



NINTENDO
GAMECUBE™

THE ITALIAN JOB®



*Based on the
2003 blockbuster
from Paramount!*



EIDOS EmuMovies
INTERACTIVE



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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2 Player
Simultaneous

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN

MILD VIOLENCE

LICENSED BY



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SETTING UP

LOADING

1. Make sure the POWER Button is OFF on your Nintendo GameCube™.
2. Insert **THE ITALIAN JOB**® Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1. For two players, insert a second Controller into Controller Socket 2.
4. If you want to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the POWER Button ON. (IMPORTANT: Make sure not to touch the Control Stick while doing so.) You'll proceed to the **THE ITALIAN JOB**® Title screen.

MEMORY CARDS & GAME BACKUP

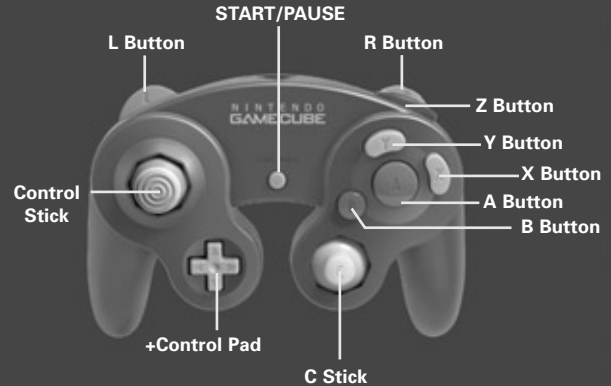
You must have a Nintendo GameCube™ Memory Card (sold separately) with at least 1 file and 2 free blocks in order to save game progress and settings. Insert the Memory Card into Memory Card Slot A before starting the game.

Note: This game uses Memory Card Slot A only.

Data can be lost if you remove the Memory Card while data is being read or written, you press incorrect buttons during saving or loading, or the terminal area becomes dirty. Lost data cannot be recovered.

If your Memory Card does not have enough free blocks to save games, erase some older data before starting play. Refer to the instruction booklet for directions on how to erase Memory Card data.

CONTROLLER



CONTROLLER & ACCESSORIES

- **THE ITALIAN JOB**® is best played with the Nintendo GameCube™ Controller. Connect the Controller to Controller Socket 1. For two players, connect a second Controller to Controller Socket 2.
- Do not insert or remove the Controller or any accessories during startup or while the power is turned on.



DOUBLE CROSS ITALIAN STYLE

You like speed? Think you're a good driver? Want to mount the curb and skip the traffic, hurtle off rooftops and cannonball through packed streets?

Welcome to **THE ITALIAN JOB**®.

Before we start, let's tell you a little about the story ...

Mastermind Charlie Croker and his gang of highly specialized thieves have pulled off a huge heist of minted gold-bullion from a riverhouse in Venice.

But during the post-job euphoria the gang is double-crossed by one of their own—Steve Bandell. Steve shoots John Bridger, a safecracker lured out of retirement for one last big score. Charlie and the rest of the gang are left for dead at the bottom of a frozen lake in the Alps.

We join the story a year later. Charlie's survived and managed to track down the murderer who stole their haul and killed the man he looked upon as a father. The killer's changed his name to Steve "Frezelli" and is living a life of luxury in L.A.

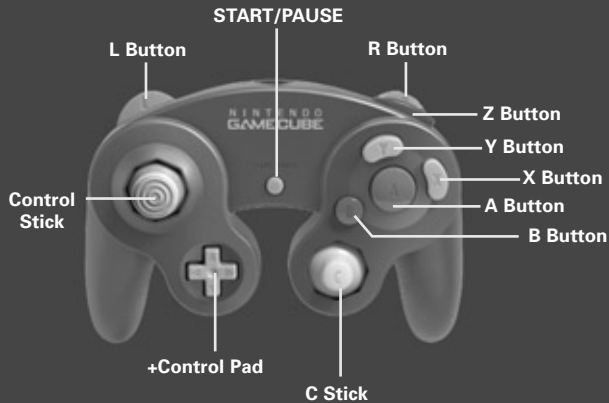
Charlie and the gang want their gold.

And they want Steve.

Get In. Get Out. Get Even.



CONTROLS



MENU CONTROLS

Control Stick ◀ / ▶ Cycle through options

A Button Confirm selection

B Button Return to previous menu

Navigate menus by pressing the Control Stick ◀ / ▶ to highlight options. Press the A Button to confirm your choice of a highlighted option. Press the B Button to retreat back one menu screen.

DEFAULT DRIVING CONTROLS

+Control Pad ◀ / ▶	Turn left / right
Control Stick	Turn left / right
C Stick	Accelerate / Brake / Reverse
A Button	Accelerate
B Button	Brake / Reverse
X Button	Handbrake
Y Button	Change camera view
L Button	Rear view
R Button	Two-wheel tilt
START / PAUSE	Pause
Z Button	Respot

Note: You can change the driving controls and turn the Controller Rumble Feature ON/OFF from the Options Menu. When ON, the Controller will Rumble in response to game events.

The Options Menu is available from both the Main Menu and the Pause Menu. See pages 10-11.

chapter one

THE MENUS

MAIN MENU

STORY MODE

Story Mode takes place across 15 missions, as Charlie Croker and his gang attempt to track down Steve and take back what's rightly theirs—the gold. Take control of all types of vehicles—and then chase, tail and race your way through the streets of L.A. in a bid to “GET EVEN”!

To Play—

Select STORY MODE and then select the mission you want to play. You cannot select missions that are “grayed” in the menu or pictures that are negative until you earned a high enough grade in the previous mission.

At the end of each mission you receive a grade reflecting the number of points you accumulated during that mission. Grades not only allow you to progress to the next mission, they also unlock some of the many Bonuses in the game. See page 19 for details.

CIRCUIT RACING (& Multiplayer)

Feel like a quick spin around town? Various circuits are available where you and three computer-controlled opponents can battle it out for supremacy.



Got friends? Invite them over and select TWO PLAYERS to play head-to-head with your buddy and two other AI opponents.

To Play—

Select either ONE PLAYER or TWO PLAYERS. Then select an environment. Finally, select your vehicle (Player 1 chooses first, followed by Player 2).

STUNT DRIVING

This unique mode of play focuses on controlled, precision driving. Stunt Driving offers a variety of courses, each with its own tough challenges. We dare you to quit this mode before completing at least one of the courses.

To Play—

After selecting STUNT DRIVING, select your circuit and then the vehicle you want to use. You can only use the new MINI Coopers in this mode.

Stunt Course One is available from the start, then you'll need to achieve high grades on each course to unlock the next one.

FREE ROAM

Drive around Hollywood or L.A. at your own pace. No missions, no times to beat, no opponents—just you, your vehicle, and the gorgeous view.



OPTIONS

Various visual, audio and game options are available while you're playing **THE ITALIAN JOB**[®]:

VISUAL

- ▼ **SCREEN SIZE**—Choose an aspect ratio: either 4:3 (standard) or 16:9 (widescreen, recommended for big TVs).
- ▼ **DEFAULT**—Restore the original settings.

AUDIO

DOLBY PRO-LOGIC II™—**THE ITALIAN JOB**[®] game features a very complex sound system that's encoded in Dolby Pro Logic II™ for maximum effect if supported by your system. Dolby Pro Logic II™ playback is activated automatically if you have Dolby Pro Logic II™ equipment connected to your Nintendo GameCube™ and set up correctly. Please consult your Nintendo GameCube™ instruction manual for more information on setting up your Nintendo GameCube™ for Dolby Pro Logic II™ sound.

- ▼ **SFX VOLUME**—Adjust the volume of background sound effects from 1 to 10 (loudest).
- ▼ **ENGINE VOLUME**—Adjust the volume of ingame engine noise from 1 to 10. Go on, ramp it up!
- ▼ **SPEECH VOLUME**—Adjust the volume of the game voiceovers from 1 to 10.
- ▼ **MUSIC VOLUME**—Adjust the soundtrack volume from 1 to 10.
- ▼ **DEFAULTS**—Restore the original settings.

GAME

- ▼ **DEFAULT CAMERA**—Change the default camera view to a number of other views for your driving enjoyment.
- ▼ **RUMBLE FEATURE**—Toggle the Controller Rumble Feature ON or OFF. When ON, the Controller will Rumble in response to game events.
- ▼ **PLAYER ONE/PLAYER TWO CONTROLS**—Various control configurations are available. Highlight each setting to see its configuration. Both players can set their controls separately.
- ▼ **DEFAULTS**—Restore the original settings.



SAVING

THE ITALIAN JOB® will automatically prompt you to save your game every time a change has been detected—for example if you alter a setting or unlock a new circuit or feature. You cannot save the game manually.

- ▼ To save your progress you must have a Nintendo GameCube™ Memory Card with at least 1 file and 2 free blocks inserted into Memory Card Slot A.
- ▼ This game uses Memory Card Slot A only.
- ▼ Do not press the RESET button or remove the Memory Card while saving a game, or your game data could be lost or corrupted.

BONUS FEATURES

THE ITALIAN JOB® contains a ton of Bonus material for you to unlock and enjoy—from serious development practices to us making complete fools of ourselves.

Complete Story Mode to unlock the Bonus features, and this option will appear on the Main Menu. For more information, see pages 19-20.

PAUSE MENU

Press START/PAUSE during gameplay to display the Pause Menu. Menu items can vary depending on the game mode you're playing.

The options below are available in Story Mode:

- ▼ **CONTINUE**—Continue from where you paused the game.
- ▼ **NEXT MISSION**—Exit the current mission and play the next one. This option is available only after you successfully complete the current mission.
- ▼ **RETRY MISSION**—If you aren't happy with your performance, select this option to restart the mission from the beginning.
- ▼ **AUDIO**—Adjust game sound output and volume (see page 10).
- ▼ **GAME**—Adjust various game settings (see page 11). Available options may differ depending on whether you accessed Game Options from the Main Menu or from the Pause Menu.
- ▼ **QUIT**—Return to the Main Menu.



chapter two

THE HUD

The HUD (Heads Up Display) shows pertinent information onscreen, displaying only the elements specific to the current mode. For example, don't be bummed if you don't see the Lap Indicator during Story Mode—you aren't completing any circuits so it doesn't need to be there.

STORY MODE HUD



Bonus/Deduction

RADAR

Story Mode HUD—

- ▼ **TIME REMAINING**—Details the remaining time left to reach the next objective or checkpoint. When the time runs down to zero, it's game over, man, game over.
- ▼ **SCORE**—Shows the amount of points you've scored so far during the current mission or race.
- ▼ **BONUS/DEDUCTION**—Whenever you perform a stunt (or indulge in poor driving), this indicator announces it.
- ▼ **RADAR**—The radar is a handy tool when you initially start playing **THE ITALIAN JOB**® and haven't yet learned the street layouts. The radar depicts:
 - a) Relative position of opponents around you. Threats are marked in black, opponents in white and cops in blue.

- b) The current objective point (or checkpoint in Circuit Racing), indicated by a pulsing orange marker. Keep this at the top of the radar to stay headed in the right direction. When you're near your objective, the marker moves toward the middle of the radar.

The radar only indicates the general location of the current objective point or checkpoints. Some may actually be on a road beneath you or in an underground parking garage whose entrance is on the other side of a building. Use the radar as an indicator—and remember that you may need to find a way around to your destination.

CIRCUIT RACING HUD



Position

Lap

Circuit Racing HUD—

- ▼ **LAP TIME**—Your time so far on the current lap.
- ▼ **BEST TIME**—Your current best lap time.
- ▼ **SPLIT TIME**—How far you are behind the vehicle ahead of you (in red) or how far behind the 2nd position vehicle is when you're leading (in green).
- ▼ **POSITION**—Your race position compared to the other three competitors. So, if it reads 4/4, then you're last and you need to "get the lead out" or face humiliation (Circuit Racing only).
- ▼ **LAP**—Your current lap and the total number of laps in the race.

chapter three

PLAYING THE GAME

Note: See page 7 for default gameplay controls. You can choose between several control configurations from the Options Menu (see page 11).

DRIVING

Driving a vehicle in **THE ITALIAN JOB®** works in the same way as if you were driving a real car. Please do not attempt to drive a real car in the same way as if you were playing this game. It's illegal, dangerous and downright irresponsible!

ACCELERATING

Press the accelerator button (A Button default) to drive forward. The longer you hold down the button, the faster you go (to a maximum speed).

BRAKING / REVERSING

Press the brake button (B Button default) to slow down. Hold down the brake button to put the vehicle into reverse.

HANDBRAKE

OK, so everyone knows what a handbrake is, but we thought we'd emphasize how important it is to master and use it in **THE ITALIAN JOB®**. Good use of the handbrake allows you to maintain speed through sharp corners and rack up Stunt Bonus points. Bad use will see you heading straight into the nearest hard object. Not pretty.

Press the accelerator and handbrake (A + X Buttons default) at the same time to perform a "donut" (a sharp turn on the spot). Press the brake and handbrake (B + X Buttons default) at the same time to perform a reverse donut.

TWO WHEEL TILT (MINIs only)

One of the hardest skills to master, but possibly the most rewarding, is the ability to tilt your MINI onto two wheels and sustain it for some distance without losing control. This not only demonstrates some pretty spectacular driving skills to your friends, but more importantly increases your Stunt Bonus.

Press and hold the two-wheel tilt button (R Button default) to pop the MINI up onto two wheels. Steering in the appropriate direction can help maintain balance. The longer you hold your MINI on two wheels, the more Stunt Bonus points you'll gain. As soon as you release the button the vehicle falls back down onto all four wheels.



DAMAGE

If you drive hard into a wall, you're going to damage your vehicle. The more damage you sustain, the worse it gets. Damage your vehicle too much and you're outta there.

CAMERA VIEWS

A number of camera views are available for your driving pleasure. Press the camera view button (Y Button default) to try them out.

You can also look behind your vehicle by pressing and holding the rear view button (L Button default) while playing. Release the button to resume normal view.

RESPOT

Occasionally you may get into trouble, such as flipping your vehicle onto its roof or getting stuck on a ledge. Press the respot button (Z Button default) to get your vehicle back on the track—though you will be penalized in points for using this option.

OBJECTIVE POINTS

In Story Mode you need to reach various destinations to meet your objectives. These destinations are called objective points and are designated by a large red box. To achieve your current objective, locate the objective point (use the radar) and drive into it—the vehicle will stop automatically.

Some objective boxes can be harder to find, such as down alleyways and in underground parking garages—after all, you don't want to be noticed. Learning the position of objective points is essential, as many are used again throughout the missions.

GRADING & UNLOCKING BONUS FEATURES

THE ITALIAN JOB® features an extensive grading system that rewards you for speed, style and skilled driving at the end of each mission (in Story Mode) or course (in Stunt Driving).

For example, in Story Mode you should:

- ▼ use shortcuts to increase your Time Bonus.
- ▼ smash through objects to accelerate your Smash-Up Bonus.
- ▼ gain more air off ramps to boost your Airtime Bonus.

In Circuit Racing it's simpler: just win the race!

The higher the points, the higher the grade, and the more goodies that will be unlocked before your very eyes. (Most vehicles, missions and Bonus content have to be unlocked before you can use them.)

Menu items that appear "grayed" must be unlocked by achieving the required grades in Story Mode and Stunt Driving, or by winning the available Circuit Racing races. For example, to unlock a Bonus vehicle you need to achieve an A Grade during a mission; to progress to Stunt Driving Course Four you need to get A Grades on the previous three courses.

Grades—

- ▼ **A GRADE**—Excellent! You've just unlocked a new vehicle or a Bonus Stunt Course.
- ▼ **B GRADE**—Not bad, but you've got to try harder.
- ▼ **C GRADE**—Congratulations! You've unlocked the next mission (in Story Mode).



POINTS & DEDUCTIONS

Points are awarded at the end of a mission as follows:

- ▼ **MISSION COMPLETION BONUS**—Successfully complete a mission and you'll get a nice Bonus.
- ▼ **TIME REMAINING BONUS**—When you complete a mission, any additional time left on the clock is converted to points.
- ▼ **DISTANCE TRAVELED BONUS**—The more ground you cover to reach your objectives, the more points you get. Sometimes the shortest route isn't the best ... think about it.
- ▼ **STUNT BONUS**—Stunt Bonuses are awarded for feats like pulling off crazy cornering or holding your MINI on two wheels for a longer time.
- ▼ **AIRTIME BONUS**—You get points for every second your vehicle is airborne.
- ▼ **SMASH-UP BONUS**—The more boxes, tables, chairs, etc. you hit, the more points you get.

Points are also deducted for poor driving:

- ▼ **RESPOT PENALTY**—Using Respot can get you out of sticky situations, but it costs you points.
- ▼ **COLLISION PENALTY**—Hit some traffic and you can kiss more points goodbye.
- ▼ **DAMAGE SUSTAINED PENALTY**—The more damage your vehicle sustains, the more points you'll lose.

CREDITS

THE ITALIAN JOB® is brought to you by Climax Brighton in association with Eidos Interactive and Paramount Pictures.

CLIMAX STUDIOS

Producer
Nicolas Rodriguez

Lead Programmer
Balor Knight

Lead Artist
Vassos Shiarlis

Lead Design
Serkan Hassan

Code Team

Console Leads
Ross Childs
Mark Sheppard

Programmers
Greg Modern
Paul Scully
Adrian Flack

Audio Programmer
Jim Callin

Art Team

Senior Vehicle Artist
Matt Tracey

Vehicle Artists
Paul Meston
Paul Shewen
Nick Wood
Steve Samsom
Darren Fenn
Henry Rolls

Environment Artists
Steve Wilding
Stu Bugg
Tony Porter
Trevor Moore
Nik Faulkner
Jason McFee
Henry Rolls
Jez White
Paul Trewin
Garry Clarke
Nick Wood

Object Artists
Paul Trewin
Henry Rolls
Tony Porter

Concept Art
Richard Thomas

Video Production
Nik Faulkner

Front End Design
Vassos Shiarlis
Tom Geddes

Concept Design
Tom Geddes

Designers
Geoff Cullen
Ian Hudson
Alkan Hassan

Sound Design & Music
Rockett Music Ltd

Lead QA
Steve Brocking

QA
Paul Stanyer
Chris Bowles

Additional Programmers
Chris Caulfield
Rory Driscoll
Damyan Pepper
Shawn Hargreaves
Andy Grant
Stuart Findlater

Management Information Systems
Guy Mayhew
Rupert Mills

Admin and Office Support
Lynn Horton
Melanie Ward

Studio Head
Tony Beckwith

Development Director
Nick Baynes

Technical Director
Greg Michael

Art Director
Craig Gabell

EIDOS INTERACTIVE U.S.

Producer
Clayton Palma

QA Manager
Mike Kelly

Assistant QA Manager
Colby McCracken

QA Supervisor
Ryan Natale

Product Test Coordinator
Dan Franklin

QA
Beau Teora
Kip Ernst
James Cabot
Ralph Ortiz
Andrew Tully
Brian Falls

Stephen Cavoretto
Benny Ventura
Jacob Rohrer
Chris Bruno

Compatibility Manager
Chris Lovenguth

VP of Marketing
Paul Baldwin

Director of Marketing
Chip Blundell

Product Manager
Renee Platka

PR Manager
Michelle Seebach

PR Specialist
Kjell Vistad

PR Coordinator
Denny Chiu

Channel & Interactive Marketing Manager
Kim Pendleton

Channel Coordinator
Janty Sumimoto

Web Team
Rob Fitzpatrick
Yasuto Suga

Production
Michael Minson
Greg Wu

Special Thanks
Rob Dyer
Kevin Weston
Christian Chatterjee
Greg Richardson
Jamie Bartolomei
Paula Cook
Dan Johnson
Kevin Gill
Matt Gorman
Matt Knoles
Wyman Jung
Brian King
Moore Design
Eclipse Advertising
Hanshaw Ink & Image

EIDOS INTERACTIVE EUROPE

Producer

Nick Bridger

Executive Producer

Martin Alltimes

Associate Producer

Dan Mayers

Group Localization

Manager

Flavia Timiani

Localization Manager

Alex Bush

Localization QA

Supervisor

Marco Vernetti

Localization QA PTCs

Joaquin de Prado Garcia

Dario Scimone

Lead Localization QA

Technicians

Arnaud Messenger

Iain Willows

Localization QA

Technicians

Mickael Pesquet

Matthieu Chollet

Laure Diet

Jacques Galon

Andreas Gschwari

Pedro Geppert

Angelo Rocca

Daniel Castro

Byung-Joon

Samuel Kil

Yukiko Goto

Monica Dalla Valle

Henrik Prinz

Torben Malessa

Localization Manager

(France)

Guillaume Mahouin

Product Managers

Helen Lawson (UK)

Christel Camoin (France)

Sören Winterfeldt

(Germany)

PR Managers

Steve Starvis (UK)

Priscille Demoly (France)

Theodossios Theodoridis

(Germany)

Creative Services

Andy Cockell

Rob Eyers

QA Manager

Chris Rowley

Assistant QA Manager

Ghulam Khan

Project Test

Coordinators

Tyrone O'Neill

Phil Kelly

Steve Manners

Assistant PTC

Darran Gibbons

Testers

Andrew Nicholas

Pete Closs

Richard Edbury

Scott Sutherland

Gordon Gram

Jason Ried

David Hawkins-Farr

Kevin Haddon

David George

Nuruzzaman Ali

Alex Holroyd

Ernest Doku

Vincent Boon

Gabriel Allen

Kwesi Moodie

Richard Pettitt

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Herb Albert and The

Tijuana Brass

William Shatner

Ceri and Gaby Watkins

Belle and Minnie

Melissa Oldham

Sarah Vick

Gabriel & Mia McTigue

Caroline T

Steve Rockett

Matt Costello

Peter Shore (Comedy

Store, LA)

Noemi Rancharan

(Argyle Hotel, LA)

Amanda Wyatt at

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Sarah Kilmartin (MINI

uk)

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VIACOM CONSUMER PRODUCTS/ PARAMOUNT PICTURES

Executive Director, Product Development Interactive & Technology

Harry Lang

Manager, Product Development Interactive & Technology

Dan Felts

Viacom Consumer Products

Andrea Hein

Terri Helton

Pam Newton

Sandi Isaacs

Christina Burbank

Stephanie Sue

...and to the following creative talent from The Italian Job

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Donald De Line - Producer

Wendy Japhet - Executive Producer

Jim Dyer - Executive Producer

F. Gary Gray - Director

Christopher Rouse - Editor

Lynsey Shmukler Jones - Asst. to

Donald De Line

Charles Woods - Production Designer

Beth Bajuk - Art Department

Cid Swank - Publicist

Script Revisions

Matt Costello

Manual lovingly written by

Nick Bridger

The Italian Job®

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Good Day, Good Evening and Good Night