



Introduction

The year is 1958, and things are going stunningly well for the Italian-run underworld in the United States. The Corleone family, which burst onto the scene only a couple of decades earlier, is in especially good shape. Their illicit financial empire stretches across the entire country, from Las Vegas to Miami to New York, with direct connections back in the old country. But business can be even better, and that's why Hyman Roth has called a meeting of the United States' major crime families in Havana, Cuba on New Years Eve. *This* is where our story begins.

However, it isn't where the story ends, for learned students of history know precisely what happens the very next day. January 1st of 1959 ushers in the Cuban Revolution and with it a communist takeover of the once American-friendly nation. Out goes one dictator -- Fulgencio Batista -- and in comes another, in the form of the infamous Fidel Castro. With pro-Americanism thrown to the wayside upon the ousting of Batista, the Mafioso looking to take advantage of lax Cuban regulations to make lots of money out of the United States have a big problem on their hands. It's time to get out of Cuba, and return to the States.

And while you'll certainly return to Cuba during the course of The Godfather II, it's conducting your operations within Miami and New York that truly lie at the heart of the game. While The Godfather II is a much more robust and engaging experience than the original Godfather game, the premise remains largely the same. It's up to you to expand the strength of the Corleone empire by creating a family of your own. Your character, Dominic, will start from the ground up, building his (or your) empire patiently. Extort businesses, carefully launder your money, pay off crooked cops and do favors for random people to receive favors in return.

Guide by: Colin Moriarty

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The Godfather II | Basics

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Believe it or not, The Godfather II is a fairly complicated game. Even veterans of the original Godfather game might find themselves a little bit overwhelmed at first, simply because The Godfather II is so much more ambitious in what it attempts to do. While the premise of the two games remain relatively identical from one to the next, it's the management options you get to play within The Godfather II that lie at the heart of the experience. If you're unable to manage your criminal empire successfully, you won't make it very far. But before we get into that, let's cover the game's fundamentals.



Dominic Who?

The character you play, the main character, is named Dominic. And Dominic is charged with quite the task -- organizing a family to compete with other rival families at the behest of Hyman Roth, a legend from the prime Mafia days of years passed. Quickly, from the game's beginnings in Havana, Cuba, Dominic will find himself in the middle of heated dilemma after heated dilemma, all the while having to carefully manage his family, his businesses, and the money flowing in and out of his hands every single day. And in this respect, and strictly in this respect, The Godfather II laps the original Godfather game in terms of scope. And that's without even covering the three distinct locations where everything goes down throughout the course of this lengthy game.



Dominic is a capable man... as capable as the gamer playing him is. Don't get things mixed up -- The Godfather II isn't an easy game. It's dynamic and requires plenty of attention. But Dominic, via you, the gamer, is more than able to handle the job. So, let's start with the very foundation of The Godfather II, and all Mafia-based movies, films, shows and books. That foundation, of course, is The Family.

The Family

Without your Family, you're nothing. You have to build, sustain and take care of your family, and in return, the members of the family will look out for you and your best interests, and take a bullet for you with absolutely no problem, on your very command. Your family is all about order and discipline, and you're at the very, very top. Ultimately, this is how the "officer" ranking in your family will pan out.

The bottom-of-the-rung Mafioso are called Associates. However, Associates aren't officers, but they are the most numerous types of characters that you'll find yourself dealing with. In *The Godfather II*, they're known as guards, and you can post them at all of your extorted businesses (for more on business extortion, read the next section of Basics), hiring them for \$100 a head per day. Above the Associates is your lowest rung of officer, called Soldiers (or, in Italian, Soldatos). Each of your four Soldiers is capable of at least one specialized skill, if not more (for more on skills, head over to the Advanced Tactics section of our guide), and will follow you around on command, loyally. These guys are expendable, but also important, because the cream of the crop Soldiers will ultimately be promoted to the illustrious positions illustrated below.



Above Soldiers are what is known as Caporegimes, or Capos for short (Capo is Italian for "head"). In *The Godfather II*, your family will have two Capos who share their power and wield it over the Soldiers and, of course, the rest of the nameless ranks of Associates. Capos are promoted to such a position by being solid Soldiers, so you'll want to hire within your own ranks, rewarding your best, most worthy Soldiers to Capo after a little while. Capos are capable of much more in terms of strength and power than their Soldier friends, so be sure to bring these guys along if you need help.

Above your two Capos will be the lone Underboss. The Underboss is essentially the Don's lieutenant, his right-hand man. Worthy Capos who've managed to execute your orders with considerable skill and accuracy should be looked at for promotion to Underboss when the game finally deems you eligible to have one. The Underboss is an even more powerful version of the Capo (who is, as we illustrated earlier, a more powerful and capable version of the Soldier), so your Underboss will in essence be your family's prized possession. You'll want to have him, whoever you deem him to be, with you at all times. And of course, a rather ancillary addition to your family (at least in terms of the game) is your automatically-appointed Consigliere. While extremely important in function to actual Mafia operations, the Consigliere's more refined position in the scheme of things relegates him to a rather minor role in *The Godfather II*. And your character, Dominic, finds himself at the very top of the hierarchy. He's the Don -- the bossman.

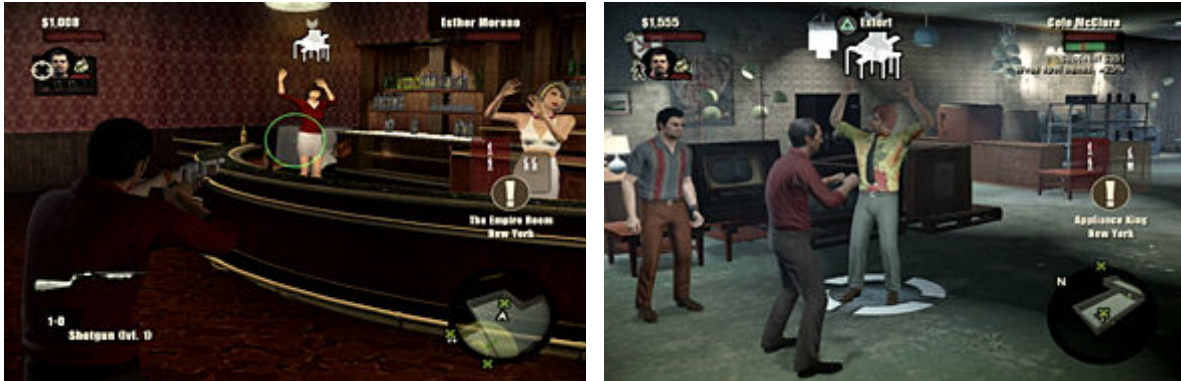


Now that you have a rather in-depth grasp of the workings of a Mafia family, let's get to the bread and butter of their operation -- the extortion of businesses, the controlling of rackets, and the laundering of money.

Crime, Committed

If you're not willing to commit crimes in *The Godfather II*, then you won't get very far. The meat of the game is in the extortion of businesses and the subsequent control of specific crime rings that will give you and your family bonuses (more on those Crime Rings and said bonuses in the Advanced Tactics section of Basics). To extort businesses in *The Godfather II*, you must enter the business you want to extort and *convince* the owner of said business to see things your way. Of course, this isn't as easy as it sounds, and is severely complicated by two separate issues.

The first issue is that businesses not in your family's control is in the control of a rival family. And rival families don't just let their businesses sit around unguarded. Quite the contrary is in fact true, because the more valuable the business is to a family, the more well-guarded you'll find it. Thus, extorting businesses is never, ever a clean affair from the get-go, simply because you're going to have to waste any number of rival family Associates just to clear the way for your own goons.



The second issue stems from the owner of the business. You should never attempt to extort a business until all enemy forces in the business are expelled. Keep in mind that never is the business owner him/herself ever initially hostile. It's the Associates you need to worry about. But once the Associates are cleared and it's just you, your friends and the business owner, the extortion itself can begin. Extorting in *The Godfather II* occurs in the same exact fashion it did in the original game. By threatening a store owner with physical violence, his threshold will eventually snap (and more money can be made if you find his or her specific weakness, whether it's physical violence, destruction of property, et cetera).

It's at this point that you can extort the business. The longer you push, the more money can be made in protection money (thus making the extortion a form of racketeering, since you're pushing the owner for money in return for protection of himself and his business, the quintessential form of racketeering). Be careful, though! Push any store owner beyond his or her ultimate threshold, and you won't be able to convince said store owner of seeing things your way. From there, things turn violent and you'll be forced to wait for a while until you attempt to take over the business once more.



Taking over the business is really only half of what's important, however. Now that you've acquired the business, you have to protect it at all costs. Just like you came in to the business, gunned the place down and took it over, so too can one of your rival families come in and do the same back to you. As a result, you have to post guards at locations you've taken over to secure them against automatic and immediate reclamation. Each guard costs \$100 per cycle, and will be posted at that business permanently (unless you decide otherwise). These guards are widely anonymous Associates to your family, but remember that some of them can be promoted into the Officer ranks of your family, beginning with Soldier. In fact, this is how you'll find all of your family recruits, except for your Consigliere, who is appointed to your family automatically. Posting even the maximum number of guards allowed at any given location won't guarantee that an overwhelming force won't reclaim the property from you, but the more money you're willing to spend on protecting your properties, the more likely you'll be able to keep them under your control. If things are getting too heated for guards posted, you can always dispatch Soldiers, Capos, and even your Underboss to the location of an attempted takeover, to turn the tide if necessary.

Crime Rings

Taking over businesses is extremely important in The Godfather II. In fact, it's downright integral if you're going to get anywhere in the game. But underneath each business, each extortion attempt and each controlled racket is something that's far more valuable. While any business that's taken over generates a certain amount of income contingent entirely on how persuasive you were in the takeover of that business, more money (and other awesome perks) can be earned simply by controlling a series of like businesses that relate to one another. You can find more specific information on which business falls into which Crime Ring in the Businesses section of our guide, but in the meantime, below is a description of the nine types of Crime Rings in the game, and what controlling the totality of any of these rings will earn you and your family.

Adult Entertainment -- Controlling an Adult Entertainment ring will net you cheaper guards for all of your rackets. This is extremely, *extremely* useful, since a majority of your outgoing money goes to paying all of your guards at all of your businesses. This could easily turn a pesky budget deficit into an unexpected surplus, so this is one ring you'll want to aim at immediately.

Arms Smuggling - If you manage to have an entire racket under your control that's dedicated to the smuggling of illegal and illicit arms, then you, my friend, will be able to carry twice the number of explosives on your person you'd otherwise be eligible to carry. Awesome for pyromaniacs.

Chop Shops - Sick of you and your crew getting gunned down whenever you approach a hostile scene in a car? Well, control a Chop Shop crime ring in its totality, and you'll be able to gain access to Armored Cars, which will save you the headache associated with vehicular homicides.

Construction - Rival families won't always come at you with their full strength in order to take over a money-making operation from you. Sometimes, they'll blow the living hell out of one of your businesses instead. By owning a Construction racket, your businesses will rebuild twice as fast after being devastated by an enemy detonation.

Diamond Smuggling - Another ultra-useful perk, dominating all diamond smuggling businesses in a racket will result in the ability to equip yourself and your crew of flunkies with bulletproof vests. If this doesn't sound too useful to you, then consider this -- bulletproof vests cut damage received in half.

Drugs - Perhaps the most important of all nine rackets to go after immediately, the drug crime ring is a well-protected racket for a reason. By controlling an entire drug-related crime ring, you'll be eligible to double the money you earn from drug-related businesses in a single day. Now *that's* awesome.

Gambling - This is probably the most useful of the nine Crime Ring perks, but it's still an interesting addition and a powerful tool, should you look to go after it. By controlling a Gambling crime ring, you'll be able to use incendiary ammunition in some of your weapons, adding flame damage to your metal bullets.

Gun Running - Smuggling guns into a country, or a city therein, isn't the end of the line for those guns. Once smuggled, the guns must be run to various purchasers. By controlling all conduits of firearm distribution in a crime ring, you'll be able to double the amount of bullets held in a chamber or clip on any of your weapons. Now *that's* playing with power, wouldn't you say?

Prostitution - The world's oldest profession comes with an added perk, once you control all Prostitution businesses in a single crime ring. By doing so, you'll earn Brass Knuckles for you and your crew, exponentially increasing damage dealt to unsuspecting foes with physical, melee attacks.

Unofficial Criminal Activities

While extorting businesses and controlling rackets to make mullah might be at the very heart of The Godfather II, it's not even remotely the only criminal activity that takes place in the game. There are other forms of illicit activities that contribute to your empire without adding to its coffers, and those crimes are briefly discussed here. Rest assured that all of these crimes should at some time or another be tried, and some of them are downright necessary if you want to complete the game.

Contract Hits - Contract Hits are a good place to start, because they constitute the single most important non-extortion based crime in the game. By undertaking Contract Hits, you can kill rival family officers with permanence. Killing them any other way, even when storming their compound, won't necessarily result in a permanent death. Just how any particular officer should be killed permanently usually results in the successful undertaking of an unrelated -- yet criminal -- favor. Speaking of which...

Corrupt Officials - You can also find corrupt officials in all three geographic locations in the game that will want you to do something for them for something in return. In this way, this system is identical to the Contract Hits discussed above. A corrupt, crooked official will ask you to kill someone, steal something, or do something else. In return, they'll be in your debt for a single call back, whether you need the cops to get off of your tail, a deceased officer in your family quickly revived, and much, much more. These "back pocket" favors are awesome to build up and have for the moment you really need them. Don't waste them!

Officer Specialties

Finally, we come to the specialties of officers in the game. Only Soldiers and above on your family tree can have specialties, meaning your anonymous Associates guarding various locales in the game won't have them (though you can hire some of them with certain skill sets into your family tree if there's a vacancy, thus allowing you to unlock skills that would otherwise be unusable). Below are brief descriptions of each specialty in the game, and why they're useful. Do keep in mind that while some skills are much more important and useful than others, you'll want to have a single permutation of family members where there's at least one person representing each skill, so you're never wanting for the results of said skill.

Arsonist - Arsonists set fires, obviously. You can set fire to any number of objects, from highly-flammable oil containers to plant life, and everything in between. This skill is more diversionary than anything else, though you'll find that it has useful applications, especially if it seems you can't access certain areas that are otherwise only accessible by first setting a devastating fire.

Bruiser - To bruise, one must be a Bruiser. In all honesty, this is, by far, the most useless of the six skills available in the game. Nonetheless, Bruisers are insanely good in a fight with no guns, and can rough up everyone from eyewitnesses to uncooperative store owners and beyond. Couldn't hurt to have one around, but don't focus on this skill, as it's not even remotely important.

Demolitions - Perhaps the skill with the most practical applications, a demolitions expert can use various explosives with great skill. When you see the demolition icon, you know that something can be blown to smithereens. This is the only absolutely essential job in the game, since enemy compounds must be destroyed by way of explosives, but you'll find that a capable demo expert can open up alternate routes for you to use all over the place.

Engineer - Perhaps the only skill of the six specialties in the game that requires an intense amount of skill and knowledge, an engineer's usefulness on your team will more often than not be subtle. Before storming any business, run around the periphery with your engineer and cut the electrical and phone lines to ensure that no reinforcements are called out for and sent. The engineer is completely preemptive in design, which is a good thing indeed.

Medic - Strangely enough, even Mafioso have medics to tend to their injuries. Since most of their injuries occur via illegal means, this makes more sense than you may initially think. But the application is far more practical than simply eluding the attention of the authorities. Medics can heal injured or downed family members in the heat of battle, resuscitating them so that your enemies don't overwhelm you in numbers and turn the tables on you.

Safecracker - Safecrackers are one-dimensional additions to your team that need to be brought with you if you have any hope whatsoever of -- you guessed it -- cracking safes. If you're robbing a bank without a safecracker, for instance, you're simply wasting your time. Each business in the game also has a safe, just waiting to be cracked. Guys with this specialty are the only ones that will be able to help you obtain the valuables within said safes.

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1.) **Replenish Your Stock** - Even though you'll have a wide variety of weapons at your disposal during the course of the game, the fact remains that you'll be going through ammunition at a much quicker clip than you'd like to (pardon the pun). There's only so much ammunition your Tommy Gun, Magnum or Silenced Pistol can hold, after all. So, be sure to replenish your stock of ammunition often. The easiest way to do this is to simply visit your family's safe house, where myriad ammunition for all of your weapons will be sitting around, waiting to be picked up and used.

2.) **Seek Out New Weapons** - This tip actually has two primary segments. The first is that you should always be keeping an eye for weapons that are lying around in various areas, keeping in mind that only one "type" of each weapon can be in your inventory at any given time (so, for instance, if you have a Pool Cue in your inventory, don't expect to be able to hold another melee weapon without first dropping the cue). The second segment is that you should always be keeping an eye out for *weapon upgrades*, which are covered in-depth in the walkthrough. By finding these upgrades, your weapons are leveled-up and become much, much stronger. The latter is always worth the effort... always.

3.) **Bring the Right Guys** - One of the biggest mistakes you can make in The Godfather II is to not have the proper crew assembled for the job you're undertaking. For instance, having a Soldier with you that's a great safecracker is pretty useless if there are no safes to crack in the establishment you're breaching. On the other hand, having an explosives expert with you when invading an enemy family's compound is a great idea, since you *must* have one of them in order for the compound to be permanently destroyed. Keep in mind the specialties of your crew as you go through the motions of the game, and constantly toggle the right crew members in and out of your active party to accommodate any given situation.

4.) **Promote, Hire and Fire** - Just like any well-oiled business, your Family of criminals should be fluid. If someone's not getting the job done, remove the unwanted person from your organization and get some new blood in there. Also, be sure to promote Soldiers to Capo (and so on and so forth) if your family members are doing a good job. There's absolutely, positively no reason to keep your organization's roster static, so be sure to keep working with your men until you have just the right fit for all criminal occasions.

5.) **Manage Your Empire Carefully** - The Godfather II steps up in many ways that the original Godfather game didn't. While taking over businesses is certainly a key aspect to both games, *retaining* captured pieces of your empire is actually at the heart of Godfather II. Your empire *must* be managed often and with great care, or you will lose obtained parts of it as quickly as you gained them. You'll want to stack up guards at each establishment, for instance, making sure it's well protected against likely retribution from the family you initially stole the racket from. This is important! Don't neglect posting as many guards as you can afford at every business you seize. This will give you the best mathematical chance of retaining your gains.

6.) **Obtain Crime Rings** - Speaking of rackets, extortion and businesses, crime rings are a great and important commodity in *The Godfather II*. As discussed in the Advanced Tactics section of Basics in this very guide, controlling certain crime rings will give you untold benefits that will ensure your success and help you expand your illicit activities beyond the bounds they're currently contained within. By controlling a construction crime ring, for instance, your businesses bombed by rival families will recover and get back to earning you money twice as fast as they otherwise would. Controlling a drug-related crime ring will net you twice as much money on drug-related activities than you'd otherwise be making. There are lots of crime rings to take over, and they all have their benefits. So be sure to keep an eye on how a ring can be obtained, and then hold onto it for dear life!

7.) **Reinforce During Invasions** - More often than you'd like, you're going to get unfortunate prompts on your screen. These prompts will almost certainly have to do with one of your businesses being attacked by a rival family. When this happens and you do nothing, math is king, because the outcome will be solely based on the strength of the invading force juxtaposed against the static guard contingent you have posted at said business. Whoever is stronger will win. But you can turn the tide in these battles to ensure that you retain the business if you so desire (and obviously, you should very much desire this). The first way to do this is to dispatch family members not in your active crew to the scene of the crime. This is effective, and should be done regularly. As a last ditch effort, you can also visit the under siege business in question personally, which will turn the tide in a major way. Either way, don't let businesses fall to rival families without a fight. Otherwise, it negates all of that hard work you did in the first place, just to acquire that business.

8.) **Kill Witnesses** - Witnesses seem innocuous enough, but the exact opposite is true under certain circumstances. The police officers in *The Godfather II* are akin to the cops in a game like *Grand Theft Auto IV*, in that both groups of officers are insane. They will do whatever it takes to stop you if you're in their field of vision. And helping them find you are witnesses who *witness* you committing crimes. If you kill someone in front of someone else, steal a car in front of someone, or commit other crimes with someone else present, a red eye icon will appear on your HUD, signaling that a witness saw you commit a crime. These witnesses, if there are cops around, can give you away and complicate your life tremendously, so be sure to intimidate them or, better yet, just kill them and move on (just be wary of creating additional witnesses).

9.) **Obtain and Use Favors** - It's easy to overlook the power of favors in *The Godfather II*. But whenever someone is willing to give you a favor in return for another favor, you should certainly look into it. Favors are multi-faceted in this game. Some favors will allow you to use crooked cops and other public officials to pull some strings. Other favors allow you to learn a specific death sequence that will permanently kill a member in a rival family. Both will require you to do some dirty work on your own, of course, but it will all be worth it in the end, because having favors in your pocket and crooked officials waiting to return a favor always benefits you when you least expect it would.

10.) **One Family/City at a Time** - This is a tough one, because the game's main story will bring you all over the place, from New York to Miami to Havana and back again. And eventually, you'll be able to travel between the three cities at will, and will be doing so with regularity. However, certain families reign supreme in certain cities. Instead of spreading yourself thin, why not take care of business (pardon the pun yet again) one city and one family at a time? For instance, if you're in Miami, why not concentrate on the Mangano family and all of their businesses, as opposed to making multiple enemies at once? Then, when they're taken care of, move on to another city or another family, and so on and so forth, until you've completely dominated the underworld with your ruthless cunning.

The Godfather II | Walkthrough

Welcome to the real meat of our Godfather II guide, our Walkthrough section. Here, we'll hold your hand through each and every single, solitary mandatory section of Godfather II, from beginning to end.

Use the convenient table below to navigate between different sections of the guide. Each "chapter" of the guide, which we've created based on our own criteria, can be found below. Naturally, they are listed in chronological order.

Without further ado... our walkthrough.

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I. An Inconvenient Revolution

Once your character is created and the initial introductory sequence has run its course, you'll finally gain control of your character. Your character's name is Dominic, and he's a member of the Corleone family. As the on-screen prompt will inform you, you should first speak to Michael Corleone, the Don of the family waiting near you on the platform. Also feel free to speak with Fredo and Hyman on the balcony, and even more characters inside. Ultimately, though, you're gonna want to head down stairs to where the New Year's celebration is happening.



Once downstairs, mingle with the party-goers as much as you want. When you find your boss, Aldo Trapani, be sure to speak with him to progress the story. This will introduce you to an aspect of The Godfather II that wasn't in the original game -- Mass Effect-inspired answer wheels. Answer Aldo however you want (it doesn't really change the course of anything), and after speaking with him, stick nearby as he approaches the Corleones. When the President of Cuba (General Fulgencio Batista, for you history nerds out there) abdicates his position to the growing Marxist rebel insurgency, it's time for the mobsters to get out of dodge posthaste.



When you've assembled with your crew of three (Michael, Aldo, and Fredo), it's time to make a break for it. While other party-goers are stuck at a locked exit door, your friends suggest you look for another way out. A door that leads into the building's kitchen will lead to your temporary salvation (follow the "X" marker on your HUD), but once you arrive, get ready to kick a couple of guards' asses with melee attacks by following the on-screen prompts. Then, run outside and through the busted fence. As you run down the street, take cover behind the fruit carts, break out your gun when instructed, and return fire on the revolutionaries. These guys can take a lot of shots before being felled, so remember an important lesson you should bring with you throughout the rest of the game -- aim for the head for quick, clean kills.



Run forward after getting through the now-destroyed fruit carts and duck down behind the jersey barrier when instructed. Return fire on the myriad rebels firing on your position from behind their military vehicles. You don't want to press *towards* them, however. While you may want to mix up with them and kill as many as possible, collecting what they drop isn't important, because for the time being you have infinite ammunition. So instead of engaging them directly after a time, simply run towards the left, where a green marker will clearly indicate your destination. From here, fire on the lone guard in the booth on the far side of the bridge entrance, and the bridge will thereafter be lowered. Now it's time to cross.



Behind the barriers on the far side of the small bridge is a Tommy Gun, which you should equip on yourself. Unlike the pistol, you won't have unlimited ammunition for this weapon, but you don't necessarily need it, either. You're almost at the airport (a green marker will direct you towards it), so gun through any remaining foes, try to stay away from vehicles (since their explosions can do you in quickly), and run towards the fence surrounding the airport. Aldo, your character's boss, will be gunned down during the latter point of the escape, but once Michael, Fredo and yourself are on board a plane back to the States, everything begins to fall into place.



II. Back in the States

With reorganization gaining steam after the untimely death of Aldo Trapani, it's time to get down to business and prove your worth to the Corleones. Speak with Frank Pentangeli, and he'll give you the rundown on hiring a crew to help you out. Since you're now the boss of your own family, you can have people hired underneath you. Be sure to turn your attention to the two men Pentangeli offers to give you, both of whom are in the adjacent room. You'll have your choice here between Roy Giordano and Joe Primanti (names and skills may vary during your own gameplay experience). Roy's specialty is arson, while Joe's is medicine. The latter is actually extremely important, but only when you've assembled a more robust crew. So, for the sake of your early endeavors, we suggest that you actually go with the arsonist, Roy. Hire him on in order to proceed.



You're now asked to show your mettle by heading to a local business and extort it. Controlled by a rival family (in this case, the Rosato family), The Sweet Life is a bakery, and your first target. With your hired gun behind you, first speak with Michael Corleone at the house's entrance, and then head outside. Beyond Corleone's hired guns is a black car, which you should promptly get into. Make sure you wait for your hired gun to get into the car before driving off.



The Sweet Life Bakery is extremely close to your current location, so you'll only have to drive very briefly before you've arrived. Once there, get out of the car and head on inside. This whole ordeal, at least for the moment, is fairly simplistic, since all you're expect to do is to head to the green marker near the door in the building that leads to the back room.



Once there, however, things get a little bit more tricky. You'll learn how to extort businesses by intimidating the owners. After watching the cutscene that shows you some of the more creative ways you can convince someone to listen to you, you'll have to deal with The Sweet Life's resident thug, Jeb Dougherty. He won't budge when you speak with him, but take out your gun and point it at his head for a few seconds, and he'll reach his breaking point pretty rapidly. Doing this will gain you access to the secret business behind held behind the scenes.



It's at this point that your gun-pointing extortion skills will really come in handy. Bust on in to the strip joint being hidden by the storefront and work your way downstairs. Chances are, the guards posted at this business will turn their ire on you. Between you and your hired gun, however, you should be able to clean up -- just don't needlessly shoot the girls or non-hostile patrons (and be sure to collect the money dropped by downed thugs). The owner of the business, Warren Rizzo, will need to be convinced that his business is now protected by you. In return, he gets to live. We managed to push Rizzo well beyond the point of convincing him, but we don't recommend you go much further than about \$800, or you might push him over the edge.



When all is said and done, you'll need to post guards at this place. While a maximum of ten can be posted here, we decided to put only three here for the time being, which should hold off any hostile takeovers. Remember that undermanned or completely ignored businesses are vulnerable to the designs of rival families, so you need to cough up the money to hire guards at every business you take over; the more, the better. When you head back out to the bakery itself, speak with Frank Pentangeli, and you'll get your next mission after more of the in-game mechanics are explained in the rather artful cutscenes you've been watching up to this point. It appears two more of Carmine Rosato's businesses need to be extorted. So, on we go.



III. Playing the Game

As you were informed by Frank, taking over rival family businesses is all part of the game, and now you're charged with taking over two more. You'll have three possible locations total -- The Empire Room, Appliance King, and Richie's Tavern. All three businesses generally offer the same benefits, and since you'll own them all eventually anyway, it doesn't entirely matter which businesses you choose first. However, for the sake of this walkthrough, you'll want to choose The Empire Room and Appliance King, since they're both close to each other *and* close to your current location. Feel free to change it up how you see fit, if you so choose.

First, head to the Empire Room, since it's the more difficult of the two establishments to take over, and will be a greater challenge to ultimately overcome. Chances are, when you arrive outside of the lounge, you'll be assailed by members of the Rosato family outright. Make sure to have your hired gun with you to give you a helping hand, and rush the establishment, clearing out any foes outside before heading on in (and be sure to grab dropped ammunition, weapons and money, as well). Try to stay in the door and opening room area so that you can both watch your back from any stragglers still remaining outside, and head outside yourself to seek cover if the going gets too tough.



When you finally get inside, you're looking for the proprietor of the business, a woman named Esther Moreno. Be sure *not* to shoot her, however. If you begin killing people inside of her business, she'll begin convincing herself automatically to pay you protection. Of course, to really be able to speak with her and threaten her, if necessary, you'll ultimately have to pressure her to see your side of things. We managed to get a little over \$500 from her, but we wouldn't push it much further than that. Before you leave, be sure to leave at least three guards behind to take care of your new business.



When you're done at The Empire Room, your second target is right across the street, at Appliance King. This place is much less well-guarded than the Empire Room was, so you should have little issue taking this place over, especially when you realize that the owner of this particular store, Cole McClure, has a *special* weakness for the destruction of his valuable electronics. Take the Baseball Bat from the counter (or use the Golf Club you likely have in your inventory already) and begin going to town on his goons and his TVs alike.



As usual, it's important to remember that you don't want to push things too far, or you'll push McClure over the edge. We got about \$350 out of him, but you're not going to want to push it too far beyond that. And if the Rosatos send any thugs over to protect the place once you begin sacking it, be prepared to deal with gun-toting thugs much stronger than the guards posted at the establishment. After extorting McClure, be sure to grab not only the money, weapons and ammunition from anyone you laid waste to, but also be sure to grab the myriad weapons and ammunition in the storage room before departing.



When both businesses are taken over (or, any two businesses of the three you're initially given access to), the game will prompt you to use a nearby phone in order to continue your main quest. This, of course, is a fine idea, and there should be a phone in any establishment you're currently in. When you get on the horn, Don Corleone will instruct you to come back to the compound so he can talk to you. When you arrive, speak with him. He'll tell you that you need to hire more members of your family, and instructs you to begin by hiring a demolitions expert down at Triboro Park (and, for the record, new members can be recruited by talking to those guarding any of your already-seized businesses).



IV. Wrapping It Up

Don Corleone likes your style, and continues to encourage your sprouting enterprise. Take his advice and head to Triboro Park to continue the main quest. The location will be marked on your map, and is only a hop, skip and a jump away from the compound. When you arrive, you'll find a man named Bill Bardi playing dice with a couple of his friends. Speak with him to learn all about him. He's a demolitions expert, and *he's* the guy the Don recommends you hire. So, go ahead and hire him. When you do, he'll join your crew (now made up of two people, not including your character). It's now time to go after a more ambitious target than we've gone after thusfar.



Your destination will be outlined on your map, and it's not incredibly far from your current location. La Maison Rouge is the second half of the lucrative prostitution crime ring you began taking over when you sacked Sweet Life Bakery earlier. However, La Maison Rouge is considerably bigger and far better defended than its cousin location. Begin by driving over there with your newly-assembled crew, but don't bust in through the front door. Instead, keep your guns holstered, make as little noise as possible, and work your way to the back entrance. Your newly-recruited explosives expert will be able to plant a bomb at the back door to blow it open, giving you an alternate route into the well-guarded building.



Expect to be met by plenty of resistance here of varying degrees. Some thugs will be better-armed than others, but regardless, when you fell a foe, make sure to scour the body for any dropped money, ammunition or weapons. The two floor building is easy enough to clear, but try to stay still when you first get in. This will let enemies come to you, thinning out their ranks before running into the building's main chamber. You may also be met by thugs (or cops) coming from the back door, so watch your back as well. When you work your way up to the second floor, run rightward and through the door, and seek out the proprietor of the establishment, a woman named Lady Vaughn. Beat her up a little bit (her weakness is getting punched, as strange as that sounds). Don't push her too far, however. We got over \$2,000 from here, but you may not be able to get much more, so take it easy!



There's one more business you should go after before proceeding with the main quest, and that place is Richie's Tavern. Consult your map and put a waypoint on it, and then get over there. This building isn't well-guarded at all... that is, until you reach the rooftop, where many of the guards (and the proprietor) can be found. Keep in mind that this roof is two-tiered, and thus will necessitate you climbing up a ladder to deal with all of the thugs in the area. You should be getting used to this by now, however, so we'll keep descriptions to a minimum. When you get to the roof, extort Richie Discenza, but don't push him far beyond \$850. Then, be on your way, but not before using the phone in the bar on your way out in order to further progress the storyline.



When you get on the phone, you'll learn that Don Corleone wants to speak with you at a nearby safehouse, so follow the on-screen HUD to get there in a flash. When you arrive, speak to Frank out on the steps, and then go inside and upstairs to find the Don in the loft. When you speak with him, he'll further tutor you on the ways of the mob. Be aware that although you might be able to go attempt some other deeds, you might as well follow through with the task at hand and find a person who needs a favor done. In return, something special will thus happen for you. (If you didn't tell Frank and the Don that you wanted to gather some intel first, this may differ for you).



V. Stepping Up Your Game

You're almost legitimate now. *Almost*. Take up the Don's and Frank's suggestion, and find someone to do a favor for. Conveniently, the first person who has a favor to ask is located directly across the street from your safehouse, and speak to the man standing there with the key icon above his head. His name is Wayne Ferrara. He'll ask you to go beat up his father, since he's beating his mom, but *don't* kill him. Go find him via your HUD. When you do, walk up to him and punch him a couple of times. Be absolutely sure you don't shoot him or kill him. This will automatically fulfill the favor you sought with Wayne.



The favor returned to you from Wayne is a valuable one. He'll give up the goods on a Rosato soldier named Franklin Credi. His location will automatically be revealed on your map, and better yet, you'll get the specific way in which he should be eliminated. By strangling him, you'll keep him out of the mob game permanently, but if you kill him in any other fashion, don't expect his disappearance to be permanent. Far from it -- he'll be back out on the streets in no time. Find him, strangle him, and revel in the glory of taking out an important member of the Rosato family.



There are two more businesses you should probably take over before hitting up a phone to find your next contact. Both of them are located pretty close to one another, but unfortunately, a bit of a challenge will certainly be encountered at both places. First, head to SaniCo Dump and Disposal. Here, you'll run into stiff resistance. Try to clear out a couple of enemies using your car as a battering ram before going on foot. Don't go through the door on the side, but instead have your demolitions expert blow his way through the back door (you should also find plenty of ammunition back there). Once inside the building, clear any stragglers and threaten Quincy Travis with your firearm to scare him. You can get quite a bit of money out of him, but we don't recommend going much past \$1,350.



The other location you'll want to visit is SaniCo Incineration, located near SaniCo Dump and Disposal. This business, which is in fact a drugs crime ring location, is worth lots of money. Busting through the location successfully, however, is another story entirely. You'll want to do things stealthily if you can; try finding a ladder leading up to the building's roof, where you can then find a ladder leading back into the building. This should give you a good point in which to spring from, and will allow you to command the high ground immediately. Seek out the proprietor of the business once all of the Rosato cohorts are felled, and hold a gun to him. Don't push him too far, of course. You should get the idea by now.



When you're ready to get back to the storyline, seek out any phone. It should be ringing. When you answer it, you'll likely be surprised to hear Carmine Rosato on the other end. You've essentially leaked him dry in the locale you've been concurrently hitting, so he wants to meet up and talk about an armistice. Oddly enough, he'll want to meet at Richie's Tavern. If you're following our walkthrough, you should have already taken the establishment over. When you arrive, however, Rosato seems to control the show. After ordering a round of drinks to mark the start of the truce, he attempts to kill both your character and Frank. When a cop walks in, the attempted murders will be disrupted, but it's up to you to blaze through the melee and get up the roof.



Plow your way up to the roof. You won't be dealing with thugs, goons or criminals of any kind up here, but you're going to have to blow through a couple of dozen cops to get to your ultimate goal. Follow the on-screen prompts (which will teach you techniques like hiding against walls and vaulting over obstacles), and be sure to seek out the green markers on the rooftops you scramble across, as they will lead the way. Keep your weapon at the ready at all times to deal with seemingly-never ending threats from the cops, and when you finally arrive at the window into your safe house, vault on through it. You're safe... for now.



VI. Sacking Rosato

Now, it's finally time to go after the Rosato Compound itself, though keep in mind you may want to first do some other good stuff, such as bribing people, doing favors for people, and the like. You shouldn't arrive at the compound itself in a flash. Try to be as inconspicuous as humanly possible going forward. From the outset, the idea is to try to thin out the Rosato ranks as much as possible outside. That means turning to your trusty sniper rifle, where you can snipe for a few headshots. Though you may see foes outside with you, it's the enemies on the balconies of the building that should be killed with the sniper rifle, since their fire will be a danger hereafter.



The idea now is to find a way into the mansion itself. We recommend *not* going through the front door, but instead seeking out a door on the left side of the structure which can be bombed. Of course, it's a good idea to wait until most (if not all) of the enemies in the area are slain. Let them stream out of both the front door and from around the building, and use the myriad cover in your vicinity to protect yourself from stray bullets. Be sure, as always, to scour dead bodies for ammunition, money and weapons that you may want to add to your inventory. For the former two, however, it's always a good idea to grab ammunition and money when you can. You can never use enough of both.



When you're prepared, have your demolitions expert blow the side door up, which will allow you to finally breach the building. From this initial room, you won't be able to run towards the stairs. Instead, you'll have to work your way around. *This* is why going through the front door is a bad idea, because without clearing these rooms before going upstairs, you'll undoubtedly find yourself flanked. Kill the myriad foes you encounter, grabbing dropped goods. You can also work your way around the dining room, where plenty of weapons and ammunition can be found. Ultimately, however, you'll want to work your way to the second floor, where remnants of Rosato's crew, and Rosato himself, can be found.



Once you reach the second floor, there's very little to worry about. Most of Rosato's men should have already been killed, so as you traverse the few rooms up here, you're dealing with the final resistance you'll encounter. Be absolutely sure en route through the linear pathway to Rosato's hiding place that you grab the .44 Magnum upgrade (it will be glowing red). Finally, when you reach Rosato, you want to do things in a very specific sequence. First, talk to Rosato, and then kill him. When that's done, crack the safe open in the room (if you don't have someone who can do this, leave, bring your safecracker, and come back). With the safe open, you should then have your explosives expert plant his explosives. With that done, bail out of the building. Use the front door this time -- it's integral you get out of there before the explosion.



Once outside, seek cover behind one of the cars in front of the compound (your men will likely do the same, so they'll show you where to go in case you're confused). With the compound destroyed, you've eliminated your first family. Worry not, however -- it gets a lot harder from here. Rosato's family was but a pebble in your way compared to what you're going to have to deal with shortly. But for now, seek out a phone -- any phone -- and you'll talk to Hyman Roth, who will invite you down to Florida in order to take advantage of some opportunities he has for you down there. It's time to head to the airport, where tickets to Miami for you and your crew can be acquired.



The airport should, at this point, be marked with an X on your HUD, so getting there shouldn't be difficult. Before heading to the airport, be sure you've taken care of business in New York. Yes -- you can come back just about whenever you want. But you'll still want to ensure that all businesses in the area are under your control. Also, get to safecracking (we have an entire section of the guide dedicated to it!) We'd recommend heavily against trying to rob a bank right now, though. You can attempt it if you so desire, but you'll be better prepared to take care of business later. When you arrive at the airport, head inside, seek a ticket agent, and head to Florida. It's as easy as that.



VII. Enjoying Florida

When you arrive in Florida, Fredo Corleone will be there to greet you. He'll hand off a beautiful car for you to use (though you may need to grab another one if you have a crew with you), and tell you go to see Hyman Roth yourself. The drive to Hyman's modest residence isn't too far off -- simply head towards the X on your HUD. Beautiful Miami, Florida is a bit different than New York. Everything's more spread out, it's sunnier and brighter. But the brutal strong-arm tactics employed by the Mob down here is the same as it's ever been.



When you arrive at Roth's abode, head on inside and seek the man out. He'll greet your character warmly and then get right down to business. It appears a family, the Granados, are giving Roth and his crew a hard time. Making matters worse, they've managed to kidnap one of his men, complicating the situation exponentially. With that man in the hands of the Granados clan, Roth and company can't make a move. But they aren't expecting *you*. Go take care of this for Roth, and he will believe once and for all the stories he's heard from New York about just how *skilled* you are.



The location Mr. Roth sends you to will be on your HUD, so getting there shouldn't be an issue at all. When you arrive, park your car out front of the building. You'll realize that you can't get into this building right now through any of the doors. Instead, it's the staircase leading up to the roof on the side of the building that's the key. You should acquire a Garrote on the way up, which will then be used on the next two guards. Remember -- don't be too loud when you approach them. Crouch down and walk slowly behind them, and follow the on-screen prompts to lay the killing blow to both foes, scouring their bodies for goods thereafter.



After both of the initial guards are felled, immediately toggle to your firearm of choice, because two well-armed enemies will appear as you begin to explore the far end of the roof. Lay waste to both of these thugs, again grab the goods from their bodies, and then equip a pistol (preferably the silenced pistol you likely just acquired). Walk up the stairs nearby, but don't approach the thug holding Hyman's boy at gunpoint. Instead, while keeping the on-screen timer in your mind, aim at the foes ahead without approaching him and quickly take him out. This will liberate Hyman's man.



After speaking with the lucky survivor, head back down to ground level. The very building you were just on top of has a pay phone out front. Approach the phone and use it to call Hyman. When you relay the good news to him, he'll cryptically inform you that he wants to see you at his house in the suburbs. Again follow the X on the HUD to arrive -- as if this wasn't predictable enough, he's giving you this house as your local safehouse for helping him out. But trust us when we tell you... he has some other stuff in mind for you as well.



	Part V	Part VI	Part VII	Part VIII	
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VIII. Sticking It To 'Em

The game gets free-form from here. You have to take over one of the Granados/Rosato's crime rings. You can theoretically do this in any order you want, and you can choose whichever crime ring you want as well. For the sake of this walkthrough, however, we decided to go after their three-business construction ring. Again, go after other businesses if you want, but if you're following our walkthrough, you'll want to head to ABF Ltd. Construction Site first, a business controlled by Tony Rosato. Set a waypoint so it appears on your HUD, and then get going.



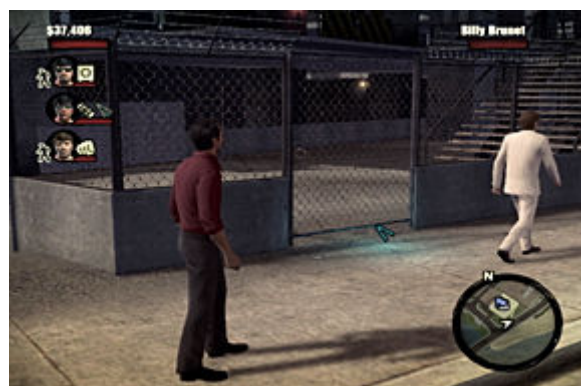
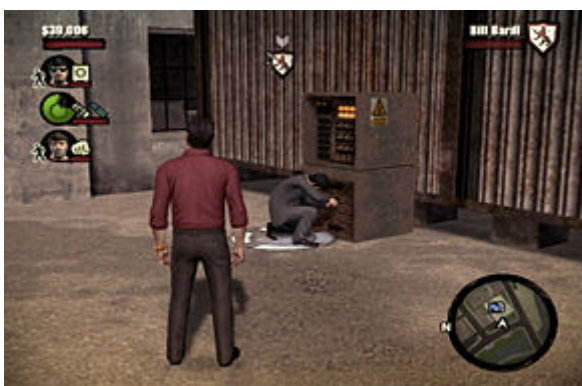
Hopefully, you have an engineer on your team, because without one, you won't be able to realistically breach this construction site. If you do have one, then gain entrance via one of the two chain-link fence segments that can be cut. Then, walk around the building until you find a staircase leading up to the very top of the unfinished structure. Strangely, we'll need to start from the top and work our way to the bottom. When you reach the top of the stairs, get the jump on your enemies, slaying one or two with their backs turned before they even knew what hit them. Then, begin walking around the top floor, slaying enemies both on your floor and on the floors below. It never hurts to thin out the ranks below so that your journey downward is an easier one.



As you work your way downward through the half-built floors of the building, keep an eye on your health and the health of the men with you. Make sure to scour dead bodies for ammunition, health and weapons, and stay aggressive. When you finally reach the bottom floor, you'll have to walk through another door to find the foreman, but be ready to deal with any remaining stragglers, as well as the foreman's well-armed bodyguards. When everyone's dead, you can then begin to extort the foreman. We got \$3,300 out of him before calling it quits; we'd recommend not going too much farther than that.



Next up, we went to the Astoria Construction Site. While also controlled by the dangerous Granados family, this place is a bit smaller than the last site, and less guarded. You can do yourself a huge favor by finding the fuse box outside of the construction site and having your engineer cut the wires so that they can't call reinforcements. Then, consider cutting through the fence like you did in the last place. There's a difference here, however; you won't want to start from the top and then work your way down. Instead, you'll want to work your way to the top, clearing out all of the enemies you meet en route.



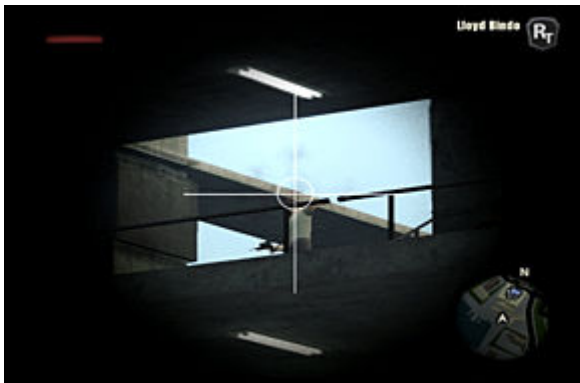
Clear whatever resistance you find as you climb your way upward, and as always, be diligent about grabbing what goods you can (especially money) from downed enemies. When you finally climb to the top of the structure, the last remnants of the Granados' guards will be found, along with the construction foreman. Be sure to clear out the residuals before speaking with Alvin Luna, the man in charge. You won't be able to get much out of him compared to the last site, unfortunately, but you should be able to get him over \$1,300 relatively safely. With that money in hand, you can then head out on your way to the third and final construction site in the Granados' construction crime ring.



The final location in the crime ring is the S&L Construction Site. This location differs from the other two because you won't actually have to breach the unfinished structure at the center of the area. Instead, you simply have to fight your way around it. Don't bother trying to reach the structure itself, since there seems to be no way to do so. Instead, work your way into the site, and consider having your engineer cut off the power in the area. Reinforcements pose a much more significant issue here because of the simple fact that there's less room to work with, so once they reach you from the street, you'll find yourself in a difficult pincer.



The first small building you come across doesn't hold the foreman on the site, a man named Leon Barber. However, if you press to the far side of the compound, you'll find the office trailer you seek, where Barber can be found. Keep in mind that while you shouldn't find any armed thugs protecting Barber within the small structure itself, you're still likely to find a more concentrated enemy force the further you press into the area. Nonetheless, consider shooting Barber in the leg to get even more money out of him. Without the bonus, however, \$1,300 is probably as far as you're going to want to push him.



IX. Airport Trouble

With the crime ring taken over (whether it's the one we outlined in the last section or not), you can move on to the next leg of the primary mission. First, you'll need to use a nearby phone -- any phone -- to learn that Hyman Roth wants to see you back at his place. Naturally, an X will mark the spot you need to go to on your HUD, so head on over and go inside to speak with Hyman (you can also briefly speak to other associates here as well). Hyman will inform you that it's probably a good idea to kill a couple of soldiers in the family of Tony Rosato in order to send a message. Naturally, Dominic will agree.



You've likely found some dirt on the Rosatos back in New York already, so you know what to do. Look for random people walking around Miami with key icons above their heads. Upon speaking with them, they'll send you on a freelance mission, whether it's to hurt someone, kill someone, rob someone, or whatever it is. When the deed is done, you'll automatically learn the whereabouts and fatal weaknesses of random enemy-family members. But you'll find out they're all in New York, which seemingly necessitates a trip to the airport. However, when you arrive to find a massive strike, a familiar face will be nearby. Speak with him, and he'll refer you to Hyman Roth, who's located at the airport nearby.



When you find Hyman Roth, speak with him, and he'll quickly blow your mind. Roth needs the strike to end, and he needs it to end fast. But he's got a weird partner-in-crime here, and that person is a CIA agent, Agent Henry Mitchell. After Roth is done speaking with you, he'll refer you to Mitchell, who's standing next to him. Speak to the crooked agent and he'll tell you why the CIA is involved, and why it's in everyone's interest to quiet the strike before things get too out of control. And just like that, you'll have your next objective.



The first thing you have to do is shakedown the leader of the protestors, all located in a huge swath of people near the entrance to the airport. The man you're looking for has a Godfather logo over his head, but more specifically, his name is Perry Olsen, and he's wearing a shirt and tie. When you interrogate him, he won't give up the union leader's location. You can interrogate him as much as you want, but until you start punching him and beating him up, he won't give up the information you want. Much like with the owners of the businesses you've strong-armed, he has a breaking point. Once he's reached it, speak with him again and he'll give up the information you want.



The union leader is located in a large warehouse-like structure adjacent to the airport (an X will show up on your HUD to let you know what the deal is). Drive over there with your goons, and have your weapons at the ready, since the union leader is well-guarded by his gun-toting cohorts. The idea is to work your way up to the top of the warehouse, where you can lay waste to the union boss. But getting up there in one piece is going to be another issue entirely. Try to take out foes from afar, using a powerful weapon like a Magnum. There's little room for error here.



Try not to let any enemies get behind you, or pass you by, because you'll be flanked if you do. Instead, be thorough and take things slow -- there's really no rush here. When you've finished off the last of the foes in the area, you're then free to approach the union boss. The game will recommend that you toss him over the side of the building to send a message, but you don't have to. You can kill him however your little heart desires. When he's dead, you're then free to return to your vehicle and head back to the airport. There's some business to attend to before we head back to New York.



The strike is broken, so air travel to and from Miami is again possible. Before you head on your way, however, you should talk to both Fredo and the CIA agent at the entrance to the airport (again -- X marks the spot on your HUD). When all is said and done, you can then enter the airport, seek out a ticket agent, and head to New York posthaste. It's time to return to your criminal stomping grounds.



X. Back to New York

The first thing you're going to have to do when you return to New York is visit a woman named Rosa, who is holed up at her establishment near the safehouse, a place you're quite familiar with by now called La Maison Rouge. When you arrive, you'll find the establishment's proprietor leaning against a banister on the second floor. Speak with her to learn about her plight. It appears that she's about to be testified on, and her operation is in serious trouble as a result. But if the evidence on her can be nabbed and destroyed before it's used in court, she'll be okay. Agree to help her.



La Maison Rouge is located somewhat close to your destination, the New York Federal Building. To get there in one piece, simply follow the X on your HUD, which will (as always) bring you to your desired destination. When you arrive, get out of your vehicle and *keep your weapons holstered* as you head inside. If you go in with your weapons out, or your crew has their weapons out, you'll be attacked immediately. By keeping them put away, you won't alert the guards and cops in the building to your true intentions. At least, not yet. From the main room, simply head left, across the hall, and into an office, where the safe with the evidence is located. Have your safecracker take care of business.



As soon as you begin cracking the safe, the guards will be alerted to your true intentions. It's at this point that you should wield a gun and shoot attacking police officers with immunity. Be sure to grab the evidence from the safe once it's cracked, and then go back the way you came. The route will be crawling with cops, so let your crew take care of the dirty work or start blasting anyone trying to stop you. When you get back outside and reach your car, drive back to La Maison Rouge. The drive back won't be easy as the drive here, of course, since you'll have a considerable wanted level. Nonetheless, head back to Rosa and deliver the good news.



When you arrive at the classy brothel, head back upstairs, find Rosa, and speak with her. She'll thank you for your hard work and immediately parlay the situation into the next event, which involves a familiar face – your consigliere – Tom Hagen. Head downstairs and look for Tom at the bar. When you speak with him, the ballsy plot he's brewing will come to light. It involves a crooked senator from Nevada named Pat Geary, who we have to go meet.



Follow the HUD once outside and meet Senator Geary at the restaurant he's waiting for you. When you speak to him, you'll have a few choices you can make, but generally speaking, they won't affect the flow of conversation, nor will they change the ultimate outcome. It's simply a matter of conversation. Nonetheless, when your conversation has run its course with your new politician friend and he agrees to your terms, you can head back to the brothel. When you arrive, a disturbing scene will be found. Effectively framed, the senator agrees to Hagen's new terms, and a new objective flashes on-screen.



It's time to head back to Florida to meet up with Don Corleone. Once again, X marks the spot on your HUD, and you're headed to the airport. So, simply assemble your crew and head to the airport. When you arrive, run inside, speak to the ticket agent and purchase a ticket. And just like that, you'll find yourself back in Florida, where there's plenty of business to attend to.



XI. Headed Back South

As soon as you arrive in the airport, a prompt will pop-up on screen and let you know that you have to meet Don Corleone in the airport lounge. Head over to the lounge and find the Don. When you speak with him, he'll let you know that while it seems that the appearance of the Sicilian family known as the Manganos is bad for business, it could be quite the opposite. He implores you to meet up with Don Mangano to form a truce between the families, thus pooling resources and, more importantly, monies made.



Leave the lounge and head outside the airport. Boost a car of your choosing and immediately begin driving towards the X on the HUD. You'll arrive at a dockside warehouse where Don Mangano can be found. Though you'll have a choice or two to make in this conversation, the outcome won't differ whatsoever. Mangano wants exactly what Dominic and Don Corleone want – a piece of the action in Miami. Immediately respecting that it isn't his turf, Mangano offers a truce so that all can benefit from his illicit enterprises. Dominic agrees and is immediately sent to send the rival families in Florida a message.



The idea here is to take over a prerequisite amount of rival family businesses in order to send the message clearly that there's a new player in town. We're not going to cover this very much in depth, simply because you may have already passed this threshold on your own before the aforementioned events even take place. But if not, you'll have your work cut out for you. Taking over about a dozen businesses between two enemy families (the Rosato family and the Granados family) will do the trick. Mix and match however you want -- it's the end number that matters. And remember, even if you went into this with *some* of the businesses dealt with but not *all*, the previous number of controlled businesses will still count towards your total, as long as they (or others) aren't taken over during this particular course of events. So, get to work!



When you've finally managed to take over the number of businesses the game asks you to that are owned by either (or) the Rosato and Granados families, the game will automatically prompt you to head to a nearby phone to take a call. It doesn't matter which phone you go to, just head to any one located in any safe location. The standard ringing sound you'll hear when you're in the vicinity of a phone will let you know one's nearby. On the other end of the phone will be your good friend, Fredo. He wants to meet at the family's Florida-based safe house to discuss business.



Fredo will get to the point pretty quickly. He wants to talk about Michael Corleone. But just when he begins to speak his mind, gunshots ring out, flying inward from the streets outside. Your character makes a quick move to take Fredo down before he's struck by any bullets. Even though Fredo isn't hurt, he's still shook. And he has an idea of who may have tried such a brazen act. It's the Mangano family. And Fredo has an idea of how to get back at them. They have a warehouse in Miami which serves as their base of operations. Fredo figures that a man named Charlie Green can help them gain access and take it straight to the Mangano family where it counts.



XII. Dealing With the Manganos

In order to gain access to the isolated Mangano warehouse, however, you're going to need to track down this man named Charlie Green. You can find him by following your map -- his location, near Las Palmas and the Elite Diner, will be marked with a green X. When you arrive, you'll find this Charlie Green guy, who is indeed a shady character. Mr. Green is a union boss, and he needs a favor done. In return, he'll make sure his union workers don't halt your advance towards the Mangano warehouse when it's go-time. The favor, of course, happens to be the murder of a man named Hector Santos, a rival of Green's. Agree to the hit, and you'll be sent on your way to do the deed.



Thankfully, you won't have to travel very far to find Mr. Santos and his small crew of guards. They should be roving around the same shopping area in which you found Charlie Green (which is in itself a suspicious thing, considering it somewhat implicates him in the crime). Obvious crime nuances aside, it's time to pull the trigger. Track Hector Santos down (he'll have a red target icon above his head, which will give him away), and quickly do him and his goons in before they even know you're a hostile threat. Maintaining the element of surprise is easy enough -- just keep your gun holstered until right before you're about to fire. When the hit is completed, you can then access the bridge leading to the Mangano warehouse.



With the hit completed, it's time to head to the Mangano warehouse located on a small island wedged in between Flamingo and Deco Beach. However, the bridge leading to the island is located off of Flamingo, so head there. When you arrive at the bridge juncture, the man there will allow the bridge to be lowered. You can then travel to the extremely well-guarded warehouse. Keep in mind that you're going to want to have a strong, assembled crew with you, preferably ones that know important skills (for a task like this) such as Arson and Explosives.



Begin events by walking up to the oil tank adjacent to the warehouse. Chances are you'll need to do battle with a few Mangano goons on the periphery, but no one too difficult yet (you may also want to take aim at and slay the sniper atop the nearby tower before proceeding). Use your goons' expertise to detonate the oil container. This will cause a fray at the warehouse, and multiple Mangano guards will pour out of the burning building hereafter. At this point, retreat back up the hill away from the main warehouse, and work your way towards the double garage. More enemies will be here to greet you. Extinguish them and then use your explosives expert to bust through the garage doors. This will lead to some stairs that will lead to the garage's roof.



The main chunk of fighting will occur up here. Don't jump across or climb over to the warehouse roof itself, as it's going to be covered with enemies from the get-go. Instead, take cover and return fire, dealing with the dozen-or-so Mangano goons you'll see there. You'll find this to be an entrenched, lengthy and dangerous firefight, so be patient, return fire when it's safe, and rely on your men to help you out. When you finally reach the warehouse roof, the fire you earlier set with the oil tank will begin to really spread around considerably. Move carefully and deal with any residuals. Ultimately, you'll want to find a ladder at the center of the roof leading into the warehouse itself, where the firefight will enter its final stages.



Any stragglers can and should be dealt with in the warehouse, since it will make your takeover of this lucrative business all the more easy. Move carefully around the dangerous flames and keep a keen eye and ear out for any remaining enemy activity. When you finally eliminate all of the foes here, you can move out of the large back door of the warehouse to an outside area that resembles a slice of airport tarmac. The large crane-like structure at the back end of the area will need to be scaled, because that's where the owner of the business is located. Climb on up and extort the owner successfully, and the business will be yours. Of course, the Manganos won't be too thrilled about the maneuver you just pulled, so it's probably a good idea to leave the maximum amount of guards at this location. Because frankly, you can expect a hit-back in short order.



XIII. The Manganos Strike Back

Your hard-as-nails tactics with the Manganos seemed to be the wrong move, albeit necessary at the time. As soon as you get out of the warehouse and begin to go about your business, you'll be able to access any telephone in the game and speak with the head of the Mangano family. And he won't be too pleased. In fact, they insist that they didn't send anyone after you. Could Fredo have been wrong? Nonetheless, they propose a peaceful sit down at a warehouse near the Miami airport. Head over there posthaste (the green X on your map will lead the way, as usual).



When you arrive at this warehouse, drive around back. If you're confused as to why nothing's happening, it's because you have to physically get out of your car. When you do, the warehouse's back door will open up automatically, granting you access. Head on inside and move to the back left corner of the warehouse, where you'll find the Mangano family consigliere. He'll talk tough, and his actions will back up his claims of revenge. You'll see several cutscenes where the Manganos ravage your family and the holdings you currently are in charge of. And just like that, your Miami and New York-based empire is smashed to smithereens. If you're lucky, you'll still hold a couple of businesses, but nothing like you did earlier.



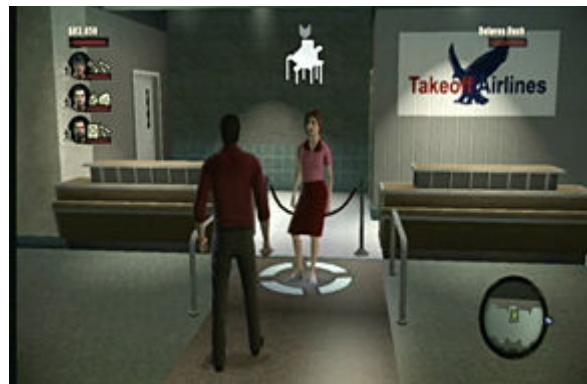
You'll automatically find yourself back in the Miami safehouse after the previous fray. Expect many a pop-up to appear for a while, as you find out just which businesses were taken from you and which you've managed to keep (don't expect to keep much, though!) Fredo will recommend that you go see Hyman Roth, since he has connections with the Mangano clan. That seems like a good idea, so head out of the safehouse, get into a car that can accommodate you and your crew, and drive to Roth's location at the southern edge of Deco Beach. He and his CIA agent companion will be at the end of the dock there, but to catalyze events, simply walk into the green X at the beginning of said dock.



At this point, a series of events will take place that will put the next phase of the game into perspective for you. The conversation that occurs at the dock will be an important one, because what you'll ultimately find out is that you have to head to Cuba, so that the family can get a food-hold in that region and hopefully help the anti-communist sentiment there overthrow Castro and his cult of personality. In fact, if indications from CIA Agent Mitchell are any indication, you might just be involved in the assassination of Fidel Castro when all is said and done. Remember to speak with Hyman Roth here as well, since you'll get plenty of information out of him when you do. Ultimately, you'll be ordered to the Miami Airport, where you can purchase tickets and head out of the States and to Cuba in earnest.

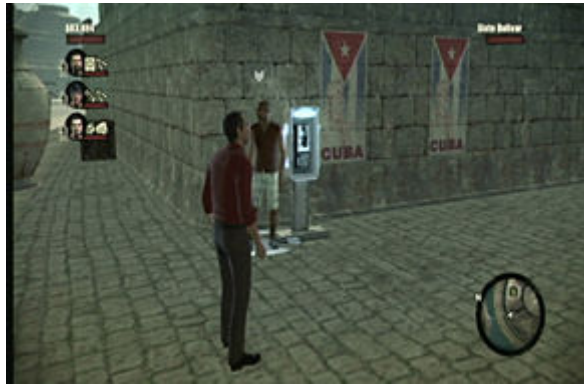


The airport is easy enough to get to. The subsequent green X that appears on your map and HUD after your second conversation with Agent Mitchell will guide the way (though you can always use a blue flag marker on your map as well, if need be). Since you'll be heading to Cuba and will be estranged from Miami for a little while (though you'll be able to come back relatively easily), be sure to extort some businesses and attend to any other matters you think need attending before you head out. Also remember to bring three family members with you on the short hop over to Cuba, since you'll no doubt be needing their help shortly.



XIV. Havoc in Cuba

When you arrive in the little newly-formed Communist nation, you won't find nearly as many amenities, people, or automobiles as you would in the United States. This will make things a bit difficult for you from the get-go, because when you combine the marked lack of automobiles, for instance, with an equally-marked lack of space in which to maneuver (just take a look at your map if you need a visual), you'll oft find yourself in a tough spot. Speaking of a lack of amenities, you're going to be hard-pressed to find a telephone in Cuba (they're scattered around). So, immediately jump in a car on the airport tarmac and drive off, keeping a keen ear out for a ringing phone, which will let you know one is nearby.



When you answer the ringing phone, none other than Agent Mitchell will be on the other end. He's followed you to Cuba, and he wants to talk to you, because naturally, he has a task for you. Follow the on-screen prompt via your HUD to find Mitchell's location at Cuba's safe house (you should now have unlocked all of the game's safe houses). Mitchell has an interesting task for you, which requires the assassinations of many dissident leaders. This is to betray the logical sensibilities of the Communist leadership in Cuba, who you must convince to trust you. How will you do this by killing their own men? By making sure they don't know who's doing the deed, of course.



Myriad green X's will appear on your HUD at this point. Each X represents a Communist military leader who must be killed. Keep in mind that there doesn't appear to be as many X's as there actually are initially, because as you get closer to any X, the HUD usually splits them into multiple targets. Many of the X's will require a significant amount of climbing and searching to uncover, but as long as you don't appear hostile immediately (as in, as long as you don't have your weapons drawn from the outset), you'll be able to quickly draw your gun and fire on the unsuspecting targets before they can even react. Keep in mind that all of your targets are accompanied by a significant amount of fledgling infantry, so you'll have your hands full multiple times as you travel around Havana to do all of the hits, as directed by the CIA.



You'll often find the Communist military leaders doing something strange (and illegal in most countries), like interrogating political prisoners, patting them down and generally ruining everyone's good time. So any guilt you might feel by executing these thugs will be short-lived, if it existed at all. Be thorough in each location, making sure all enemies represented by green X's on your HUD (with red target icons above their heads) are all killed, and not just injured. That way, you won't have to backtrack. Also, be sure to scour dead bodies for dropped money, health and weapons, and search nearby areas at the various locations you visit, since you'll be able to find a cache of weapons and ammunition in one place in particular, that will allow you to refill quickly all of that spend ammunition you just expended.



When all of the collaborators are killed, you'll receive a message to head back to any nearby telephone, where an unknown female voice will greet you from the other end. She invites you to, of all places, the large palace in Havana where the Communist forces have made themselves at home. You'll actually be in the same structure as revolutionary leader Fidel Castro, believe it or not. So, this is quite the opportunity to get on the inside for Dominic. After the conversation ends, head to the palace (following the instructions via your HUD). When you arrive, you'll be greeted by the same female who spoke with you on the phone earlier. As you two converse, she'll bring you upstairs to your bedroom. Before she leaves, she gives you a word of warning to stay put and not wander around. Naturally, you won't pay much heed to those instructions, even if you've been stripped of all of your weapons.



XV. Killing Castro

There's not much to see in your room, so you can leave as soon as you gain control of your character. Before you do, be sure to grab the Garrote sitting on the ground, since it will be your lone weapon for the time being. Then, begin to move around, following the on-screen instructions so that you stay unseen by hostile Communist forces. The Garrote is a great weapon to use when sneaking, so stay crouched and sneak behind enemy soldiers you see, so you can begin the incognito massacre. Find a staircase leading downstairs (you'll get your ultimate assignment -- the assassination of Fidel Castro -- en route), and sneak up on and silently kill the first soldier you encounter. Then, move leftward and kill another soldier around the corner, fixated on some money in a destroyed cash register.



From here, things can get mildly frustrating, because you're going to likely have a few trial and error-based bouts with just what you're supposed to do and what you're not supposed to do. If you haven't yet noticed, if a guard (or guards) see you, you have only fifteen seconds to kill him (or them) before they sound the alarm, letting their friends know you're in the area. If this happens, you will "die" automatically, and will be forced to start the area again. So prudence and patience should be exhibited above all else as you proceed with this area, using your Garrote (or bare hands, if necessary) to strangle the life out of any soldier who stands in your way. Just make sure their backs are facing you before you move in for the kill, or you'll simply complicate your situation.



When you reach a lone guard with his back facing you taking a pee on the ground (how classy!), kill him and grab the Silenced Pistol he drops. Using this weapon, proceed forward and eliminate both guards talking to each other in front of the grand, red-carpeted staircase. Try to go for a headshot on one of them for an instant kill, and then quickly deal with the other before your fifteen seconds with him is up. Then, climb the stairs. We're close, now, to our destination. But first, there are three more guards that need to be killed. Hopefully, you saved the scarce ammunition in your Silenced Pistol to deal with these enemies, but if not, carefully and quietly slink around and lay the killing blow to all three of these foes before dashing towards the green X, where a Sniper Rifle can be found. Aim at Fidel Castro below and shoot him. Shooting him anywhere will work, but if you want to have a modicum of realism, consider shooting him in the leg or arms. After all, he won't die here (of course), and shooting him in the head will only make you wonder how it is he's still alive.



You'll now have to work your way out of a very hostile and very dangerous situation. You obviously don't have your crew to help you out here, so you're going to have to gun your way out of Castro's palace the old-fashioned way (whatever that means). Move forward and kill the guard coming out of the door ahead, and then head into the room he was guarding. You'll find a jackpot of weaponry -- this is apparently one of the communist's arsenals. Mysteriously and magically, you'll also find that you have all of your old weaponry back, which is great. You're gonna need it! Head towards the staircase leading downstairs, gunning as you go. While you don't want to stay in one position for too long, as you'll risk getting torn apart by enemy bullets flying at you from multiple angles, you'll still need to concentrate on thinning out the enemy ranks at least somewhat. Trust us -- a delicate balance here will make your life much easier and ensure your survival.



When you finally emerge outside of the palace, the danger surrounding you is far from over. More communist guards will take aim at you out here. You'll need a fast vehicle to get to Havana airport and make your way back to the States in one piece. That red sports car in the garage adjacent to the gate leading into the palace is the key. Quickly run across the driveway into the open-air garage and begin to make your way towards the airport, marked by a green X on your HUD. Yes -- the communists will pursue you in their heavily-armored trucks the entire time, and yes, they will fire at you incessantly. But you're almost home free! When you finally reach the entrance to the small airport, you're home free. Your plane will take off automatically, and you'll watch an interesting cutscene with Hyman Roth and the communist leadership thereafter.



XVI. Trouble in New York

You managed to escape Havana and the Cuban communists by a hair, and now, you're back in New York. We haven't been here in a while, but recent events have necessitated a visit to our old stomping grounds. It appears Don Corleone wants to meet with you at the New York safehouse, but to get these instructions, you must first find a nearby phone and speak with him, at which point he'll summon you to the safehouse (phones, of course, can be found all over New York City, so you're never too far from one -- simply wait for the telltale ringing noise that'll let you know you're close to one). After the brief phone conversation concludes, head towards the X on your HUD, which will bring you to the safehouse in short order. When you walk towards the entrance, a lengthy cutscene will ensue.



During the cutscene, Michael Corleone is none too happy with the situation down in Cuba, nor is he happy with the sudden war with the Manganos he has on his hands. Fredo is honest with his younger brother and lets him know that it was his idea to go about things this way, and while this protects your character, it doesn't bode well for Fredo, who is cast off by Michael shortly hereafter. Michael lets you know what the next course of action is -- primarily, going to speak with Vincenzo Pentangeli. But first, go ahead and speak with Tom, your Consigliere, who will let you know that one of your Capos should be promoted to Underboss. Do this before heading outside and continuing on with your mission.



As usual, a green X on your HUD will direct you to your next location, that of Vincenzo Pentangeli. But be sure to follow Hagen's advice and promote a Capo in your family to Underboss. Then, promote a Soldier to Capo, and an Associate to Soldier, and you'll have yourself a full family tree for the very first time in the game. Congratulations! Once you've assembled your crew and gotten into your car, take the brief drive to the safehouse. You'll find a grizzly scene when you arrive, however. A dead corpse is on the ground, and Vincenzo is nowhere to be found. Use the nearby phone to speak to your Consigliere, who will let you know that Vincenzo is likely alive. It's time to investigate his disappearance.



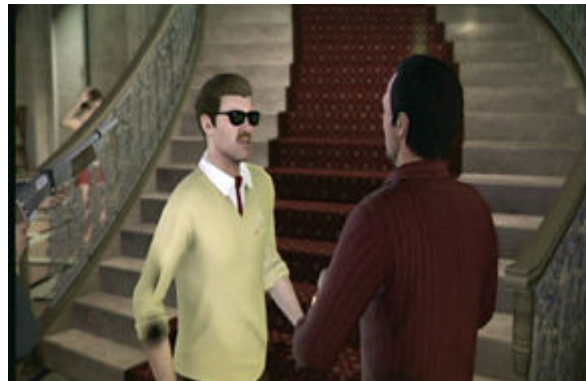
At this point, multiple green X's will appear on your screen, about ten of them. While you don't necessarily have to speak to all of these people (or even any of them), you might as well. After all, they're all in consolidated locations around the safehouse, and can all be gotten to without having to get into a vehicle. When you speak with them, pieces of the puzzle will come together. It appears that Vincenzo was with a couple of Italian men. The evidence points to there being an argument, to the men going to a strip club together (La Maison Rouge, a business you may already control), and to the fact that Vincenzo may have actually come home that night. When you've spoken to everyone, two more green X's will ultimately appear on your HUD -- one at some nearby docks, and the other at La Maison Rouge. Let's go to the docks to investigate things there first.



You're not going to find what you're looking for at the docks, but it still behooves you to go over there and lay waste to some thugs in any case. You'll find a guy there (with a Godfather logo above his head) that you can speak to, but he won't know anything, and he'll be hostile towards you and your men, as will everyone else there. As a result, you may want to simply go in with guns blazing and save the questions for... never. You'll have your hands full here, even if you bring along all of your best men, so take your time, seek cover constantly, always watch your flanks, and of course, scour dead bodies for dropped ammunition and health. You know, the normal stuff.



When you're done with the clowns over at the dock, it's time to get to the heart of the matter by visiting La Maison Rouge, which is located somewhere near your safehouse. Now, this is a bit of an interesting dilemma, because you'll actually have to fight your way through this area even if you technically already control it. It's simply part of the game's main story. So, head on over there and be sure to have an explosives expert in your crew. Go around to the back of the building (the front door will be locked) and blast your way into the premises. Then, wield your guns. You have to act quickly here. Bust into the main lobby on the first floor and immediately run up the stairs as your goons open fire on other hostiles around you. Keep an eye on your HUD for a moving X -- this is the target. Don't fire at him though! Put your gun away and begin to beat him up until you've pushed him over the threshold, and then ask him the question -- where is Vincenzo? He'll give up the information you need, which is all that matters.



What does the guy at La Maison Rouge tell you? He tells you that Vincenzo is located at the docks on the east side of Triboro. This is an easy enough place to travel to from your current location, so jump into your car and get moving. When you arrive at this dockside, seemingly-abandoned building, you're going to find yourself assailed by numerous waves of bad guys all wanting a piece of you. Move through the gate leading into the area with your car, and use it as your first line of offense/defense. Then, get out and open fire on any remaining foes before moving into the building, where a second wave of foes will greet you. Once they're finished, head forward and to the left, towards a green X. This is where the third and final wave of enemies will attack you. Once they're finished, you'll find Vincenzo safe and sound. Confused but ready to be rescued, he agrees to leave with Dominic and his men.



XVII. Eliminate Remaining Threats

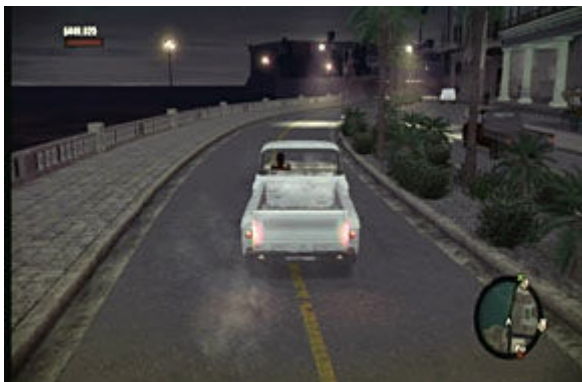
Immediately after barely saving Vincenzo's life, the game will automatically transport you to a hearing in a nearby courthouse. Vincenzo's brother, Frank, earlier sat for an affidavit attesting to the crimes committed by none other than Michael Corleone. But in front of the panel, and in front of many members of the illicit family, Frank wisely goes back on his earlier testimony, denying that he's part of any crime family, and further denying the involvement of illicit activities of the Godfather, Don Corleone himself. Adequately stymied, the panel adjourns, but not before taking Frank back into custody, which is when you'll get your chance to control Dominic once again.



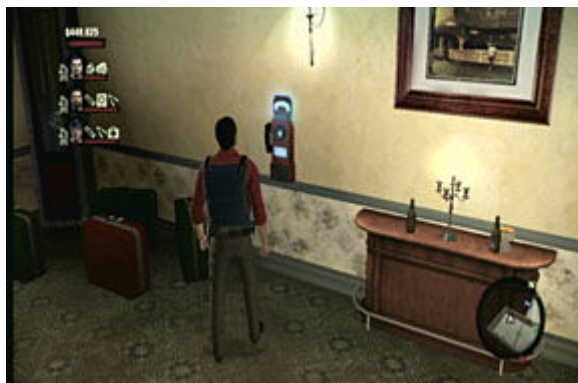
The first task that lies before you is to speak with your Consigliere, Tom Hagen. Your conversation with Tom will be brief, but he'll be happy that everything seems to be over. He'll tell you to head to the defense's chambers, where Don Corleone is located. When you arrive there (it's located nearby, obviously in the same building you're already in), Don Corleone will have new worries, twofold. The first of his worries is the seemingly-friendly CIA agent down in Cuba, Agent Mitchell. The second of his worries are all of the rival families vying in competition for money and respect. He wants both factors eliminated. He wants Agent Mitchell dead, and he wants the rival families eliminated. Only then will he feel better.



Agent Mitchell is down in Cuba, so naturally, you're going to need to head down there posthaste, as you've done so many times in the game before. When you arrive, you'll see a green X on your HUD, which will represent Agent Mitchell's current location, due south of the airport. Jump in a nearby car and head to the location in question, but expect to find a lot of resistance from Cubans friendly to the rogue CIA agent. In fact, as you begin the climb up towards the roof, where Agent Mitchell is actually located, you'll run into at least eight or ten armed thugs trying to protect him. Make sure to take them out first.



When you reach Agent Mitchell, he'll be armed and dangerous, but you should be able to take him out as easily as any other gun-toting hooligan in the game. With him eliminated, you'll receive your next mission-related prompt, which will tell you to get to a nearby phone. Your best bet is to simply drive to your safe house in Cuba, since not only is a phone located there, but so too is a phone that you can use. You'll be summoned back to Florida in order to have a conversation with Don Corleone in person. What could be so serious that the Don would travel to Florida to have a face-to-face? Well, you'll find out soon enough. Leave your safe house hereafter and drive to the quaint Cuban airport, where you can get back to Florida in no time flat.



When you arrive in Florida, you'll be at the airport, naturally. This is a good thing, since your safehouse is located nearby. Simply jump in a car parked outside of the terminal and drive the short distance to your Florida-based safehouse. When you do, you'll find Tom Hagen and Don Corleone. Speak to Hagen first, and then move on to Corleone to find your next objective. It appears that your quest is *almost* over, and your final task is to take out none other than Hyman Roth himself. And conveniently, he's been extradited by the feds and is in -- you guessed it -- Florida.



XVIII. The Endgame

Now, it's important to state one thing -- you won't receive the offer to go to Cuba and take out Agent Mitchell or get the subsequent quest to kill Hyman Roth until you control all businesses in New York, Florida and Cuba. That includes each and every enemy family compound. So, if you haven't gone down the racketeering and extortion route yet, now's the time. We won't cover that here, since that whole arc to the game is completely free form (with the exception of what we've covered here already), so begin to do that if you haven't yet, and then reconnect with the walkthrough. You'll want to drive back to the airport in Florida and find the man Tom Hagen told you about, who will be marked by a green X on your HUD. Bribe him or otherwise convince him to let you through security without any issues.



Once you get permission to proceed, climb up the staircase near where the security guard is stationed. As soon as you make it up to the second floor, the gig is up, and all sorts of people will begin taking aim at you. Unlike the rest of the game, this is an authentically difficult part of your waning mission, simply because you'll find yourself so seriously inundated with enemies of all types that you and your three thugs-of-choice will have it hard for a while. Advance towards the green X on your HUD slowly (this X represents Hyman Roth himself), and use applicable cover when necessary. Having a medic in your party is extremely important at a time like this!



When you've managed to break through the multi-layered defense, you'll find Hyman Roth alone at the end of a jetway. You can speak to him if you so desire, but ultimately you're going to want to put a bullet in his head to end his treasonous reign of terror. And just like that, the final task in the game is completed, but the game itself isn't quite over yet. You've killed an extradited suspected criminal on the federal government's watch, and they're none too happy about it. It's time to make a break for it, naturally, and to do so you'll need to work your way *back out* of the airport. Not an easy feat, to say the least.



Thankfully, once you're out of the airport, you and your crew can make a break for it. The final green X on your HUD will bring you to, of all places, the former Mangano compound tucked in an isolated corner of the map. Once you arrive there, the main quest will conclude. The drive over there will be an arduous one, so try to grab the armored car from the front of the airport terminal if at all possible. This will ensure that the endless barrage of police, police vehicles, and police weapons won't send your car into flames before you arrive safely at the compound.



Once you arrive at the compound, you'll find none other than Tom Hagen, Don Corleone, and a few other influential mobsters. Michael is impressed with your work and promotes you to a full-fledged Don. And just like that, the game's main quest ends, but not before a rather disturbing ending shows the death of someone who was once important to Michael and Dominic. While the game's main quest is over, however, rest assured that there's still more to be done! You have free reign over New York, Florida and Cuba now, so do as you will!



The Godfather II | The Books

This section of the guide covers "The Books." In Don's View, The Books shows your progress in the game, how much money you have, and more importantly, your collectibles, safes and execution styles. It's the latter three that are covered here. Use the links below to navigate to one of three locations, where more information on either Executions, Safes or Weaponry can be found.

Executions	
--	CLICK HERE
Safes	
--	CLICK HERE
Weapons	
--	CLICK HERE

«	Executions	Safes	Weapons	»
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Below are lists, separated by type, of the game's special executions. Commit each execution as listed to mark it off on your in-game list. Remember that **executions will only work on Mobsters**. That is to say, if you try anything on a civilian or a police officer, don't expect the game to count it as done. It *must* be committed on a Mobster to count towards your total and contribute to your achievement or trophy.

Environmental Executions

- **High Fall** - "Throw victim off a high ledge."
- **Low Fall** - "Throw victim through a ground-floor window."
- **Road Rage** - "Run over victim with a car."
- **Table Slam** - "Slam victim onto a table or counter."
- **Wall Slam** - "Slam victim into a wall."

Explosive Executions

- **Explosion** - "Death by dynamite or bomb."

Hand-to-Hand Executions

- **Bare-Handed (Kneeling)** - "Do a [special] execution with bare fists."
- **Bare-Handed (Standing)** - "Do a [special] execution with bare fists."
- **Garrote** - "Choke victim with the garrote wire."
- **Grabbed** - "Kill victim with any non-execute grab attack."
- **Neck Snap** - "Kill someone using the neck snap skill."
- **Punch** - "Kill victim with any non-execute punch attack."
- **Strangle** - "Choke victim by strangling him."

Melee/Object Executions

- **Bat (Kneeling)** - "Do a [special] execution with a baseball bat."
- **Bat (Standing)** - "Do a [special] execution with a baseball bat."
- **Bottle** - "Throw a bottle to make the killing blow."
- **Melee Weapon** - "Kill somebody normally with any melee weapon."
- **Nightstick (Kneeling)** - "Do a [special] execution with a nightstick."
- **Nightstick (Standing)** - "Do a [special] execution with a nightstick."
- **Pool Cue (Kneeling)** - "Do a [special] execution with a pool cue."
- **Pool Cue (Standing)** - "Do a [special] execution with a pool cue."
- **Tire Iron (Kneeling)** - "Do a [special] execution with a tire iron."
- **Tire Iron (Standing)** - "Do a [special] execution with a tire iron."

Weapon Executions

- **Disarms** - "Shoot in the shoulder, and make victim drop his gun."
- **Headshot** - "Death by any headshot."
- **Kneecap** - "Shot in the knees."
- **Machinegun (Kneeling)** - "Do a [special] execution with a machinegun."
- **Machinegun (Standing)** - "Do a [special] execution with a machinegun."
- **Magnum (Kneeling)** - "Do a [special] execution with a magnum."
- **Magnum (Standing)** - "Do a [special] execution with a magnum."
- **Pistol (Kneeling)** - "Do a [special] execution with a pistol."
- **Pistol (Standing)** - "Do a [special] execution with a pistol."
- **Rifle (Kneeling)** - "Do a [special] execution with a rifle."
- **Rifle (Standing)** - "Do a [special] execution with a rifle."
- **Shotgun (Kneeling)** - "Do a [special] execution with a shotgun."
- **Shotgun (Standing)** - "Do a [special] execution with a shotgun."

«	Executions	Safes	Weapons	»
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The lists below show all of the safes in the game. Safes will not only yield you money when opened, but will net you achievements/trophies as well. Remember that every safe must be opened with the help of a safecracker on your team, so you can do very little in terms of opening safes without one handy. Each safe is located within the confines of the business listed, and are generally very easy to find.

Two other things to remember. The first is that each safe can only be opened once. Once a safe is cracked open, it can no longer be opened. The other thing to remember is actually a slight amendment to the first comment, and that is that safes *can* be opened again if a story arc, favor stipulation, et cetera require it. Just remember that you won't be getting any money out of it!

Cuba-Based Safes

- Almeida Compound
- Banco de Cuba
- Battaglia Cement Depot
- Battaglia Cement Factory
- Battaglia Masonry
- Battaglia Quarry
- Casino Havana
- Casino Imperial
- Corazon de Oro
- Global Crushers
- Global Imports
- Global Towing
- Juan Sizzlio's

Florida-Based Safes

- ABF Ltd. Construction Site
- Active Electronics
- Astoria Construction Site
- Ausiello's Bar and Grill
- Basso Oil Depot
- Basso Oil Express
- Basso Oil Fill & Go
- Basso Oil Refinery
- Berry's Pawnbrokers
- Bertolli Thrift Company
- Corman Drive-In Theater
- Elite Diner
- Emilio's Packing Company
- Florida Airport
- Foreplay Pictures
- Global Storage
- Granados Compound
- Jersey's Sports Bar
- Lansky's Deli
- Las Palmas
- Luscious Entertainment
- Mangano Compound
- Merit Credit Union
- S&L Construction Site
- SaniCo Hauling Depot
- SaniCo Truck Depot
- Security 1st Savings and Loan
- The Aristocrat

New York-Based Safes

- Appliance King
- Carmine Rosato Compound
- La Maison Rouge
- Liberty Banking
- New York Federal Building
- Richie's Tavern
- SaniCo Dump and Disposal
- SaniCo Incineration
- Sweet Life Bakery
- The Empire Room
- Tony Rosato Compound

«	Executions	Safes	Weapons	»
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The list of weapons below cover the ten possible upgrades you can earn to each type of firearm in the game. Since there are five types of firearms in the game (Pistols, Magnums, Machineguns, Shotguns and Sniper Rifles), there are two upgrades for each type, a level two upgrade and a level three upgrade.

Use our brief list below to find the upgrade you're seeking, and its general location. While each location below will yield the weapon you seek, be sure to be thorough in searching. They aren't always easy to find.

- **.44 Magnum (Lv. 2 Magnum)** - Found at Rosato Compound.
- **.501 Magnum Enforcer (Lv. 3 Magnum)** - Found at Battaglia Quarry.
- **Delta M1911 (Lv. 3 Pistol)** - Found at Mangano Compound.
- **Modified AK-47 (Lv. 3 Machinegun)** - Found at Battaglia Masonry.
- **MP38 (Lv. 2 Machinegun)** - Found at Granados Compound.
- **Sawed Off (Lv. 2 Shotgun)** - Found at Corleone Compound.
- **Schofield Semi-Auto (Lv. 3 Shotgun)** - Found at Global Storage.
- **Silenced Pistol (Lv. 2 Pistol)** - Found automatically on a mission.
- **Spitzer Centerfire (Lv. 2 Sniper Rifle)** - Found at Emilio's Packing Company.
- **Vintovka SR-98 (Lv. 3 Sniper Rifle)** - Found at Almeida Compound.

The Godfather II | Businesses

Welcome to our Businesses section of the guide. Here, you'll find information on each and every business in the game, located in all three locales the game has to offer. Use the small table below to navigate to the appropriate location, where the businesses and subsequent information about each will be listed in alphabetical order.

Cuba	
--	CLICK HERE
Florida	
--	CLICK HERE
New York	
--	CLICK HERE

«	Cuba	Florida	New York	»
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Battaglia Cement Depot	
Location	Capitolo
Crime Ring	Arms Smuggling
Approx. Value	Very High
Maximum Guards	12

Battaglia Cement Factory	
Location	Plaza de Oro
Crime Ring	Arms Smuggling
Approx. Value	Extremely High
Maximum Guards	28

Battaglia Masonry	
Location	Plaza de Oro
Crime Ring	Arms Smuggling
Approx. Value	Very High
Maximum Guards	12

Battaglia Quarry	
Location	Plaza de Oro
Crime Ring	Arms Smuggling
Approx. Value	Extremely High
Maximum Guards	28

Casino Havana	
Location	Ciudad Vieja
Crime Ring	Gambling
Approx. Value	
Maximum Guards	

Approx. Value	High
Maximum Guards	12

Casino Imperial	
Location	Capitolo
Crime Ring	Gambling
Approx. Value	Extremely High
Maximum Guards	16

Corazon de Oro	
Location	Capitolo
Crime Ring	Adult Entertainment
Approx. Value	Very High
Maximum Guards	16

Global Crushers	
Location	Capitolo
Crime Ring	Chop Shops
Approx. Value	High
Maximum Guards	14

Global Imports	
Location	Ciudad Vieja
Crime Ring	Chop Shops
Approx. Value	High
Maximum Guards	12

Global Towing	
Location	Capitolo
Crime Ring	Chop Shops
Approx. Value	Moderate
Maximum Guards	12

Juan Sizzlio's	
Location	Ciudad Vieja
Crime Ring	Standard Front
Approx. Value	Low
Maximum Guards	12

«	Cuba	Florida	New York	»
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ABF Ltd. Construction Site	
Location	Flamingo
Crime Ring	Construction
Approx. Value	Very High
Maximum Guards	30

Active Electronics	
Location	Deco Beach
Crime Ring	Standard Front
Approx. Value	Low
Maximum Guards	8

Astoria Construction Site	
Location	Biscayne
Crime Ring	Construction
Approx. Value	Moderate
Maximum Guards	26

Ausiello's Bar and Grill	
Location	Biscayne
Crime Ring	Gambling
Approx. Value	Moderate
Maximum Guards	20

Basso Oil Depot	
Location	Dodge Island
Crime Ring	Gun Running
Approx. Value	
Maximum Guards	

Approx. Value	Very High
Maximum Guards	18

Basso Oil Express	
Location	Dodge Island
Crime Ring	Gun Running
Approx. Value	High
Maximum Guards	22

Basso Oil Fill & Go	
Location	Deco Beach
Crime Ring	Gun Running
Approx. Value	High
Maximum Guards	16

Basso Oil Refinery	
Location	Flamingo
Crime Ring	Gun Running
Approx. Value	Very High
Maximum Guards	30

Berry's Pawnbrokers	
Location	Deco Beach
Crime Ring	Standard Front
Approx. Value	Low
Maximum Guards	8

Bertolli Thrift Company	
Location	Deco Beach
Crime Ring	Diamond Smuggling
Approx. Value	Moderate
Maximum Guards	18

Corman Drive-In Theater	
Location	Flamingo
Crime Ring	Standard Front
Approx. Value	Low
Maximum Guards	8

Elite Diner	
Location	Deco Beach
Crime Ring	Standard Front
Approx. Value	Low
Maximum Guards	8

Emilio's Packing Company	
Location	Flamingo
Crime Ring	Diamond Smuggling
Approx. Value	Very High
Maximum Guards	30

Foreplay Pictures	
Location	Palmetto
Crime Ring	Adult Entertainment
Approx. Value	Moderate
Maximum Guards	16

Global Storage	
Location	Flamingo
Crime Ring	Chop Shops
Approx. Value	Very High
Maximum Guards	25

Jersey's Sports Bar	
Location	Deco Beach
Crime Ring	Gambling
Approx. Value	Moderate
Maximum Guards	12

Lansky's Deli	
Location	Deco Beach
Crime Ring	Diamond Smuggling
Approx. Value	High
Maximum Guards	16

Las Palmas	
Location	Deco Beach
Crime Ring	Standard Front
Approx. Value	Low
Maximum Guards	12

Luscious Entertainment	
Location	Biscayne
Crime Ring	Adult Entertainment
Approx. Value	Very High
Maximum Guards	30

S&L Construction Site	
Location	Palmetto
Crime Ring	Construction
Approx. Value	Moderate
Maximum Guards	24

SaniCo Hauling Depot	
Location	Biscayne
Crime Ring	Drugs
Approx. Value	High
Maximum Guards	20

SaniCo Truck Depot	
Location	Dodge Island
Crime Ring	Drugs
Approx. Value	Extremely High
Maximum Guards	25

The Aristocrat	
Location	Biscayne
Crime Ring	Adult Entertainment
Approx. Value	Moderate
Maximum Guards	16

«	Cuba	Florida	New York	»
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Appliance King	
Location	Astoria
Crime Ring	Standard Front
Approx. Value	Low
Maximum Guards	6

La Maison Rouge	
Location	Shoreside
Crime Ring	Prostitution
Approx. Value	High
Maximum Guards	16

Richie's Tavern	
Location	Triboro
Crime Ring	Standard Front
Approx. Value	Moderate
Maximum Guards	7

SaniCo Dump and Disposal	
Location	North Shore
Crime Ring	Drugs
Approx. Value	High
Maximum Guards	15

SaniCo Incineration	
Location	North Shore
Crime Ring	Drugs
Approx. Value	
Maximum Guards	

Approx. Value	High
Maximum Guards	16

Sweet Life Bakery	
Location	Astoria
Crime Ring	Prostitution
Approx. Value	Moderate
Maximum Guards	10

The Empire Room	
Location	Triboro
Crime Ring	Standard Front
Approx. Value	Low
Maximum Guards	8

The Godfather II | The Don's Connections

This section of our guide covers some of the Don's Connections, which is an option found in Don's View, your main navigable menu. Use the three links below to head to the three sections we cover. One section will cover the twelve Corrupt Officials found in the game. Another will cover, in general, favors earned in the game, and what they can do for you in return for committing a crime. And thirdly, we'll give you a brief rundown on each of the five enemy families in the game, so you can know what to expect from their fluctuating ranks.

Corrupt Officials	
--	CLICK HERE
Favors	
--	CLICK HERE
Families	
--	CLICK HERE

«	Corrupt Officials	Favors	Families	»
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Below is a brief list of Corrupt Officials in the game, and in what general location they can be found. To get on the good side of any Corrupt Official below, you must find them and commit a crime for them in return for their help later on, if you need it. Two things to keep in mind. The first is that all Corrupt Officials will appear on your map in Don's View, so being succinct with their locations isn't necessary -- you can simply find them yourself. And secondly, you can return to any Corrupt Official once you've committed a crime for them in return for a favor to get an additional favor, which you can simply pay for the second (and third, and fourth, and so on) time around.

The names below are in alphabetical order, with their location in parenthesis next to their name. To the right of that information is the favor you will get in return for helping them out as needed.

- **Charlie Green** (Florida) - Bridge Access to Warehouse
- **Jaime Agassiz** (Cuba) - Almeida Sting
- **Joey Katz** (Florida) - Tony Rosato Sting
- **Juan-Pablo del Monte** (Cuba) - Free Made Men from Jail
- **Ken Jameson** (New York) - Call off Police
- **Leon Brinker** (New York) - Rapid Recovery
- **Lt. Gov. Robert Rizzo** (Florida) - Rapid Recovery
- **Maria Torres** (Cuba) - Mangano Sting
- **Matthew Tilden** (Florida) - Granados Sting
- **Pedro Iievarra** (Florida) - Call off Police
- **Victor Grosser** (New York) - Rebuild Bombed Businesses
- **Wayne Reisdorf** (Florida) - Call off Police

«	Corrupt Officials	Favors	Families	»
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Earning favors (apart from the ones earned from Corrupt Officials, as discussed in the previous section) aren't necessarily integral to the game, but they are fun to try and earn nonetheless. When you see a person walking around with money icons above their heads, chances are they need a favor done in return for something -- usually money. Those people walking around with keys above their heads need favors done in return for the kill condition of any enemy mobster, while other icons indicate the aforementioned Corrupt Officials.

Favors have myriad uses, and while we won't get too deep into each favor here in this section of the guide, rest assured that they are multi-faceted and always great to have in your back pocket, in case you need them. In fact, in Don's View, it's your Back Pocket where earned non-cash favors from Corrupt Officials (and others) will be stashed away. Activate them from there to make it all worth while.

What will you have to do, exactly, to earn favors, money, or whatever else? Usually, it involves killing someone. Sometimes, it involves roughing someone up. And other times, it requires robbing a safe from a business, destroying a business' goods, or bombing a business into oblivion. Whatever the stipulation is, be sure to listen to each person you're doing a favor for very carefully. That way, you don't mess up a favor's requirements by, say, killing someone when you were only supposed to knock them around a bit. Listen carefully, and execute accordingly!

Below, you will find five grids representing each of the five rival families in the game. Along with the name of the family, we've provided some base information on the makeup of each family's roster, so you know exactly what you're getting into.

Almeida	
Soldier(s)	Alejandro Almeida, Baltazar Barreto, Pablo Benitez de Lugo
Capo(s)	Jaime Fesser, Juan Mazon, Raul Limonta
Underboss(es)	Payo Saavedra, Ramon Valiente
Consigliere	Angel de la Paz
Don	Esteban Almeida

Granados	
Soldier(s)	Bruce Rivera, Harry Reyes, Paul Morales, Thomas Ramos
Capo(s)	Anthony Espinoza, Johnny Salazar, Theodore Ruiz
Underboss(es)	Stanley Jimenez
Consigliere	N/A
Don	Rico Granados

Mangano	
Soldier(s)	Giovanni Corbinelli, Guccio Ferrara, Jacopo Vanni, Luchino Uliari
Capo(s)	Baldo Campi, Doffo Spini
Underboss(es)	Giorgio Strozzi, Provenzano Porco
Consigliere	Paulo Riccitello
Don	Don Samuele Mangano

Rosato (Carmine)	
Soldier(s)	Clyde Lando, Franklin Credi, Jimmy Guidalatto
Capo(s)	Norman Rossi
Underboss(es)	N/A
Consigliere	N/A
Don	Carmine Rosato

Rosato (Tony)	
Soldier(s)	Bill Ciompi, Clarence Pucci, Jerry Gallo, Jimmy Vecchio, Richard Ciechi
Capo(s)	Gary Lamberteschi, Leroy Castellani, Philip Giotti
Underboss(es)	N/A
Consigliere	N/A
Don	Tony Rosato