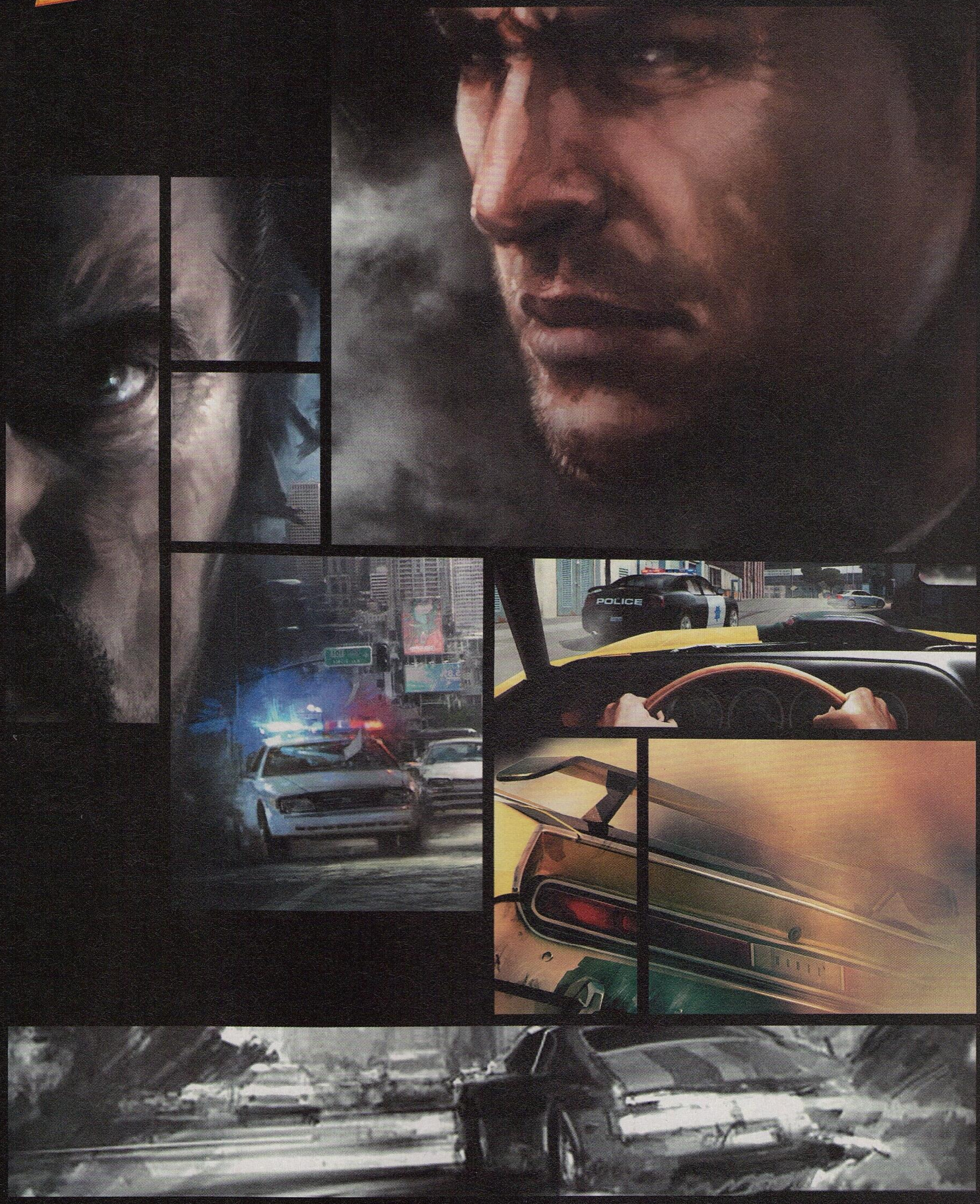
PRIVATE LIFE

He somehow manages to be good at his job, but also keep his life well balanced. Jones is a San Franciscan boy born-and-bred, and he loves the city. He tries to get Tanner to embrace the diversity that his hometown has to offer – sushi, alternative medicine, the scenery, but with limited success.

THE ART OF...

DRIVER®

SAN FRANCISCO

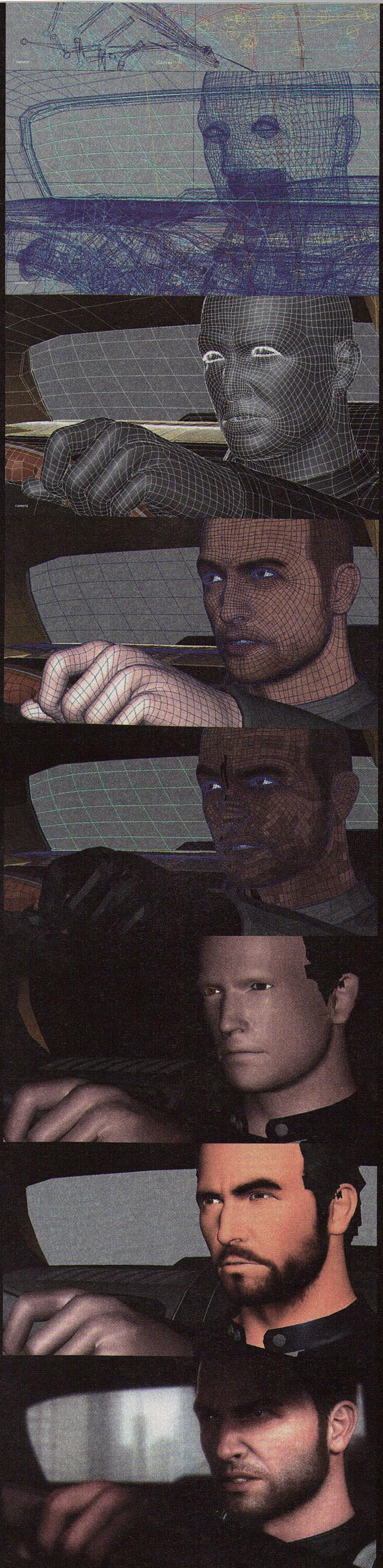


3D Modelling

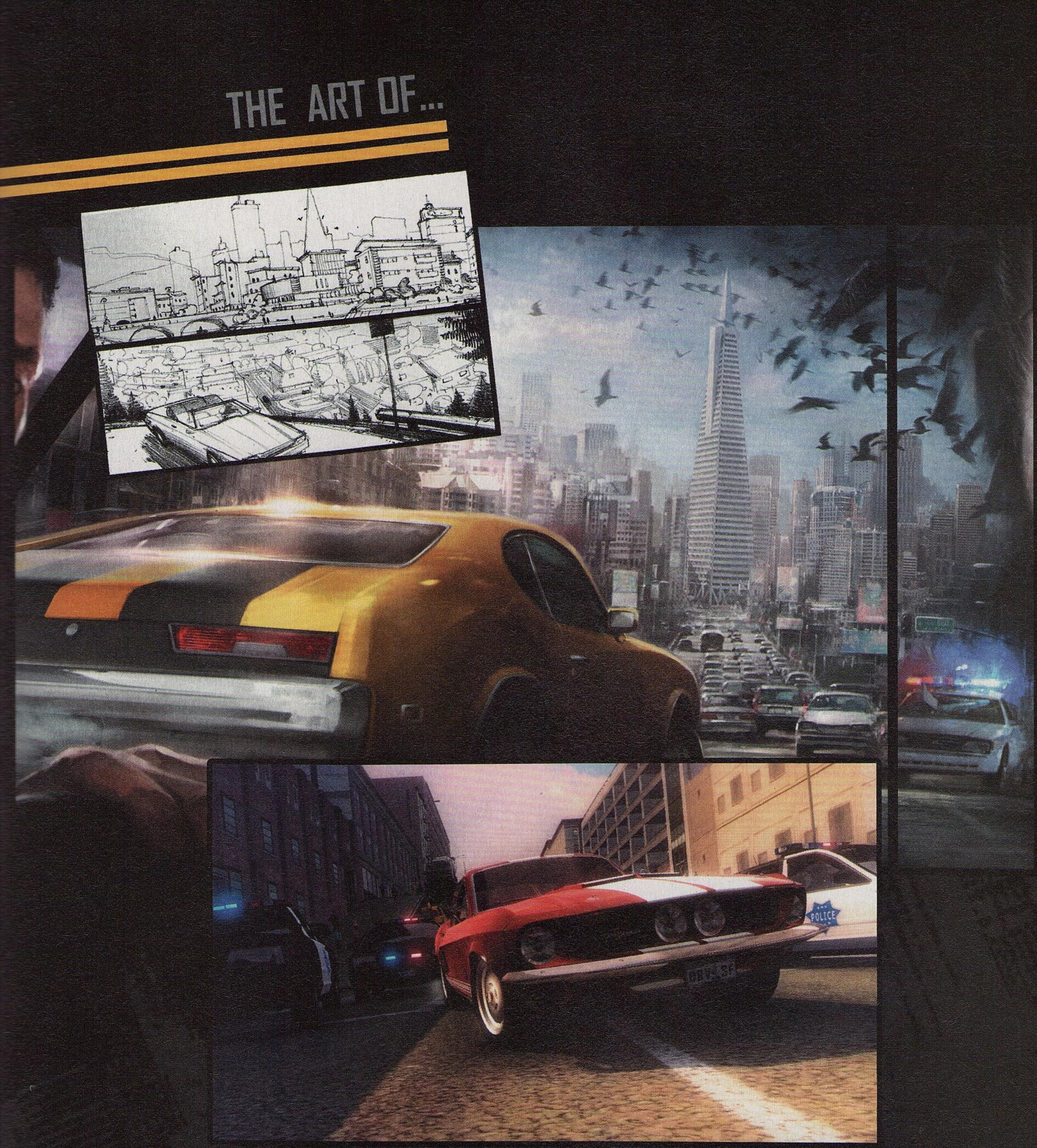
JOHN TANNER

3d MODELLING

Work-in-progress progression set of cinematic model. From initial wireframe to lit model, texture and final polished render.

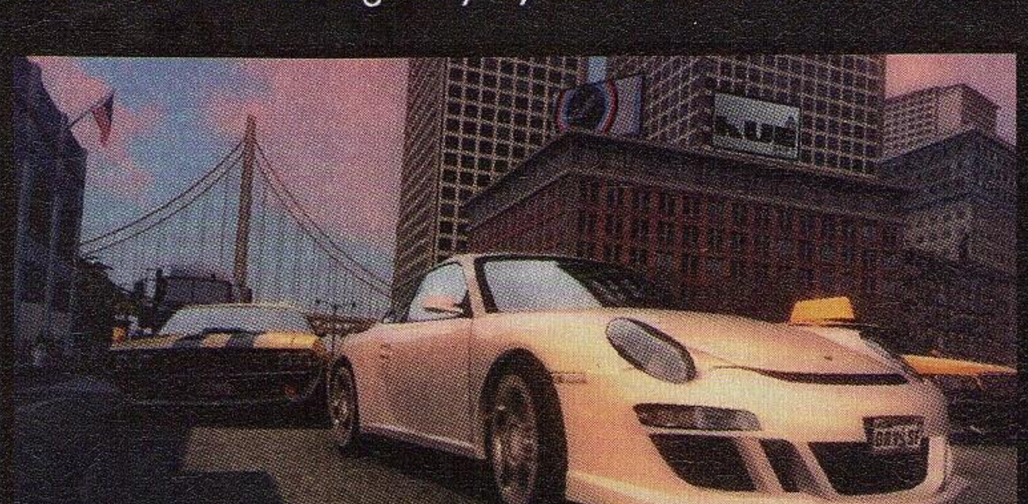


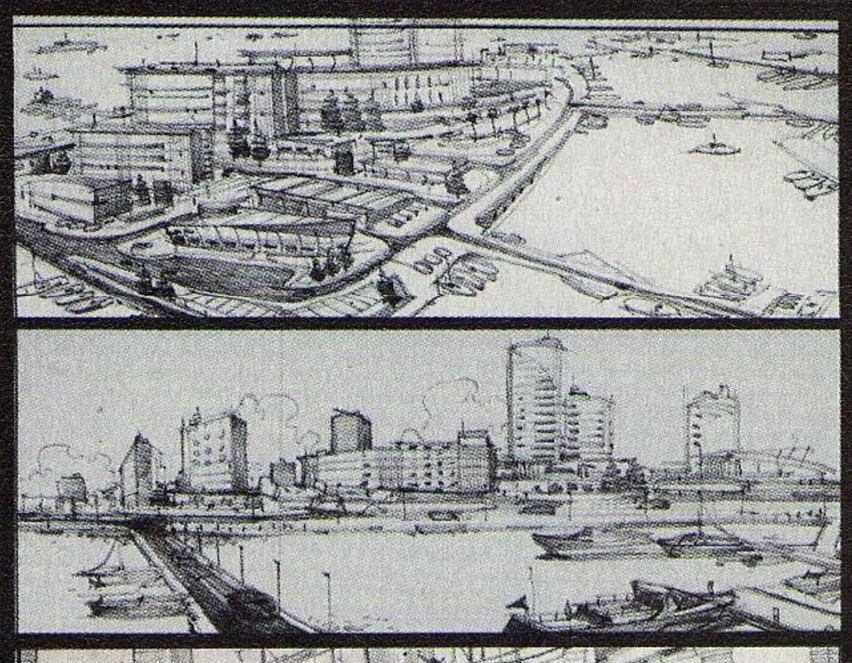
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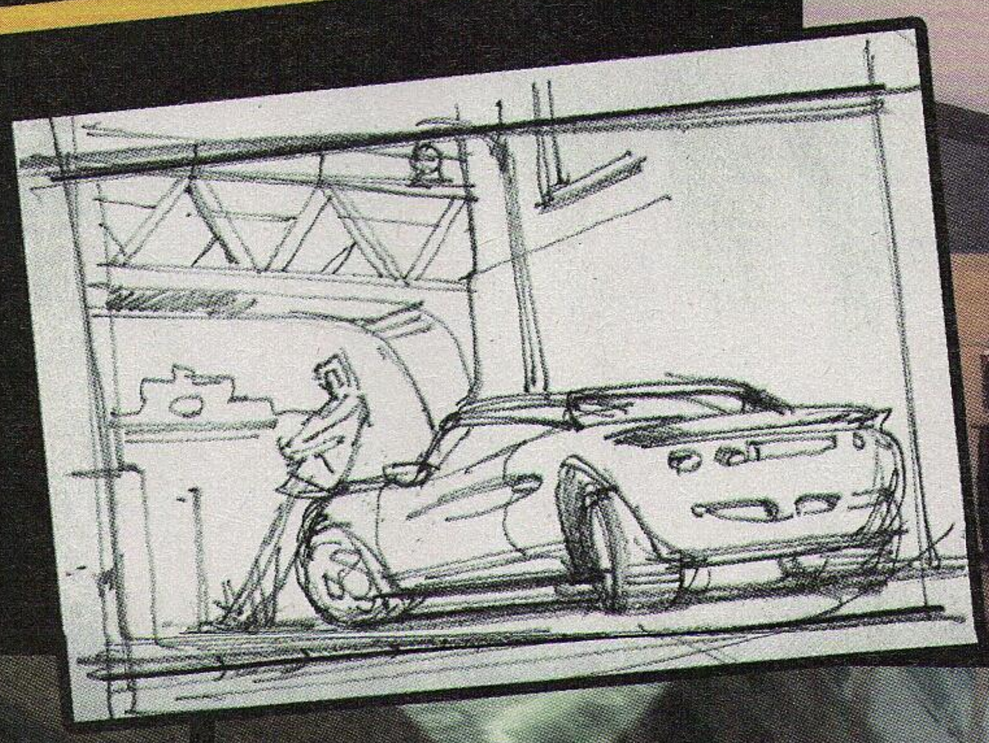
SAN FRANCISCO

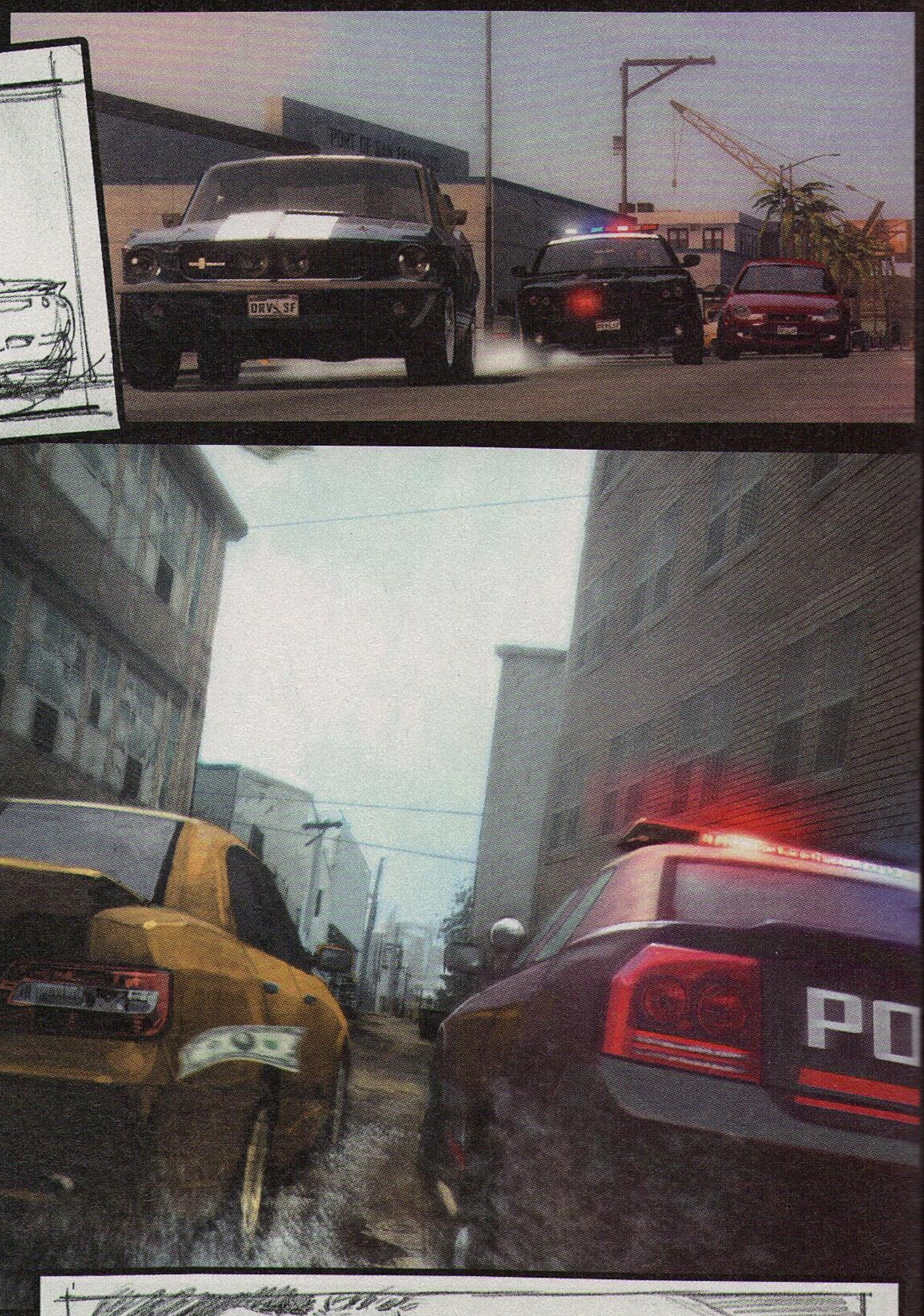
San Francisco was chosen to set the new DRIVER game so we could feature the US muscle cars of the '70s that heavily inspire DRIVER– and San Francisco is without doubt the most iconic car chase city in the world, made famous originally by the movie *Bullitt*.





THE ART OF.....

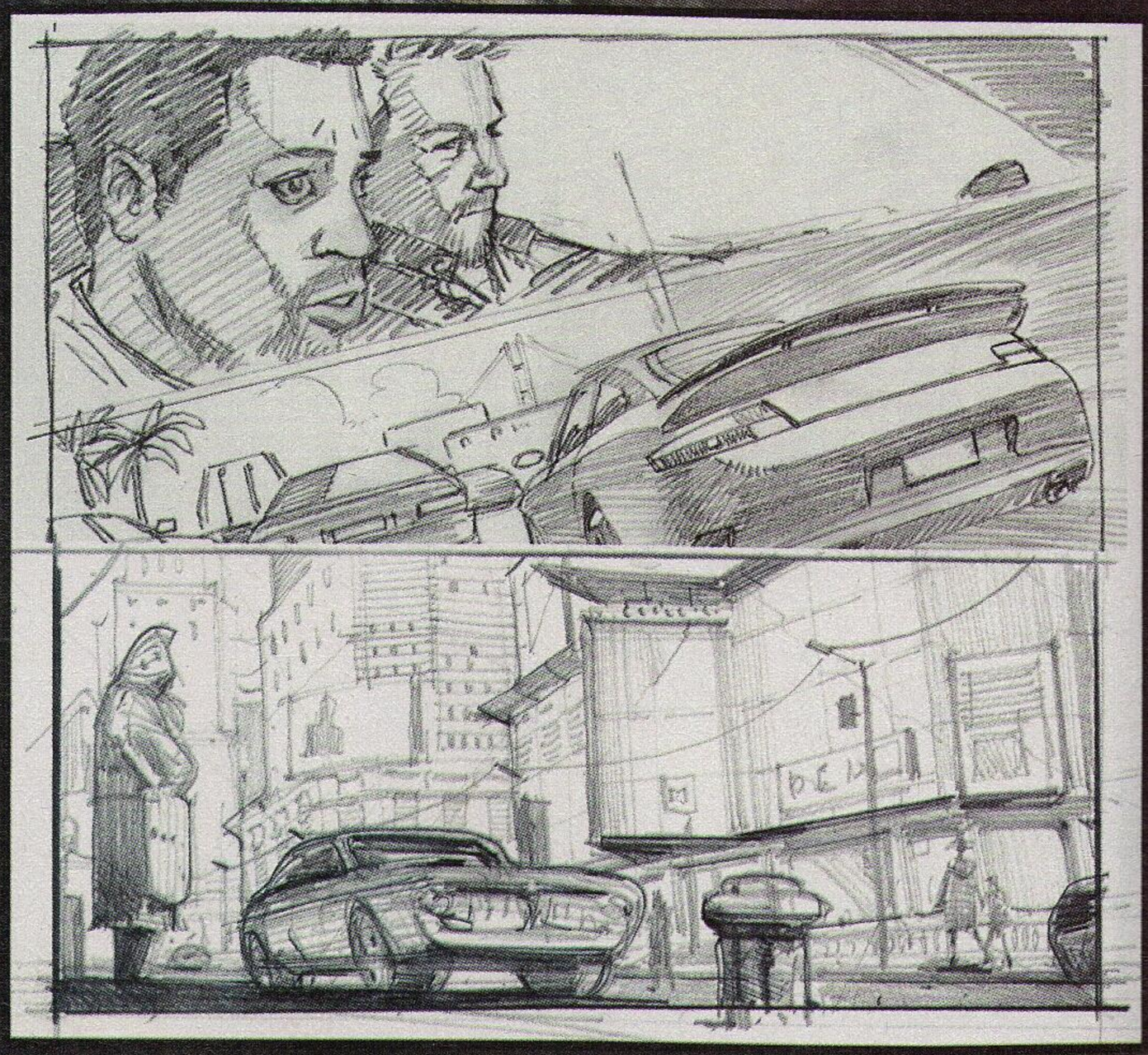




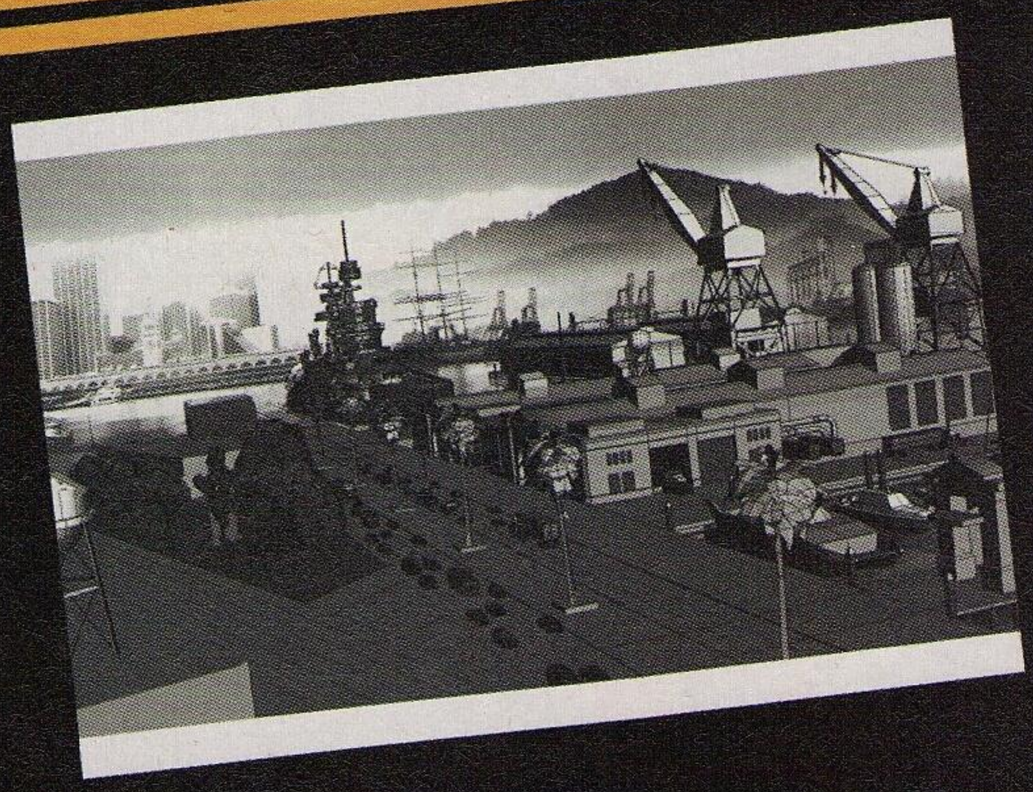
San Francisco also offers a diverse range of driving experiences that are unique in the US – huge hills, tight city streets, curved roads, slippery dirt tracks, fast flowing highways and colossal bridges.

DRIVER is not a racing game– it does feature street races, but DRIVER is all about the cinematic style experience of car chases and action.

You are in a huge open city and you can drive anywhere: through dense, realistic traffic and pedestrians,the crashes, and the ability to create your own car chase moments.

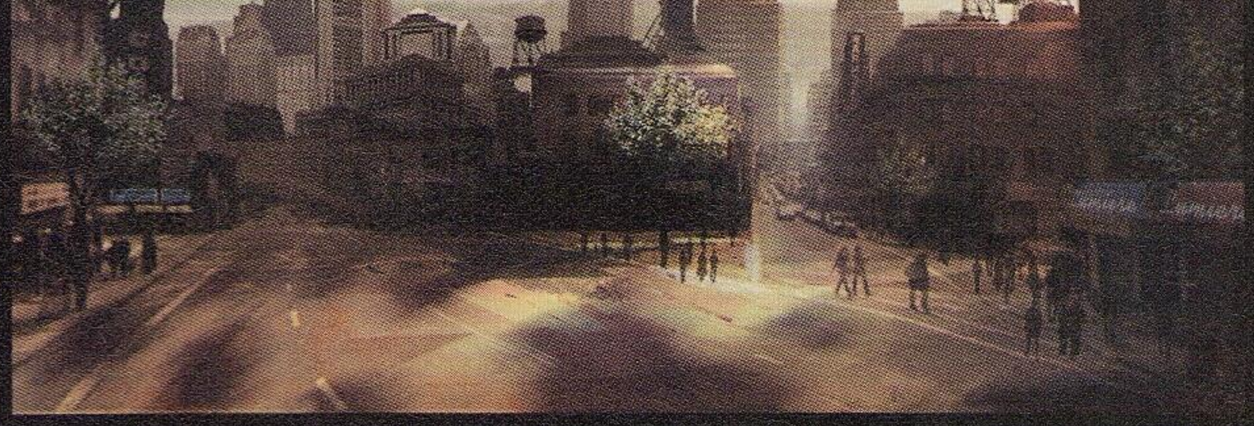


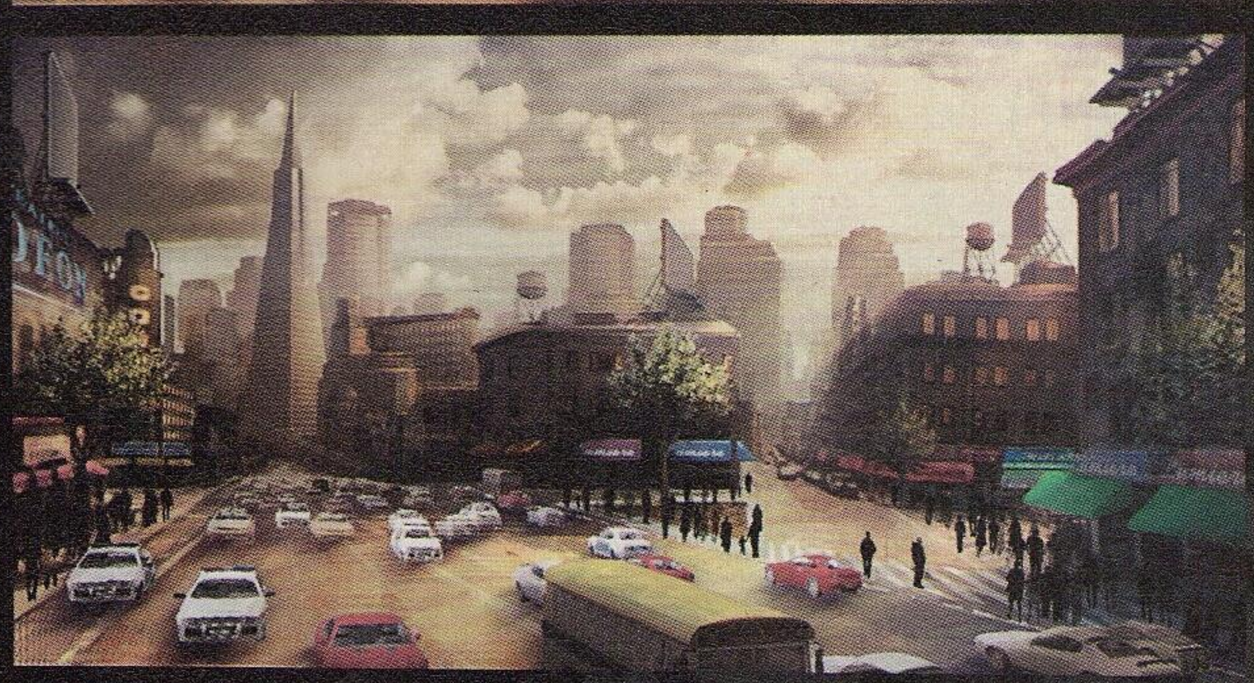
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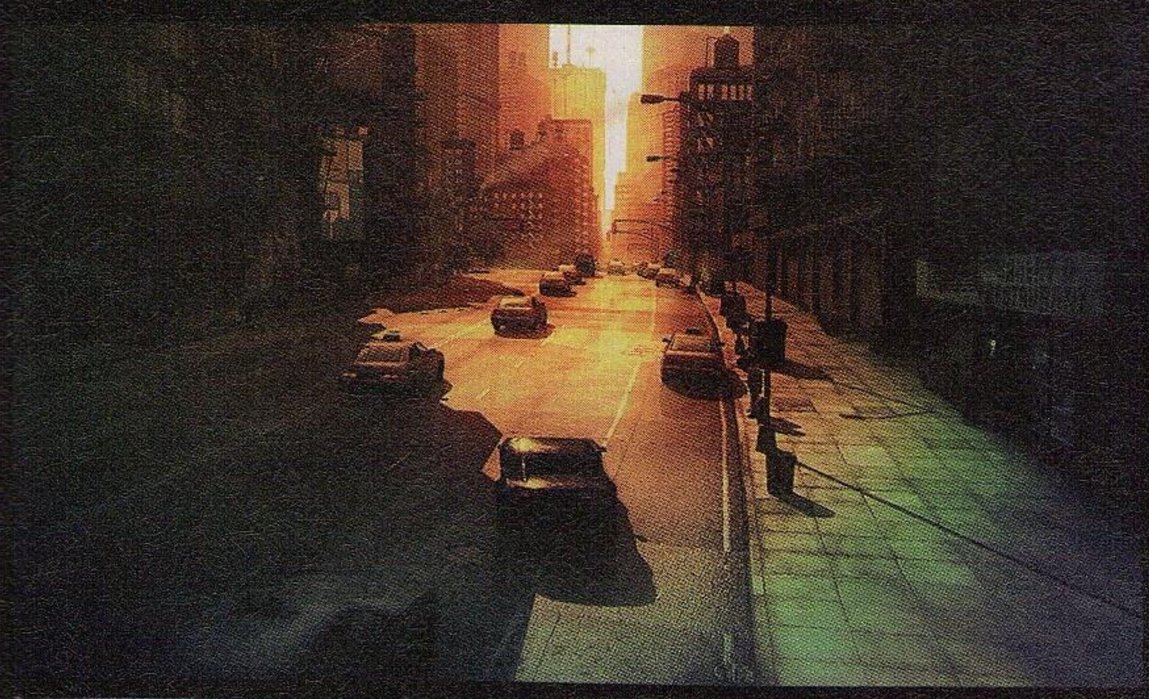


BLOCKING OUT THE CITY >

Each main scene of the game was blocked out by the artists, from building composition to street level furniture, loose sketches to draft color passes.



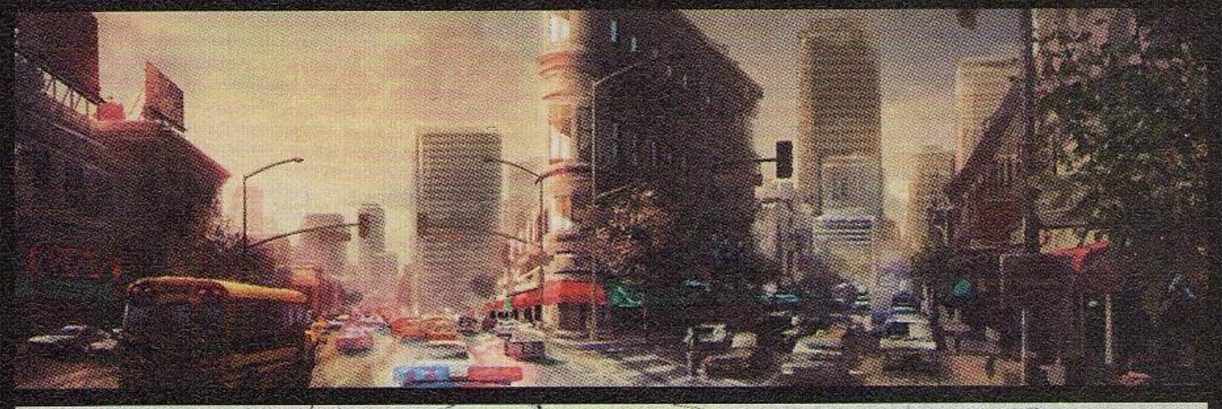


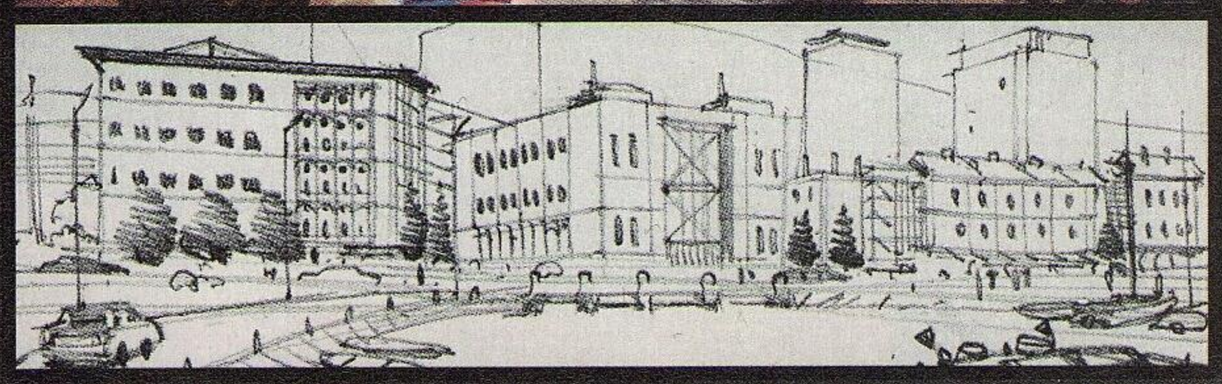


COLOR, TONE AND ATMOSPHERE

< Early work in progress– mood shots. Emphasising the emotional content of the game via the tones and hues of the cityscape.









THE ART OF...

STORYBOARDS

Each of the game's movie-esque cutscenes are carefully storyboarded frame by frame

TOM CLANCY'S

H·A·W·X·2



RATING PENDING to TEEN ™

RP-T Violence

ESRB CONTENT RATING

May contain content inappropriate for children.
Visit www.esrb.org for rating information.

COMING THIS FALL

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SAN FRANCISCO

GET THE GAME and CONTINUE THE ACTION

Comic ripped by http://www.driver-dimension.com/ - December 2010

RATING PENDING
RP
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