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2011 Racing Video Game Driver: San FranciscoCover Art featuring protagonist John Tanner and his 1970 Dodge Challenger R/T (below) Developer (s)Ubisoft Reflections (s)UbisoftDirector (s) Martin Edmondson (s) Craig Lawson Producer (s) Marie-Joe Le Roux Chris Hadley Gary Ushow Designer (s) Jean-Sebastien Decant Andrew Willance Dale Scullion Artist (s) Mike Haynes Jack Couve Writer (s) Ian Mayor James Worrall David Midgley Composer (s)Mark Can HamSeriesDriverPlatform (s) Microsoft Windows PlayStation 3 Xbox 360 Mac OS X Wii ReleaseStation 3, Wii and Xbox 360AU: 1 September 2011EU: 2 September 2011 27 September 2011 4AU: 29 September 2011Mac OS X WW: 8 March 2012Genre (s) Action Adventure Racing Mode (s) Single Multiplayer Multiplayer Driver: San Francisco is an adventure racing video game and the fifth installment in the Driver series. Developed by Ubisoft Reflections and published by Ubisoft, it was released in September 2011 for PlayStation 3, Wii, Xbox 360 and Microsoft Windows, with the release for Mac OS X in March 2012. The game sees players crossing a fictional version of San Francisco and the Bay Area conducting missions using licensed real cars, with the option of switching to any in-game settings in most editions of the platform. The main story of the game sees players controlling John Tanner, a police detective who falls into a coma, chasing his nemesis Charles Jericho after breaking into prison after the events of Driver 3 (Driv3r), and finds himself piecing together his plan in the dream world while it happens in real life. The game received positive reviews after its release, with the exception of the Wii edition, which received mixed reviews. A mini-comic has been released that provides story details of events between Driv3r and San Francisco, with the game receiving a collector's edition that includes additional multiplayer vehicles and single-player events. On December 9, 2016, the game was unregistered in online stores and became inaccessible for purchase; One online petition goes to Ubisoft's Change.org to driver: San Francisco is again available. Gameplay in San Francisco, players can switch to any car at any time. For the first time in the series, the game has licensed cars. The new Shift feature, which allows Tanner to teleport from one car to another without stopping the mission. One of Shift's masterminds is Google Earth. The game was also described as a return to the roots of the series as an opportunity to get out of the car that was introduced in Driver 2, was removed and replaced with the ability to shift (teleportation) to other cars, as the developers felt that too many games already had such a feature and didn't want to just copy this exact mechanics. With Shift, the player can also start missions. As well as the ability to use Shift, all cars Equipped with a boost function, requiring the player to push up on the left stick to use it. Players can also tap the L1 on PlayStation 3 or the left shoulder button on the Xbox 360 version of the game to perform a special ram attack on cars. The director's mode, which was absent from Parallel Lines, is also back, and players can share their videos on the Driver Club website. The game works with 60 frames per second. The multiplayer split screen and online multiplayer are also available for the first time in a series with 19 different game modes including trailblazer, tag, sprint GT, cops and robbers, among others. In the Trail Blazer, players must follow the trail of an AI-controlled car to accumulate points. The player who scores more points will win the match. Tag mode is similar to a regular tag, but in reverse. All players try to tag, or hit, one player. After he struck, the man who tagged him now he. The multiplayer will also have experience points. San Francisco cars are unique from other games in the series, in that the game has licensed real cars. The game includes 140 fully damaged licensed cars ranging from buggy, muscle cars and sports cars including Chevrolet, Audi, Alfa Romeo, Aston Martin, Bentley, Ruf Automobile, Dodge, Ford, McLaren, Hummer, Shelby, Volkswagen, Pagani, Lincoln, DeLorean, Lamborghini and Cadillac. The Wii version of this section needs to be expanded. You can help by adding to it. (June 2017) The Wii version of the game does not include Shift Mechanics, but allows players to use weapons while driving. SMG, pistol, shotgun, assault rifle and RPG are all weapons available in the game. All weapons can be upgraded in the following categories: clip size, recharge speed, and damage. There are a maximum of four levels for each update. Points upgrades can be earned by using various tricks and earning rewards throughout the city. The new feature for the Wii is a localized multi-player where a second player can take control of the gun or, if they want, can connect the DS, DSi or 3DS system through a download game. The DS device can be used to make roadblocks, look for police and buy player 1 for some more time by playing various mini-games. There is also four split-screen multiplayer players. Split-screen mode includes four versions of the game. Options Capture the flag in which players must grab the flag and drive it to a certain location, pass the bomb in which players must pass the bomb from car to car before the timer counts down, ending the game, the Gold Rush in which players must grab a bag of money and hold on to it for points, and elimination in which players race with each other. There is also cops and robbers to split screen mode. The plot of this section of the summary may be too long or overly detailed. You are welcome improve it by removing unnecessary details and making it more concise. (August 2020) (Find out how and when This template message) Setting the game's settings focuses on the fictional version of San Francisco, and the surrounding areas of Marin County and Oakland, recreating geography, a generalized layout of the city, and notable attractions including the San Francisco-Oakland Bay Bridge and the Golden Gate Bridge. Recreation has about 208 miles (335 km) of roads, although the number of roads and territory in the setting decreases in the Wii edition, as the main bridges of the city are blocked. The game takes place six months after the events of Driv3r; the mini-comic series provides background information about events over a period of six months. The story After a successful operation that saves the life of both himself and John Tanner, an undercover FBI agent, the infamous criminal Charles Jericho, escapes from custody in a Turkish hospital and flees back to the United States. Tanner, along with his partner Tobias Jones, manages to find and arrest him six months later in San Francisco. On the day of the trial of numerous murders and drug trafficking, Jericho reinforces his prison convoy, defeating his guards and eliminating the police escort. While observing the convoy's route, Tanner and Jones witness a breakthrough and chased him after he took control of his prison van. When they lose sight of Jericho in the alley, they soon find themselves chasing him down. Tanner does his best to overtake him, but is forced into the street by heavy traffic, leading to a devastating accident, putting him in a coma. Moments later, Tanner wakes up in his car with Jones, finding everything seemingly back to normal, despite the fact that Jericho is still at large. As he pursues after him with Jones, Tanner finds himself hearing voices in his head regarding the accident. When the pair tracked down the missing prison van abandoned by Jericho, Tanner suddenly disappeared from his car and reappeared in the driver's seat of the ambulance, transporting the seriously injured patient. To his shock, he learns that he is actually inhabiting the body of an ambulance driver, and soon questions about what happened when he eventually returns to his body. Tanner soon discovers that he has an ability that allows him to shift into another person's body, appearing and sounding like them, but retaining his own memories and skills. Determined to use this to his advantage, Tanner begins to help people all over the city, making a plan of Jericho after his breakthrough. Tanner begins to learn that Jericho is behind the materials for the creation of chemical weapons, intending to hold the city hostage with him. Determined to infiltrate his organization and prevent his plan, Tanner lives in the body of a petty crook, but quickly learns that Jericho knows that it is him, and with horror finds him able not only to shift, but also to be able to possess his body, forcing him to fight his actions. As around him begin to grow more strange, Tanner Tanner Discovers that he has been in the world of sleep for the entire time after the accident - Jericho he encounters was actually a version created from his memoirs, with his actions influenced by Tanner's subconscious reacting to news flashes broadcast from television in his hospital room. As Tanner fights Jericho's dream to regain control and end the coma, the detective realizes that Jericho's real-world plan goes against his character, and suspects he is plotting something else. After finally waking up from the coma, Tanner informs Jones, who was holding on to him, that Jericho had been tricked into threatening a bomb in the city center to cover up a major crime. Jones reluctantly trusts his partner and hands the key to his car, allowing him to follow Jericho. Tanner's deduction turns out to be correct when an explosion that appears to be chemical is actually a large-scale smokescreen. Jericho's actual plan was to cover up the escape of another inmate from the prison he was incarcerated in, agreeing to work in exchange for \$30 million. Tanner soon finds and pursues Jericho, leading to a confrontation between them in a warehouse in the dock. Before Tanner can properly engage him in the game of chicken, intending to defeat him in a head-on collision. Jones arrives and rams Jericho from the side, disabling him. While Tanner claims he knew what he was doing, Jones reminds him whose car he was driving before inviting them to go get a well-deserved beer. Nintendo Wii Plot Versions Wii Driver: San Francisco is a different story and a story prequel to the original driver. It shows John Tanner as a rookie undercover cop. Tanner and his partner, Alvarez pursue gangster Solomon Kane when they get into a car accident. Alvarez is killed, and Tanner goes undercover to find his killer. He is accompanied by Tobias Jones, whom Tanner does not like at first. Tanner gets the trust of a gang run by Kane and does various jobs for him. He also ends up creating two rival gangs, Dog Fish and Dragon Ladies, against each other to create a market for military-grade weapons. Later, Tanner must pick up a member of Kane's gang, known as The Geek, to help them steal confiscated weapons. Tanner's identity is thwarted when Geek recognizes him as a police officer who mains him earlier and warns others. Tanner is held captive by Kane's crew. Meanwhile, Jones and other officers believe Tanner is dead until they receive a tip on his whereabouts. Jones saves Tanner from the fact that he almost killed. Tanner now knows who Alvarez's killer and Kane's plans are. They ended up grabbing one of his gang members and talking to a witness to get information about the fall of the weapon. As soon as they get the information, they set up a fake drop to arrest Kane. Tanner and Jones then take off a convoy of truck arms before they reach Buyers. When they return to the fall, Kane runs away again, but Tanner leans him out and arrests him. Once again. When he's taken to the police station, Kane's gang members will rescue him. Tanner and Jones then use a police helicopter to chase him. Kane is finally captured when the helicopter he gets into crashes on the island of Alcatraz. Kane was eventually found guilty of Alvarez's murder and arms trafficking. He is sentenced to life in prison, but he manages to escape and goes to Chicago. Elsewhere, Jones offers Tanner a beer and two races back to police headquarters. The development of the game has been in development for about five years. It was confirmed that the new game in the series would be released in 2005 at the Tokyo Game Show, when Sony announced a list of 102 to be released on PlayStation 3. Ubisoft later confirmed the new game in the series after acquiring the series from Atari. In June 2008, the BBC reported on the video game industry, among which reports were both in the game and footage from the next Driver game. On April 21, 2009, Ubisoft registered driver: The Recruit. In January 2010, it was confirmed that the new Driver game was in development and should be presented in Ubisoft's fiscal year ending in March 2011. On April 23, 2010, Ubisoft registered the driversanfranciscogame.com domain, as well as driversanfrancisco.com and driversanfranc.com, suggesting that San Francisco was the site of the installation of a new game in the series. On May 27, 2010, Ubisoft confirmed that the next installment in the Driver series will appear on E3 2010, among other games. On June 7, 2010, Ubisoft released a teaser site containing a live-action trailer reminiscent of the first mission of the original Driver game, as well as the countdown to the Ubisoft E3 2010 conference. Ubisoft also created a Facebook page that, by clicking on the Like button, opens a slightly different version of the trailer, showing John Tanner's California driver's license. A billboard at the Los Angeles Convention Center for E3 revealed the name of a new game to be a driver: San Francisco. Ubisoft officially announced the game at E3 2010. On November 12, 2010, the game was postponed and will be released in 2012, which was between March 31, 2011 and the same date in 2012. Reflections founder and creator Martin Edmondson returned to Reflections after temporarily leaving the gaming industry in 2004. The game was developed by five Ubisoft studios with Reflections as a presenter and four other developers: Vancouver, Kiev, Shanghai and Montreal. On September 12, Ubisoft released a free DLC with 12 new routes for all online modes. On July 15, 2011, Ubisoft announced that all of their future online games would require an online Uplay Passport pass. Driver: San Francisco will be the first in line to use this feature. However, due to unprinted codes, which caused players who bought new copies of the game to be unable to play online, an online pass was Xbox 360. Audio of the game was mixed at Pinewood Studios, which is known for the James Bond franchise. The game includes 60 licensed songs, an original score from Mark Cunningham along with a new version of the Driver theme from Canham. OST is mixed and produced by Rich Etken in Nimrod. On August 30, the soundtrack was confirmed by 76 songs with genres such as funk, hip-hop, electronic, alternative rock and hard rock from artists such as Aretha Franklin, Dr. John, DJ Shadow, The Black Keys, The Cure, Beastie Boys, Stone Age queens, The Heavy, Uncle and Elbow. PlayStation 3 and Xbox 360 support custom soundtracks that allow the player to listen to their own music during gameplay. The Marketing Comic Book mini-series comic book mini-series published by Wildstorm Productions based on the game has been released. The storyline takes place after the events of Driv3r and up to San Francisco, and focuses on Tanner's personal revenge against Jericho: the miniseries was written by David Lapham and illustrated by Greg Scott. The first release was released in August 2011, and a preview titled In Pursuit of It was available at Comic-Con 2010. The Collector's Edition was also only available for PlayStation 3, Xbox 360 and Microsoft Windows. The package includes an 18x9x9 cm replica of the 1970 Dodge Challenger R/T 440 Six Pack, Map of San Francisco detailing the game's location of 80 dunes scattered throughout the city, three exclusive in-game cars for multiplayer mode, including a 1963 Aston Martin DB5, a 1972 Lamborghini Miura, and a 1966 Shelby Cobra 427, four single-player problems: Mass Chase - an unfairly accused driver trying to escape the entire San Francisco police force and prove his innocence; Relay - change the car between laps to win the race; Russian Hill Racers - Race against 3 supercars in the famous area; Taxi - Race against other taxis in the city center. [38] Reception ReceptionReview scoresPublicationScorePCPS3WiiXbox The game has received generally favorable reviews on all platforms except the Wii version that has received mixed reviews, according to video game review aggregator Metacritic. In Japan, Famitsu gave PlayStation 3 and Xbox 360 versions three eights and one nine in a total of 33 out of 40. The Daily Telegraph gave the Xbox 360 version a four-star rating out of five. Comes with wit and scope, the San Francisco driver works because it's stupid, not even so. And if it proves something, it's that conviction in your ideas - any ideas - can bring a refreshing new twist to the ailing series and genre. The Guardian gave ps3 versions a similar score of four stars out of five and said: It's not ideal - the storyline is a bit superficial, its free-form style can be illusory when it forces you to perform certain missions and it gets a bit repetitive in the latter stages. But it's a joyful sandbox in which you can ride like crazy, in exotic cars that you could never even clap your eyes in real life without hurting anyone. However, Digital Fix gave the same version of the console seven out of ten, stating that it didn't always perform perfectly, but it's a whole bunch of fun and deserves credit for being really different. The Game Awards won the Best Game at E3 2010 award from Ripten. The game also received a nomination from Kotaku. During E3 2011, he also received the award for Best Racing Game from Machinima Inc. and nominations from the G4 and Game Critics Awards. Ben Yahtzee Croshaw, creator of zero punctuation, placed it as his second favorite game of 2011. Ubisoft's sales announced in the fall 2011 quarterly financial report that Driver: San Francisco sales exceeded their goals. Inquiries : Vasilenko, Ivan (October 17, 2011). Driver: San Francisco. Interview with Ubisoft Founder Reflections. The driver of the '90s is reborn. GameStar. Archive from the original on April 3, 2012. Received on October 17, 2011. Yin Poole, Wesley (April 19, 2011). Driver: San Francisco this September. Eurogamer. 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