

and system in either the Subject, Message, or both. If you'd like to contact me (to say thanks, discuss things, or anything else positive) then feel free to do so. However if you email me anything negative (Chain Letters, viruses, spam, etc.) then I WILL delete it.

Note 4: The following websites have my permission to use my FAQ/FAQS. If you find my FAQ/FAQS on any other sites other than the ones listed below than email me ASAP.

- AOL www.aol.com
- Cheat Happens www.cheathappens.com
- GameFAQs www.gamefaqs.com
- GameSpot www.gamespot.com
- IGN <http://faqs.ign.com>
- Neoseeker www.neoseeker.com
- Supercheats www.supercheats.com
- Yahoo! Games <http://games.yahoo.com/games/front>

I choose these sites because they do not take advantage of anyone's FAQs (I've checked them before.), and because they are recommended by other GameFAQs Users.

Note 5: The most recent update of any FAQs I have are always at GameFAQs.

Note 6: Whenever I have a word in all caps I'm not yelling, I'm just stating something important.

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| 3. Introduction |  
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(Taken straight from the back of the game case.)

NOTE: Credit goes to SCi, Pixelogic, Rockstar Games, and Paramount Pictures for making this game.

London, 1969. Charlie Croker has just finished a three year stretch, courtesy of Her Majesty's Prisons, and has an idea: to steal \$4,000,000 in gold bullion, right from under the noses of the Mafia and the Turin Police.

This is where you come in... as one of his drivers, you'll have to master 14 vehicles, including flashy sports cars and the legendary Mini Cooper, as you screech down sewers, roar over rooftops and tear through the Alps, with the Mob and the law hot on your heels.

It'll be the crime of your life!

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| 4. Main Menu |
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After the game's intro the Main Menu may give Driver Fans a feeling of Nostalgia, as it looks a lot like Driver's, but is different in a few ways. The Italian Job's Main Menu has seven menu items to choose from. They are shown in the following order:

Italian Job Mode

The main story mode of the game. You have to progress through missions to beat the game. You also have to progress through missions to unlock more things, like a new city or new cars.

How to Unlock: Available at the start of the game.

Party Play

The Multiplayer Mode of the game. Here you can play with up to seven people (on the same controller), in ten different stages for a lot of fun! The stages you can choose from are from Challenge, Checkpoint, and Destructor Mode.

How to Unlock: Available at the start of the game.

Options

You will be able to change the following in the game's setup.

Adjust Screen Position

=====

You can change the position of the game screen to fit your T.V/PC.

Controller Setup

=====

Here you can change the Controller Layout and switch vibration on or off.

Difficulty Setting

=====

You can change the difficulty to Easy or Normal.

Save

=====

You can save your progress here.

Load

====

You can load a saved game here.

Audio Setup

=====

Here you can change the volume of the game's sound effects and music.

How to Unlock: Available at the start of the game.

Challenge

In Challenge Mode you have tests with short time limits to see if you have the skills to beat them. Some of the tests involve Jumping, Braking, and Steering.

How to Unlock: Beat the mission "Big William's Ride".

Free Ride

In this mode you can take a Free Ride around London or Turin, with any car you've unlocked. This is a good way to know your way around each city, as there are many things you can discover. Cops can show up in the most unexpected places though, so pay attention.

How to Unlock: Available at the start of the game.

Checkpoint Mode

In Checkpoint Mode you race around London and Turin, driving through checkpoints until you reach the end. You have to be quick though, as the clock is ticking.

How to Unlock: Available at the start of the game.

Destructor Mode

In Destructor Mode you have to hit the line of cones before time runs out. This also takes place in London and Turin.

How to Unlock: Available at the start of the game.

Before you select anything, I recommend you go to Options and change the difficulty setting to Easy. It only changes the time limit in some missions.

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| 5. Controls |
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Menu Controls

Button	Action
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Directional Buttons	Adjust Setting
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X Button	Select
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Triangle Button Go Back

Game Controls

Button Action

NOTE: To change Steering between the Left Analog Stick and the Directional Buttons press the Analog Button.

Start Button Pause
Left Analog Stick/Left and Right Directional Buttons Steering

Controller Layout 1

Square Button	Brake/Reverse
X Button	Accelerate
Circle Button	Not Assigned
Triangle Button	Handbrake
R1 Button	Horn
R2 Button	Not Assigned
L1 Button	Not Assigned
L2 Button	Not Assigned

Controller Layout 2

Square Button	Not Assigned
X Button	Handbrake
Circle Button	Not Assigned
Triangle Button	Horn
R1 Button	Accelerate
R2 Button	Accelerate
L1 Button	Brake/Reverse
L2 Button	Brake/Reverse

Controller Layout 3

Square Button	Brake/Reverse
X Button	Accelerate
Circle Button	Handbrake
Triangle Button	Horn
R1 Button	Handbrake
R2 Button	Handbrake
L1 Button	Brake/Reverse
L2 Button	Brake/Reverse

NOTE: For this FAQ I'll be using Controller Layout 1 Controls.

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| 6. The Game Screen |

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Damage

The amount of Damage you have taken is on the Top-Left Corner of the screen.

Arrow

The Arrow is in the middle of the screen, at the top. The Arrow always points to your destination.

Timer

The amount of Time you have left is on Top-Right Corner of the screen.

Speedometer

The Speedometer is at the Bottom-Right Corner of the screen. It tells you what speed you're going.

Checkpoints/Cones Left

The Number of Checkpoints or Cones you've hit/gone through out of the total is at the Top-Right Corner of the screen, under the timer.

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| 7. The Characters |

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(Note: The descriptions were taken from the game manual. Credit goes to SCi, Pixelogic, Rockstar Games, and Paramount Pictures for making this game.)

Charlie Croker - The gang leader. A lovable rogue who never quite gets it right.

Mr. Bridger - The gangland boss and money behind the 'job'. Loves the Queen and Britain and is only doing the job to help with the balance of payments - honest!

'Camp' Freddie - Mr. Bridger's liaison. Not going to run off with your girlfriend.....

Professor Simon Peach - A computer genius with a weakness for big women..... VERY big women.

Lorna - Charlie's girlfriend. Always makes sure that Charlie gets the best in life.

Roger Beckerman - The Italian who first came up with the idea.

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| 8. The Cars |

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There are fourteen cars total in the game. Listed below are their names, a short description, their color and License Plate Number, and how to unlock them. They will also be scored out of ten in the following categories:

Damage - How well they take damage until they're destroyed.

Speed - The Top Speed of each vehicle.

Braking - How long it takes the cars to brake at Top Speed using the Brake.

Airtime - How well they are in the air.

Acceleration - How long it takes each car to get from Turin's Tram End near the Sewer to the Tram End near the Airport. For the Ford Anglia 105E I did a lap around London.

Steering - How good it is at turning.

Note 1: The Fiat 500 F doesn't have an acceleration score because your time limit is too short. Also the Fiat 500 F, and Bedford Commer Dormobile don't have License Plate # because there are no cops in all missions/challenges where this vehicle is used.

Note 2: The Acceleration and Brake times may be a bit off, but I don't think so. Because I did this three times, and then found the Mean of all three.

Note 3: The License Plate #'s and Colors are what I got in Free Ride and Missions.

Vehicle: Daimler Consort

Color: Black

License Plate #: NAN 404D

Description: This car belongs to the Pakistani Ambassador! It's used in the first mission and a few challenges. It is available in Free Ride Mode.

How to Unlock: Available at the start of the game.

Daimler Consort Score

Damage: 5. Average, Can take a good amount of Damage before being destroyed, especially when limping on one wheel.

Speed: 105 MPH

Braking: 0:02.00

Airtime: 3. O.K., It's VERY difficult to get up steep hills and if you climb up to a jump and clear it, it'll go straight back down.

Acceleration: 1:13.59

Steering: 6. Good, When starting to drive it's a little bad but when up to speed it's pretty good.

Vehicle: Aston Martin DB4

Color: Gray with Black Soft-Top

License Plate #: 163 ELT

Description: This car is used in a few missions as well as Challenges. This is also available in Free Ride Mode.

How to Unlock: Beat the mission "The Ambassador's Car".

Aston Martin DB4 Score

Damage: 5. Average, Also can take a good amount of damage before being destroyed, but after losing a wheel it can be wrecked somewhat fast.

Speed: 103 MPH

Braking: 0:01.88

Airtime: 4. Also O.K., as it has a bit more height than the Daimler Consort, so it can clear jumps better.

Acceleration: 1:15.07

Steering: 5. Average, It's a little bit harder to control than the Daimler Consort.

Vehicle: Austin Mini Cooper S

Color: Blue in London, Red in Turin.

License Plate #: LGN 809G in London, HMP 729G in Turin.

Description: The most famous car in the film. This car is used in some missions and is mainly used in Challenge Mode. This is another car available in Free Ride Mode.

How to Unlock: Beat the mission "Peaches For Peaches".

Austin Mini Cooper S Score

Damage: 4. O.K., But because of it's somewhat fast Speed it can be wrecked a bit quickly.

Speed: 105 MPH

Braking: 0:03.69

Airtime: 10. Awesome, It can clear all jumps, so it is a great car.

Acceleration: 1:16.18

Steering: 8. Great, Better than most cars in the game.

Vehicle: Austin A60 Cambridge

Color: Red in London, Blue in Turin.

License Plate #: MJH 891G in London, TDD 271E in Turin.

Description: Used in only one mission and a few challenges, this car is also available in Free Ride Mode.

How to Unlock: Beat the mission "Special Delivery".

Austin A60 Cambridge Score

Damage: 5. Average, It survives a good amount of damage and, unless your driving at a high speed, the second wheel will take a while before falling off.

Speed: 95 MPH

Braking: 0:04.04

Airtime: 5. Average, It can clear a good amount of jumps and can climb up ramps faster than the DB4.

Acceleration: 1:18.91

Steering: 6. Good, as it drives a little bit better than the Aston Martin DB4.

Vehicle: Cop Car (Ford Anglia 105E in London, Alfa Romeo Giulia Super in Turin.)

Color: Black and White with Blue Siren in London, Gray with Blue Siren in Turin.

License Plate #: BAD COP1 in London, BAD COP2 in Turin.

Description: The cars the Cops use to arrest you. This car is available in Free Ride Mode. If you do use this in Free Ride, cops don't chase you unless you ram them.

How to Unlock: Beat the mission "Skillful Bill" to unlock the Ford Anglia 105E. The Alfa Romeo Giulia Super is unlocked at the same time Turin is available.

Cop Car Score

Damage: 4. O.K., About the same as the Austin Mini Cooper S, but when one wheel is gone it'll be wrecked very quickly. This is for both Cop Cars.

Speed: 105 MPH. Both have the same Top Speed.

Braking: 0:02.60 For The Ford Anglia 105E, 0:03.37 For The Alfa Romeo Giulia Super.

Airtime: 9. Great, Both cars can clear all jumps, but on one jump on each place they may have a little difficulty.

Acceleration: 3:03.41 For The Ford Anglia 105E, 1:13.39 For The Alfa Romeo Giulia Super.

Steering: 8. Also great, as it drives about the same as the Austin Mini Cooper S.

Vehicle: Jaguar E-Type Series 2 Coupe

Color: Dark Blue with Black Soft-Top in London, Dark Red with Black Soft-Top in Turin.

License Plate #: YK0 746E in London, 848 CRY in Turin.

Description: Driven in a few challenges, this is also available in Free Ride Mode. In one mission you have to chase this car.

How to Unlock: Beat the mission "Prison Pals".

Jaguar E-Type Series 2 Coupe Score

Damage: 7. Very Good, This is the first fast car that actually has a pretty good damage meter. It's really difficult to wreck it on one wheel.

Speed: 105 MPH

Braking: 0:03.30

Airtime: 5. Average, About the same as the Austin A60 Cambridge, if not faster.

Acceleration: 1:12.12

Steering: 8. Great, About as good as the Austin Mini Cooper S.

Vehicle: 1964 Bedford VAL 14 Harrington Legionnaire

Color: Mixtures of Red, White and Blue

License Plate #: EHB 303F

Description: Used in two missions and some challenges, this is another vehicle available in Free Ride Mode. If you can't read the writing on the sides and back, it says 'Charlie Croker's Coach Tours'.

How to Unlock: Beat the mission "Keeping It Up".

1964 Bedford VAL 14 Harrington Legionnaire Score

Damage: 10. Awesome, Takes a while to wreck this vehicle, so it's fun to smash traffic with this (well, except for buses, and police... and trams). :)

Speed: 80 MPH, although when going down a hill and on this vehicle's last mission it goes up to 110 MPH.

Braking: 0:02.39

Airtime: 3. O.K., as it'll only fully jump jumps that immediately go back down.

Acceleration: 1:35.63

Steering: 6. Good, It's about the same as the Daimler Consort.

Vehicle: Shelby AC Cobra

Color: Dark Blue

License Plate #: EHW 528G

Description: Available in Free Ride Mode and some challenges, this car is what I'd call a classic.

How to Unlock: Beat the mission "Torino Tours".

Shelby AC Cobra Score

Damage: 4. O.K., depending on what you smash into. Although once one wheel is gone the other can be too rather quickly.

Speed: 115 MPH

Braking: 0:03.96

Airtime: 7. Very Good, It might have trouble on one or two jumps but that's it.

Acceleration: 1:08.01

Steering: 8. Great, Again, this is about the same as the Austin Mini Cooper S.

Vehicle: Fiat Dino

Color: Black with Black Soft-Top.

License Plate #: TOA 3127

Description: This car is available in Free Ride Mode and some challenges, and is the car The Mafia use to chase you. The sad thing is The Mafia only appear in three missions.

How to Unlock: Beat the mission "Mafia Mania".

Fiat Dino Score

Damage: 3. O.K., Amazingly I thought this was a tough car. But it's actually weak, although it can survive a good amount on one wheel.

Speed: 125 MPH

Braking: 0:02.95

Airtime: 6. Good, Can clear all jumps except a few. For some it may take a while to climb and for others it won't be cleared.

Acceleration: 1:02.87

Steering: 7. Very Good, It's just a little bit worse than the Shelby AC Cobra, but it's not that much noticeable.

Vehicle: Lamborghini Miura P400S

Color: Bright Orange

License Plate #: TIJ ONE

Description: The best car in the game. It's available in Free Ride Mode and a few challenges.

How to Unlock: Beat the mission "Home Free", or if you want a shorter summary, beat the game.

Lamborghini Miura P400S Score

Damage: 1. Poor, Anyone who has played a GTA game knows that the fast sports cars can be destroyed easily. This is no exception.

Speed: 125 MPH

Braking: 0:03.62

Airtime: 10. Awesome, It also can clear all jumps in the game.

Acceleration: 1:01.89

Steering: 10. Awesome, Seriously this car can turn on a dime.

Vehicle: Land Rover Series IIA

Color: Gray

License Plate #: BK0 686C

Description: This is only available in four missions and a few challenges.

Land Rover Series IIA Score

Damage: 10. Awesome, Now if you ram this into traffic on the wrong side of the road it might not look that tough. However, when it has one wheel left it's very powerful.

Speed: 90 MPH

Braking: 0:01.31

Airtime: 7. Very Good, This car can clear all but a few jumps, so it's not that bad.

Acceleration: 1:25.32

Steering: 9. Great, It's turns very well.

Vehicle: Bedford Commer Dormobile

Color: Light Brown, sometimes with writing.

License Plate #: ???

Note: The reason there is a ??? is because in all missions where you use this vehicle there are no cops.

Description: Available only in two missions and some challenges.

Bedford Commer Dormobile Score

Damage: 7. Very Good, It's a bit better than an average car but worse than the Land Rover Series IIA.

Speed: 85 MPH, although when going down a hill it goes up to 110 MPH.

Braking: 0:02.47

Airtime: 7. Very Good, It can clear almost all of Turin's jumps, and has a bit of difficulty climbing up some.

Acceleration: 1:25.50

Steering: 9. Great, It turns about the same as the Land Rover Series IIA, if not better.

Vehicle: Fiat 500 F

Color: White

License Plate #: ???

Note: The reason there isn't a License Plate for this car is the same as the Bedford Commer Dormobile, there are no cops.

Description: Turin's main traffic car. You can only drive this vehicle in Turin's 7th Checkpoint Mode Race.

Fiat 500 F Score

Damage: 10. Awesome, Since the only thing you could ram this into is trams, which you have to avoid, is why I gave it a 10.

Speed: 90 MPH

Braking: 0:02.44

Airtime: 10. Awesome, Since you only clear one jump in this race, and it's incredibly easy, it's obvious that this car should get a 10.

Steering: 10. Awesome, Drives about the same as the Austin Mini Cooper S, although it drifts a bit.

Vehicle: "Mini" Fiat 500 F

Color: White

License Plate #: The Licence Plate of the car you used to unlock it.

Description: A miniature version of the Fiat 500 F. You can only drive it after driving to the Mansion Hideout after completing the Secret Pizza Parlor Job. The horn is a bit funny. Beep! Beep!

How to Unlock: You have to beat Turin's Secret Pizza Job to unlock it at The Mansion Hideout. Every time you exit Free Ride or enter it you have to do the same thing again to unlock it. To find the Secret Pizza Parlor Job see Turin Free Ride 17.4: Side Missions.

"Mini" Fiat 500 F Score

Damage: 10. Awesome, It takes a while to destroy this car, especially on one wheel. This car is so tiny I wonder how anyone could wreck it.

Speed: 90 MPH, although going down certain hills makes it go up to 110 MPH.

Braking: 0:02.28

Airtime: 9. Great, It can clear all but one jump in Turin, the jump on the Fiat Lingotto Rooftop Test Track.

Acceleration: 1:21.46

Steering: 10. Awesome, Again this car drives about the same as the Austin Mini Cooper S, OR the Lamborghini Miura P400S.

| 9. The Locations |

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London

Job Summary: In London, you assemble the gang for "The Job", before heading off to Turin. There are eight missions in London total. London is available in Free Ride Mode.

How to Unlock: Available at the start of the game.

Turin

Job Summary: Turin - It is here where the plans are carried out before the heist. After the heist, you drive through the most famous parts of the getaway route from the film to lose the Turin Police. Turin has six total missions, and is also available in Free Ride Mode.

How to Unlock: Beat the mission "Keeping It Up".

The Alps

Job Summary: You make your final getaway in The Alps, loading the Mini's in the famous 1964 Bedford VAL 14 Harrington Legionnaire before escaping on the famous coach. Only two missions are available in The Alps. Sadly, it's not available in Free Ride Mode. (Besides, if it were available you wouldn't be able to drive a long distance like Turin and London, as I think you'd only have the mission areas to drive.)

How to Unlock: Unavailable in Free Ride Mode.

| 10. Damage |

#####

Every time you drive your vehicle into something (e.g., a building, another vehicle, a traffic light or street light) your vehicle takes damage. The more

things you hit, the more damage your car takes. Before it is completely wrecked your car will lose a tire, making it harder to steer. A few or a lot more hits and your vehicle will be wrecked. You can see how much Damage you've taken in the Top-Left Corner of the screen.

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| 11. Police and The Mafia |  
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Sooner or later your Reckless Driving will attract the attention of a stationary police car. They will chase you for the following things:

- Speeding
- Reckless Driving (i.e. Hitting a vehicle/building while a Police Car is close by.)

To prevent these things and pass a police car without alerting it, you have to drive at 20 MPH or lower, while not hitting ANYTHING AT ALL. To see how fast you're going check the Speedometer in the Bottom-Right Corner of the screen.

If you DO however get a Police Car on your tail then the speedometer will flash blue and red, the music will change, you'll hear their sirens, and an arrow will appear on the bottom of the screen. The arrow only appears when a Police Car is a certain distance from you. The bigger the arrow, the closer they are. When they're on your tail they'll chase and ram you, and if close enough, read your Licence Plate #.

When they're reading your Licence Plate # lose them quickly. If they get the entire thing then "YOU'RE NICKED!", (Arrested for people who don't know what Nicked means). To lose them you should do the following things.

-Weaving. Driving in between traffic is a great way to lose the cops. All you have to do is drive in front of traffic and then turn in front of the traffic car. With luck the Cops will crash into the traffic car. This is best either in Oncoming Traffic or through Narrow Streets.

-Ramps. For some odd reason the Cops don't follow you when you jump ramps. This is a good way to keep them farther away from you.

-Turning. Constant turning at intersections is another great way to lose them. Just turn when you reach one and do this as much as possible.

-Need For Speed. Pushing your vehicle to it's Top Speed can really decide whether you'll lose them or not.

The Mafia, on the other hand, are completely different from The Police. When they see you the same things will happen to notify you that they're on your tail except for sirens. All they do is chase and ram you until you're wrecked. However, on occasion, they'll make roadblocks to slow you down. They only appear in three missions though.

To lose them use the same tactics to lose the police.

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| 12. Hints And Tips |

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Note: The first six tips were taken from the game manual. The rest were made by me. (Credit goes to SCi, Pixelogic, Rockstar Games, and Paramount Pictures for making this game.)

- * Study The City Maps Carefully - They'll show you all of the short cuts you can use to trim valuable seconds off your mission times.

- * Practice In Free Ride Mode. - There is no time limit here so you can spend hours admiring the scenery and developing tactics for each mission. In London cars drive on the left, in Turin they drive on the right. Remember to stick to the correct side of the road and avoid on-coming traffic.

- * Alternative Routes. - Try alternative routes to avoid Police or Mafia cars.

- * Line Up Your Car Before Attempting Any Jumps - Only an expert turns while jumping - though this skill may be useful later in the game.

- * Corners. - Take as many corners as possible to lose the Police or the Mafia.

- * The Shortest Route - Is not necessarily the best route.

- * When you unlock more vehicles later in the game practice driving with them in Free Ride Mode so you know how to control them.

- * Destructor Mode is the only mode in the game that has no traffic on ALL races.

- * Save regularly. Sometimes the game may freeze while loading. But it will especially freeze while doing the "Too Many Cops" glitch (See section 21. Glitches and Interesting Stuff.)

To start the game off let's do one of the most difficult Modes of the game.

| 13. Destructor Mode |

#####

To find Destructor Mode choose the Cop Car and three cones.

Destructor Mode's Objective is simple - Knock down the lines of Road Cones to reach the finish line before time runs out. There are twenty races total that you must do. At the start 19 of the 20 are initially unavailable. However, as you win one race the next one will be unlocked until all 20 are unlocked. In ANY Race you earn one second back for each cone you knock down.

To understand this even further read this: The timer starts at 5 seconds, you knock down a cone while it's at 4 seconds, it goes back up to 5 seconds and keeps counting down until either you run out of time or win. This Mode is ALOT like Driver's Trail Blazer Driving Game.

Now I have a feeling that the completists will try to knock down EVERY SINGLE CONE. Hey, I don't blame you, that's what I did the first time I played through the game.

13.1: London #1

Vehicle: Bedford Commer Dormobile.
Color: Light Brown without Writing.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:05.00 on Easy, 0.04.00 on Normal.
Of Total Cones: 18.
Difficulty: 1/10.

The easiest out of all Destructors, as all of the cones are on the median. Just hit them all until you reach the finishing line. You may need to make slight taps on the D-Pad but other than that, not hard at all.

YOU WON!

Unlocks: Destructor Mode Race London #2.

13.2: London #2

Vehicle: Austin A60 Cambridge.
Color: Red.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:12.00 on Easy, 0:10.00 on Normal.
Of Total Cones: 20.
Difficulty: 1/10.

A little bit harder than the first one, as you have to Slalom back and forth to hit each cone. After cone #18 you have to turn left at certain times if you're trying to hit them all. Not too hard.

YOU WON!

Unlocks: Destructor Mode Race London #3.

13.3: London #3

Vehicle: Daimler Consort.
Color: Black.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:12.00 on Easy, 0:10.00 on Normal.
Of Total Cones: 20.
Difficulty: 2/10.

Slightly harder, but not by much. The only difficult cones you may have trouble getting are the ones in and around the two intersection corners. Other than

that, it's easy.

YOU WON!

Unlocks: Destructor Mode Race London #4.

13.4: London #4

Vehicle: Ford Anglia 105E Cop Car.
Color: Black and White with Blue Siren.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.
Of Total Cones: 25.
Difficulty: 1/10.

A little bit easier. The only difficult parts in the race would have to be after the first corner and after the third corner. I recommend not using the Siren during the race as it makes it harder to see.

YOU WON!

Unlocks: Destructor Mode Race London #5.

13.5: London #5

Vehicle: Land Rover Series IIA.
Color: Gray.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:12.00 on Easy, 0:10.00 on Normal.
Of Total Cones: 52.
Difficulty: 3/10

It's a bit difficult due to the large amount of cones and sudden sharp turns. If you can't beat it the first time then just retry and keep trying until you do. If you need extra practice go to Free Ride Mode.

YOU WON!

Unlocks: Destructor Mode Race London #6.

13.6: London #6

Vehicle: Shelby AC Cobra.
Color: Dark Blue.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.
Of Total Cones: 46.
Difficulty: 3/10

About as difficult as the last one. I strongly recommend braking before each corner, and especially brake before entering the mall near the end of the race.

You'll reach the end sooner than you think.

YOU WON!

Unlocks: Destructor Mode Race London #7.

13.7: London #7

Vehicle: Austin Mini Cooper S.

Color: Blue.

Type Of Race: Sprint.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Fair.

Time Limit: 0:25.00 on Easy, 0:20.00 on Normal.

Of Total Cones: 69.

Difficulty: 4/10

Slightly more difficult now, as it's longer than any of the previous ones. Slow down at the roundabout and before the alleyway. Some cones are hard to get, so it may take a few tries.

YOU WON!

Unlocks: Destructor Mode Race London #8.

13.8: London #8

Vehicle: Aston Martin DB4.

Color: Gray with Black Soft-Top.

Type Of Race: Circuit.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Fair.

Time Limit: 0:25.00 on Easy, 0:20.00 on Normal.

Of Total Cones: 60.

Difficulty: 2/10

It's gotten easier now, as you're using the DB4. Slow down at the gas station and before the bridge. The rest of the race should be easy. It ends at the same area where you started, so jump into the garage to finish the race.

YOU WON!

Unlocks: Destructor Mode Race London #9.

13.9: London #9

Vehicle: Lamborghini Miura P400S.

Color: Bright Orange.

Type Of Race: Sprint.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Fair.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Cones: 67.

Difficulty: 3/10

Easy but hard at the same time. The first turn hides a few cones from view so restart if you have to and try again. Even though the Miura can turn on a dime

this can sometimes turn against you so brake when you need to. I recommend you slow down at the following locations: Before the Ramp, at the roundabout, and at the Crystal Palace Race Track Parking Lot.

YOU WON!

Unlocks: Destructor Mode Race London #10.

13.10: London #10

Vehicle: Jaguar E-Type Series 2 Coupe.
Color: Dark Red with Black Soft-Top.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:31.00 on Easy, 0:25.00 on Normal.
Of Total Cones: 69.
Difficulty: 4/10.

About as difficult as London #7. This car drifts a bit too easily, so I suggest braking at EVERY TURN. But ESPECIALLY brake when you go to the roundabout twice and when you're going down the hill near the end of the race. The Game Developers also made the ending of this race as unique as London #8, because you have to smash into a stack of boxes at the end. :)

YOU WON!

Unlocks: Destructor Mode Race Turin #1.

13.11: Turin #1

Vehicle: Daimler Consort.
Color: Black.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:16.00 on Easy, 0:13.00 on Normal.
Of Total Cones: 43.
Difficulty: 1/10.

The first one is again easy although you still have to brake at some parts. Slow down at the second roundabout, before and in the gated area, and before entering the Shopping Mall. The rest shouldn't be too hard.

YOU WON!

Unlocks: Destructor Mode Race Turin #2.

13.12: Turin #2

Vehicle: Land Rover Series IIA.
Color: Gray.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:22.00 on Easy, 0:18.00 on Normal.
Of Total Cones: 56.

Difficulty: 1/10.

Really, I thought this was going to get a 2/10, but it was surprisingly easy. It isn't that tough until you get to the Underground Parking Garage, because there are cones on both sides. When you get there go to the right to follow the line of cones, making a 90 Degree turn to the left when you have to, and follow the line out heading right. You'll reach the finishing line soon after that.

YOU WON!

Unlocks: Destructor Mode Race Turin #3.

13.13: Turin #3

Vehicle: Austin A60 Cambridge.

Color: Blue.

Type Of Race: Sprint.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Fair.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Cones: 70.

Difficulty: 2/10

It's a little bit harder now. Slow down before and on the stairs, and on both small bridges. When you have to slalom on the grassy median try to speed up a little as you're probably short on time now.

YOU WON!

Unlocks: Destructor Mode Race Turin #4.

13.14: Turin #4

Vehicle: Alfa Romeo Giulia Super Cop Car.

Color: Gray with Blue Siren.

Type Of Race: Sprint.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Fair.

Time Limit: 0:25.00 on Easy, 0:20.00 on Normal.

Of Total Cones: 36.

Difficulty: 4/10.

Note: Small Note, I was able to beat Normal's Destructor with 0:00.16 left to spare, which is why this has such a high difficulty rating.

Destructor's getting more difficult now. This Sprint is from The Mansion Hideout to the Turin Airport. Slow Down on all corners so you can hit those cones. The Finishing Line is a jump into the Turin Airport.

YOU WON!

Unlocks: Destructor Mode Race Turin #5.

13.15: Turin #5

Vehicle: Aston Martin DB4.

Color: Gray with Black Soft-Top.

Type Of Race: Sprint.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Fair.

Time Limit: 0:12.00 on Easy, 0:10.00 on Normal.

Of Total Cones: 64.

Difficulty: 5/10.

Very Difficult. Slow down on most corners but not too much as you're on a tight time limit. It's a bit difficult to get those cones on the sidewalk near the end because they blend in so well with the road.

YOU WON!

Unlocks: Destructor Mode Race Turin #6.

13.16: Turin #6

Vehicle: Austin Mini Cooper S.

Color: Red.

Type Of Race: Sprint.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Fair.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Cones: 55.

Difficulty: 3/10.

Really not that hard until you're near the end. As always slow down on all corners. When you slalom under the archway don't turn out, follow the sidewalk out. The only other difficult parts are driving up the Fiat Lingotto Rooftop Test Track and on the long turn of the Test Track. For the finishing line you have to jump a ramp onto the building across from you.

YOU WON!

Unlocks: Destructor Mode Race Turin #7.

13.17: Turin #7

Vehicle: Shelby AC Cobra.

Color: Dark Blue.

Type Of Race: Sprint.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Fair.

Time Limit: 0:08.00 on Easy, 0:07.00 on Normal.

Of Total Cones: 54.

Difficulty: 6/10

Difficult, but not by much, depending on how you drive. While slaloming on the median drive at a medium type speed to get the cones. The turn around the statue is a bit hard, and so is the turn into the Parking Lot, so brake for both. Retry if you have to.

YOU WON!

Unlocks: Destructor Mode Race Turin #8.

13.18: Turin #8

Vehicle: Jaguar E-Type Series 2 Coupe.
Color: Dark Red with Black Soft-Top.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:25.00 on Easy, 0:20.00 on Normal.
Of Total Cones: 68.
Difficulty: 3/10.

Amazingly it's not that hard. Slow Down while driving up the stairs but then speed up to clear the ramp. Again slow down at the next, and third ramp. Brake for the last time at the roundabout and then drive down the hill to the finishing line.

YOU WON!

Unlocks: Destructor Mode Race Turin #9.

13.19: Turin #9

Vehicle: Lamborghini Miura P400S.
Color: Bright Orange.
Type Of Race: Sprint.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:16.00 on Easy, 0:13.00 on Normal.
Of Total Cones: 73.
Difficulty: 4/10.

About the same in difficulty as the last one. For the long slalom part, brake before turning into each road lane. Brake again while going across the tram tracks and after two right turns and a straight road you'll have reached the finishing line.

YOU WON!

Unlocks: Destructor Mode Race Turin #10.

13.20: Turin #10

Vehicle: Fiat Dino.
Color: Black with Black Soft-Top.
Type Of Race: Circuit.
Objective: Hit as many cones as you can to reach the finishing line on time.
Weather: Day, Fair.
Time Limit: 0:10.00 on Easy, 0:08.00 on Normal.
Of Total Cones: 98.
Difficulty: 10/10.

Very difficult if you don't get all the cones at the U-Turns. When approaching a U-Turn brake about one second before turning and get all of the cones. The second U-Turn is harder than the first because it has a smaller size. If you don't get all of them then retry. You can actually still pass it, you just have to get most of the cones on both U-Turns and on both of the roads heading into the tunnel.

After a few laps around the finishing line will appear.

YOU WON!

Unlocks: Nothing, All that for nothing. Oh Well, It was fun while it lasted. :)

| 14. Checkpoint Mode |

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Choose the Blue Austin Mini Cooper S and Stopwatch to get to Checkpoint Mode.

Checkpoint Mode is self explanatory - Drive through all the Checkpoints until you reach the Finishing Line before time runs out. Once again there are twenty races total that you must do. Just like Destructor Mode one race is currently available, while the other 19 are locked. The last similarity to Destructor Mode is that winning one race unlocks the next. In this mode you can now drive to your Top Speed, unlike Destructor where you had to drive like a snail.

The amount of time given back when you reach a Checkpoint is completely random. For example, in one race I got 7 seconds back, and then 5 seconds back. In another I got 8 seconds, and then 10 seconds. See what I mean? Also in this mode YOU HAVE TO get each checkpoint. For the game to notice that you've gone through a checkpoint, either drive through the checkpoint "gate" or at least make a part of your vehicle drive through the poles holding the checkpoint "gate".

Also for Checkpoint Mode I'll provide the route.

14.1: London #1

Vehicle: Daimler Consort.
Color: Black.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:25.00 on Easy, 0:20.00 on Normal.
Of Total Checkpoints: 9.
Difficulty: 1/10.

A nice start to Checkpoint Mode. Once the race starts turn right onto the road and follow it to Checkpoint 1. Continue forward a little bit past an intersection and the next Checkpoint is on the left road where the two roads split. Follow this road down and number 3 is at the first intersection to the left. Go down this road and the 4th is the first intersection on the left.

Number 5 is just like #4, just follow the road and make the 1st left at the four-way intersection. Another repeat so do the same until reach #6. Drive down the road to reach #7. After driving down this long road Checkpoint #8 will pop up on the first turn heading right. Now just follow the road to the last Checkpoint.

YOU WON!

Unlocks: Checkpoint Mode Race London #2.

14.2: London #2

Vehicle: 1964 Bedford VAL 14 Harrington Legionnaire.
Color: Mixtures of Red, White, and Blue.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:25.00 on Easy, 0:20.00 on Normal.
Of Total Checkpoints: 9.
Difficulty: 1/10.

Another easy one. Drive onto the road and follow it until you reach the first Checkpoint. Go down the hill to reach Checkpoint #2. Stay on the road and follow it as it turns to #3. Drive straight and go straight past the roundabout to get to #4.

Continue straight to get to Checkpoint 5. Follow the road and look to the left as Checkpoint #6 is hidden a bit well. Go straight to reach #7 and continue until you reach #8 on the left of an intersection. Now just climb up the hill to win the race.

YOU WON!

Unlocks: Checkpoint Mode Race London #3.

14.3: London #3

Vehicle: Austin A60 Cambridge.
Color: Red.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:20.00 on Easy, 0:16.00 on Normal.
Of Total Checkpoints: 14.
Difficulty: 2/10.

A bit more difficult. Drive down the road and brake while turning left to the first Checkpoint. Almost immediately you have to make a right turn to the 2nd one. Go down the road and #3 is on the right of the first intersection. Climb up the hill and #4 is the first turn on the left.

#5 is simple, as you'll be able to see it on the right while going down the road. Fly down the hill, braking at the bottom, and turn left to Checkpoint #6. You'll have to make a quick right turn to get number 7. Cut across the sidewalk on the left to quickly get #8. Drive down the road and brake while turning left to get #9.

At the end of the next road, on the right is #10. Make a quick left turn to get #11. Climb up the hill and keep going straight until the arrow forces to turn right to get #12. Go down the road to get #13. Turn a bit right to get the final Checkpoint at the entrance to the park.

YOU WON!

Unlocks: Checkpoint Mode Race London #4.

14.4: London #4

Vehicle: Bedford Commer Dormobile.

Color: Light Brown without Writing.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:23.00 on Easy, 0:19.00 on Normal.
Of Total Checkpoints: 21.
Difficulty: 1/10.

A bit TOO easy. You really shouldn't need to brake in this one because of the Dormobile's slow speed. Start off by exiting Marvin's Motors and grabbing the first and second Checkpoint which will pop up quickly. Go along the road and turn left at the three-way intersection to get #3. Follow this road, cutting across the grass when you can, and get Checkpoint's 4 and 5.

Turn left at the four-way intersection to get #6. Go straight to get the 7th Checkpoint and, after going down the hill turn right to get #8. At the 1st four-way intersection you'll see #9 on the left. Now follow this LONG road to grab #10 and #11 which will have you take a shortcut through a building. #12 is on the right, so turn when you have to.

Keep going straight to get #13 and when you reach the three-way intersection, turn right to get #14. Checkpoint's #15, 16, and 17 are all on the same road so follow it. Cut across the sidewalk to get #18 and turn right quickly to get #19. Follow the road and turn right to get #20, then just go straight and under the bridge to reach #21 and finish the race.

YOU WON!

Unlocks: Checkpoint Mode Race London #5.

14.5: London #5

Vehicle: Ford Anglia 105E Cop Car.
Color: Black and White with Blue Siren.
Type Of Race: Circuit.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.
Of Total Checkpoints: 27.
Difficulty: 3/10.

Slightly difficult. When you start drive to Checkpoint #1 in front of you and then to #2 to the left which leads to the street. Follow the road and you'll get Checkpoint's 3 and 4. As soon as you can, turn left to get #5 and climb up the hill to get #6. Make another left turn to get Checkpoint #7.

Drive along the road for the 8th one and, after driving down the hill, turn left to the alley next to the bridge to get #9. Repeat this two more times and you've won. Also, remember to brake at the intersections.

YOU WON!

Unlocks: Checkpoint Mode Race London #6.

14.6: London #6

Vehicle: Aston Martin DB4.
Color: Gray with Black Soft-top.

Type Of Race: Sprint.

Objective: Complete all checkpoints in time to win the race.

Weather: Day, Fair.

Time Limit: 0:25.00 on Easy, 0:20.00 on Normal.

Of Total Checkpoints: 12.

Difficulty: 1/10.

Back to the basics. Drive onto the road and follow it as it turns to the first Checkpoint. Then follow the road and you'll get #2. Go straight past the roundabout for the third. Continue straight and take the first left for #4.

Go right when you reach the intersection to get #5 and then do this again to reach #6. Once you reach the end of the three-way intersection, go left for #7 and as soon as you can, go left again for #8. Head right when you see the Checkpoint gate for #9 and climb up the hill. Now keep following the road and after you grab #10, head right for #11. Now just follow the road to reach the final Checkpoint.

YOU WON!

Unlocks: Checkpoint Mode Race London #7.

14.7: London #7

Vehicle: Jaguar E-Type Series 2 Coupe.

Color: Dark Blue with Black Soft-Top.

Type Of Race: Sprint.

Objective: Complete all checkpoints in time to win the race.

Weather: Day, Fair.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Checkpoints: 17.

Difficulty: 2/10.

A little bit harder, because of the Jaguar's steering. Simply drive forward for the 1st Checkpoint and then turn right for the second one. When you reach the end of the road, head right for number 3. Cut across the grass on the left but DON'T take the jump and you'll see #4 ahead. At the end of this road brake and turn right for #5.

Turn right again for #6, then left for #7, and then take a shortcut across the sidewalk to the right to get to #8 quicker. Cut across the sidewalk again to get to #9 on the right. You should see #10 eventually on the right which will put you back on a road you were on before. However, this time drive across the grass on the left to get to #11. Drive to the end of the road and go left to reach gate #12.

Head straight and turn left as soon as you can to grab #13. Make a right turn soon after and, after getting #14, follow the road until you get near King's Cross. When the arrow tells you to turn right, do so and you should now be on a smaller road and have gotten #15. You should've done a U-Turn so pass King's Cross again and number 16 is at the other end of the small road. #17 is straight ahead so follow the arrow to finish the race.

YOU WON!

Unlocks: Checkpoint Mode Race London #8.

14.8: London #8

Vehicle: Austin Mini Cooper S.
Color: Blue.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:31.00 on Easy, 0:25.00 on Normal.
Of Total Checkpoints: 25.
Difficulty: 3/10.

Difficult, but that's because there are a lot of ramps to jump. To start off exit this area and turn right onto the road, getting Checkpoint #1 in the process. Now just follow the road but look to your left. Eventually, you'll see a wooden ramp with Checkpoint #2. Get it and #3 on the top of the rooftop you land on.

You should see #4 while in the air, so when you land head to it. If you have good eyesight you should see where #5 is so you can just cut across the intersection rather than going left and right. Enter the park, grabbing #6, and exit out the other side, where you'll get #7. While exiting, turn left to drive through Checkpoint #8. Keep going straight, jumping the ramp if you want, and you'll reach #9.

Slow down before entering the mall, get #10, and follow the arrow to #11. Brake before the first set stairs, climb the next set like normal, and right before reaching the jump that exits the mall, turn your car right so you can angle your car into being close to #12. Grab it, head straight, and once you get #13 the arrow will eventually tell you to turn left into an alley to get #14. Drive through the alley and turn left out of the alley to get #15. Pass the four-way intersection, then cut across the sidewalk on the left and you'll see Checkpoint #16.

Drive onto the sidewalk on the right, jump the ramp onto a rooftop, and jump that rooftop to another. You should've gotten Checkpoint's 17, 18, and 19. While flying onto the street, you should see #20 so drive back into the mall. Exit out the other side now, slow down at the stairs, and grab #21. Go forward and you should see #22 in the distance.

After passing the Checkpoint gate, stay on the road and when you see the grass on the left, drive on it. Past the monument, you should see #23. Now stay on the sidewalk and jump the wooden ramp at the end. Since you got #24, angle your Mini into flying into the twenty-fifth Checkpoint.

YOU WON!

Unlocks: Checkpoint Mode Race London #9.

14.9: London #9

Vehicle: Shelby AC Cobra.
Color: Dark Blue.
Type Of Race: Circuit.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:25.00 on Easy, 0:20.00 on Normal.
Of Total Checkpoints: 25.
Difficulty: 3/10

Difficult as the last one. Exit this area again and turn right onto the road,

grabbing #1 in the process. This time stick to the road and you'll drive through the second one. At the four-way intersection go left and you've gotten #3. As soon as you can, head right for #4.

Go left at the three-way intersection to pass through #5. Now, remember the last wooden ramp you jumped in the last race? #6 is right before the ramp so get it. Follow the sidewalk out and when you reach the street turn right for #7. Head right again, then go straight and you've driven through #8 and 9.

At the four-way intersection, go left for #10, then cut across the sidewalk to the left to quickly get #11. Once the arrow tells you go left for #12. Just like last time, pass the monument and get #13. Drive on the sidewalk again, IGNORE THE RAMP, and turn right so you get #14. You should be able to see #15 ahead.

Get it, then head straight and you should get #16 on the smaller road. #17 is on the other side so get it and keep going forward. Drive down the hill, get #18, head straight at the roundabout and grab #19. Pass Marvin's Motors, turn left for #20 and head forward for #21. Then go left again for #22 and take a right before the bridge to drive through #23.

Stay on the street, get #24, then cut across the sidewalk to the right to reach the final Checkpoint.

YOU WON!

Unlocks: Checkpoint Mode Race London #10.

14.10: London #10

Vehicle: Lamborghini Miura P400S.

Color: Bright Orange.

Type Of Race: Sprint.

Objective: Complete all checkpoints in time to win the race.

Weather: Day, Fair.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Checkpoints: 16.

Difficulty: 1/10.

This is easy since you're in the Lamborghini Miura P400S. Start driving to get your first Checkpoint. Then turn right when you can and get #2. When you reach the end of the road, JUMP the first dirt ramp at full speed, then slow down and jump the second one. When you land, turn right to get #3, go right again for #4, and then left to get #5.

Cut across the sidewalk on the right to get to #6 and then follow the road. When the arrow tells you to, turn left to drive through the 7th gate. Keep going straight and then go right to get #8. Immediately turn left to grab #9 and then climb the hill to get to #10. Drive across the sidewalk near the end of the street on the left to quickly get to #11.

Head forward, fly down the hill, and you should see #12 in the distance. Once you reach the dead-end at the three-way intersection, go right and you've gotten through #13. Drive straight, pass the roundabout and you'll see #14 right in front of you. Stay on the road when it turns right to get to #15. #16 is completely simple, just follow the road up the hill, on the straight, and down the hill to see it.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #1.

14.11: Turin #1

Vehicle: Alfa Romeo Giulia Super Cop Car.

Color: Gray with Blue Siren.

Type Of Race: Sprint.

Objective: Complete all checkpoints in time to win the race.

Weather: Day, Fair.

Time Limit: 0:17.00 on Easy, 0:14.00 on Normal.

Of Total Checkpoints: 14.

Difficulty: 2/10.

Little bit difficult due to some oncoming traffic, so don't use the siren. Once the race begins drive forward to the first Checkpoint. After you pass the brown building on the right drive onto the sidewalk to get to #2 quicker. Pass the horse monument and then drive to the sidewalk on the left to get to #3 which is before the stairs. Speed through the stairs and when you land get #4 past the tram tracks.

Cut across the sidewalk on the right to get to #5 quicker and then do the same for #6, although you may hit some traffic after getting it. Head forward and turn left at the intersection to get #7. Go onto the tram tracks on the right and when you see #8 turn right into it. Go straight forward and grab #9 under the GIANT ARCHWAY. Continue forward and at the four-way intersection turn left for #10.

Head forward and at the somewhat four-way intersection go right for #11. After getting #12 and reaching the end of the intersection, head left for #13. Just go forward now to see the final Checkpoint dead ahead.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #2.

14.12: Turin #2

Vehicle: Shelby AC Cobra.

Color: Dark Blue.

Type Of Race: Sprint.

Objective: Complete all checkpoints in time to win the race.

Weather: Day, Fair.

Time Limit: 0:17.00 on Easy, 0:14.00 on Normal.

Of Total Checkpoints: 15.

Difficulty: 2/10.

Somewhat easy, as there are a few obstacles. Drive out of the alleyway and get the first Checkpoint in front of you. When you reach the next intersection turn left to get #2. Jump the small bridge, pass the police station, and turn right into #3 when you see it, but it may be difficult. Head forward and at the roundabout, go right and get #4 since you should see it ahead.

Go forward and cut across the small hill on the left to get to #5 faster. Look to the right and you should soon see the sixth Checkpoint on the small road. Head straight past the three-way intersection on the right and when you reach the end of the road at the second three-way intersection go right to get #7. Follow the street and at the four-way intersection turn left to get #8. Drive

forward and turn right at the tram tracks to grab #9.

Drive on the WRONG SIDE of the road, dodging the oncoming traffic of course, and when you see #10 in the distance cut across the sidewalk on the left to reach it quicker. Now only go straight down this long road and you'll see #11 straight ahead after a while. Again follow the road as it turns right onto the highway and into Checkpoint #12. Drive on the highway and Checkpoint #13 is at the exit ramp to the right. You'll have to drive a while before seeing it.

Follow the road as it turns right and when the arrow zooms into #14 on the left turn in that direction. Now drive in the middle lane to reach the Final Checkpoint, dodging traffic of course.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #3.

14.13: Turin #3

Vehicle: Aston Martin DB4.
Color: Gray with Black Soft-Top.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:20.00 on Easy, 0:16.00 on Normal.
Of Total Checkpoints: 14.
Difficulty: 2/10.

Easy as the last one. Drive onto the highway and get Checkpoint number 1. At the roundabout, turn right to grab #2. Fly down the hill and take the first turn on the left to get #3. Just go forward now to get number 4.

Drive down the road and you should eventually see #5 on the right at the entrance to an alleyway. Head to the other end and go right, then left to get #6. Go onto the road and head left to get #7. Go straight and take the first turn on the left, cutting across the small amount of sidewalk though, and get #8. When you reach the end of the three-way intersection turn right to grab #9.

Climb up the hill, brake before you reach the top, and go left for #10. Drive until you reach the first right, then turn right to grab #11. Head straight and when you get to the next three-way intersection head left for #12. For #13 and 14, just drive forward to get them, driving down the hill for #14 of course.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #4.

14.14: Turin #4

Vehicle: Fiat Dino.
Color: Black with Black Soft-Top.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:16.00 on Easy, 0:13.00 on Normal.
Of Total Checkpoints: 17.
Difficulty: 2/10.

Now before we go on I have a question for you guys. While watching the front of the Dino before the race starts, does it look like The Mafia are positioned for a hit? On the Highway???

Easy, but on some parts it may annoy you. Head into the tunnel and grab Checkpoints 1, and 2. After turning right and going down the hill get #3, and 4. Go straight and after passing the stairs and parking lot on the right cut across the sidewalk on the right to get to #5 quicker. Now drive onto the wrong side of the road and dodge the traffic to get Checkpoints #6, 7, and 8.

Checkpoint #8 forces you on the wrong side of the road, so continue forward and when you reach the end of the road, cut across the small amount of sidewalk on the right to get to #9. Go forward and once you see grass on the right, turn right to get to #10 faster. Head forward and after passing the church on the left cut across the sidewalk and grass on the left to get to #11. Go onto the right side of the road this time and you should get #12, and 13. Follow the on-ramp to the right and you'll get #14.

Follow the Highway to get #15, and 16. #17 is in the middle of the roundabout at the bottom of the hill. It acts as a ramp, so jump and grab it to move on to Checkpoint Race #5.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #5.

14.15: Turin #5

Vehicle: Lamborghini Miura P400S.
Color: Bright Orange.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:17.00 on Easy, 0:14.00 on Normal.
Of Total Checkpoints: 20.
Difficulty: 1/10.

It's easy but you might find yourself messing up on what you have to do near the beginning. Go forward and get Checkpoints 1 and 2. You'll see #3 on the opposite side of the road, so look to the left and you should see a small opening with two cones. Make a U-Turn there and get #3. Follow the Highway and you'll get #4, 5, and 6.

Make a right to get #7, then go left and you should see #8 ahead. Go forward and take the first right to get #9. Now just head straight to grab #10, 11, and 12. After getting #12 take the first right and you'll grab #13. Stay on the street now and follow it to get #14, 15, and 16.

Turn right at the intersection and get #17. Once you get #17 follow the right on-ramp and then the Highway to get the last three Checkpoints.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #6.

14.16: Turin #6

Vehicle: Jaguar E-Type Series 2 Coupe.

Color: Dark Red with Black Soft-Top.
Type Of Race: Sprint.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:22.00 on Easy, 0:18.00 on Normal.
Of Total Checkpoints: 6.
Difficulty: 5/10.

Now by the # of Checkpoints you might think that it's not that hard. However, these Checkpoints are LONG DISTANCES AWAY, which is why it had a 4/10. It also gives you giant chunks of time back, but because of the large amount of traffic in this race it gets a 5/10. If you hit more than two traffic vehicles, retry right away, as you might not finish in time. So I'll be honest right now, you may get angry, I did.

The first Checkpoint is simple, because it's straight ahead. Pass the intersection where #1 was and the small turn on the right. Then at the next four-way intersection turn right and go forward to reach #2. As soon as you get it cut across the grass on the left and follow the road. Eventually, you'll see an archway that lead up a hill.

Drive through that archway, braking of course, and climb up the hill. Climb up either stairs and slow down before driving down the next set. Head left when you reach the bottom and grab #3. Pass the left turn that's straight after and take the second left turn, which, instead of taking you down a long road, takes you down a small road. Go down the road and you'll reach #4.

Once you reach the end of the three-way intersection, turn left and head forward until you reach the roundabout. Then turn right, cutting across the sidewalk along the way, and just go straight to get to #5. Head forward and once you reach the tram tracks turn right and drive on the wrong side of the road. You should see the arrow zoom into the last Checkpoint up ahead, so turn left into the Shopping Mall to finish this hard race.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #7.

14.17: Turin #7

Vehicle: Fiat 500 F.
Color: White.
Type Of Race: Circuit.
Objective: Complete all checkpoints in time to win the race.
Weather: Day, Fair.
Time Limit: 0:16.00 on Easy, 0:13.00 on Normal.
Of Total Checkpoints: 28.
Difficulty: 2/10.

This is the ONLY time you get to drive the Fiat 500 F, unless you do the race over and over again.

The only reason this isn't a 1/10 is because of all the traffic and those trams. Grab the Checkpoint in front of you, then cut across the grass on the right to get to #2 faster. Go down the street and at the intersection turn left to get #3, then do the same at the next intersection to get #4. Follow the road, grab #5, and angle left at the end of the road to get #6. Follow the arrow and you should be on the right side of the road next to the tram tracks.

Get #7, then go to the wrong side of the road, brake right before you reach the intersection, and turn left to grab #8. Drive through #9 at the end of the road, then cut across the grass on the left to reach #10 quicker. Repeat sentences 2-7 for the rest of the race. But, after getting Checkpoint #27, you now have to drive through the large archway to grab the final Checkpoint.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #8.

14.18: Turin #8

Vehicle: Austin Mini Cooper S.

Color: Blue.

Type Of Race: Sprint.

Objective: Complete all checkpoints in time to win the race.

Weather: Day, Fair.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Checkpoints: 17.

Difficulty: 3/10.

NOTE: Pay attention to this and the last two Checkpoint Races, as they cover the route of an important mission in the game, The Getaway.

Difficult because of all the stairs, and trust me, there are a lot of stairs.

To start off drive forward to Checkpoint #1, then go past the statue (or jump it if your brave enough) and get #2. Follow the alleyway as it turns left to #3, and then head to #4 but angle your car straight so it can land correctly for you to get #5. When you reach the tram tracks, go left to get #6. Go onto the right side of the road, and then turn right at the road near the archways to grab #7. Follow the road as it turns left into #8, then cut across the grass on the right and right before you reach the stairs brake and get #9.

Climb the stairs, braking before the top one, and get #10. Drive down the next set, slowing down before the last one and then grab #11. Get #12 which leads into a door which will lead into the Shopping Mall. Follow the path to the checkered floor and turn left to get #13. Pass the roundabout and then grab #14.

Brake before the stairs, or otherwise you could smash into the building in front of you, and then drive down the stairs of the sottopassaggio across the street, getting #15 in the process. Then follow the sottopassaggio's path, grab #16, then follow it to the top of the stairs and get the final Checkpoint at the top.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #9.

14.19: Turin #9

Vehicle: Austin Mini Cooper S.

Color: White.

Type Of Race: Sprint.

Objective: Complete all checkpoints in time to win the race.

Weather: Day, Fair.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Checkpoints: 20.

Difficulty: 3/10.

NOTE: Pay attention to this, the previous, and the next Checkpoint Race, as they cover the route of an important mission in the game, The Getaway.

With all the jumps in this race and the large amount of traffic, no wonder this gets a 3/10. Try to not wreck at all during this race.

Go forward to the first Checkpoint, then follow the road and turn right to #2 when you see it. Grab #3 at the bottom of the stairs, then while climbing the stairs brake so you don't fly off the rooftop. Get #4, turn left and get #5 which is a bit hard to get since it's to the right. Before you get #6 on the next rooftop, slow down so it'll be easier for you to get #7 in the alleyway. Pass the tree, turn left to drive through #8, then jump the ramp at the end to get #9.

Follow the alley onto the road and you'll see #10 at the entrance to a familiar archway, so brake before driving through it. After grabbing #11 at the top of the hill, cut through the grass to quickly get to #12. Right before you get #13, brake so you can get #14 at the bottom of the stairs to the right. Take the first left to grab #15, and then take the next left to get #16. Now follow the street to get #17 and #18 at the dirt entrance to the Dome Stadium.

Take the dirt path down, drive through #19, then climb the ramp and the stadium to get #20 on the left at the top.

YOU WON!

Unlocks: Checkpoint Mode Race Turin #10.

14.20: Turin #10

Vehicle: Austin Mini Cooper S.

Color: Red.

Type Of Race: Sprint.

Objective: Complete all checkpoints in time to win the race.

Weather: Day, Fair.

Time Limit: 0:20.00 on Easy, 0:16.00 on Normal.

Of Total Checkpoints: 29.

Difficulty: 3/10.

NOTE: Pay attention to this and the previous two Checkpoint Races, as they cover the route of an important mission in the game, The Getaway.

This race gets a 3/10 because of a few difficult jumps, so try not to mess them up.

Begin by driving forward to #1, then follow the Parking Lot left as it heads to #2. Drive down the Parking Lot and get #3 at the bottom of the ramp, but slow down before jumping it. Once you've jumped it, follow the alley and jump the fountain to get #4, then get #5 at the other end of the alley. Drive through #6 at the bottom of the ramp, then follow it up and get #7 and 8 ahead. Follow the left turn to #9 and then to #10.

Go up the ramp to the left, and jump each rooftop until you reach the road. You should get Checkpoints 11-15. Grab #16 on the road, then drive onto the sidewalk on the right and you'll eventually get to #17. Turn right into The Weir and follow the arrow. Doing so you should get Checkpoints 18 and 19.

Brake before driving on the wooden plank, then turn left and grab #20. Follow the arrow to #21, then follow the sidewalk to #22 and 23. Now just follow the road and arrow to get Checkpoints 24-26. After driving through #26, cut across a small part of the grass on the left to reach #27 faster. Then turn left to #28 and then make a quick right to get the Final Checkpoint at the Sewer Entrance.

YOU WON!

Unlocks: Again, you get nothing. But this Mode was A LOT more easier than Destructor Mode.

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| 15. London Free Ride |
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Select the Red Austin Mini Cooper S to get to Free Ride Mode.
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In Free Ride Mode you can drive around London or Turin with any current car you've unlocked at your own pace. As of now only London and the Daimler Consort are unlocked. You'll have to progress through the Italian Job Mode to unlock everything else.

In London I will show you all, or most cop and jump locations, points of interest, and the three side missions in this area. First off, the Cop Locations.

NOTE: Please e-mail me if I am missing any locations on cops, jumps, points of interests, or side missions.

15.1: Cop Locations

Cop Location #1

From where you start, head to the road and then make a left onto it. When you reach the three-way intersection go left and go forward a little bit. When you see the fence on the left you should also see the cop.

Cop Location #2

From where you start, head to the road and then make a left onto it. When you reach the three-way intersection go right and then go left as soon as you can. You should now be climbing up a hill. At the top, head right and then left again. Drive down the hill and follow the road until you reach the end of the three-way intersection.

Turn right and head forward. Climb the hill and pass the intersection to the right. Continue following the road, but this time go a little slower. Near the grass at the curve is the cop.

Cop Location #3

From where you start, head to the road and then make a RIGHT onto it. Pass the three-way intersection and go under the bridge. Continue forward SLOWLY and

eventually you should see that two buildings on the right aren't stuck together like the rest. Enter the alleyway it covers, cross the street at the end, and go into the other alleyway at the opposite side. Once you reach the end after climbing those hills, angle your car slightly left and you should accidentally crash into the third cop.

Cop Location #4

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. Continue forward and at the four-way intersection go right, and then left at the next one. Go straight forward, and at the third four-way intersection go right. Climb the hill, turn left at the top, and go down the next hill.

Make a right as soon as you can, and in the Turin Towers Parking Lot you should see Cop number four.

Cop Location #5

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. Now just go straight and when you see a brown church to your right continue driving. Once you reach the end of the three-way intersection go right. At the four-way intersection, turn left and climb up the hill.

At the top, go right and then drive SLOWLY. You should see a road on the left up ahead so turn onto that road and then at the four-way intersection head right. Now follow the road and you should see the next cop parked up ahead on the right before the hill.

Cop Location #6

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. Go forward and when you reach the four-way intersection turn left. Pass the first turn on the right, the first turn on the left, and then at the second turn on the right, in the grass, you should see the cop.

There. Now you should know the location of every cop in London. However, sometimes in missions the cop locations are changed, so you should still be careful.

15.2: Points Of Interest

NOTE: Locations with a * show you a cinematic camera view when you get there.

Your Hideout

You start in this area in London Free Ride.

*King's Cross

From where you start, head to the road and then make a right onto it. This time turn left at the three-way intersection and just go straight. When you get to the roundabout, turn right. Climb the short hill and then turn left as soon as

you can. Now just drive to the stairs in front of you to reach King's Cross.

Marvin's Motors

From where you start, head to the road and then make a right onto it. Again turn left at the three-way intersection and go forward until you reach the roundabout again. Once you reach it, turn left and go straight. Eventually, on the left you should see a brown building that says Marvin's Motors. That's it.

The Park

From where you start, head to the road and then make a left onto it. When you reach the three-way intersection go right and head forward until you reach the end of the road. You'll know if you've reached it if you see a fence between two buildings. At the three-way intersection, turn left. You should see the entrance to The Park up ahead to the right. Inside is:

- A Swingset,
- Two Slides,
- A Sandbox,
- A Merry Go Round,
- A ramp that leads to a roundabout on one side and The Scrapyard on the other,

and...

- A LARGE Pond.

The Scrapyard

From where you start, head to the road and then make a left onto it. When you reach the three-way intersection turn right and go straight until you reach the three-way intersection that led to The Park. Go left, and then right when you can. Follow the road in front of you until you get to the three-way intersection. You'll start a side mission, but just drive into The Park to quit the race.

Go back to the three-way intersection and turn left. You'll soon see the entrance to The Scrapyard to the right. Follow the path as it goes right, then go left between the two buildings and turn left again to see... a lot of scraped cars. Then turn around, go back between the two buildings, and head for the fence. At the last second, pull a U-Turn and you should see a garage in front of you.

The Construction Site

From where you start, head to the road and you should see The Construction Site across the street on the left in front of you.

Turin Towers

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. Go forward, pass the four-way intersection and at the next four-way intersection go right. Now just head forward until you have to go up a hill. Climb that hill and at the top, go left.

Fly down this hill and as soon as you can, make a right. You'll see the familiar cop in the Turin Towers Parking Lot, as well as Turin Towers itself.

The Mall

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. When you reach the four-way intersection, continue straight and at the next one turn right once again. Pass the four-way intersection and you should eventually see the entrance to The Mall on the left, with smashable tables. :)

*Big Ben

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. Once you reach the four-way intersection, head right and go straight down the road and up the hill. At the top, turn left and follow the road you're on until you have to turn slightly right and go down a hill. Once you reach the bottom of the hill, turn right onto the small road and drive until you reach the end of the road.

Go left at the end and just keep following the road as it turns slightly left until the Big Ben Cinematic Camera turns up.

*HM Prison

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. Continue straight and at the four-way intersection turn left. Make a right as soon as you can, and at the end of the street go left. Follow the road and once you see the purple building with blue windows, which has a fork in the road before it, go right.

Go right again as soon as you can, and then go straight until you have to go up a hill. Climb the hill and at the top, turn left. Now just follow the road to HM Prison, or Her Majesty's Prison up ahead.

Marvin's Motors #2

(Yes, Marvin has a second Motor Company.)

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. Then just drive forward, passing all four-way intersections, until you reach the church again. Drive to the end of the road and then turn left. Follow this road to the end, and then make a right.

Climb up the familiar hill in front of you, but when you reach the top, skip the first left turn and pay attention to the left. You should eventually see the second left turn, somewhat hidden. Turn left onto that road, and when you see HM Prison up ahead, go right as soon as you can. Just follow the road straight and when it turns left you should see the second Marvin's Motors to your right up ahead.

Test Track

From where you start, head to the road and then make a right onto it. Pass the

three-way intersection and go under the bridge. Then pass the first four-way intersection and at the second one turn left. Follow the road as it curves right, and when you again see the purple building with blue windows and the fork in the road before it, again go right. Follow the road and drive straight through the intersection.

Stay on the road and follow it as it turns left, then right, then left again. When you reach the roundabout, head right and go forward to reach the Test Track or, at least, the Parking Lot of it.

London Hospital

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. At the four-way intersection, go right, then head straight forward at the next one. Climb up the hill, and at the top turn left. Then follow the street as it turns slightly right and goes down a hill.

You should see the right turn at the bottom of the hill already, so turn right onto that road. Stay on the road and when you reach the end of the three-way intersection STOP. Slightly to the right, you should see a place you can drive onto between a grayish tan building with blue windows on the left and a white building with dark bluish-purple windows on the right. Drive into that area, and you should see two flights of stairs. One up ahead on the left, and one somewhat hidden on the right as you drive more into the area, as well as the normal things you'd see at a hospital.

15.3: Jump Locations

NOTE: Locations marked with an * are jumps that the Daimler Consort can't jump. It is best to leave these alone until you unlock a faster car, like the Austin Mini Cooper S. Locations marked with two * are jumps that show a Cinematic Camera. And finally, locations with three * are locations that show a Freeze-Frame Camera, as well as the normal Cinematic Camera. Also if the jump location is at or on the road of a Point of Interest or Cop Location, then I'll shorten the description for you. :)

***Jump Location #1

From where you start, head to the road and then make a right onto it. Pass the three-way intersection and go under the bridge. Now just follow the road and you should soon see a dumpster with a wooden ramp. That's the jump. Now when you try to jump it, your car will, the majority of the time, not jump.

That's because you have to angle it a certain way, so it takes a LOT of practice. When I jumped it my car was angled a bit left. After jumping onto the rooftop, jump the slanted roof at a high speed to enter the Freeze-Frame Camera. Definitely best with the Mini.

Jump Locations #2 & #3

From where you start, head to the road and then make a right onto it. Turn left at the three-way intersection and go forward. Now before you reach the first four-way intersection you should see a bridge on the right. That's it. You can jump it from left to right, or from right to left, which is why it has two jump #.

A very easy jump.

Jump Location #4

Head to The Park. When you get there climb up the ramp that leads up to the roundabout. Drive out of The Park from that exit and then pull a U-Turn. Now drive through the exit again but DON'T follow the ramp down. Just head straight down and you should land near the pond.

However, with a lot of speed you can actually land in the pond.

Jump Locations *#5 & #6

Go to The Scrapyard. Quit the race again and head back to The Scrapyard. At the three-way intersection, turn right and follow the road as it turns left twice. Drive down this long road and on the right you should soon see a dumpster with another wooden ramp. That's the jump, but no matter how you approach it, the Daimler can't jump it.

It can almost make it, but never does. Now with all this jumping you should see #6 in the distance in The Scrapyard. So enter The Scrapyard and go to the scraped cars. Head back to Jump #6 and when you jump it you should be back outside of The Scrapyard.

Jump Location #7

From where you start, head to the road and then make a left onto it. When you reach the three-way intersection turn left. Follow the road, sneak past the cop, and when it turns left look to your left and you should see some grass. Then pull a 90 Degree Turn angled to the left and you should see that the grass acts as a ramp. You should know what to do next.

Jump Location #8

Drive to Turin Towers. You can use the stairs, if angled correctly, as a ramp. Just be careful of the Cop in the Parking Lot.

Jump Location #9-12

From where you start, head to the road and make a right onto it. Pass the three-way intersection and go under the bridge. Go straight at the first four-way intersection and at the second one turn a little bit left. You should see the 4th wooden dumpster ramp a little bit on the right. And ahead of it you should see a dirt ramp which is #10.

You can also jump that dirt ramp from inside of this park for jump #11. When you jump into this park you should see #12 up ahead.

Jump Locations #13, 14, and 15

From where you start, head to the road and make a right onto it. Pass the three-way intersection and go under the bridge. Turn left when you reach the four-way intersection, and then head right as soon as you can. You should be on a small road. Go left at the end and follow the road.

You should soon see a dumpster ramp next to a large fence on the right. The Daimler can jump it sometimes, but it can sometimes glitch and drive into building across the street. But all it takes is a simple reversing to get your car out. The best way to jump it is to angle your vehicle right on the dumpster jump and you should make it, although it's a fifty/fifty chance. After jumping that climb the highest part of this gray roof and you've jumped Jump #14.

Now it's just a simple jump from the end of this building onto the street (and catching a cop's attention as well) for this next jump. These three jumps are best done with the Austin Mini.

Jump Location #16

Head to the Crystal Palace Race Track. On the small road that leads to the track, you should eventually see a wooden ramp on the left.

Jump Locations #17, 18, and 19

Go to The Mall and enter it. The stairs on the left on the other side can act as a ramp, and so can the stairs that you use to enter The Mall. Now climb the stairs on the right (that's not the ramp), follow it as it turns right, climb up the next set of stairs, and #19 is the set of stairs heading down.

Jump Locations *#20, *21, and *22

From where you start, head to the road and make a right onto it. Pass the three-way intersection and go under the bridge. Go right at the four-way intersection and straight forward at the next one. Climb up the hill and at the top, turn left. Make a left as soon as you can and then drive onto the sidewalk on the right.

Eventually, you should see the sidewalk make a ramp on the right. The Daimler can't jump it, but when you jump it with a faster vehicle, like the Lamborghini Miura P400S, you can jump from this rooftop onto another rooftop across the street, and then jump from that rooftop onto the street, which makes that three jumps.

Jump Locations #23 & **24

From where you start, head to the road and make a right onto it. Pass the three-way intersection and go under the bridge. At the four-way intersection, head straight and at the next one go right. When you reach the third four-way intersection, drive left. Follow the road and climb up the hill.

At the top, make a U-Turn, and you should see some stairs on a sidewalk on your left, which you should've seen on the right while climbing up the hill. That's Jump #23, and #24 is not too far from that. Climb up the hill again, and once you reach the top, turn right. Now follow the road and you should soon see a wooden ramp on the left after a while.

Jump Location **#25

From where you start, head to the road and make a left onto it. Turn right at the three-way intersection and just head forward until you reach the end of the road. Go right and at the roundabout go straight forward. Climb the hill,

SLOWLY pass the road entrance to Kings Cross, and you should soon see a road on the right. Head right and you should see an elevated sidewalk on the left.

Drive onto the sidewalk and you should quickly see a reddish-purple rooftop up ahead. That's the jump, but the Daimler might smash into the billboard, and you'll also grab the attention of a Cop Car.

Jump Location **#26

From where you start, head to the road and make a right onto it. Pass the three-way intersection and go under the bridge. Go right at the four-way intersection and at the next one head straight. Climb up the hill and at the top turn left. Then follow the road as it goes straight, angles a bit to the right, and goes down a hill.

After going down the hill, keep following the road as it continues straight, and turns left. At the roundabout, go straight forward. While following the road, you should soon see a dumpster on the right. That's the final ramp.

15.4: Side Missions

Caught In The Act

From where you start, head to the road and make a left onto it. Turn left at the three-way intersection and then turn right as soon as you can. Climb up the hill and at the top follow the road as it turns right but go left as soon as possible. You should now be facing the same direction that you were in when you were climbing up the hill. Drive to the end of the road, then go left, and then immediately right.

Head down the hill and make a right. Follow the road and you should soon see a road on the left. Turn left into that road and follow it. The camera should soon switch to a Cinematic Camera view. As soon as it does that, make a U-Turn and reverse to the small parking lot at the end of the road.

You should see two people and their cars. When you approach them your game will stop for a moment and one of the men will say...

"Oh, no. Caught in the act!. Lets get him."

Press the X Button. The men will enter their cars and chase you. You now have to lose them, so use the same tactics for losing the cops on these guys. Also, if you pass a Cop Location while they're chasing you, the cop doesn't spawn. He'll only spawn once you've lost them.

Note: I've always wondered what 'The Act' is. Maybe they were drug dealing, lol, since this game's made by R*, and most or all GTA games have had some form of drugs.

What the hell was that?

I'll be honest, I actually thought FAQ Writer J Woodrow was lying about this. However, while I was putting up the Cop Locations for this FAQ I found it. Wow.

From where you start, head to the road and make a right onto it. Pass the

three-way intersection and go under the bridge. When you reach the four-way intersection, turn right and at the next one turn left. You should now see two paths: one that leads to the left, and one that goes straight. Head straight, then, go right as soon as possible and you should now be climbing up a small road.

Halfway up the road a Cinematic Camera should show you a small red car clearing Jump #20, with Charlie (that's you) wondering 'What the hell was that?'. The Daimler can't clear it, but all you have to do is unlock the DB4 to clear it. When you get up there your car will stop and a man inside the red car will say:

"Hello! Glad you could make it up here."

Press the X Button.

"Sometimes I can even make a jump over to that building as well."

The Camera points to the building across the street.

"There are lots of places like this in London, you should try and find some yourself."

You can even drive down the hill to trigger a different cutscene of the car jumping, but if you found the other one before then on the same Free Ride it won't show up.

Secret Race

Head to The Scrapyard. This time do the race. You have to win a race of five laps around The Scrapyard. The Scrapyard's Race Track is shaped like an oval. There are three things that make this race difficult. They are:

1. The lampposts at each corner.
2. The opponent's speed.
3. Your starting car.

Now when the race starts the opponent will drive off like a rocket. Don't worry about it right now. Take the corners as fast and as short as possible. If you haven't had a lot of wrecks during the race, you should soon see yourself catching up to the other car, and at each corner you might see the opponent slow down or lose control of his vehicle. Pass him and then keep driving well.

If the red car tries to pass you then try to hog the middle of the road and he might ram you. If you win the race, then you get to see the other car get scrapped. If you lose, then the red car will drive into The Scrapyard and stop near the garage. It's very easy to win this race with a faster car, like the Austin Mini. This race is also good because it resets your Damage Bar to zero, but it only happens once, unless you Retry your current Free Ride.

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| 16. The Walkthrough, Part One |  
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(The first note was taken from The Manual, and the other was written by me. Again, Credit goes to SCi, Pixelogic, Rockstar Games, and Paramount Pictures.)

NOTE: Once you have selected which part of The Italian Job you want to play,

you will be taken to a secret conference room where you'll be briefed by top dog Charlie Croker. Listen carefully to what Charlie has to say, he's a smart guy and it could mean the difference between getting that \$4,000,000 in gold bullion or ending up being served spaghetti by a man named Antonio every day for a ten year stretch.

NOTE 2: The Story Intro happens when you choose the first mission, The Ambassador's Car, but before the briefing.

16.1: Story Intro

We see an Orange Lamborghini Miura P400S driving through The Alps, with Matt Monroe's 'On Days Like These' playing in the background. Charlie begins to narrate, "It all started here, you see." *The Lamborghini drives into a tunnel.* "Roger had this plan to pull off a gold bullion job in Turin, Italy. Unfortunately..." *It crashes into the Caterpillar D9 at the other end of the tunnel and explodes.*

While the D9 backs up with the wreckage Charlie says "The Italian Mafia found out about it and well, they didn't like the idea." *The Mafia then push the Miura's wreckage off of the cliff.*

16.2: The Ambassador's Car

Vehicle: Daimler Consort.
Color: Black.
Objective: Get over to Marvin's, avoiding the police.
Weather: Day, Fair.
Time Limit: 2:21.00 on Easy, 1:51.00 on Normal.
Difficulty: 1/10.

Briefing: Charlie has just finished his time in HM Prison. His girlfriend, Lorna, is picking him at the prison gates, but has borrowed the Pakistani Ambassador's Car. Charlie now has to drive over to Marvin's Motors to pick up his Aston Martin DB4, avoiding the police.

Press X when you have to and then drive forward. Turn left and follow the road. Slow down when you reach the four-way intersection and stop. You should see a Cop Car across the street on the right. You now have two choices:

1. Speed by the Cop and race to your destination. or 2. Sneak past the Cop and when you think you're safe speed off. Either way turn right and follow the road. When you reach the roundabout, go straight and continue forward to reach Marvin's Motors. If you choose #1 and the cop is still on your tail, then a message will pop up telling you to lose the cops. Drive around the block a few times and you should lose them.

MISSION SUCCESSFUL

Unlocks: Mission #2, Meet Camp Freddie, and the Aston Martin DB4.

16.3: Meet Camp Freddie

Vehicle: Aston Martin DB4.
Color: Gray with Black Soft-Top.

Objective: Meet Camp Freddie at Kings Cross before time runs out.

Weather: Day, Clear.

Time Limit: 1:21.00 on Easy, 1:05.00 on Normal.

Difficulty: 2/10.

Briefing: Charlie needs to impress Bridger to get him to join him. But in order to impress Bridger, he has to impress 'Camp' Freddie. Charlie was supposed to meet Freddie straight off the train at Kings Cross, but he had a rough night, so he's running late. He now has to race to Kings Cross before Freddie leaves.

NOTE: I have written two ways to beat this mission, a normal way and one for Driver 2 fans of the mission "Train Pursuit".

The Normal Way

Drive forward onto the road and when you reach the three-way intersection turn right. Climb up the hill, reach the top, and as soon as you can turn left. Fly down the hill, and just go straight past all intersections, following the road. When you finally have to climb up a hill, do so and at the top cut across all roads and turn right, which should be the direction the arrow is pointing. Now drive up to the steps near Camp Freddie and you're done with the mission.

The "Train Pursuit" Way

Head forward onto the road and when you reach the three-way intersection go forward through the gate. Cut through the parking lot and drive between the two white buildings with blue windows. Turn right and you should see an alleyway between Your Hideout and the train bridge. Enter the alley and turn left and then right when you need to. Exit the Hideout like normally and turn right, and then left at the three-way intersection.

Now drive straight forward until you reach the roundabout and go right when you reach it. Climb the hill, turn left as soon as you can and follow the arrow to reach Camp Freddie.

MISSION SUCCESSFUL

Unlocks: Mission #3, Peaches For Peaches.

16.4: Peaches For Peaches

Vehicle: Aston Martin DB4.

Color: Gray with Black Soft-Top.

Objective: Lose the police and get to the hospital before visiting hours are over.

Weather: Day, Fair.

Time Limit: 2:30.00 on Easy, 2:00.00 on Normal.

Difficulty: 2.5/10.

Briefing: Charlie now has to recruit Professor Simon Peach, a computer genius, onto the team. But unlike Camp Freddie, he has a weakness for the ladies. The bigger the better as far as he's concerned. So Charlie's going to drive a few birds over to Professor Peaches Apartment, which should tempt him to join the team.

Accelerate as soon as you gain control of the vehicle and head forward. Try to lose this police car until you reach the roundabout, jumping the ramp if you want. Once you get to the roundabout, continue straight. Soon, you should see that the road splits into two paths: one straight ahead and one that goes

right. Turn right and continue forward.

You'll grab the attention of another cop car, but just ignore him. Go straight ahead and climb up the hill. At the top, follow the road as it turns left, then take the first left turn you see. Head down the hill and turn left again. Now just head straight until the arrow suddenly heads right, pointing at the hospital.

You should have lost the cops while going straight, so turn into the parking lot of the hospital to end the mission, unless the cops are still on your tail, then lose them and head back to the hospital to finish this mission.

MISSION SUCCESSFUL

Unlocks: Mission #4, Special Delivery, and the Austin Mini Cooper S.

16.5: Special Delivery

Vehicle: Austin Mini Cooper S changing to a Land Rover Series IIA.

Color: Blue changing to Gray.

Objective: Obtain a four wheel drive vehicle and get back to base.

Weather: Day, Fair.

Time Limit: 0:56.00 to get to whichever car you choose, 1:02.00 to bring the car back on Easy, 0:45.00 to get to whichever car you choose, 0:50.00 to bring the car back on Normal.

Difficulty: 3/10.

Briefing: Bill and Tony know where to get a four-wheel drive vehicle, since the gang's gonna need one in Turin. However, the cars are gonna be loaded onto a train leaving soon, so they have to get the car before their drivers load it up and it leaves London.

NOTE: Two ways have been written for this mission. One for those who think that they're fast enough to reach the first car, and one for those who think that they should get the second car instead. I also recommend getting the 1st car if you're playing on Normal.

The First Car

To get to the 1st car exit your hideout heading forward and make a left turn when you reach the street. Go right at the three-way intersection, and then turn left as soon as possible. Climb the hill, and at the top head right. Then head left, go down the hill, and head straight through the four-way intersection. Turn left at the three-way one and then quickly go right.

Now just follow the road down to the arrow. To head back, just take the exact same roads, but flip the directions. That means, left out, then right, pass the intersection and climb the hill. Then, turn right, then left, head down the hill, and then go right, then left. Finally make a right into your hideout and enter the garage.

The Second Car

To get the 2nd car turn right onto the road, and make a left as soon as possible. Now just go straight until you reach the roundabout. Head right and go straight. Head to Kings Cross and when you get there turn left, then left again down a narrow side-street that is somewhat hidden on the left side of Kings Cross. Head to the garages ahead, then stop and let the timer run out.

Now, after getting a new timer go into the arrow near you and take the exact same route back.

However, after turning left at the roundabout, slow down and sneak by the cop nearby, but sneak by him at least between 30-40 MPH. As soon as you reach the divider of the two roads, speed up and quickly get to the garage.

MISSION SUCCESSFUL

Unlocks: Mission #5, Skillful Bill, and the Austin A60 Cambridge.

16.6: Skillful Bill

Vehicle: Austin A60 Cambridge

Color: Blue.

Objective: Ram Charlie's car!

Weather: Day, Fair.

Time Limit: None.

Difficulty: 3/10, 5/10 if you are new to the game.

Briefing: Too many people on the team makes Charlie nervous, which is why he wanted Bill on board. However, his driving may be a bit rusty, as he's just been released today. So, Charlie has decided to play a little game of cat-and-mouse. All Bill has to do is ram the car Charlie's driving.

NOTE: Anyone else find it odd that Bill's released from prison in this mission but in the last mission you played as him.

This mission is a bit different than the other missions. In this one, you have to chase Charlie's car and ram it until his damage bar fills up. His damage bar is the one on the top-right corner of the screen, while yours is the one on the top-left corner of the screen. The first few times you may fail it. But, while doing the mission you may notice that he takes the exact same route EVERY TIME, making this a bit easier.

And also, this mission has a disguised time limit, as Charlie will do a lap around London and then head back to The Scrapyard. Destroy his car before then. Eventually, you'll beat the mission.

MISSION SUCCESSFUL

Unlocks: Mission #6, Prison Pals, and the Ford Anglia 105E.

16.7: Prison Pals

Vehicle: Land Rover Series IIA.

Color: Gray.

Objective: Breakout Dominic and get back to base.

Weather: Day, Fair.

Time Limit: 2:55.00 on Easy, 2:20.00 on Normal.

Difficulty: 4/10.

Briefing: Usually, Charlie doesn't take risks for a foreign job like this, but he can't get out of this one. Dominic is one of the best drivers in London. But, he's in jail right now, so for this job to work, Charlie'll have to spring him.

Now here's something odd I noticed. If you head to the entrance of HM Prison

that the Cop Car was guarding in the cutscene he won't be there. Instead, he'll be driving around the prison to the other entrance where you start near. So I suggest you take advantage of this by turning right out, then turn left when you reach the three-way intersection, and smash into the prison entrance nearby to the left. Before picking Dominic up however, pull a U-turn and face the entrance you just drove through, then stop the car and wait for him to get in.

Now the escape. Exit out the entrance you're facing, then turn right, then left at the three-way intersection. Cut across the sidewalk on the right up ahead. You should soon see a roadblock. Now smashing is key here to get less cops on your tail.

Smash the front of middle police car's side bumper. With luck, during the cutscene, you should see the middle car move a bit back and car on the right should try to chase you, but smash into the middle police car, falling behind! When you reach the four-way intersection, head left. Follow the road and once you reach the bottom of the hill, turn right. Go straight at the next four-way intersection and head into the entrance of The Mall up ahead.

Drive to the opposite side, slow down a bit, and turn right out. Quickly turn left at this intersection and after passing the gas station, follow the road as it curves right and drive forward at the four-way. Now look carefully to the right. You should see a shortcut between a fence and building up ahead. Take it, and turn left out the other side.

Head forward past the three-way. Now, if you've lost the cops, turn left into your hideout and enter the garage to end the mission. Otherwise, drive around the block a few times. You should lose them.

MISSION SUCCESSFUL

Unlocks: Mission #7, Keeping It Up, and the Jaguar E-Type Series 2 Coupe.

16.8: Keeping It Up

Vehicle: Aston Martin DB4.
Color: Gray with Black Soft-Top.
Objective: Follow Dave's car closely.
Weather: Day, Fair.
Time Limit: 2:20.00 on both difficulties.
Difficulty: 3/10

Briefing: Remember Dave? He's a bit of a ponce, but he can drive like the wind blows. However, Lorna has to prove she can keep up with him before he'll take on a caper as risky as The Italian Job. No amateurs on this one.

This mission is a lot like Skillful Bill. The only things different is that there is a time limit and you don't have to ram the car. You just have to keep close to Dave. If you get within ramming distance of his car he'll speed up so try not to do that a lot. Again you might fail a couple times.

But just like Skillful Bill, Dave takes the same route each time you retry. When you hear Lorna announce that 'this is too darn easy' you're near the end of the mission. On the last two intersections before reach Turin Towers, Dave will make some crazy stunts, which I suggest you slow down at. You'll complete this mission in a few or a lot attempts.

MISSION SUCCESSFUL

Unlocks: Mission #8, Big William's Ride, the 1964 Bedford VAL 14 Harrington Legionnaire, and Turin.

Now, it's time for the next and final part of Free Ride Mode.

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| 17. Turin Free Ride |  
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I will now show you the Jump Locations, Cop Locations, Points Of Interest, and Side Missions in Turin.

17.1: Cop Locations

Cop Location #1

From where you start, turn right and then turn left onto the road. Head forward and you should see a flight of stairs slightly to the left of the intersection. Climb the flight of stairs and follow it to the other side of the street. Cross the tram tracks and you should see a statue ahead of you. Just a bit past that statue is the cop.

Cop Location #2

From where you start, turn right and then turn left onto the road. At the intersection, turn left. Head straight through the first intersection and at the second turn right. When you reach the intersection with the tram tracks turn left onto the tram tracks. Now follow the tram tracks, climb up the hill, and go past the tram bumpers.

Drive onto the left on-ramp and follow the road, dodging traffic as you go along. Near the next highway on-ramp/off-ramp, on the very left, is the second cop.

Cop Location #3

From where you start, turn right and then left onto the road. Go left at the intersection, and then go straight forward at the next three intersections. You should soon see a cop speeding towards you from the left.

Cop Location #4

Start from cop location #2, facing the same way as the cop. Now follow the highway until you reach a roundabout. At the roundabout, do not turn right to the second roundabout. Instead keep going forward on the highway, driving on the wrong side of the road. Now follow the highway until you meet the cop.

Cop Location #5

Once again start from cop location #2, this time facing the opposite direction of the cop. Follow the highway until you reach another roundabout. Turn right

at it and go down the hill. Follow the road as it turns left and you should pass some grass. Keep following the road until you reach a second piece of grass and you should see a cop next to it on the sidewalk.

Cop Location #6

From where you start, turn right and then right onto the road. Now even though it's just to the right of the road you're on, just drive straight to the road across from you. You should see a statue in front of you in the distance, as well as two splits in the road. Take the right one and you should see a cop slightly to the right down the road.

Cop Location #7

From where you start, turn right and then right onto the road. When you reach the intersection turn right and then right at the next one. At the next one go left, head straight through the next one, jump the small hill, and turn right at this three-way intersection up ahead. Turn left at the upcoming roundabout, climb the hill, and go right at the top. Near the steps of the building on the right is the cop.

Cop Location #8

Starting from Cop Location #4, facing the opposite way of the cop, follow the highway. Go straight at the roundabout and when you reach the first intersection go straight. However, at the second one, which is near the tram tracks, turn left and hug the wall. You should see the final cop soon.

17.2: Points of Interest

Note: Once again, locations with a * show a cinematic camera view when you get there.

The Piazza

You start here in Free Ride Mode.

The Police Station

From where you start, turn right and then right onto the road. Go right at the intersection and right at the second one. Go left at the next intersection and straight at the next one. Jump the small hill and the POLIZIA Station is just to the left.

*Turin Airport

Starting from Cop Location #2, facing the same way as the cop, head forward and pay attention to the divider on the left. You should soon see some cones where the divider should be. Go through the cones and, while driving on the wrong side of the road, take the left on/off ramp. Turn right and head to the plane at the gate to reach the airport.

*Mansion Hideout

Starting from Cop Location #2, facing the opposite way as the cop, go forward and when you reach the roundabout, turn right. Go down the hill, and when you reach the dirt path on the right, turn there. Drive up to the mansion to view the cutscene.

Traffic Control HQ

From where you start, turn right and turn left onto the road. At the intersection, go left and then straight at the next one. Turn right at the next one and forward at the following one. Drive to the end of the road and turn right at the end. Now when you see the opening on the barbed wire fence on the left that's where Traffic Control HQ is.

Large Arch

From where you start, turn right and then left onto the road. Go right at the intersection and head forward. The Arch is straight ahead of you.

Shopping Mall

From where you start, turn right and then left onto the road. Drive up the stairs in front of you and when you reach the tram tracks on the other side, go left onto the road to the right of the tracks. Now head forward until you see an opening on the right. Turn there and you should now be in the Shopping Mall, with a chess-colored floor.

Sottopassaggio

Starting in the opposite direction of where you entered the Shopping Mall, (the direction facing the tram tracks), head forward across the tram tracks and you should see a subway-type staircase on the right. Drive down there and you're in the Sottopassaggio.

Church and Graveyard

Head to Cop Location #7. The cop is sitting in front of the Church. The Graveyard is in the back of the Church.

*The Dome Stadium

Starting from Cop Location #7, facing the same way as the cop, go forward and turn right at the intersection. Look to the left up ahead and you should see a dirt path between the trees. Drive down the path and the cinematic will start.

Turin Power Station

Start on the dirt path leading to The Dome Stadium. Climb the stadium and SLOWLY go down the ramp on the left side. When you reach the bottom you should see a pavement-colored path on the left between a fence and a building. Drive down that path and follow it as it turns right to crash into the gates of the power station.

Parking Lot?

? = I originally thought this was a car dealership, but since this place has Mini and Fiat cars in it, I decided to label it as a parking lot. It is important though.

Start by having your vehicle at the gates of the power station, but facing away from the gates. Drive to the street and turn left onto the road. Follow the road as it turns left and after climbing the hill look to the right and you should see the entrance to the lot up ahead.

Fiat Lingotto Test Track

Start in the entrance of the Parking Lot. Head through the parking lot to the bottom and jump the ramp. Follow the path past the fountain and at the other end you should see a ramp leading up in a building. That's it.

*The Weir

From where you start, turn right and then left onto the road. Drive up the stairs near the intersection and when you get to the tram tracks turn right onto the road. Now just follow the tram tracks. When you see a bridge that the tracks go across turn on the road to the right just before the bridge. Now drive as far as you can left on the sidewalk on the left of the road and soon the camera should take over.

Construction Site and Sewer

Use the same steps on getting to The Weir to get to these two places. However, this time drive across the bridge. Continue following the tracks and they'll soon end. Turn right and you should see a road up ahead. Follow the road and you should see some grass up ahead. Drive across the grass and you should see an entrance to a parking lot which leads to the entrance of the Construction Site which in turn leads to the entrance to the Sewer.

17.3: Jump Locations

Note: Locations marked with a * show a cinematic camera view and locations with two ** show the freeze-frame camera. And I'll still shorten descriptions.

Jump Location #1

Starting from Cop Location #2, facing the same way as the cop, head along the highway. When you get to the roundabout, that's the ramp.

Jump Location #2

Just to the right of Jump #1 is another roundabout which also can be a ramp.

Jump Location #3

Starting from Cop Location #2, facing the opposite direction of the cop, go along the highway. There's a roundabout jump at the end eventually.

Jump Locations #4 and 5

Head to the Turin Airport. However, instead of turning right to go to the plane, turn left and you should see, in the distance, a dirt ramp that clears a small gate and goes on to a dirt road. This road leads back to the Mansion Hideout. Once you clear that jump turn around and you should see another ramp that leads back to the airport.

Jump Locations #6, 7, and 8

Just head to the Large Arch. The three sets of stairs can be ramps.

Jump Locations #9 and 10

Head to the Sottopassaggio. The two sets of stairs at each end are the jumps.

Jump Locations #*11, *12, 13, and 14

Head inside the Sottopassaggio and face the set of stairs farthest from the tram tracks. Climb the stairs SLOWLY and when you get to the top you should see a small path that turns left to get to the road. Follow that path and turn right onto the road, then left at the intersection. You should see a small road to the right with trees next to it. Turn right onto the sidewalk next to the trees and you should see two sets of stairs.

Climb either one and follow the rooftop as it turns left to a ramp. After clearing that keep your speed up to jump the next ramp and fly across the street. However, follow the alleyway as it goes right and then left and you should see the third ramp ahead of you. The final ramp is jumping from this small roof to the ground.

Jump Locations #**15 and 16

Head to the Dome Stadium. The ramp at the top on the left is the jump. Jump #16 is climbing the ramp to the top, because you can get a good amount of air there as well.

Jump Locations #17 and 18

Go to the Parking Lot and head to the end. The ramp there is #17. After clearing that, follow the path in which you'll see a fountain. That's #18.

Jump Locations #*19, 20, 21, and 22

Drive to the Fiat Lingotto Test Track and climb the ramp. At the top, follow the path (yes, I know it starts a secret checkpoint race), and after an S-Turn there's a ramp on the left. Keep your speed up to clear three more rooftops.

Jump Location #23

Head to The Weir. Right next to the water is a large set of stairs. You should know what to do next.

Jump Locations #24, and 25

Take the path written above to get to the Construction Site and Sewer. The two dirt ramps on the way there are two of the jumps.

Jump Locations #26 and 27

Starting from Cop Location #4, facing the opposite way of the cop, drive on the wrong side of the road and you should soon see a dirt ramp. Jump #27 is the opposite side of the ramp.

17.4: Side Missions

Secret Checkpoint Race

Head to the Fiat Lingotto Test Track. Climb the ramp and you should see the Checkpoint gate in front of you. Now just follow the course. Three laps and you're done. It's easy but would be alot easier if the camera angles weren't in such bad positions.

I think this race might be glitched. Why? Because you can also race this track backwards. And you can do one lap forward, another backwards, and the last forward and the Checkpoint gate still comes up. Very odd.

Secret Destructor Race

(Before starting the race I suggest choosing the Cop Car as your starting car.)

Start from Cop Location #6, facing the same way as the cop. Head to the intersection and turn left driving on the wrong side of the road. Now drive and pay attention to the left. As soon as you see a timer of about 32 seconds pop up on screen you should see an opening into an underground car park. Drive down there and hit every cone, as you only have one shot to do this.

However, if you mess up just pause and hit retry. I'd recommend starting from the right and working your way around. Take it slow and you should be fine. You can miss a few cones, but not alot. Once you win a man will walk inside the car park and say the following:

"Hello there! You remind me of someone I saw driving around London last week. Anyway, do (X) you want a job? I know a Pizza Parlor looking for a driver just like you. Just follow the arrow if (X) you're interested."

So follow the arrow over there. However, when you get there have the front of your vehicle facing the tram tracks and the back facing the stairs.

Secret Pizza Parlor Job

When you get there a man outside will say:

"Hey! You look like you'd be interested in driving a different kind of vehicle. Interested? In (X) that case I need these pizza's delivering before they go cold. If you're not back in time, the deal's off!"

You now have 4:35.00(3:40.00 on Normal) to deliver eight pizzas to different places.

#1. To start off drive forward and turn left onto the road to the right of the tram tracks. Now pay attention to the right and turn right onto the first small road you see. Watch the left carefully and you should see a parking lot with a door open a bit north of it. Go through that door and follow the arrow to the 1st destination.

#2. Drive forward and turn left into the Shopping Mall. Go straight at the roundabout and before you reach the stairs the arrow will stop.

#3. Drive up the stairs and turn right onto the road to the right of the tram tracks. Turn left at the four-way intersection and you should see the arrow soon enough.

#4. Go forward and turn right at the four-way intersection. After heading forward the arrow will pop up but it's somewhat hidden between a greenish building.

#5. Just head forward in the direction you were going to get to #4 to get to 5. There is a cop near here but since you're in a Cop Car he won't do anything.

#6. Pull a U-Turn and head in the opposite direction you went to get to #4 and 5. When you get to the four-way intersection turn right. Once you get to the next four-way intersection turn left. At the third four-way go straight. Turn right at the three-way intersection (It looks like a four-way but heading straight leads you into an alley.) Then drive up to the arrow.

#7. Pull another U-Turn and drive straight until you get to the end of the road. When you get there turn right and then left at the four-way. This leads you back to The Piazza. Drive up to the wall near The Piazza in the direction of the arrow and you'll see it soon.

#8. Drive up the road and turn left onto it. Turn right at the four-way intersection and follow the road up to the arrow.

9. Drive forward and turn right at the tram tracks. The arrow will come up soon enough. When you get there the man will say:

"Thanks for the help, your prize vehicle is at the mansion."

So head to the Mansion Hideout. When you get there drive into the garage and you now get to drive the "Mini" Fiat 500 F. Have fun!

Now let's go back to the story.

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| 18. The Walkthrough, Part Two |
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18.1: Big William's Ride

Vehicle: 1964 Bedford VAL 14 Harrington Legionnaire.

Color: Mixtures of Red, White, and Blue.

Objective: Ferry the volatile explosives to the Test Track. Be careful or they'll blow!

Weather: Day, Fair.

Time Limit: 2:00.00 on Easy, 1:35.00 on Normal.

Difficulty: 3/10.

Briefing: A lot of things can go wrong on this job if people don't do what they're supposed to. Charlie told the crew to be careful when bringing the explosives, but he knows William. All the explosives are on the coach and they don't like to be banged about. So Charlie hopes he doesn't hit anything.

Note: Don't hit a lot of things in this mission or the explosives will blow.

To start off drive forward while turning right to get off of the wall. Turn right out of where you start once you reach the road. Head straight at the three-way intersection and go under the bridge. At the four-way intersection up ahead forward is not an option so turn left, then head right as soon as you can, which should be on another small road. Head left soon after that and drive forward.

You should soon see that the road splits because of a purple-ish building with blue windows, so turn right. At the four-way intersection head straight and then just follow the road. Turn right at the roundabout and head to the Test Track.

MISSION SUCCESSFUL

Watch the cutscene and you can now take missions in Turin, and you've unlocked...

Unlocks: Mission #9, Torino Tours, and Challenge Mode.

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| 19. Challenge Mode |  
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The coach and three minis is where Challenge Mode is.

In Challenge Mode you have to complete ten tests that may involve braking, car control, or speed. As you progress through challenge mode the tests will get more difficult. You will need skill to complete these. Five of these ten tests are jump tests, each completely different from one another. The rest... well you'll see.

19.1: Jumps Test 01

Vehicle: Austin Mini Cooper S.

Color: Blue.

Objective: Complete 3 circuits without falling off the course.

Weather: Dawn/Dusk, Fair.

Time Limit: 1:52.00 on Easy, 1:30.00 on Normal.

Of Total Checkpoints: 21.

Difficulty: 1/10.

To start off you have to jump three ramps. They're all lined up so you might not have to turn. Jump the ramps, but slow down at the third one or you'll fly

off the course. Then, after turning you have another three ramps to jump. These are also lined up except for the last one so there should be no problems.

After the first lap is completed just repeat the process. Not too hard.

YOU WON!

Unlocks: Challenge Mode Brake Test.

19.2: Brake Test

Vehicle: Austin Mini Cooper S.

Color: Blue.

Objective: Accelerate away and come to a full stop in the specified area without touching any cones.

Weather: Day, Fair.

Time Limit: 0:20.00 on Easy, 0:16.00 on Normal.

Difficulty: 3/10 on Easy, 9/10 on Normal.

Note: You DON'T have to go through the m gates to win.

Start off by following the m gates. After going down the hill, pay attention to the left. See the last building on the left right before the bridge? Hit the brakes right before your car passes the end of that building and you should win in time.

WELL DONE!

Unlocks: Challenge Mode Jumps Test 02.

19.3: Jumps Test 02

Vehicle: Austin Mini Cooper S.

Color: Red.

Objective: Complete 3 circuits without falling off the course, hitting all the cones.

Weather: Dawn/Dusk, Fair.

Time Limit: 1:52.00 on Easy, 1:30.00 on Normal.

Of Total Checkpoints: 21.

Difficulty: 2/10.

This is just like the last one. Just repeat what you did on the previous, but remember to slow down before jumping the 3rd ramp. The only difference is that you have to hit all the cones. Don't worry if you miss some on your first time around, because you still have two more laps. Not too difficult.

YOU WON!

Unlocks: Challenge Mode Icy Road Checkpoint Race.

19.4: Icy Road Checkpoint Race

Vehicle: Aston Martin DB4.

Color: Gray with Black Soft-Top.

Objective: Complete 4 laps of the track against the clock.

Weather: Day, Snow.

Time Limit: 0:20.00 on Easy, 0:16.00 on Normal.

Of Total Checkpoints: 20.
Difficulty: 3/10.

This is slightly difficult due to the road being covered with ice. But just follow the road. Slow down a bit on turns so your car doesn't oversteer. Now, do you see that snow ramp after the 1st checkpoint? Do not take that shortcut until you're on your 3rd lap.

You should win this after awhile.

YOU WON!

Unlocks: Challenge Mode Jumps Test 03.

19.5: Jumps Test 03

Vehicle: Austin Mini Cooper S.

Color: White.

Objective: As before, but you must hit the cone on the finishing line to complete each lap.

Weather: Dawn/Dusk, Fair.

Time Limit: 1:52.00 on Easy, 1:30.00 on Normal.

Of Total Checkpoints: 21.

Difficulty: 3/10.

Just like the last one, jump the first three ramps, slowing down at the third one, and hit as many cones as you can. Once again you don't have to hit all of the cones on the 1st lap, since you have two more. When you reach the finishing line slow down a little to hit that single cone. It's as easy as the last one.

YOU WON!

Unlocks: Challenge Mode City Lap Survival.

19.6: City Lap Survival

Vehicle: Lamborghini Miura P400S.

Color: Bright Orange.

Objective: Complete the checkpoint race around the city. Avoid the buses if you can!

Weather: Day, Fair.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Checkpoints: 18.

Difficulty: 1/10.

Note: I originally wanted to write the route for this but, since the buses get rather complex later on, I decided against it.

This is a fairly easy test and a rather fun one also. Just go through the checkpoints like a normal race, remembering to avoid the buses. I'm just going to give you a few quick tips. After checkpoint #8, the buses will start to move to the other side of the road. And when you get near checkpoint #13 the buses will start to chase you.

YOU WON!

Unlocks: Challenge Mode Jumps Test 04.

19.7: Jumps Test 04

Vehicle: Austin Mini Cooper S.

Color: Blue.

Objective: Complete 3 circuits without falling off the course, hitting all the cones.

Weather: Dawn/Dusk, Fair.

Time Limit: 1:52.00 on Easy, 1:30.00 on Normal.

Of Total Checkpoints: 21.

Difficulty: 4/10.

This is more difficult than the last one because the first three ramps are in different places. When you jump the 1st ramp the second is on the left, and the third is on the right. Remember to slow down hitting the cones. Yes, even the finishing cone. You should get this in a few tries.

YOU WON!

Unlocks: Challenge Mode Icy Road Destructor.

19.8: Icy Road Destructor

Vehicle: Aston Martin DB4.

Color: Gray with Black Soft-Top.

Objective: Hit as many cones as you can to reach the finishing line on time.

Weather: Day, Snow.

Time Limit: 0:18.00 on Easy, 0:15.00 on Normal.

Of Total Cones: 39.

Difficulty: 4/10.

(Unfortunately, due to a possible glitch, you can only get 37 cones in this challenge.)

This is the one destructor where I'd recommend you get every cone. Since the ice makes getting the cones difficult, slow down at the turns. You only have to do one lap and a fourth to reach the finishing line. Difficult, but not by much.

YOU WON!

Unlocks: Challenge Mode Jumps Test 05.

19.9: Jumps Test 05

Vehicle: Austin Mini Cooper S.

Color: Red.

Objective: Complete 3 circuits without falling off the course, hitting all the cones.

Weather: Dawn/Dusk, Fair.

Time Limit: 1:52.00 on Easy, 1:30.00 on Normal.

Of Total Checkpoints: 21.

Difficulty: 5/10.

By far the most difficult jump test out of all five. The jumps are in the same positions as the last one, with the 2nd on the left and the 3rd on the right. Remember to slow down when hitting the cones. The only change is there is a single cone on the divider between the beginning and end of the course, near

the final ramp. The best advice I can give you is to get the cone on the final lap, driving fast enough on the last ramp to hit the cone, but slow enough not to overshoot the divider.

YOU WON!

Unlocks: Challenge Mode Bird's Eye Destructor.

19.10: Bird's Eye Destructor

Vehicle: Austin Mini Cooper S.

Color: Blue.

Objective: Hit as many cones as you can in the time limit.

Weather: Night, Fair.

Time Limit: 2:30.00 on Easy, 2:00.00 on Normal.

Of Total Cones: 600.

Difficulty: 3/10.

Now, FAQ writer Boko says in his guide that you can't win this challenge. However, I've found a way to win it.

NOTE: Hit as many cones as you see on the way there.

Start of by driving forward and when you reach the three-way intersection, turn left. Now just follow the road. Ignore any intersections by going straight. Eventually, you should see a large amount of cones close together. When you see it, pull a U-Turn into the cones and start driving in the opposite direction, hitting as many cones as you can.

But, as soon as you can, turn right. About half-way up the road is a Q-shaped line of cones. Pull a U-Turn into those as well and head back down in the opposite direction. When you get back to the three way intersection, turn left, back to the large amount of cones. Now just repeat the process.

For every 200 cones you hit you get 2 minutes back, so it's not that hard.

PERFECT!

Unlocks: Nothing, but, you've just completed every optional mode in the game. Pat yourself on the back.

Only eight missions left!

| 20. The Walkthrough, Part Three

#####

20.1 Torino Tours

Vehicle: Bedford Commer Dormobile.

Color: Light Brown with writing.

Objective: Discover some important locations in Turin.

Weather: Day, Fair.

Time Limit: 10:00.00 on Easy, 8:00.00 on Normal.

Difficulty: 1/10.

Briefing: The team has gotten to Turin and Charlie's going to take them on a sight-seeing tour. If they're gonna get out of there alive, they need to know

their way around the place. There are five stops in all, and then, back to the hideout for an early night.

Start this mission by following the highway, but pay attention to the divider on the left. As soon as you see cones where the divider should be, drive over to that side. Since you're now driving on the wrong side of the road, take the off-ramp you should soon see on the left. Turn right as soon as you can and drive up to Traffic Control HQ. To get to the second destination pull a U-Turn and just follow the road.

Ignore any intersections and you should eventually see water up ahead, as well as the road turning right. Follow it as it turns right, cross the tram tracks, and you should see the arrow up ahead. Now head forward, following the road down, and turn right as soon as possible. Climb up this street, and go straight at the first two four-way intersections. At the third four-way intersection, go right and you should encounter the mafia in the Piazza.

Just drive around the block to lose them. Then, pull into the Piazza in the same direction you start in in Free Ride Mode. Pull another U-Turn as soon as you regain control and turn right at the intersection. Jump the small hill and turn left at the three-way up ahead. Head right at the three-way intersection in front of you, and then left at the four-way ahead of that. Jump the small hill and the police station is up ahead.

Go forward and turn left at the three-way intersection. Head right as soon as you can and climb the hill on this small road. At the top, turn left and at the next three-way intersection turn right. Follow the road and when you see a large ramp to the right you should also see a dirt road somewhat hidden to the right as well. Follow this road up to the power station.

Exit out the way you came and when you reach the road go right. Now follow the road and as soon as you see the arrow make a sharp left turn in that direction on a dirt road leading up to the mansion.

MISSION SUCCESSFUL

Unlocks: Mission #10, Mafia Mania, and the Shelby AC Cobra.

20.2: Mafia Mania

Vehicle: Austin Mini Cooper S.

Color: White.

Objective: Drop Lorna at the Airport, then get back to base. Avoid the Mafia at all costs.

Weather: Day, Fair.

Time Limit: 1:50.00 to bring Lorna to the airport, 2:03.00 to get back to base on Easy, 1:27.00 to bring Lorna to the airport, 1:38.00 to get back to base on Normal.

Difficulty: 2/10.

Briefing: Charlie's decided to send Lorna back to England, since she'll just be in the way when the job goes down. The only possible trouble is the mafia, but Charlie's certain he can lose them should they turn up.

Head up to the road and turn left onto it. Go right as soon as you can and follow the tram tracks. Eventually you should see the highway on/off ramps. Drive up the right on-ramp and when you get to the top pull a U-Turn. You should see cones next to the divider.

Drive through those cones to get to the on/off-ramp on the other side. Go down the on/off-ramp and head right. Before you drive into the arrow, pull another U-Turn so you're facing the exit. When you drive into the arrow, the mafia will show up. There are two ways to get back to base.

Dealing with the mafia

Head forward, go back to the on/off-ramp and climb up the right one. Now follow the highway. The mafia will attempt to make roadblocks to stop you, but just drive past them. Turn right at the roundabout, go down the hill, and turn right onto the dirt road to get to your hideout. If the mafia are still on your tail, drive along the other dirt road ahead of the arrow and you should lose them.

Not dealing with the mafia

Drive forward and head to the dirt ramp on the opposite side of the airport. Jump it and just follow the dirt path back to the mansion. Easy as pie.

MISSION SUCCESSFUL

Unlocks: Mission #11, Traffic Tape Caper, and the Fiat Dino.

20.3: Traffic Tape Caper

Vehicle: Land Rover Series IIA.

Color: Gray.

Objective: Disable the Power Station and pickup the rest of the team before returning to base.

Weather: Night, Fair.

Time Limit: 8:45.00 on Easy, 7:00.00 on Normal.

Difficulty: 4/10.

Briefing: Charlie and Bill are going to knock out the power station. Once they do that, Camp Freddie's team is going to swap the traffic tapes. This will cause chaos during the job, and that's the only way they can escape with the gold.

Pull a U-Turn when the mission starts and turn right as soon as you can. When you reach the end of the road turn left and drive on the road to the right of the tram tracks. If you happen to see a right turn somewhat hidden while following the road, ignore it. Instead, take the second right turn in which the intersection should be perpendicular. You should see the Large Arch in front of you.

Drive straight through the middle arch to the other side and continue straight at the four-way intersection. Turn right as soon as you can and you should be in an underground car park. Drive up to the arrow. When you regain control drive out the exit opposite of the wall you're facing and turn right onto the road. Go left as soon as possible and follow the road.

When you see the Dome Stadium's ramp turn right onto the dirt road. However, this time, take the small dirt road about half-way up this road. After the cutscene is over pull a quick reverse 180 and don't move! Two cops cars will come up to the main gates of the Power Station. As soon as the second one passes you, GUN IT and get back to the road.

Turn right onto the road and take the first right you see. Now just go straight forward. When you get near the roundabout, you'll attract the attention of a cop, but ignore him. Go straight when you reach the roundabout and just

continue forward. When you reach the end of the road, which is a three-way intersection, turn right.

Drive up to Traffic Control HQ and pick up the rest of the team. Turn right onto the road and drive until you reach the roundabout. When you get there, go right and then go left at the second one. You should now be on the highway. So, just follow the road until you reach the next roundabout.

Turn right when you reach it, go down the hill, and turn right onto the dirt road when you see it. Now just drive up to the arrow.

MISSION SUCCESSFUL

Unlocks: Mission #12, Interference.

20.4: Interference

Vehicle: Bedford Commer Dormobile.
Color: Light Brown with writing.
Objective: Disable all traffic cameras then get to the job.
Weather: Day, Fair.
Time Limit: 8:45.00 on Easy, 7:00.00 on Normal.
Difficulty: 3/10.

Briefing: The only thing left to do before the job is to disable the traffic control cameras. But the team doesn't know where they all are. They have to find and then, disable them one by one.

(Since the game already disables one for you, you only have to disable 19.)

NOTE: I tried, I honestly tried, but I couldn't find a real easy route. And the route I do know that's helped me, I don't know how to explain it in full detail.

(Before even starting this mission play Turin Checkpoint Races #8 and 9 until you have the routes MEMORIZED in your brain.)

Once you have the routes memorized start the mission. However, if you were paying attention to the 1st camera you should see that the area where #8 starts is closed up. So now what are you going to do? Well, start by driving to the other side of The Piazza, because there is another camera on that side. Then turn left onto the road and head straight.

Disable the two cameras you come across and head left. Up ahead should be the Large Arch. You should now know what to do next. If not then follow #8 and 9's checkpoint routes, disabling ANY cameras the arrow points to along the way. You SHOULD get the last one by heading down the church steps, turning right onto the road, and approaching the three-way intersection.

After getting that one pull a U-Turn, pass the church, and turn left at the four-way intersection. When you reach the roundabout, go right then go left as soon as possible, which should make you pass by the police station. Jump the small hill, turn right then turn left at the three-way intersection up ahead. Turn right at the next three-way intersection and straight at the four-way up ahead. As soon as you can turn left.

You should see two splits in road as well as the Large Arch. Follow the arrow left which should bring you to your destination. The destination should be an alleyway.

MISSION SUCCESSFUL

Unlocks: Mission #13, Convoy.

20.5: Convoy

Vehicle: Land Rover Series IIA.

Color: Gray.

Objective: Get through the traffic jam to the alleyway, where you will join the Convoy. Avoid all police.

Weather: Day, Fair.

Time Limit: 2:26.00 on Easy, 1:56.00 on Normal.

Difficulty: 2/10.

Briefing: The gold is on it's way and the rest of the team is going to meet the convoy. The team needs to be in the right place at the right time, or it's all over.

Drive up to the road and turn left onto it. Climb the hill and when you get to the roundabout turn right. Go down this hill, head straight at the four-way intersection, and just drive forward until you reach the church steps. Continue forward and turn left at the four-way intersection. But, drive on the far right of the sidewalk.

You should drop down a few small jumps and not attract the attention of the police car. After dropping down the last one turn right at the roundabout. Go left as soon as possible, jump the small hill, and then turn right. Traffic is tight on this road so I recommend driving on the sidewalk. Head forward at the three-way intersection and you're done.

MISSION SUCCESSFUL

Unlocks: Mission #14, The Getaway.

20.6: The Getaway

Vehicle: Austin Mini Cooper S.

Color: Blue.

Objective: Follow the other minis out of Turin and meet up with the coach.

Weather: Day, Fair.

Time Limit: 6:45.00 on Both Difficulties.

Difficulty: 5/10.

NOTE: Play Turin Checkpoint Race's 8, 9, and 10 until you've memorized those routes.

For this mission you have to follow the rest of the team out of Turin. You'll probably fail this either a few or a lot of times but you should have the route memorized. Here are a few quick tips if you're having trouble.

* You'll have cops on your tail the majority of the mission.

* Ignore jumping the large arch as it wastes time.

* Remember to slow down when you're about to climb or descend stairs. This way you won't crash into a wall.

- * When you approach those two jumps on rooftops in a row after exiting the Sottopassaggio, slow down on the second so you don't smack into the wall.
- * After jumping the Dome Stadium, drive on the right sidewalk to avoid two police cars.
- * Slow down on the last rooftop after jumping the Fiat Lingotto Test Track.
- * Once you clear The Weir, drive across the tram tracks to catch up if you're behind.
- * It's best to be as close as possible to the rest of the team while in the sewer, as you can follow their pattern and not crash into a closed gate.

MISSION SUCCESSFUL

Unlocks: Mission #15, Red, White and Blue.

20.7: Red, White and Blue

Vehicle: Austin Mini Cooper S.
Colors: Red, White, and Blue.
Objective: Get all three minis onto the coach by lining them up with the ramps.
Weather: Day, Fair.
Time Limit: 3:57.00 on Both Difficulties.
Difficulty: 4/10.

For this mission you have to put all three minis in the coach. The first one is easy because the coach stays in a straight line. When a timer going down from five appears you've got it lined up. Don't crash into the coach or the timer will reset. Keep the mini in the same position as the coach and at a fast enough speed and the first one is in.

The second one is a bit more difficult because the coach sways from to side. It's best to stay in the same position when you both go over the bridge. The third one is the hardest. The coach will keep going back and forth between all three lanes. I can't figure out a good strategy for the last one.

The only advice I have is hope luck is on your side.

MISSION SUCCESSFUL

Unlocks: Mission #16, Home Free.

20.8: Home Free

Vehicle: 1964 Bedford VAL 14 Harrington Legionnaire.
Color: Mixtures of Red, White, and Blue.
Objective: Almost there! Just get to the Swiss border before it closes.
Weather: Day, Fair.
Time Limit: 3:45.00 on Easy, 3:00.00 on Normal.
Difficulty: 6/10.

The final mission, in which you have to get to the Swiss border, is a bit tough because of the time limit. Start by following the road. When you reach the village, turn left to take a shortcut. After going through a tunnel, be careful because you're approaching some turns without a railing. Soon after the mafia will appear once again to stop you.

It's bad if the mafia follows you, so push their car over the cliff (but be careful not to fall over yourself). After going through the next set of tunnels, the mafia will start throwing down boulders to block you path. It's easy to avoid them, but don't hit a lot of them or you'll lose precious time. After going under two arches, you should see a flat rock up ahead. Jump that to save some time.

Dodge a few more boulders and the rest of the team will show up. If you have at least 50 seconds on the clock, you SHOULD make it. Now just follow the road to the end, dodging boulders as you go.

MISSION SUCCESSFUL

Unlocks: The Lamborghini Miura P400S.

20.9: Story Ending

Big William, the driver of the 1964 Bedford VAL 14 Harrington Legionnaire, miscalculates the turn and the bus's back end is sent over the cliff. Charlie narrates, "We're balancing on the edge. Very slowly, move this way. The gold is pulling it over the edge. We'll have to get it back."

"Edge back as far as you can go to cou... to counterbalance me." He then says "Hang on a minute lads, I've got a great idea! Err... Err..." The credits then roll.

| 21. Glitches and Interesting Stuff |

#####

Every game is made even more fun by it's share of glitches, either good or bad, and interesting things. I will first show you all glitches I know.

21.1: Glitches

Drive during cutscene

Start the mission Convoy and go left onto the road. Head right at the roundabout and just follow the road. When you get to the end of the road turn left. As soon as the cutscene telling you to turn around comes up, pull a U-Turn and head right. Head right again (making use of the ramp on the right to avoid getting police on your tail) and then turn right one more time.

When the cutscene comes up again you'll somehow be able to drive while it's running. Just don't crash into that roadblock or you're nicked automatically.

Mafia Resurrection

Start the mission Home Free and when you get to the part where you have to push the mafia off of the cliff slowly drive up to them. Then SLOWLY, push the Fiat Dino off the cliff. Then head forward. The cutscene showing the mafia car following you will show up, but you just pushed their car off a cliff. It's a bit creepy.

The Batteries Have Run Out

In Free Ride Mode, get the 'Mini' Fiat 500 F and approach any point of interest that shows a cinematic camera view when you get there. Sometimes the car will just stop working and you won't be able to do anything.

Drive Through Gate

Start a Turin Free Ride and head to the Mansion Hideout. Follow the muddy dirt road past the hideout and you should eventually come up to a jump that leads into the Turin Airport. Don't drive up it. Instead, drive into the gate stuck in the rock wall on the left. You should soon get a bit of airtime and now be in the Turin Airport.

You can also repeat this from the Airport to get to the Hideout. And you can do this on missions.

Too Many Cops

Start a Turin Free Ride and head to Cop Location #1. Alert the cop and just drive around the block. A new cop car will've respawned each time you circle this block. You can get loads of cops after you this way, although if there are too many on the screen the game may lag or even freeze up. Be careful!

Youtube User Hollandalx was, I believe, the first to discover this glitch. Here is a link to his video.

<https://www.youtube.com/watch?v=MJnmhnbv8EE>

Unsolid Divider

Starting from the airport in Turin Free Ride, exit from the left on/off ramp. Now follow the highway and the highway should eventually go downward. Right when it starts to go downward, there is a lamppost. Drive past that lamppost in to the divider. It's not solid.

This part of the divider stays unsolid until you reach the next lamppost. I believe that the game companies forgot to make this part solid.

----- 21.2: Interesting Stuff -----

Bring your friends to the race track!

Start the mission Big William's Ride on ANY difficulty and drive to the Test Track. Try not to get too damaged along the way. When you're on the final road before entering the Test Track you should see a greenish-blue car on the right side of the road. Ram that car and with luck you should smash him into the Test Track with you.

Getting into The Piazza

(Note: You MUST start this mission on EASY difficulty or you will not have enough time.)

Start the mission Convoy and turn left onto the road. Go left at the roundabout and you should be on the highway. Skip the first on/off ramp set and when you reach the second one turn right. The tram tracks should be in front of you. Now head forward, following the tram tracks.

Pay attention to the right and when you see the Pizza Parlor blocked off take the next turn right when you see road. The Large Arch should be in front of you. Turn right onto the road to the right near the alleyway and go forward. When you exit, The Piazza is to the left. Apparently, the Game Companies must have forgotten to close that up.

Win When Time Runs Out

If you get to the arrow in any challenge, checkpoint, destructor, or mission right when the timer hits zero, you'll still win. It's rare that this'll happen though.

Get to Mission-Only area

Go to Free Ride Mode, get the 'Mini' Fiat 500 F, and head to the Turin Power Station. Go to the place you had to go in Traffic Tape Caper. You can pass through the gate and drive into a new area. Use the gate to get out if you need to.

Super Jump

Get the 'Mini' Fiat 500 F once again and head to the Dome Stadium's ramp that's closest to the Power Station. Start driving up to the middle part of the ramp. If your car gets stuck at the bottom and white smoke starts to come up, that's good. Slowly move the car left or right until you get out and when you get out you should fly at a high rate of speed. You can also do this at any other steep stairway or ramp, such as the stairs near The Weir.

| 22. Copyright/Trademark Information |

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| 23. Version Information |

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Version 0.00 (Saturday, July 19, 2008) Started the FAQ, adding ASCII Art,

Game/Author Info, and Copyright/Trademark Information.

Version 0.01 (Sunday, July 20, 2008) Put up an Introduction and The Controls.

Version 0.02 (Monday, July 21, 2008) Wrote up The Game Screen, and The Characters.

Version 0.02 (Tuesday, July 22, 2008) Searched through Google to figure out what each car EXACTLY was.

Version 0.02 (Wednesday, July 23, 2008) Was still searching to find a difficult car in the game.

Version 0.03 (Thursday, July 24, 2008) Put up the Daimler Consort on The Cars section.

Version 0.04 (Friday, July 25, 2008) Put up the Aston Martin DB4, the Austin Mini Cooper S, and half of the Austin A60 Cambridge on The Cars section.

Version 0.04 (Saturday, July 26, 2008) Finished the Austin A60 Cambridge and almost all of the Cop Car part.

Version 0.04 (Sunday, July 27, 2008) Put up the rest of the Cop Car and the Jaguar E-Type Series 2 Coupe.

Version 0.05 (Monday, July 28, 2008) Did half of the 1964 Bedford VAL 14 Harrington Legionnaire.

Version 0.05 (Tuesday, July 29, 2008) Finished the 1964 Bedford VAL 14 Harrington Legionnaire and half of the Shelby AC Cobra.

Version 0.05 (Wednesday, July 30, 2008) Nothing was done today because I was busy.

Version 0.07 (Thursday, July 31, 2008) Finished the Shelby AC Cobra, Fiat Dino, and Lamborghini Miura P400S.

Version 0.09 (Friday, August 1, 2008) Did the Land Rover Series IIA, Bedford Commer Dormobile, and Fiat 500 F. Just one vehicle left!

Version 0.09 (Saturday, August 2, 2008) Completed most of the "Mini" Fiat 500 F.

Version 0.10 (Sunday, August 3, 2008) Finished The Cars and 2/3 of The Locations section.

Version 0.15 (Monday, August 4, 2008) Today I put up the rest of The Locations, Damage, Police and The Mafia, and almost all of the Hints And Tips section.

Version 0.15 (Tuesday, August 5, 2008) I couldn't get anything done today. (Mainly because my sister was playing SSX Tricky.)

Version 0.17 (Wednesday, August 6, 2008) Finished the Hints And Tips section.

Version 0.17 (Thursday, August 7, 2008) Was searching for a word on Google, but since I didn't know how to spell it, it took longer than I thought.

Version 0.20 (Friday, August 8, 2008) Wrote up the Main Menu.

Version 0.20 (Saturday, August 9, 2008) Put up a short description of the

Destructor Mode.

Version 0.20.5 (Sunday, August 10, 2008) Wrote up London #1 of Destructor for Easy and Normal. Easy and Normal Difficulty are both on different Memory Cards, in case you were wondering.

Version 0.21.5 (Monday, August 11, 2008) School started for me today, but as soon as it was over I put up London #2 and #3 of Destructor.

Version 0.22.5 (Tuesday, August 12, 2008) London Destructor's #4 and #5 were put up today.

Version 0.24 (Wednesday, August 13, 2008) Today London Destructor's number 6, 7, and 8 were written.

Version 0.25 (Thursday, August 14, 2008) Put up London Destructor's #9 and #10 today, finishing London Destructor. Halfway there, Now it's off to Turin!

Version 0.25.5 (Friday, August 15, 2008) Turin's 1st Destructor was written today.

Version 0.26.75 (Saturday, August 16, 2008) Turin Destructor's #2, #3, and 25% of #4 was written up.

Version 0.29.50 (Sunday, August 17, 2008) Destructor's of Turin #4, #5, #6, #7, #8, and 50% of #9 was written.

Version 0.29.75 (Monday, August 18, 2008) Finished Destructor #9 and Easy Difficulty for #10.

Version 0.30 (Tuesday, August 19, 2008) Finished Destructor Mode.

Version 0.30 (Wednesday, August 20, 2008) Just changed my formatting and some other stuff suggested by GameFAQs User Space Medafighter X.

Version 0.30 (Thursday, August 21, 2008 to Wednesday, August 27, 2008) Took a break from FAQ-ing, as I was getting a bit tired of it.

Version 0.30 (Thursday, August 28, 2008) Fixed a few errors.

Version 0.30 (Friday, August 29, 2008) Wrote a description for Checkpoint Mode.

Version 0.31 (Saturday, August 30, 2008) Wrote up London Checkpoint's #1 and 2.

Version 0.32.5 (Sunday, August 31, 2008) Checkpoint number's 3, 4, and 5 were written.

Version 0.35 (Monday, September 1, 2008) Finished all of London's Checkpoint Races. Turin should start tomorrow.

Version 0.35.5 (Tuesday, September 2, 2008) Today I wrote number 1 of the Turin Checkpoints.

Version 0.36 (Wednesday, September 3, 2008) Only did Turin #2 today. :(

Version 0.36.5 (Thursday, September 4, 2008) Turin #3 was put in the FAQ today.

Version 0.37 (Friday, September 5, 2008) Decided to only put up #4 today, as my baby brother could have waken up at any second.

Version 0.39 (Saturday, September 6, 2008) Put up Checkpoint Races 5-8. Only two more left. :)

Version 0.42.5 (Sunday, September 7, 2008) Completed Checkpoint Mode. I also put up the Cop Locations and all points of interest for London Free Ride.

Version 0.42.5 (Monday, September 8, 2008) Remembered one place I missed and put it up today.

Version 0.42.5 (Tuesday, September 9, 2008) Put up three jump locations. The version number will stay at 42.5 until I finish all jump locations.

Version 0.42.5 (Wednesday, September 10, 2008 to Friday, September 12, 2008) Again took a break, but that was because I realized I needed A LOT of help.

Version 0.42.5 (Saturday, September 13, 2008) Added twelve more jump locations.

Version 0.42.5 (Sunday, September 14, 2008 to Friday, September 19, 2008) I was busy doing schoolwork and I was watching some of Brian Sulpher's (brsulph) Talkthroughs (check them out!).

Version 0.43.75 (Saturday, September 20, 2008) Finished all Jump Locations. :)

Version 0.45 (Sunday, September 21, 2008) Wrote up all Side Missions and Checked over all of London Free Ride on Easy. Will check over Normal Mode tomorrow.

Version 0.45 (Monday, September 22, 2008) Checked over Normal Mode. The Walkthrough should start tomorrow.

Version 0.50 (Tuesday, September 23, 2008) I was only able to put up the Story Intro today.

Version 0.50 (Wednesday, September 24, 2008) I was busy with other things today.

Version 0.50 (Thursday, September 25, 2008) Nothing was added today.

Version 0.50 (Friday, September 26, 2008) I was busy so nothing was done.

Version 0.50 (Saturday, September 27, 2008) Nothing added, but that was because I had to go somewhere.

Version 0.51 (Sunday, September 28, 2008) Wrote the first two missions up.

Version 0.51 (Monday, September 29, 2008 to Saturday, October 4, 2008) I was busy the ENTIRE week. I possibly could've written up to unlocking Turin, but I had to go somewhere.

Version 0.51 (Sunday, October 5, 2008) Was only able to write the format of the next mission. I wasn't actually able to do it though.

Version 0.51 (Monday, October 6, 2008 to Saturday, January 10, 2009) I'll be honest, writing more of this FAQ would possibly make my brain fry. So I took a while off. I'll start back on the FAQ tomorrow.

Version 0.52 (Sunday, January 11, 2009) Wrote up two missions today.

Version 0.53 (Monday, January 12, 2009) One mission written today.

Version 0.55 (Tuesday, January 13, 2009) Prison Pals was written today. And if I've written mission #7 tomorrow, then I'll have to wait until Friday to start again, because the next part is LONG.

Version 0.56 (Wednesday, January 14, 2009) Wrote Keeping It Up today and, just as I suspected, the next part of the FAQ will have to be written on Friday.

Version 0.56 (Monday, June 1, 2009) Put up three cop locations today. In case you were wondering about the gap in version history, I was busy during that time studying for my end of year test, and... I passed. :)

Version 0.56.5 (Wednesday, June 3, 2009) Finished Cop Locations and Points of Interest.

Version 0.57 (Thursday, June 4, 2009) Completed Turin Free Ride and did the last mission in London.

Version 0.65 (Friday, June 5, 2009) Got eight challenges in Challenge Mode done today.

Version 0.70 (Saturday, June 6, 2009) Finished Challenge Mode and got half of Turin's mission in today.

Version 0.80 (Sunday, June 7, 2009) The Walkthrough is complete.

Version 1.00 (Monday, June 8, 2009) Finished the FAQ.

Version 1.10 (Friday, June 12, 2009) Made a couple of changes.

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| 24. Thanks |
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I would like to thank the following:

You ~ For reading this FAQ.

Me ~ For writing this FAQ.

CJayC ~ For creating GameFAQs.

SBAllen ~ For doing a great job running the site since CJayC left.

<http://www.network-science.de/ascii/> The ASCII Generator ~ For the ASCII.

My Grandma ~ For buying me my Playstation One.

Sony ~ For creating the Playstation One.

GameFAQs User Blueberry Buttface and his FAQ Hosting Sites: Good Or Bad? v2

Google ~ Well, I had to figure out what the cars and locations were from somewhere didn't I?

SCi, Pixelogic, Rockstar Games, and Paramount Pictures ~ For making this game.

Youtube User qebiko ~ For some help with the FAQ, although little.

Youtube User hollandalx ~ For letting me put his video on my FAQ.

Small Note: I know there were a few GameFAQs Users who helped me, but since it's been almost a year since I wrote a topic asking for help I can't remember who. Maybe those users know who they are.

Thank You for using this FAQ, and I hope you use any future FAQs I make or any I've written in the past. :)

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Copyright 2009 Brian Hinkle  
~ Brian Hinkle  
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