

# The Italian Job FAQ/Walkthrough

by Boko

Updated to vFinal on May 2, 2002

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+++++++ SENDING QUESTIONS AND/OR CONTRIBUTIONS ++++++

Any questions, suggestions, comments, etc regarding this guide or the game itself should be directed to me at Boko@hotmail.com. I welcome mail, but before you send me one please read the following.

If you are writing with a game-related question, please be sure to search the guide thoroughly, as in many cases your question may already be answered somewhere in the FAQ. Almost always my e-mail traffic tends to be a history without end, and I waste a whole day to answer everyone, so don't think I'm a crap if I don't answer you fast, because I can't answer e-mails every day, I do it at least twice in a week. Any type of comment, contribution or something I will be pleased to receive, so don't be ashamed to write me one if you think you will be ignored, 'cause you don't will. Please try to be as specific as possible when asking gameplay questions, The Italian Job is not the only game I have written a guide for, so if you use the subject field corretly typing up TIJ or The Italian Job your question will be answered faster. Don't think I'm a jerk if you don't get the answer fast 'cause I check mails only twice in a week.

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+++++++ MAJOR SPECIFICATIONS ++++++

GAME INFO

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Game title | The Italian Job  
Plataform | Playstation and Playstation 2 compatible.  
Genre | Racing.  
Game developer | SCI

Players | Up to 8(one by one).  
Disks | 1  
Memory card blocks needed | 1  
Analog control compatible | YES  
Vibration compatible | YES  
Release date | EU, October 23th, 2001.

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FAQ/WALKTHROUGH INFO

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FAQ size | 62 KB.  
FAQ's Author | Boko.  
Author's e-mail | Boko\_\_@hotmail.com  
Author's ICQ number | 83561531  
FAQ's version | Final.  
Language | English  
Start writing | March, 16th, 2002.  
Last update | May 1st, 2002  
Progress of the FAQ | 100%.  
FAQs | That's my seventh.

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SECTION 1 - [REVISION STORY] -----  
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Here's this guide's progress and what I've been doing to make this guide better.

-----  
Version 1.0 - March 16th 'til March 19th - 60 KB.  
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Hello people, that's the first and probably last version of this FAQ, 'cause I think there's nothing more I can add to the guide. Anyway, I will send it again written FINAL VERSION after some weeks, below is what I've got.

- Game Controls.
- Game Modes.
- Full Walkthrough.
- Ending.
- Strategies for the Challenge Mode.
- Some hints and tips.
- An interview with this game's managing director.
- And some secrets, like a secret Job and a miniature car.

That's it, 'til my next FAQ/Walkthrough.

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Final Version - 61 KB  
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Nothing new here, just as I said, I'm sending a "FINAL VERSION"

-----  
SECTION 2 - [INTRODUCTION] -----  
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Welcome everybody to my The Italian Job FAQ/Walkthrough, my newest work. In the truth, I still don't know why I'm making a FAQ for this game, maybe because I spent money on it and want to enjoy it or 'cause I still don't have a Play Station 2 so I can waste my time with any game. But I'm making a promise, I will get a Playstation 2 then my first guide will be to Final Fantasy 10.

About the game, I don't know much, but by the little time that I've played I think that the game is fun, though you will get frustrated how hard it can be to lose the cops out of your tail. When you start to play this game you will soon think that this game comes to stand against Driver but don't be so picky, this game isn't even half good as Driver is, but anyway, I liked it.

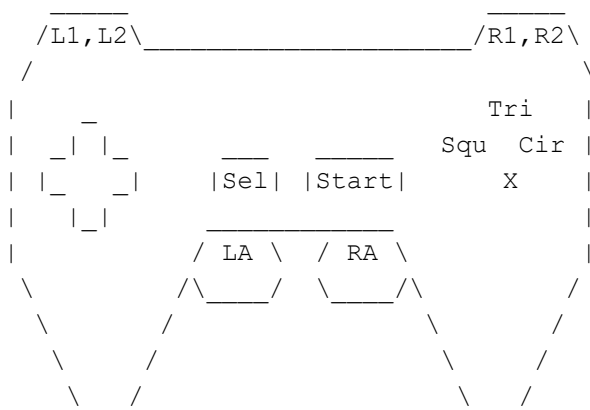
I want you to know that this guide may contain some spelling errors 'cause I'm from Brazil and my english is poor, so any corrections will be really appreciated and you'll get your name and e-mail adress posted in the credits section.

Finally, I really appreciate if my guide be readed by a lot of people, but I really don't suggest you to use this FAQ/Walkthrough unless you get stucked on a specific part of the game or want to finish the game with 100%, so read it by your own risk, 'cause this FAQ has lots of spoilers.

Thanks.

Boko.

SECTION 3 - [GAME CONTROLS]



BUTTONS

FUNCTIONS

Digital Pad	Steering/move cursor through menus.
Start	Pause the game.
Select	NO USE.
Square	Brake/Reverse.
Circle	NO USE.
X	Accelerate/Confirm button.
Triangle	Hand Brake/Cancel button.

L1	NO USE.	
L2	NO USE.	
R1	Horn.	
R2	NO USE.	
Left analog control.	Steering/Move cursor through menus.	
Right analog control.	NO USE.	
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SECTION 4 - [GAME MODES] -----  
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Here's what you can do in each game mode.

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The Italian Job  
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It's the main game, here you will participate missions in order to finish the game, by advancing in this mode you will have more options on the other modes too, like a bigger number of cars and cities.

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Checkpoint  
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Here you have a time to reach the checkpoints, by reaching a checkpoint you will receive an extra time, you lose if the time runs out and win if you clear all the checkpoints.

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Party Play  
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Here is the multiplayer mode, you can play with up to 8 players in different stages following the same rule as the checkpoint mode, destructor mode or challenge mode.

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Free Ride  
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Here you can take a free ride with any car/city you have unlocked, you can use this mode to familiarize with the cities, but be aware with the cops.

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Destructor  
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Here your mission is to destroy the line of cones in the sequence before the time runs out, you earn additional places with more difficult sequences by advancing on the Italian Job mode.

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## Challenge

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Here you have different missions with tough times to teach you how to brake, jump and turn, you can only select this mode after finishing the game once.

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## Options

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Here you can select different options of the game.

### Volume

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You can change the volume of the music or sound effects of the game.

### Controls

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You can change the controls of the game, can also switch on/off the vibration.

### Screen Position

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Here you can adjust the screen according how it's better on your monitor.

### Difficulty Setting

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Can change the difficulty to easy or normal.

### Load

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Load a saved game.

### Save

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Saves your game on a memory card.

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SECTION 5 - [HINTS AND TIPS] -----  
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Here's some hints and tips to help you finish the game.

(^\_^) Pay attention on the police cars parked on the causeways, when you see one go slowly and try not to crash in anything, this way the cops won't spot you, making your live easier.

(^\_^) Before starting the game, play the Free Ride mode, you can familiarize

with the commands and the city.

(^\_^) Try to pay attention on the scenario, sometimes you can do a shortcut and finish the mission easier.

(^\_^) When jumping from ramps/rooftops/high places try to keep your car lined up, it will make you land without losing control.

(^\_^) It's easier to lose the cops when going straight then making sharp turn, the cops take advantage in the turns.

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SECTION 6 - [WALKTHROUGH] -----  
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IMPORTANT NOTICE: This sections may contain spoilers, so read this section by your own risk. This may cut some fun and game challenge. I'm telling you this to avoid some idiots that sends e-mails blaming me for it.

|  
| T H E I T A L I A N J O B |  
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I really don't know a thing about the story of the game, the only thing I know is that it is a film of 1969, so I searched for some info and got an interview with this game's managing director, you should take a look at it, I won't look for more info about the film 'cause I'm just writing this guide to pass time while I don't have a Playstation 2, so I won't spoil the story, I will just try to give you the info needed to finish the game. If you want more info about the story or characters I suggest you to take a look on the other FAQ by J Woodrow, he seems to know a lot about the film. So let's start the game.

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----- L O N D O N -----  
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THE AMBASSADOR'S CAR

Objective: Get over to Marvin's avoiding the police.

Limit time: 1'50"

Weather: Day, Clear.

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This mission is pretty easy, just move ahead then turn left, on the next turn there will be a police car on the patrol, turn right but be sure to go slowly as the other cars and on your own side, if you do it successfully the cop won't spot you. Keep going on in this street even after the arc, more ahead you will see a garage to the left, the arrow will help you to find it, so enter the garage and you're done.

MISSION SUCCESSFUL.

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MEET CAMP FREDDIE

Objective: Meet Camp Freddie at King's before time runs out.

Limit time: 1'05"

Weather: Day, Clear.

Separator line of 40 'c' characters.

Move onward and turn right through the second arc, keep moving straight forward and turn left on the second street, keep going forward on this street a long, long way, then some time later the arrow will indicate you your destination, reach the King's Cross by passing between two buildings and the mission is over.

MISSION SUCCESSFUL

Separator line of 40 'c' characters.

PEACHES FOR PEACHES

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

Limit time: 2'00"

Weather: Day, Clear.

Separator line of 40 'c' characters.

Move ahead and turn the first to the right, then turn the next to the left, keep going straight on this street until you can't do it anymore, then you will have to turn to the left. On the next turn take the right way and keep going straight to find the hospital, you probably have cops on your tail, so turn to the right and keep going through the narrow streets until you lose them, when you do, move back to the hospital to finish the mission.

MISSION SUCCESSFUL.

Separator line of 40 'c' characters.

SPECIAL DELIVERY

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

Limit time: 45"(to reach car), 50"(to bring the car back).

Weather: Day, Clear.

Separator line of 40 'c' characters.

Here there's two ways of completing this mission, the first one is to drive as fast as you can to the first car and bring it back to your base, anyway, if you can drive fast enough to the first car you will see a scene where a train leaves loaded with the car you should get, then your mission is to go after another car that will be just left of the King's Cross. The choice you do won't change anything on the progress of the game, so the choice is yours, anyway, here's the strategies:

To get the first car fast enough turn left when you leave your base, then turn left, then right on the next street, you're on a ramp-street, keep straight on this street until you see a big tree, then keep going straight through the street right of this tree, keep going and when you see a wall in front of you turn to the left then to the right, keep going straight then turn the next to the right then left, use the arrow to find the right location of the car, the cops will be aware now, make your way back to the base, just make sure to go slowly when you see the cops, so they won't spot you.

If you go much slowly to the first car and the time runs out you will have to

make your way to King's Cross, the way is simple, just follow the arrow and you should be there in no time. Get the car and move back to your base avoiding the cops and the mission is done.

MISSION SUCCESSFUL.

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SKILFUL BILL

Objective: Ram Charlie's car.

Limit time: None.

Weather: Day, Clear.

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Here you will have to stop Charlie's car, this mission is very easy 'cause you don't have a limit time, Charlie will wander around the city then he will come back to his starting point, you have to break his car before he completes the lap, try to follow him and crash on his rear, this way you will damage him and won't have problem in chasing him, if you don't do it on your first try, keep trying and you will learn the route he does and anticipate his turns, then you will have the chance of crashing on his side damaging him critically, in a few tries of should complete this mission.

MISSION SUCCESSFUL.

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PRISON PALS

Objective: Breakout Dominic and get back to the base.

Limit time: 2'20"

Weather: Day, Clear.

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Here your mission is to rescue Dominic from the prison and get back to your base, you will start in front of the prison so rush in through the door, after getting Dominic exit the prison through the same door you just entered(if you go through the other door you will get damaged critically), turn left then right and pass through the police roadblock, keep straight forward and when you see a ramp to the left turn right on the next way. Keep moving on and enter the building more ahead to do a shortcut, exiting through the other side of the building turn right, left then right, move ahead and you will be on a sort of square, there's a police car ahead so turn left slowly, keep going straight forward and after the arc enter your base to the left, and good job man!

MISSION SUCCESSFUL.

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KEEPING IT UP

Objective: Follow Dave's car closely.

Limit time: 2"20

Weather: Day, Clear.

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Here your mission is just to chase Dave's car, this mission is pretty easy, keep your car near Dave's car and reduce the speed near turns to avoid turning the wrong way, as in the mission Skilful Bill, the car will wander around the town





Here you will have to find and disable 20 traffic cameras before doing the job, the cameras are scattered around the city, the problem is that the arrow won't guide you to the cameras, it will only appear when you come close to it, so you will have to find them by yourself. The cameras aren't hard to find at all, they are almost always near important places/buidings/streets and in a few tries you will memorize the location of most of them, there are more than 20 cameras on the city, so try to disable cameras that are one near another, this way you will not lose much time 'cause here the time is really tough, so after some time of pratice you will end up doing this, after disabling them follow the arrow which will guide you to an alley where the mission end.

MISSION SUCCESSFUL.

CONVOY

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

Limit time: 1'55"

Weather: Day, Clear.

This mission may seem hard but it isn't. Here the traffic is almost always tough and the time isn't much favorable too, there's also some police roadblocks on the way, but I found a way where you won't have problem nor with cops neither with time, so just follow it: From the Mansion Hideout turn left then turn left again more ahead, you will have some tunnels in front of you, take the one most to the right. When you exit the tunnel keep going straight then turn on the second bend to the left, this way you will avoid a police roadblock ahead. Then turn right and right again more ahead, keep going straight and the arrow will tell you to turn to the left, but there's a roadblock there, so don't turn, just keep on moving and turn in the next bend to the left. Keep going and turn the next to the left too, then the next to the right, the traffic here is really tight but you can pass it through the causeway, just move straight and the mission is over.

MISSION SUCCESSFUL, watch the FMV sequence and let's go the getaway.

THE GETAWAY

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

Limit time: 6'45"

Weather: Day, Clear.

Finally you're here man, this mission rocks, here you will have to getaway from Turin with your friends, to do it, chase your friends as close as you can go, on the first jump just avoid the arc or you can end up losing time, keep going after them and a cop will go after you, after passing by the ferry turn right and keep following them, ahead there's a stair where you will have to jump, slow down for your own sake. Keep following them through the stairs and you you will enter the mall, the way here is pretty simple and you won't have any problem if you're near your friends. At the end there's ramp, slow down a little and slightly turn to the right, just follow your friends into the underground shopping.

After exiting the underground shopping jump slightly to the left in the ramp,





you won't have problem jumping them, just don't go much fast on the third ramp or you will end up falling. After the first turn to the left you will have more three ramps before completing the first lap, the ramps are easy to jump, so after completing the first lap you will have 7 of the 21 checkpoints needed to finish the challenge, so just repeat the pattern for more two laps and you will win.

YOU WON.

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JUMPS TEST 02

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

Limit time: 1'30"

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Just like the previous mission, but you will have to hit six cones on the first bend to the left, the ramps here are lined up, so you won't have problem while jumping, just slow down a little on the third ramp or may fall off the track, hitting the cones is easy, just slow down a little, even then, if you miss one or more cones you will have two more laps to hit them. The rest of the track is very easy cause the ramps have a good distance one from the other, so win this this test.

YOU WON.

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JUMPS TEST 03

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

Limit time: 1'30"

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This mission is almost like the previous, you have to complete 3 laps of the challenge course without falling off the course and hitting all cones, the ramps are straight, so you just need to worry about the third ramp 'cause if you accelerate much you will overpass the circuit and fall, failing your mission. There's one difference from the previous challenge, here you will have to hit a cone on the finish line to complete each lap, and it will count as one of the 21 checkpoints.

YOU WON.

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JUMPS TEST 04

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

Limit time: 1'30"

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This mission is a little harder than the previous ones, besides the checkpoints in the ramps and the cone on the finishing line, you will have to hit 6 cones on the first bend to the left. Note also that the ramps here aren't lined up, so you will have to jump diagonally. On the first ramp, turn slightly to the





This test is a little tough 'cause you're on a icy road and you may skid really easy here, so try to turn with light touches on the Analogic control/Dad, as you pass through the checkpoints you will gain an extra time to finish the mission, anyway, the only solution here is to try again if you fail until you learn to do the bends in this road.

YOU WON.

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CITY LAP SURVIVAL

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

Limit time: 0'16"

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That's a little easy test, you will have to cross the city passing through 18 checkpoints, some buses will be on your way to try to make you lose time, in the start, they are standing still, then they will start to move and run after you, but ins't much problem 'cause you're driving the Lamborghini.

YOU WON.

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ICY ROAD DESTRUCTOR

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

Limit time: 0'"15(initial)

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Here you will play again in the icy road, but now you have a destructor mission, there's 38 cones that you can hit to gain extra time to finish the lap. Some times slow down to make the bend without skidding, turn with light touches in the control and you should win it, this mission is easier than the Icy Road Checkpoint Race.

YOU WON.

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BIRD'S EYE DESTRUCTOR

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

Limit time: 2'00"

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Here you can't win, the limit time is 2 minutes and there's 600 cones scattered around the city, try to get as many as you can, my record here is 210 cones.

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SECTION 9 - [SECRETS] -----  
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Here's all the secrets I found, if you know any other secret or just something that you think it would be importantant fell free to mail me at Boko\_\_@hotmail.

com(^\_^).

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Play Challenge mode

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To have access to the Challenge mode you have to finish the game once, in this mode you can play some missions based on turning, braking and jumping.

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Get a Lamborghini

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To get the Lamborghini you need to finish the game once, the Lamborghini is insanely fast, good to use in the secret job or in the secret track in London.

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[London secrets] +-----  
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Secret Track

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To play this secret track enter the Free Ride mode at London, exit your base then turn in this sequence: left, right, left, right, left and right, now keep going forward and you will see a tree on your way, note that there's an entrance left of this tree, enter it and you will jump(or go down) to a place with a little lake in the middle. Cross this place diagonally and you will find a red car, it will challenge you to a race. This race is very hard to win without the Lamborghini, so I suggest you to get it before. Anyway, I could beat him with the police car, if you chase him closely you should be able to pass by him 'cause he isn't much good at turning. By winning the race you get absolutely nothing.

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[Turin Secrets] +-----  
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Secret Track

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To play this secret track enter the Free Ride mode at Turin, from your starting point do a 180°, keep going straight until you see a statue, keep straight here too and pay attention to your left, soon you will see an Italian parking lot, enter it and go through it until the end, there you will find a ramp. Jump this ramp and make your way until you find it. It's a race track, here you can race three laps as a time trial.

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Secret Destructor

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That's a secret Destructor game, to find it enter the Free Ride mode at Turin and from your starting point turn 180°, keep going straight until you see a statue, from this statue turn left and keep going straight until you see a countdown on your screen, to the left there's a underground parking lot, enter it and you will have 35 seconds to break 31 cones.

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### Secret Job

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After completing the secret Destructor game a man will appear and say that someone have a job for you, follow the arrow until you reach it, the man says that he has a job for you, you have to delivery pizzas in 8 different places before the time runs out. This job is a little hard 'cause the time is tough, (about 3'45") so I suggest you to get the Lamborghini before trying, after having delivered the pizzas return to your boss, he will congratulate you and say that your reward is at your house.

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### Miniature Car

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After having done the secret job head to the mansion hideout and you will find a miniature version of your "Mini", it's very fun drive it(^\_^).

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SECTION 10 - [INTERVIEW WITH BRYAN REYNOLDS] -----  
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Here's an interview by Jayne Bowen with Bryan Reynolds, managing director at Pixelogic studios, the interview was done before the releasing of the game, the source is the game site Games Domain([www.gamesdomains.co.uk](http://www.gamesdomains.co.uk))

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Question: When did the idea of making a game about the Italian Job movie first  
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come into play?

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Answer: SCi approached us with the opportunity and had been searching for a  
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suitably action-packed crime caper to base a new game around. It was very shrewd of them to acquire the licence for The Italian Job and we couldn't wait to get down to designing and producing the game. It was an immediate winner with everyone recognising that it would make a great game.

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Question: What was it about the film that made it a good premise for a game and  
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how did you go about capturing its charm and essence?

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Answer: I don't think there could be a film more perfect for game conversion.

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It's comprised of a number of missions to pull off the ultimate heist. It 'reads' like a game in itself. As for capturing the charm of the film, that involved a lot of background research into the era, plus going over the film in the minutest detail. Naturally with a game of this scale we felt we had to beef up the backstory considerably to translate an hour and a half of film into 30 hours-plus gameplay. I feel we enlarged the Italian Job universe while remaining true to the spirit of the original.

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Question: What kind of missions will players have to complete and are any of them pulled from the film?

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Answer: If life is like a box of chocolates our game is the whole ruddy sweet shop! From haring around London to meeting with gang members, busting crims out of jail, careering round snaking Alpine dirt tracks to fully recreating the longest, craziest getaway drive from the heart of Turin, I can solemnly promise more variety than a well-known ketchup manufacturer! The last mission, The Getaway, has already been judged by Official PlayStation Magazine to be one of the finest console driving experiences ever. The Getaway is a recreation of the film's climactic final dash: driving onto the Fiat test track - check. Haring down the church steps - check. Upsetting Saturday shoppers in the underground mall - check. Escaping the cops on the stadium roof - check. Spraying across a torrid weir - check. Pummelling down a sewer drain in the last furlong to freedom - check. It's all in there.

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Question: Which car will players be able to drive?

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Answer: Naturally the Minis loom large in this game but the driving fun doesn't stop there. From snippy sports cars to buses, coaches and the more robust door-busting power of four-wheel-drives, the player gets his hands on a quite a few choice motors.

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Question: What separates The Italian Job from other mission-based driving games, like Driver?

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Answer: Records are there to be broken. Driver is a fine game and pays testament to the hard work and thought the developers put into it. We've trodden the same path but arrived at a different destination. There are many things that set The Italian Job apart, a few of which are that it's far more accessible, immediately fun and the missions are far less restrictive. Just wait till you get to that escape scene, baby.

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Question: Where does the game take us? What cities/environments?

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Answer: London, Turin and the Alps - from urban settings to hills and motorways.  
Expect to be airborne - here be ramps!

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Question: What difficulties did you come across developing for the PlayStation?  
Anything you couldn't do, but wanted to?

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Answer: The comparatively limited RAM of PSX was one problem we faced and the sheer size of our cityscapes and their smooth streaming from CD was our main area of concern. Chris, our lead programmer, stuck to his guns and we have a great system that allows us to implement the levels we envisaged at the start. In short we squeeze the system till its chips squeak...

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Question: Will there be a follow-up to the game?

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Answer: That all depends. We're flexing our next-gen muscles at the moment, using middleware for the game's conversion to other formats - the PC adaptation is well underway. I guess the easy answer is watch this space...

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Question: What's your favourite bit of the game?

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Answer: For me personally it's the little touches. The laugh of Big William, the coach driver, always makes me giggle. Our Caine impersonator is spot-on and in terms of actual gameplay it's got to be the Getaway- it'll rock your world...

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Question: At the end of the film we're left with the Self-Preservation Society dangling over a cliff in that van with all their booty. Do you think they got away with it?

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Answer: Good question. Having completed work on the game and hearing the buzz generating around it as it nears launch I can't help but feel optimistic about a great many things - I think we'll let the lads get the gold, eh?

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Here's the list of all the sources that helped me to do this FAQ/Walkthrough, if I've forgot someone who have sent any type of contribution, please send me a e-mail requesting it, 'cause we're all humans. (^\_^).

-<>- CJayC (www.gamefaqs.com).

For posting all FAQs I've done and also for his hard work running the best FAQ site ever!

-<>- SCI

For making a good game that kept me busy for a week.

-<>- Jayne Bowen

For making a great interview with the game's managing director.

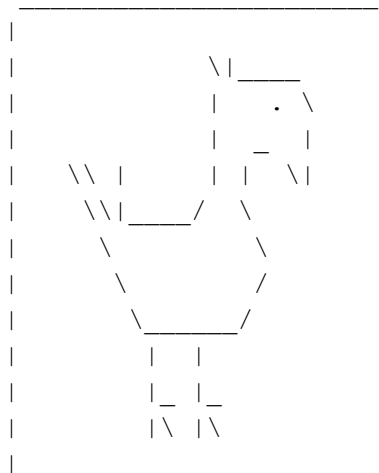
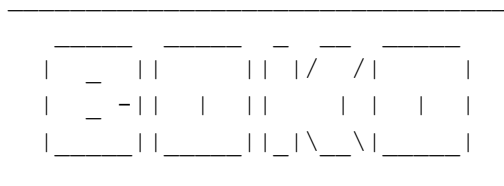
-<>- Games Domain (www.gamesdomain.co.uk)

For it's good info about the game, also for the interview.

-<>- Myself <Boko\_\_@hotmail.com>

For typing up this guide.

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