



## Mafia II Guide

by Colin Moriarty

It's a fact -- people are absolutely enamored with the mob. This fascination goes way back to the earliest parts of the 20th century, but came to the fore in 1969, when Mario Puzo released his quintessential mafia book *The Godfather*. By the time the book was made into a movie in the early 1970s, America's (and the world's) love with the Italian-American underground was fully cemented, and we've never looked back. Especially in the realm of cinema, we are inundated with mafia and mobster movies. We just can't get enough.

Gaming is a different beast than cinema, of course, but with games like *The Godfather*, the mobster gaming sub-genre seems to be coming into its own. *Mafia II* itself is the long-awaited sequel to the game *Mafia*, released way back in 2002. The game focuses on a character named Vito, who rises from rags to riches through the illicit underworld of the fictional city, Empire Bay. The game has fifteen chapters to complete, and plenty of unlockables and collectibles to find, including elusive Playboy Magazines and Wanted Posters. And naturally, our guide's got you fully covered.



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## Mafia II Basics

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### The Story

Mafia II's storyline, feel and characters follow in a long, proud tradition of mafia-based books, films, television shows, and even games (like *The Godfather* and *The Godfather II*, both from EA). To some, the story and characters might be contrived, but to others who enjoy the vintage crime genre, they're going to find a lot to love with *Mafia II*. The main character in the game, Vito, is a typical low-level kind of guy who eventually transcends the ranks of the family he works for to become more powerful than he ever imagined. Of course, his humble origins would suggest that he would never have such an opportunity in the first place. That's part of the game's beauty.



Vito came over to the States with some of his family members during Mussolini's stranglehold of his home country of Italy in the days leading up to World War II. As he grew up in Empire Bay (a fictional east coast city that most resembles New York City), Vito turned to a life of petty crime. He eventually gets pinched by the authorities and forced into service during World War II in order to excuse the charges against him (his fluency in Italian made him an asset in the Italian campaign). But when he returns to the States following his service, Vito quickly falls back in with the same old crowd. That's where *Mafia II*'s story really picks up, as you follow Vito's rise from humble underling to a force to be reckoned with.

## Handling Yourself

Now that you know a little bit about Vito, it's time for you to learn a little bit about controlling him as well. After all, outside of the game's many artfully-created story-telling cutscenes, Vito's fate will be entirely in your hands. Mafia II is a third-person action/sandbox game, so controlling Vito is fairly straight-forward in premise. You'll use the analog sticks on your respective controller to move Vito around and control the game's camera. Depending on the version of the game you're playing, the face buttons and triggers will allow Vito to interact with the world around him in any number of ways. But obviously, there are two types of tasks in the game that are more important than any other, and you'll need to know how to do both well in order to get through the game in one piece.



The two important tasks are fighting and driving. Moving Vito around through the environment is easy, but when you have to drive and fight, things get a little more complicated. Be sure that you master how to do both as soon as you're able to in the game. Thankfully, the game peppers you with tutorials as you move through the early chapters, so you'll learn how to handle Vito in both hand-to-hand combat situations, as well as luckier (and more frequent) situations when you're strapped with a firearm. And since Mafia II is a (pseudo-)sandbox game with a vast environment to traverse through and explore, learning to drive properly is integral to your success. Veterans of games like Grand Theft Auto IV may be distressed to learn that the driving mechanics in Mafia II are a little less arcadey than they might be accustomed to. But Mafia II's driving mechanics are still in no way, shape or form realistic. So if you're not a Gran Turismo master, worry not -- you should still be fine in Mafia II.

## Task at Hand

You've learned a little bit about Mafia II's main character, Vito. And you've learned a little bit about how to "handle yourself" in the game as well, especially in terms of the importance of learning how to fight and how to drive as soon as possible. But *why* are you playing Mafia II, and what are you expected to do during the course of the game? Those questions are easy enough to answer. Though Mafia II is a sandbox game, it's also got a strict formula. Instead of running around Empire Bay completing task after task and mission after mission in a sort of non-linear fashion, Mafia II is organized into about fifteen separate chapters. Within each chapter, you'll complete a number of tasks that follow along a sort of strung-together narrative.



What this basically means to you is that you can approach Mafia II in a more predictable fashion that you may have been accustomed to in similar games, at least in terms of genre. Where things get decidedly more complicated is during each chapter when events culminate into any number of difficult or obnoxious tasks that must be completed. Of course, our [walkthrough](#) will be quite useful for you when you're stuck. But even though Mafia II's chapter setup might seem a little constraining, it's actually a point of convenience, too. After all, there are myriad collectibles to find in the game, as well as Trophies and Achievements that may require you to return to previous chapters. Without the chapter system in Mafia II, those Trophies and Achievements would be unattainable without an entirely new playthrough!

## Vito and the Law

Mafia II plays a lot differently than many games in the sandbox crime genre (most notably Grand Theft Auto IV) in that the police react in a more specific manner to many of your illicit crusades through Empire Bay. In the GTA games, you could speed around with impunity, and commit all sorts of crimes that the people of Liberty City/Vice City wouldn't even notice. This isn't the case in Mafia II's Empire Bay, however. The very act of speeding in a car can get the police on your tail in no time at all. And this doesn't account for committing other crimes, such as bowling people over with your vehicle or smashing up a car in traffic.



It's important to keep these things in mind as you move through Empire Bay, because at the end of the day, you're going to be attracting a lot more police attention than you probably would have wanted. The good news is that cops are a lot easier to lose in Empire Bay than they are in other fictional cities in other similar games, but you'll also be distressed to learn that the cops will remember who you are and go after you even after you lose them. If a Wanted Poster icon appears on-screen, the cops will recognize you if they see you, so go to a clothing store and change your clothes. Likewise, if a Wanted license plate icon appears on-screen, they'll recognize the (likely-stolen) car you're cruising around in. So ditch it, or bring it to a garage to get your plates changed.

## Looking For Extras

One of the more disappointing aspects of Mafia II is that the sandbox in which it takes place is... well... a little sad. Empire Bay is a fairly vast city, and you would think there would be a lot to see within, but it's simply not true. The city is mostly vacant, and outside of primary mission objectives in the game's fifteen chapters, you won't find yourself doing too much exploring on your own. There are Trophies/Achievements to earn, of course, but there is another big reason to explore the town that won't initially be evident. And that reason is Wanted Posters.



Empire Bay is covered with Wanted Posters -- 159 of them in total. These are so well-hidden that you could easily get through the entire game without finding even one of them. Unlike the game's fifty Playboy Magazines, which are found exclusively in certain chapters, Wanted Posters can be acquired in Empire Bay during any of the game's chapters where you have free reign over the city. The [Wanted Posters section of this guide](#) will prove to be an awesome tool for you in finding each and every Wanted Poster in the game. As for those "other" extras, the Playboy Magazines... you can use our [Walkthrough](#) to find them all, or simply resort to using our specialized [Playboy Magazines section of the guide](#).

## Miscellaneous Activities

So now you know about Mafia II's core elements. There are the game's fifteen primary chapters, there are all of the Trophies and Achievements to earn, and there are the 159 Wanted Posters and 50 Playboy Magazines to acquire. Other than that, though, there are some other activities you can keep yourself busy with in Mafia II. You can crush cars for money at Mike's junkyard, sell luxury vehicles to Derek down at the docks, and even strong-arm all sorts of shops and stores for paltry sums of cash as well.



Put it all together, and you have yourself the quintessential Mafia II experience. If you need more information, use the rest of this guide to help you out. In fact, the Ten Tips section on the next page is a good place to continue reading, since it will give you ten important ideas to keep in mind as you play through Mafia II. Otherwise, enjoy!

1.) **Challenge Yourself** - As you'll find out when you first begin Mafia II, the game has difficulty settings -- a fairly uncommon feature in sandbox titles. The thing is, Mafia II isn't that hard on its hardest difficulty setting, meaning that it can be insultingly easy on the more mild settings. Take our advice and play through Mafia II on your first playthrough at the hardest difficulty setting available. This means that enemies take more damage and you take less, but there are upsides as well. Not only will you earn a couple of great Trophies or Achievements when you finally get through the whole game, but it will make Mafia II a meatier and more difficult experience. The game can easily be beaten in well under ten hours, so why not add a little playtime, difficulty and length to your adventure?

2.) **Stay Strapped** - If Mafia II does one thing extremely strangely, it's how it handles your weaponry and arsenal in the game. You'll often find yourself equipped with only a pistol or another weak weapon, and you'll need to do something about it. While it's true that you could pretty easily get through the entire game with only pistols, you can make your life a lot easier by attempting to stay strapped. Doing so doesn't always require you to visit an illicit weapon shop, either (though you could easily do that, too). Simply being aware of the weaponry your various enemies are using will do you just fine. Once you clobber an enemy with, say, a shotgun or tommy-gun in hand, why not cop it for your own? These are important things to consider as you move through Mafia II. And better yet, you can carry many weapons at once, so you're rarely-if-ever constrained by weapons already in your arsenal. Keep collecting!

3.) **Car Dealer** - Mafia II presents you with a pretty expansive sandbox to explore. And explore it you will, whether through the course of the main adventure or your own peripheral excursions (like when you're seeking out the game's many Wanted Posters). The best and most efficient (and obvious) way to get around is by using various cars. Different cars offer you different kinds of experiences. You can find cars that have a lot of speed, a lot of bulk, and everything in between. There are no doubt going to be a few cars in the game that you're extra keen of, but you'll only know by driving as many cars as you can. But what happens when you find a car that you really like? Well...

4.) **The Car Collector** - ...you store that car, of course. Mafia II allows gamers to store a limited number of automobiles in various garages strewn throughout Empire Bay. These garages should be utilized for multiple reasons. Not only does storing a car make it available on the fly later, but it also allows you to store cars that are great for very specific situations. For instance, you may want a couple of fast, light cars for getaways and the like, while bulkier cruisers will help you withstand mobile gun battles. Keep in mind that cars can be repaired and upgraded at your garages, as well, so no car's condition or statistics are ever static. Hang on to these cars, and they will no doubt end up serving you well.

5.) **Don't Skip Cutscenes** - If you don't like stories, then a game like Mafia II simply isn't for you. Mafia II, like many movies, television shows, books and games in the crime genre, revolve around a well-told story. It's true that Mafia II is already a pretty short experience compared to some of its contemporaries even when you watch all of the game's cutscenes. Thus, by skipping cutscenes, you'll end up making a brief experience even briefer. But beyond that, you'll cut the soul out of Mafia II. Pay attention to the cutscenes. Enjoy the awesome voice-acting and the interesting characters. And get a feel for why you're doing all of the things you're doing in the game in the first place. Keeping a careful eye on the story will increase your enjoyment with the game exponentially. Otherwise, it'll prove to be a hollow experience.

6.) **Eat to Heal** - Even though the game glosses over this feature several times in early-game tutorials, it's still fairly easy to miss what the point of eating is in the game. After all, it seems that when you take damage, you eventually regenerate your health. And that's true to an extent, but there's a rather important caveat that can be easy to overlook. Eating food, whether in your fridge in your apartment or elsewhere, resets the maximum health available to Vito. When he loses his health, he regenerates *some* of it, but the maximum health meter is then reset to something lower. This continues as you take more and more damage. Only by eating a sandwich or a burger or whatever can you replenish your health fully. So while this isn't something you want to do constantly, it's a good idea to do so at the end of each chapter. After all, you will likely find yourself in your apartment at the end of each chapter anyway. So swipe a sandwich from the fridge before sleeping (and ending the chapter thereafter).

7.) **Drive Carefully** - One of the interesting things Mafia II does is how it realistically pays attention to how those around you perceive your driving. In games like Grand Theft Auto IV, you could blow red lights and blast by a cop car at 125 miles-per-hour, and no one would look twice. Mafia II's cops actually pay attention to those kinds of infractions, so it's important that you keep an eye on how you're driving. Each car is equipped with a speed limiter, which is a great tool to use so that you don't break the speed limit when you don't have to. Keep in mind that cops may just pull you over to issue a ticket, and not actually bring you to jail, either. But still, drive carefully, and only speed and drive wantonly if the conditions at hand call for it. Otherwise, take it easy. Where's the fire!?

8.) **Find Playboys!** - Mafia II has two types of collectibles. One type of collectible are issues of Playboy Magazine. Yes -- the real Playboy Magazine (there's a sponsorship deal here, clearly). There are fifty Playboys strewn around the game's missions, and it'll be up to you to find them (or you can simply use this very guide to find them all easily). These images contain nudity, so they are for adults only! But those who appreciate vintage Playboys will find a lot to... well... appreciate here. Just keep in mind that these items are relegated to specific chapters, so your best bet is to scour each chapter as you go to find them all.

9.) **Wanted!** - The other type of collectible in the game are Wanted Posters. These are much more numerous than Playboy Magazines -- there are 159 of them -- and they are all found in the sandbox. Your best bet with these is to try to collect them once you get through the main game itself. Keep in mind that this very guide will prove to be a great asset to you in beginning your collection. But also keep in mind that Wanted Posters can be time period sensitive, so if you're not finding a poster where you think it should be, chances are you could be in the wrong time, and not the wrong place!

10.) **Hunt for Trophies/Achievements** - And finally, we've come to our final tip. PlayStation 3 gamers have Trophies to collect, and Xbox 360 gamers have Achievements to hunt. Mafia II isn't an outrageously difficult game, so getting all of the Trophies or Achievements should be child's play for you, especially if you're using our guide. We've even cataloged all of the Trophies and Achievements into its own section, as well as how to get each and every one of them, so you have no excuses. Get to it!

## Mafia II Walkthrough

Welcome to the walkthrough section of our Mafia II guide. You can follow the links below to reach the chapter in the game that you need help with. Keep in mind that while the chapters are presented to you sequentially, you'll be able to go back after you've completed a chapter to try events there again. So if you missed a collectible, or a trophy, or whatever else, you can always return. The game is linear in its presentation, but not stymieing in your ability to backtrack.

So without further ado, our walkthrough.

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## Chapter One: The Old Country (July, 1943 in Sicily, Italy)

As you begin a new game, you'll bear witness to some of the main character's back story. This character is named Vito Scarletta, and as you'll find out, Scarletta emigrated to the United States from Sicily, Italy, in the 1920s. His family came to the United States, like so many others, to pursue a new, better life than what was available to them back in the old country. But when everyone arrived, they found life to be harder than they thought it would be.



To make ends meet, Vito began to turn to a life of petty crime; mostly robberies. However, on one fateful evening, after he and his friend rob a jewelry store, a police pursues the pair into an alleyway. Vito's friend makes it over a chain-link fence with the stolen merchandise, but Vito isn't so lucky. As it turns out, however, Vito's crimes wouldn't land him in prison. Since the year was 1943, Vito's expertise in the Italian language makes him an asset to the American forces currently invading fascist Italy. And that's where our story begins.



You'll gain control of your character almost as soon as the chapter begins. Vito, as well as a select few others, were dropped behind enemy lines accidentally when their plane was bombarded with flak. Now, they're moving through a fascist-controlled Sicilian town. The resistance in this town is thick, however. When you gain control, you'll be hiding behind a cart with an Italian soldier in front of you. Follow the on-screen prompt to aim, and then shoot him in the head. This will open up a can of worms with all of the other soldiers around, so continue to take cover and eliminate all threats. Your reticule will light up red when it's over an enemy; hold your fire when your reticule is green to avoid hurting innocent people.



Eventually, the action will temporarily subside, and you'll be able to move from out of cover. *Immediately* dash to the left side of the staircase ahead. This will allow you to avoid being killed by the heavy machinegun that will soon demolish the front door of the mansion, taking out some of your friends (as well as you, if you aren't careful). You can explore the entire courtyard around you if you want, but there's no need to. Scurry through the window to the left of the door after your friends head inside, and once you yourself are in, follow them into the adjoining corridor. A trio of fascists sit outside the window, shooting at your position. Follow the on-screen prompts to equip and toss a grenade their way. The grenade will detonate a box of potato mashers, as well as other explosives, scorching anyone nearby.



## Chapter One: The Old Country (July, 1943 in Sicily, Italy)

When that's finished, reequip your M1 and continue to follow your brothers-in-arms. You'll encounter a well-lit stash of weapons and ammunition, so if you want to switch over to a pistol or an automatic rifle, by all means, be our guest (we stuck with the M1). When you're prepared, lean against the wall to the right of the door, and one of your friends will kick it open. Focus on eliminating the enemy hiding on the upper balcony directly ahead, as well as the soldier hiding behind the staircase on the bottom floor. One of your friends should toss a grenade up and to the left, which will shatter the walkway there and eliminate any foes around it. When the coast is clear, you're free to breach the room and run up the stairs (*don't* go out of the door to the right, or the fire will burn you to a crisp!)



Run up the stairs and into the next room, where you'll have to cap another enemy soldier. Once the coast is clear, your friends will instruct you to kick the door down ahead. Follow the on-screen prompt to do so (this is a running tutorial, if you haven't noticed). Once you kick through the door, be ready immediately to take out the lone soldier within this room holding an innocent Italian man hostage. Aim carefully -- but very quickly -- and shoot him in the head, making sure there's no collateral damage. Then, bear rightward out of the doorway so that you're on an outdoor balcony. Take cover behind the low-lying wall of the balcony, and return fire on the soldiers below. Once they've been cleared out, proceed to the far end of the balcony, and move leftward to head back inside.



The chapter is nearly over, but not quite yet. As you duck into this next room, you'll see that the windows on the right side of the building quickly shatter. Fascist artillery (and reinforcements) are attacking your position, and you're going to have to scramble to do something about it. Your friends point you towards a heavy machine gun out one of the windows. Run towards it and follow yet another on-screen prompt to grab hold of it. Begin to fire wildly at the many enemies below. You won't be able to relinquish control of the gun once you grab it (since the mission will end while you're still firing), but be sure to be thorough in clearing out the enemies below. That way, you can bring on the mission-ending cutscenes quickly.



After you've dealt enough damage to the enemy forces below, and take enough damage yourself, you'll be whisked away to the mission-ending cutscene. You and your friends, a paltry force indeed, are overrun by Italian soldiers. They storm the building and quickly put a bullet in one of your friends, sprawled injured on the ground nearby. But when the soldier gets to Vito, he levels his rifle and starts to pull the trigger. Then, a man begins yelling on a loudspeaker outside. This man informs everyone that the war is effectively over (at least in fascist Italy -- it's only 1943, after all), and says everyone can leave and go home unharmed, as long as they lay down their arms. Everyone agrees, and just like that, this flashback sequence concludes.



## Chapter Two: Home Sweet Home (February 8, 1945 in Empire Bay, USA)

As the beginning of chapter two unfolds, you'll find yourself nearly two years in advance of where you last saw Vito. The date is February 8th, 1945, and Vito has been shipped back to the States by the US military. After waging war successfully in Italy, the US Army began to take it directly to the Nazis, instead of plowing through their weak proxies. In subsequent battles, Vito took a bullet, rested in a hospital for a time, and was then sent home for a month of convalescence. That month begins now. You'll see Vito getting off of a train in his home city of Empire Bay (which is a mirror image of New York City, in case you're not too quick on the draw). He'll be met by an old friend of his family, Joe. After the two reunite, you're brought to his car.



As Vito and Joe drive through Empire Bay, they will catch up on the events that have transpired since Vito shipped off. Enjoy the views of the city (you'll get to explore it fully soon enough), and adjust the camera angles as well, to get a full view of what's going on. Eventually, the two men resolve to go grab a drink at a bar. While at the bar, they continue their conversation unabated. Eventually, it comes to the fore that Vito has to ship back to Europe in only a month. Joe quickly uses one of his nefarious Mafia connections to ensure that Vito never has to go back and serve. Vito is originally taken aback, but is eventually grateful that he doesn't have to go back and subdue any more Nazis. Thereafter, Vito leaves the bar, letting Joe finish his drink on his own.



You'll find a taxi depositing Vito near his home hereafter. This is where you'll finally be introduced to the more open-world, sandbox environment in which Mafia II thrives. That's not to say you can already explore Empire Bay with impunity -- you can't do so quite yet -- but it means that you'll finally get to use your HUD, figure out the markers on the HUD that represent your next destination, and so on and so forth. Simply follow the marker on your HUD to your old family home. Head through the door, and you'll soon be in your apartment, intercepted by your mother and sister, who are both glad to find you home in one piece. Dinner is currently stewing, and you're served posthaste, your first taste of home in a couple of years' time.



After saying your prayers and eating your meal, you'll regain control of Vito within the confines of his family's modest apartment. This isn't a stiff open-world game, so feel free to engage both your mother and sister in conversation to learn a bit more about what they've been up to during the past couple of years. Then, go rightward and enter your old bedroom. Opt to go to sleep to continue with the main story. You'll be stirred awake before very long, however. When you wake up, head to your bureau to put on your typical Empire Bay outfit -- a sharp leather jacket, and some all-American blue jeans.



With your new garb on, you'll shortly thereafter have an encounter with your mother in the kitchen. Concerned about her son going back to finish the fight in Europe (or worse yet, the Pacific), Vito quickly quells her fears. But now, she has something else to be afraid of, because it appears Vito is rolling with his old friend Joe again. Vito's mother eventually convinces him to go see an old friend of his dad's to seek gainful employment, and Vito agrees, but as you begin walking towards your destination, you'll find Frankie under assault from an unknown (but well-dressed) man. As Vito gets involved, a fist fight ensues. Yet another tutorial! This one will teach you the fundamentals of hand-to-hand combat, so pay close attention, and lay waste to this thug. As he scampers off, Frankie will fill you in on a debt your father incurred before he died (and before you shipped off to Europe). Apparently, the money owed is \$2,000, an exorbitant fee for 1945. And worse yet, it needs to be paid off by the end of the week.



## Chapter Two: Home Sweet Home (February 8, 1945 in Empire Bay, USA)

You'll regain control following the fight with the thug and your conversation with Frankie. It's time to head straight to Joe's. After all, who else do you know who can solve your financial problem rapidly? Take a look at your HUD, and head towards the location designated. Joe's apartment is on the third floor of a nearby building, with a red-painted restaurant on the ground floor. Head inside and run straight on up towards the third floor, where you'll run into the building's landlady. Vito will speak to her automatically about where Joe's apartment is, and she'll point you in the right direction (with a caveat to tell him to cut the noise out). Find your way to said apartment building, and you'll be right as rain in catalyzing the next lengthy cutscene.



### Obscure Trophy/Achievement: A Real Gentleman

En route to Joe's apartment, you'll have the chance to pick up a Trophy or Achievement, should you care about that sort of thing. Keep a keen eye out on one of the alleyways as you hoof it over to Joe's. You should find a man and woman quarreling near a broken car. The man is trying to fix the car, but he doesn't seem able to. This sends his wife into a tizzy, and she insults him enough that he walks away. Patiently wait for that conversation to take its course (it could take a couple of minutes), and then walk up to the car. Follow the on-screen prompt to fix the car automatically, which will please the woman, and earn you this Trophy/Achievement. This is a rather obscure one, so we thought we'd point it out for you.



Joe is "entertaining" when you arrive, with two gorgeous women who he soon asks to leave. After all, he's got some important business to attend to, as you can see. Joe and Vito begin to talk about his plight. While Vito is grateful that Joe got him out of extended military service (the war is about to end in Europe, but how could he know that?), he still needs money to take care of himself and tend to his family's rather dire debt. Joe promises that he has a way to help him out. They're going to go see someone that can hook Vito up with some money in exchange for executing some dangerous, undesirable jobs. But at least Vito won't have to break his back working manual labor for very little pay. This will pay him adequately enough to not only take care of himself and find a place of his own, but to ensure that his dad's debt is paid in full, guaranteeing that his helpless mother and sister are left alone. In the meantime, you'll stay on Joe's couch, because a grown-ass man shouldn't be sleeping in a twin bed at his mother's apartment.



## Playboy Magazine

The first of fifty Playboy Magazines strewn around the game can be found presently. When you gain control in Joe's apartment, feel free to explore it at length (doing so will catalyze all sorts of conversation). Be extra mindful of returning to the living room and taking a look at the coffee table there. Amongst the muddled pile of crap all over it, a Playboy Magazine can be found. Be sure to cop it before heading back outside with Joe.



When you're ready, with your first Playboy Magazine in hand, leave Joe's apartment and head back to the ground floor. Walk around the building, following Joe. You'll arrive at a garage, which once opened reveals Joe's beautiful car. Vito pleads with Joe to let him drive; Joe thinks Vito doesn't know how to drive, but Vito's two years in the army has taught him quite a bit. The two get into the car, and you'll be free to leisurely drive towards your destination. You're headed to Giuseppe's, who apparently has the appropriate papers to get you out of the service. Veterans of Grand Theft Auto IV (and frankly, who isn't?) will know exactly how to proceed towards Giuseppe's. Simply follow the path drawn-out for you automatically on your HUD. This is your GPS... decades before GPS technology is actually developed and distributed. Just go with it.



## Chapter Two: Home Sweet Home (February 8, 1945 in Empire Bay, USA)

When you arrive at your destination, Joe and Vito will briefly marvel at a beautiful car parked in the parking lot of Giuseppe's before heading on inside. The two spoke about Vito procuring his own car en route to this location; perhaps this is foreshadowing of events to come? Regardless, head on inside the building, and walk up to Giuseppe's office posthaste. Joe and Giuseppe go way back, so Giuseppe immediately welcomes Vito into the fold. He quickly produces the forged papers as promised, and Joe pays for them before heading on out. Before you leave, be sure to engage Giuseppe in further conversation. You can buy lockpicks from him (in fact, you must), and can then engage in a tutorial that will show you how to pick locks. And as you'll find out, compared to games like Fallout 3 and Mass Effect 2, picking locks in Mafia II is easy-peasy.



With lockpicks in hand and the accompanying tutorial successfully passed, you're free to leave Giuseppe's and head back outside. Now, your earlier brief encounter with the beautiful, shiny '42 model car outside was indeed foreshadowing. With the lockpicks in hand, you'll now be able to pick the lock on the car without having to break the windows. Pick the locks and get inside, but don't expect things to continue to go so swimmingly. The cops show up on the scene, and you'll have to drive around until you lose them. Even though Empire Bay is a fairly limited city as far as size is concerned (when compared to, say, Liberty City), you'll still be able to shake the cops rather easily, especially with the low wanted ranking you currently have. Once you lose the cops, follow Joe's advice and hit up the nearest body shop, which your HUD's GPS feature will bring you to in short order. Opt to change your plates once there, and you'll be home free. This is now your car... at least for the time being.



Next on your list is to visit with another of Joe's friends, a guy named Mike. Mike owns a junkyard and car part depot, and he might be just what the doctor ordered as far as getting Vito the money he needs to pay off the rather aggressive loan shark that sent his goon after Frankie earlier. Mike is always looking for someone to help out, so let's see what he's got in store for you. You'll obviously have to drive to where he's located first, and this is going to be, by far, the longest car journey you've yet taken in your young adventure through Mafia II. As usual, follow the GPS on your HUD, and you'll get there no problem. In the meantime, listen to Joe's rather ridiculous pick-up lines that he apparently uses on women. It's hard to believe that any of those would actually work.



When you arrive at Mike's junkyard, another conversation will ensue that you will have to sit through. It seems that Joe knows just about everyone you've encountered so far pretty well, and Mike is no exception. As they talk, Joe works Vito into the conversation. Apparently, Mike has what he and Joe vaguely refer to as "a little parts problem." If Vito can grab cars for Mike, Mike can then turn the car upside down and grab whatever parts he needs out of it (or sell the stolen car outright). Each car Vito grabs for Mike will earn him more money. We'll get to that eventually, but first, grab the gun that Joe hands over to you, and learn how to wield it. You'll be able to take aim at some of the tires on a red car sitting in the junkyard to practice your aim. Once you've got that down (by shooting three of the car's tires), aim at the gas tank to send the car ablaze. You're now ready to grab some cars for your newest friend.

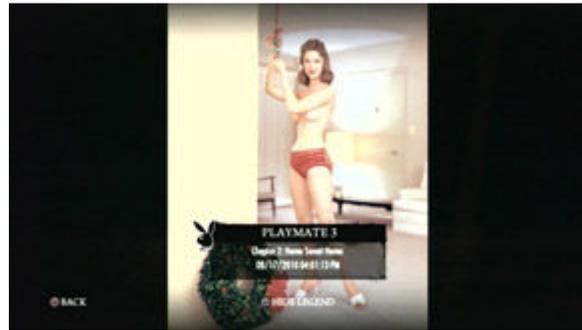


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## Chapter Two: Home Sweet Home (February 8, 1945 in Empire Bay, USA)

### Playboy Magazine

This Playboy Magazine can be easy to miss. After you've shot up the car at Mike's junkyard, but before you begin to drive over to the location where you're going to steal a car for him, begin to explore the junkyard. Near where he stands, you'll see a large building with three garage doors, and a little office/nook on the side. Explore the side office/nook, and you should find this magazine sitting on one of the shelves there. Don't neglect to grab it now, since it may not be available for you later when you come looking for it.



It's time to drive over to your destination. Simply follow the GPS directions on your HUD to get to your destination easily (you might as well get used to hearing this, because we're going to be saying it a whole lot). Joe and Vito will go back and forth as you drive. Do be careful as you drive, because the roads are snowy and icy, and it's easy to lose control of your car, especially when you're attempting to take a corner. When you arrive at your destination, Joe will give you your instructions and leave you to take care of business. Begin things by running towards the low-lying white fence immediately across the street, next to a chain-link fence. Once you're over it, however, be prepared to enter into a series of unpleasant fights. You'll have to prove your mettle here for the very first time in the game.



As soon as you jump over the fence, you're going to have to engage in a fist fight with a lone sentry. You earlier learned how to conduct yourself through such endeavors via a tutorial, so you shouldn't have any trouble here. Just be sure to bob and weave, and dodge when necessary. Keep in mind that you don't regain lost health during fist fights like this until the battle's completely over. So act accordingly. Once that fight is done, run towards your target car. This will draw out more gun-toting enemies. Draw out your pistol and take cover, returning fire on your foes. Attempt to keep them at bay, focusing on and killing one at a time. Don't reveal yourself from behind cover for too long, however, or you may find yourself bloodied and dead in the snow before very long.



With the first three enemies (with guns) slain, go ahead and break into the car. You can break the window or take the time to pick the lock; it doesn't really seem to make much of a difference. Now, once you're in the car, this is where you have to be extra slick. Begin driving forward very slowly, towards the gate. This will draw out three more enemies from the door ahead and on your right. Immediately park and use your car as cover. This will allow you to deal with your enemies much easier than if you were driving away from them. Calmly kill these three enemies, and then get back in your car again. Turn left *immediately* upon exiting the compound, since a car will pursue from ahead and on the right. This should give you the needed jump to get ahead and stay ahead of your pursuers. But be careful -- ice and snow can send your car careening in directions you didn't intend.



Once you've shaken the lone car of hostile pursuers, you're free to leisurely drive all the way back to Mike's junkyard and car lot. Simply follow the directions given on your HUD, and you'll get there in no time. When you arrive, you'll find Mike and Joe shooting the crap with one another. Mike is impressed with your work, and equally impressed with the fact that you were able to bring a car to him that was in such splendid shape (and therefore worth a lot of money). Your hard work nets you \$400, though you'll have to give \$100 to Joe off the top as a sort of finder's fee. That's okay though. You were getting \$20 a week from the Army, so consider this fifteen weeks' pay.

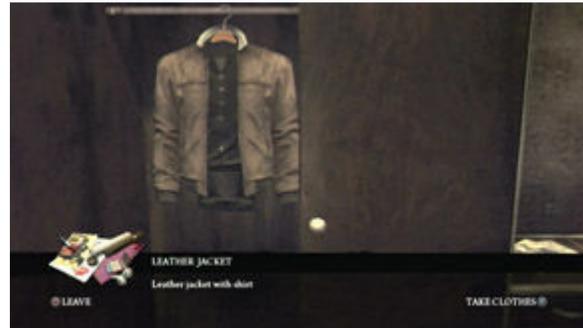


This chapter is now winding towards its conclusion. Get back into your car, and Joe will follow suit. Then, drive all the way back to Joe's apartment. Things aren't exactly clear here, but you're meant to park your car not on the street, but rather in Joe's garage (where you originally drove away from last chapter). Once you've properly parked your car, go ahead and walk into Joe's building through the back entrance, and up to the third floor. Before you can wrap this chapter up, however, go ahead and grab a sandwich from the fridge in the kitchen when prompted to do so. This will heal any wounds you incurred during earlier frays. Then, take a crash on the couch, and voila -- the chapter ends.



## Chapter Three: Enemy of the State (February 10, 1945 in Empire Bay, USA)

As this chapter begins, you'll spot Vito sleeping on the couch in Joe's kitchen, just as the pair planned. A phone will ring, stirring Vito from his slumber. Walk towards the sound of the ringing phone, which can be found directly next to the front door of the apartment. Surprisingly, it's none other than Vito's mother, who prods Vito as to why he didn't come home last night. She implores him to visit Vito's father's old friend, Mr. Pappalardo, to look for work. He agrees to do so and hangs up the phone. Be sure you visit the nearby bureau to don your jeans and leather jacket before you leave the apartment building. After all, you want to be at least somewhat presentable.



When you're prepared, head down to the ground level, and work your way around Joe's building to reach the garage, where your lone car is stored. You'll be able to store other vehicles here eventually, but for now, this is what you'll be working with. You can (and should) feel free to repair your car from any damage is sustained in earlier missions before heading on your way. Then, all that's left to do is drive to your destination. Your GPS will get you there easily enough, but be prepared for a long drive, as the docks you're headed to are on the far side of the city. If you want to avoid any incidental police encounters, you may want to use your handy-dandy speed limiter, so that you don't break the speed limit. That's because in Mafia II, unlike games like The Godfather or Grand Theft Auto IV, driving a hundred miles per hour in a residential location is going to draw the cops' ire.



When you finally arrive dockside, park your car as near to the building as possible, and walk up the stairway towards a second story door. When you approach the door, a cutscene will kick in. You'll find an unknown man sitting in a chair and reading a Playboy Magazine, while another portly fellow sits at his desk eating a steak dinner. After opening the door and nearly blowing all of their papers all over the place, Vito introduces himself to the man behind the desk, who ends up being Mr. Pappalardo. Vito lets him know that his father used to work for him (and Pappalardo vaguely remembers him), and says he came here to get some work. Mr. Pappalardo doesn't take an incredible amount of convincing, and immediately offers Vito some work. He pawns Vito off on his friend in the room, and you're to follow him out.



### Playboy Magazine

As you follow Pappalardo's friend out of his office, you'll run right into the location of this Playboy Magazine. In fact, you're going to have to be pretty oblivious to miss it. You may have noted that the guy you're following out of the office was reading a Playboy during the previous cutscene. As he walks out of the office, he'll drop it on the ground. Retrieve it at the spot shown on the map, and add it to your collection.



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## Chapter Three: Enemy of the State (February 10, 1945 in Empire Bay, USA)

Follow Derek Pappalardo's friend Steve down the nearby stairs and onto the warehouse floor. You'll find some working stiff's doing their thing all around you, but you won't have to (or be able to) interact with them. Instead, follow Steve to the stack of crates sitting near a truck. He tells you to load all of the crates onto the truck. For doing so successfully, you'll receive a paltry \$10. Steve will walk away, and you'll be able to get to work. Vito will go about his business grudgingly, since this is backbreaking working that doesn't exactly pay very well. Regardless, you can stop loading the boxes onto the truck whenever you want (and if you stack six boxes, you won't be able to load anymore before Vito gets fed up). Whether you do it after one box, two, three, four, five, or six, the outcome is the same. Go to leave the warehouse, and Steve will intercept you. After initially scolding you, he'll bring you back upstairs to visit with Mr. Pappalardo.



The reason Steve didn't write you off right off of the bat is because you dropped your friend Joe's name. Intrigued, Steve reports this to Mr. Pappalardo. Steve and Derek think Vito is lying, and go to call Joe to verify the information (Pappalardo also pulls out a pistol to let Vito know what happens to him if he's lying about his connection to Joe). Joe confirms Vito's story, however, and Pappalardo has a new offer for Vito. Basically, some of the guys that work here in the warehouses and at the docks aren't paying their protection money as promised. This is all done through the guise of "paying the barber," and Pappalardo promises Vito \$50, if he can procure \$150 in protection money from the innocent men working here.



Head downstairs and get to work. Start by talking to the men working around the warehouse. This part is a little random, because some of these guys will try to pick fights with you before paying, while others will pay with no questions asked. If you want to avoid trouble, try talking to the men near the center of the warehouse, and stay away from the guys on the periphery. If someone does pick a fight with you, fend off his attacks and knock him out, which will force him to pay. Once you've been paid by three men, regardless of how you procured the money, an automatic cutscene will take place, in which a big bruiser challenges you to a fight in lieu of paying. This battle is far more difficult than other fist fights you've had in the game so far. Remember to dodge, and get off quick punches to ultimately bring this hulk down.



Once you've won the automatically-catalyzed fist fight, you're free to return to Derek's office. As promised, you'll walk away with \$50 from your illicit earnings, and Derek will even hand over a little bonus for sorting out the bruiser you just... well... bruised. It seems that you have yourself a job of some permanence and importance here with Pappalardo and company. You'll be able to return later to get more work done. In the meantime, you're free to leave for the day. Steve lets you know on the way out that Joe was looking for you. You need to drive to Little Italy, where you can meet him at Freddy's.



As usual, there's very little to say in terms of how you get to your destination in Little Italy. The GPS directions on your HUD will be able to get you there easily, as always, and though the roads are still slick with snow and ice, you'll be able to get there fairly directly, and with little issue. Park outside when you arrive at the corner restaurant, and walk on in. There are a lot of patrons sitting around, but don't concern yourself with them (or with searching for things like Playboy Magazines, for that matter). Instead, run upstairs, where you'll find your old friend Joe sitting at a table by himself.



## Chapter Three: Enemy of the State (February 10, 1945 in Empire Bay, USA)

Smoking and drinking by his lonesome, Joe has been waiting for you. But he's not here just to shoot the crap with you over some stiff drinks. He's here because he wants you to meet someone that has a job for you. The well-dressed man that walks in hereafter is named Henry, and he has a rather important (and dangerous) job for you to undertake. The war effort has drawn most of the country's gas supply, and to get gasoline for private automobiles (and other personal uses), you have to have stamps distributed by the government. Henry wants you to head a government building, where the stamps are kept in a safe. Return to him ten thousand gallons worth of gas stamps, and he'll give you \$600 for your hard work. Sounds like a good deal... but this isn't going to be an easy job.



Henry gives you the address of a woman named Maria Agnello, who lives nearby in the same neighborhood you're currently in. This woman is a friend of a friend, and has inside connections to the building, and should be able to get you in with little trouble. Then, all you have to do is figure out how to open the safe and get out of dodge. But let's go visit Maria first. Drive over to her place and park outside of the alleyway where the entrance to her apartment was located. Head inside (we always get a kick out of needlessly kicking doors down), and then knock on her door to get her attention.



## Playboy Magazine

If you're rushing around, it's rather easy to miss this particular Playboy Magazine. And you'll kick yourself for doing so, too, since it's actually in a rather obvious position. When you head over to Maria Agnello's apartment as part of the chapter's main task, you'll be able to grab this magazine. Walk through the alleyway that leads towards the door that will allow you to enter Maria's apartment building. Once you open the door, look on the ground directly ahead of you, and you should spot the magazine right out in the open.



Time spent with Maria will be short... at least at her apartment. She'll quickly agree to tell you everything you need to know, but she asks for a ride to a hospital uptown, where a loved one is staying. She promises you that she'll give you all the information you need en route. Leave the building and get back into the car, and she'll follow suit. Then, as you drive to your new destination, listen very closely to what she has to say to you. She'll tell you about how to get into the building, how to avoid attracting attention to yourself, where the safe full of gas stamps is located, and perhaps most importantly, where the key to that safe is located. If you didn't pay attention, though, no worries... that's why we're here.



After dropping Maria off at the hospital, it's time to get down to business. The federal building is located right across the street from the uptown hospital, so you're already in its vicinity. Drive over to the alleyway next to the building, or simply walk on over. Book it down to the end of the alleyway, and look at the chain-link fence to your left. It's riddled with barbed wire, but you should be able to follow the on-screen prompt to climb over the door on the gate, which is unguarded. You can then run to the back of this new, isolated section of the alleyway, where an open window leading into a bathroom can be seen on your left. Climb into the bathroom to proceed. So far, so good.



Snake your way out of the bathroom and into the adjoining corridor. The game will prompt and warn you about security guards roaming about. Now, you don't have to worry about them imminently. You still have a little while to do before you run into anyone. But pay attention to the prompts shown on screen, since if you're crouched down, you'll be able to nullify any guards before they see you (if you play your cards right, anyway). Bust through the large wooden double doors to reach the side of the building's main lobby. To your left, you'll see a lone guard sitting at a table. As you'll find out in the paragraph below, it's a good idea to walk around him, flank him, and choke him out.



### Chapter Three: Enemy of the State (February 10, 1945 in Empire Bay, USA)

#### Playboy Magazine

Choking out the guard mentioned above is advantageous to you simply because you'll be able to grab the Playboy Magazine nearby without much of a consequence. It should be sitting on the desk, to the right of the guard (if you're facing his back). Choke him out, and grab your prize. It's that easy!



Should you choose to go after the guard near the desk to get the Playboy Magazine, you're going to need to go ahead and drag him all the way back to the bathroom where you initially breached the building. If you don't do this, one of the other guards on duty will spot him eventually and raise the alarm, which will call all sorts of obnoxiousness to the scene (as in, there will be police crawling all over the building, making your quest virtually impossible). You'll ultimately want to stay away from the main staircase leading from behind the security desk, and instead take the smaller staircase up to the second floor that's closest to the bathroom which you used as an entry point.



Your HUD is a good tool to use here, since you'll be able to garner where the next piece of the puzzle is located simply by using the markers that appear on it. With the guard disposed of at the desk, you should only run into two more guards as you go about your business on the second floor. If you do run into them, stealthily take them out, and then drag their bodies to bathroom or isolated offices so that no one else stumbles over them. Otherwise, make way for the administrative office marked on your HUD. This is a darkened room, but the keys you need to open the safe on the other side of the building are in here. Be sure to grab them as soon as you can.

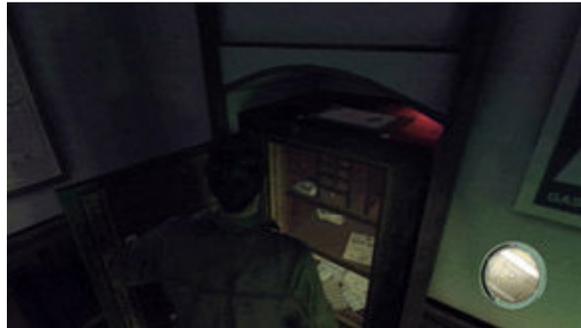


## Playboy Magazine

There's an office directly across the hall from the office where you have to grab the keys to the safe. After grabbing those keys, run to said office across the way, and you should be able to find this magazine easily enough. It should be stowed on or near a desk directly to your right once you enter the pitch-black office. Just be wary of guards roaming the hallways around you!



With the keys in hand (as well as two Playboy Magazines, if you've been thorough), all that's left to do is to run to the other side of the office. Your HUD will have the new location you have to head towards, so there are no excuses for getting lost. If guards are still roving the hallways (which they will be if you didn't knock out three of them and hide their bodies), you won't want to run around to wantonly. Check around corners, slink down to keep quiet, and don't over-exert yourself. When you finally get to the room designated on your HUD, head on inside and through the gate to reach the back end of the office (you'll have to pick the lock en route). Grab the stamps from the safe before making your getaway.



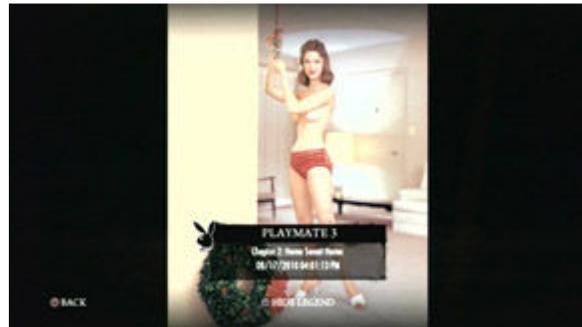
## Chapter Three: Enemy of the State (February 10, 1945 in Empire Bay, USA)

Depending on how quiet and thorough you were, grabbing the stamps may or may not trigger the alarm. So you may or may not have cops storming the building when you leave. We'll assume that you do. Quickly run out of the office and down the main staircase towards the guard desk, and then swing rightward. Holster your weapon (you're overmatched here, and there's no time to waste in gunfights) and return to the bathroom where the window was left open. Run back out into the alleyway and make your way back towards your car. If there's not a car around you, you better steal another one, and quick, because there's little time to lose.



### Obscure Trophy/Achievement: The Professional

Earning this trophy/achievement may confound you. No matter how artfully and sneakily you work your way through the federal building, you'll still have to deal with the alarm on the safe where the gas ration stamps are being kept. But we'll tell you how to take care of that. Follow our walkthrough, disabling all three security guards. Once their bodies are hidden, walk down to the first floor underneath the stairs, and seek out a blue-colored door. This will lead to the basement of the building. Search the basement (which is completely devoid of guards) for a specific room with the alarm controls for the safe. Disable them, and then go back up to the second floor to crack the safe. Doing this and subsequently getting out of the federal building through the same bathroom window you used to gain entrance will force the trophy or achievement to pop for you.



## Playboy Magazine

If you're trying to disable the alarm in the basement in order to fulfill the requirements for the "The Professional" Trophy/Achievement, you'll be able to grab this magazine fairly easily. Once you're already in the federal building's basement (which you can access via the blue door on the far side of the first floor from where you begin), simply search the various storage rooms in the cellar. Adjacent to the room where the safe alarm is, you should find this magazine sitting on the ground in between some shelves.



You'll ultimately be forced back to the same restaurant where you met Henry earlier. Make haste for the restaurant, run inside, and back up the second floor, where Henry is waiting for you. But as soon as you arrive, there's already going to be bad news. First off, if there were shots fired at the scene of the crime, whether by you or a cop, your pay has already been cut by two-thirds. But making matters worse is the fact that the stamps you stole have an expiration date of *tomorrow*. Henry requires that you begin to make your rounds to various gas stations to get these things stamped before it's too late. The more you get stamped, the more money you make. Are you ready to run around like a chicken with your head cut off? Good. Let's get to it.



A timer will appear on your screen, though it's a little ambiguous, because it doesn't represent precisely how much time is left. Instead, the red circle that represents the timer will slowly turn black, ticking down the seconds you have. Eight gas station icons will appear on your HUD (and greater map -- look at your map, which will freeze time, to see what's what). You can make waypoints on your map to help get you to the locations you want to go towards, but try to be slick about it, especially if you're shooting for the Mail Man trophy/achievement. For that trophy/achievement, you'll only need to visit six of the eight gas stations, but even then, time's gonna be tight. So get going.

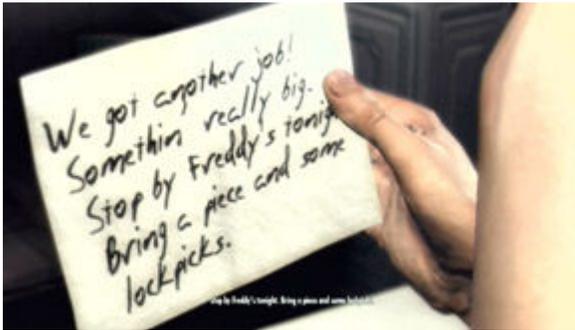


Empire Bay is still a winter wonderland, so be careful on the roads. They're slick, and you can easily lose control of your car. Because time is of the essence here, throw caution to the wind as far as your speeds on the road are concerned. Just be sure not to commit any grievous crimes that might get the attention of the police. Even if you're just getting a ticket, it will eat into your time severely, further complicating your task. Once you've hit your sixth gas station (keeping in mind that you must physically get out of your car and walk into each gas station to exchange the stamps for cold-hard cash), you'll be ordered back to Joe's apartment. Drive back there at your leisure, and take a nap on the couch in his kitchen to finish this chapter.



## Chapter Four: Murphy's Law (February 11, 1945 in Empire Bay, USA)

This chapter starts out innocuously enough. Vito will wake up in Joe's apartment, stretch, take a swig of beer, and ultimately find a note that Joe left him. The note reads simply; meet Joe and Henry over at Freddy's restaurant and bar, where you'll be given another task to undertake. This shouldn't fill you with too much concern. The note does have a caveat however, that you should bring with you a pistol and some lockpicks. Hit up the bureau to find your usual attire -- a leather jacket and some jeans -- and then walk on out to your car. Your sidearm and lockpicks will be brought along automatically. Drive the short distance to Freddy's, and we'll continue the early-going of this chapter from there.



Once you've arrived at Freddy's, walk up to the second floor, where you'll find Joe and Henry sitting in a booth. After receiving a razzing for getting up so late, the three men quickly get down to business. Henry is a little reluctant to tell you just what the job is... that is until another man quickly comes over to the table and tells Henry to take care of business for him. That's when you're brought into the loop. Basically, there's a store in one of the malls in town. You and Joe are going to rob it. You have to wait until nightfall, where you can get into the guard-less mall (by picking a lock), and then go about things from there. Joe has acquired some orange jumpsuits from the phone company, so you have some plausible excuse as to why you're inside the mall, should you get caught at all.



When you regain control following the cutscene, work your way out of the restaurant and out to your car. Let Joe get into the passenger seat, and then take off to your destination. As always, the GPS directions on your HUD will provide you with the quickest route to the mall you're about to rob. Another reminder -- the roads are still icy and snowy, so don't drive too quickly or too out of control, or you may crash. You may also want to keep your car's governor enabled, since you don't exactly want to attract any unwanted police attention as you go about your business.



When you've arrived at your destination, get out of your car and run over to the glowing entrance of the jewelry store next to the mall. You'll have to use your lockpicks to break in, but that shouldn't be a big deal to you, even at this fairly early point in the game. Once you're inside, you'll witness another cutscene, this one a little stranger than you might have expected it to be. As Joe and Vito rob the jewelry store stealthily, a car smashes through the front window, and subsequently deposits some Irish thugs to rob the jewelry store. This is purely a coincidence -- and a rather astronomical one at that -- but it matters not. The Irish not only want the jewelry you've already jacked, but they've also blown-up your position. The cops are en route, and there's nothing left for you to do but to scurry away and hope for the best.



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## Chapter Four: Murphy's Law (February 11, 1945 in Empire Bay, USA)

At first, you're going to see your character running away with Joe, but you won't have direct control over him, mysteriously enough. Eventually, Joe will duck to the right to avoid some cops, and he'll break through a door. This is where you'll finally gain control of Vito, and will have some say over his fate. The first thing, and perhaps most important thing, we want to tell you right off the bat is that you should only deviate from your path to search for little collectibles like Playboy Magazines. There are a few to be found here, but if you try to leave Joe to search for them, expect that you'll be blasted by cops as soon as you deviate from the set path. So be quick. Really quick.



## Playboy Magazine

After you've encountered the Irish gangsters in the jewelry store, and after you began to run away from both them and the police, you'll have to follow Joe as he opens a series of doors. As you make your escape through a storefront, you're almost at the location of the first of four Playboy Magazines found here. Once through the locked door after Joe requests that you cover him, swing rightward and up some stairs. Before proceeding with Joe to the left, check the tiled floor on your right for this magazine.



Joe will blaze the path you are to travel, but things won't continuously go swimmingly for you. Indeed, Joe will start to run into locked doors that he'll have to frantically pick open while you protect him. The first time this is going to happen is in a bookstore. Take cover near the door Joe is trying to pick open, and take out the lone Irish hooligan who's taking shots at you. Then, follow him into the stairwell and begin to climb the stairs. At the top of the stairs, Joe will run into another locked door. Take aim and wait for the lone cop to round the corner and up the stairs, and then clip him before he can react. This will ultimately bring you upstairs to the mall's rooftop, where it appears that Vito and Joe may be trapped.



## Playboy Magazine

Almost immediately after you found the last magazine mentioned, you'll continue along with Joe until you run into a stairwell. Joe will begin to run upstairs, and while you'll need to follow him up in order to proceed with your main task, you should first run *down* the stairs and towards the entrance. The magazine you seek is placed at the very bottom of the stairwell. You need to be quick here, because the cops will shoot at you through the glass and cut you to shreds if you dilly-dally.



Joe and Vito think it may be a good idea to try and shimmy in front of a giant sign in front of the building, but the conditions are very slippery. Complicating the issue are the few cops that make it to the roof and begin to fire on you. Take cover behind one of the low-lying brick chimneys, and return the favor. Make sure not to stay too far to the edge of the brick, as gunfire will whittle them away, exposing you to injury. Once you've nullified that threat, all that's left to do is follow Joe and witness the cutscene that ensues. Joe and Vito precariously shuffle across the front of the building, with cops firing on them from street-level. The cops that make it up to the roof to find their injured comrades don't pursue them, however.



## Chapter Four: Murphy's Law (February 11, 1945 in Empire Bay, USA)

Follow Joe as he walks in front of another raised billboard, and down to the rooftop on the other side. As soon as he turns right, follow him, and immediately take cover. A trio of cops will appear to your right, and you'll have to act quickly to deal with them before they turn the tables on you. One of them has a shotgun and proves to be especially dangerous, so be sure you try and take him out first, exposing yourself to do so only when he's reloading. A single blast from that shotgun can do you in, especially if this cop is at especially close range. When he's downed, you should then be able to deal with his two pistol-toting friends rather easily before continuing along.



Joe will run you over another metal catwalk to yet another rooftop. Again, take cover immediately, as three more cops will show up and attempt to stymie your advance. Thankfully, none of these guys have shotguns, so their pistols will do minimal damage to you as you pinpoint each one of them and take 'em out. When the coast is clear, head into the adjacent building once Joe has picked the lock, and follow him through to the roof on the other side. A fire escape can be found here that will lead down to ground level, so begin to scurry down. Do be careful of cops on a nearby roof, however. You'll only find one or more cops shooting at you as you climb down if you weren't thorough in killing all three enemies you just encountered. If you did, then your journey to ground level should be rather uneventful.



## Playboy Magazine

Once you've made it up to the mall's roof, you'll be pursued by cops as you traverse the snowy concrete all around you. You'll eventually make your way over a billboard via a cutscene, and will immediately find yourself assailed by two separate waves of cops once you're on the other side of the roof. Battle through these waves of enemies, and Joe will eventually lead you back inside another room en route to a fire escape. Before going outside to the fire escape, be sure to search the ground in this room, where a Playboy Magazine should be next to a shelf.



Once you get close to ground level while descending the fire escape, a cutscene will ensue. You were quick enough to get away from the cops, but the Irish goons that blew up your spot after careening a car into the jewelry store weren't so lucky. The cops will be dragging those Irishmen away, and for the time being, you'll be in the clear. Joe decides to take the goods you managed to walk away with, leaving you on your own. He implores you not to get caught, and naturally, that's some good advice. This brief chapter has almost run its course, but first, you have to get back to Joe's apartment safely and soundly.



The idea here is to be stealthy, and take your time. Don't emerge out of the alleyway when you regain control immediately. Instead, hide against a near wall and take a look at the cops at the scene of the crime. Wait for them to consolidate a bit, and then book it to the right, towards the gas station. There should be a car around there that you can break into, but make sure no one (especially cops) witnesses your misdeeds. Then, all that's left to do is to drive back to Joe's apartment. The GPS directions on your HUD will do the trick. Be sure to use your speed limiter so as to not attract any unwanted attention to the authorities. When you finally get back to Joe's apartment, park your car in the garage, head upstairs, have a bite to eat, and go to sleep.



### Playboy Magazine

You'll be able to grab these magazine in a rather obscure spot once you reach the very end of the chapter. After successfully escaping from the mall, you'll have to drive back to Joe's to wrap everything back up. When you enter his apartment building, resist the urge to run upstairs to his apartment, and instead, run downstairs to the first floor. You'll find a boarded-up door next to the staircase on the first floor. Lying on the floor next to the boarded-up door is the magazine you seek.



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## Chapter Five: The Buzzsaw (February 20, 1945 in Empire Bay, USA)

This chapter begins somewhat uniquely. There isn't a long, entrenched cutscene that you have to deal with here, so you'll quickly gain control and will be able to go about your business unabated. That of course only happens after Joe's female friend flirts with you a little bit before taking off. Your instructions are to, as usual, head to Freddy's, where Joe and Henry are no doubt sitting in their booth, drinking and smoking. But first things first -- go to the bureau and get dressed. Then, when you're ready, leave the building and begin walking out to the garage.



Unfortunately, you won't make it to the garage... at least, not immediately. When you emerge from the side entrance of Joe's building, you'll spot Joe's yet-unnamed female friend getting rear-ended in her car by a man driving behind her. She slammed on her brakes, making this accident her fault, but this guy is getting a little over-aggressive. Run up to them to get involved in their quarrel. Vito threatens the man several times, but he doesn't back down. At this point, you'll (predictably) find yourself in a fist fight. As usual, you'll want to defend yourself, looking for open pockets to throw in a few punches of your own. You should know how to do this by now, so we'll keep the instruction to a minimum. When you've knocked this guy out, the woman will suggestively thank you before taking off in her car.



Now that that whole distraction has been taken care of, you're free to drive the short distance over to Freddy's restaurant. You've done this several times at this point in the game, so no hand-holding should be necessary. Indeed, the distance is short to Freddy's from Joe's apartment, and even if you weren't to use the GPS directions on your HUD, you can probably still get there from memory by now. As always, park your car outside of the restaurant and walk inside. As you begin to walk upstairs, a cutscene will ensue. Sitting at the table eating is Joe, Henry, and a man you've never met before, a mid-ranking member of the family named Luca.



As you sit down to break bread with these three men, Luca will quickly cut to the chase. It appears that, in the "family hierarchy," Luca is ranked somewhere above Henry, who himself is a rather high-ranking member. Luca is impressed with the job you did at the jewelry store. Even if the job was nearly botched, it was due to no fault of your own. He wants you to start doing more dangerous jobs, including offing people on behalf of the family without asking any questions. Grudgingly, Vito agrees, especially with the offer of a \$5,000 buy-in to join the official ranks of the family following the successful conclusion of the job you're about to undertake. Once you agree, Henry fills you in on the rest of the details while Luca is intercepted by an even higher-ranking member of the family, who scolds him, slaps him, and then brings him back downstairs for a private discussion.



As Henry lets you know, your task has multiple steps. The first step is to visit an illicit arms dealer at the far northern reaches of town. If you follow your GPS directions on your HUD, then you'll be brought across a rather lengthy roadway. The good news is that this pathway brings you through a tunnel, and this tunnel is a good location to earn the "Get Rich or Die Flyin'" trophy/achievement, should you want it (see that section of our guide for more information, if you so desire). After a bit of driving, you'll finally reach your destination. Drive into the back alley to find what appears to be a typical Army/Navy surplus store. But when you head inside, you'll find out that this location is much, much more than that.



## Chapter Five: The Buzzsaw (February 20, 1945 in Empire Bay, USA)

After getting buzzed into the building, you'll meet this establishment's proprietor, a man named Harry. Harry wears an eye-patch (you'll learn that he lost it while fighting the Nazis in Normandy), and has a knack for the heavy weaponry you're here to grab. Specifically, you'll find that a heavy machinegun of Nazi design is the weapon that's already been paid for, and you'll be able to take it to Henry and company in short order. But first, sit through the cutscene while Vito and Harry catch each other up on their military exploits. It seems Vito has made a new friend here, so keep Harry in mind should you need armaments in the future. He'll prove to be a valuable person to know.



When your conversation with your new friend Harry has wound to its conclusion, there's nothing left to do but to leave. You'll have to carry the huge gun out in a wooden crate, and deposit it in the back of a van that's waiting out there for you (meaning you'll have to abandon the vehicle you came here with). There should also be plenty of ammunition in the back of the vehicle for your newfound gun. After all, it pushes hundreds of rounds per minute, so you're gonna need all the ammunition you can get. Thereafter, drive to the new destination shown on your map, which is far to the south. Drive responsibly, and try to keep your speeds low, so as to not attract any unwanted attention. You don't want the cops breathing down your neck with a gigantic Nazi machinegun in your trunk.



When you arrive at the designated apartment -- Misery Lane, apartment 233 -- you'll bear witness to another lengthy, story-expanding cutscene. Joe will be sitting at a table half asleep, leaving Vito time to speak with Henry by himself. Joe chimes in every now and then, but this conversation is really between only Vito and Henry. Henry and Vito talk about Henry's past. He's from Sicily, and his dad was a political prisoner of Mussolini's who ended up dying, while Henry was able to make a break for the United States. After some more back and forth, the men on the street who you're gunning for notice your presence. Their own cars begin barreling down the road, and the men on the street pull out their arms and begin to fire on you. Now's the time to react.



Your time spent at the window will be fairly brief, because there are only a few enemies to lay waste to before you're forced to retreat from the building. Some enemies are smarter than others here. A few of them will hide behind cars and make themselves difficult to hit, but others will throw caution (and self-preservation) to the wind, making themselves nothing more than easy-to-hit fodder for your overpowered machinegun. After killing four or five foes, Joe and Henry will break out of the room, and you should follow them. As you work your way down the stairs, you'll be able to easily bob and weave between the few enemies who approach. In fact, you can let Joe and Henry do all of the dirty work for the time being, staying in the background until the coast is clear.



## Chapter Five: The Buzzsaw (February 20, 1945 in Empire Bay, USA)

### Playboy Magazine

If you're in pursuit of Playboy Magazines to add to your collection, then you'll actually want to run *up* the stairs instead of down. That's because there's a cleverly-hidden magazine there to find. Once you've abandoned your machinegun nest at the window, run out into the hallway. Joe and Henry will run down the stairs to confront your enemies, but pay them no mind. Instead, run up the stairs to the floor above and walk along the hallway until you reach a dead end. The magazine should be sitting on the floor there, so grab it before continuing on your merry way.



Once you run down the stairs, you'll first be forced to fight your way towards the warehouse entrance across the street. Believe it or not, Henry and Joe make for pretty formidable NPCs, so if you ran upstairs to grab the aforementioned Playboy Magazine *before* you ran downstairs to join them, chances are they did a pretty good job of cleaning up the mobsters that were attempting to block your path across the street. Either way, you're still going to have to deal with at least one or two of these guys. Take cover in the doorjamb, or better yet, quickly dash out to a nearby car and take cover. Return fire on your enemies, and then, when the coast is clear, run across the street towards the door leading into the warehouse. Kick the door open, run inside, and instantly take cover behind the counter on your left.



You'll need to press forward through the first floor of the enemy warehouse fairly rapidly. It's imperative that you stay covered at all times, and let Henry and Joe do most of the dirty work. You'll need to return fire on certain enemies, but for the most part, if you're careful and patient, you won't have to do much here (don't expect this trend to keep up in other missions, however). Be careful of two things as you move forward (other than the enemies with guns that you'll be slaying, of course). The first thing is the innocent bystanders. Your reticule will turn green when you're aiming at them, so leave them be. And secondly, be careful of the goon that throws a Molotov cocktail in your direction as you approach the stairs leading up to the second floor. He can fry you if you move forward too quickly.



### Playboy Magazine

At the far end of the first floor of the warehouse, you'll see a staircase leading up to the second floor on your right, and a small office on your left. When the coast is clear, head into the office on your left and begin to explore it. It may not be immediately obvious, but on one of the shelves in the room, you should see a yellow magazine. This is a Playboy Magazine, and you should certainly grab it and add it to your collection before running up to the second floor.



## Chapter Five: The Buzzsaw (February 20, 1945 in Empire Bay, USA)

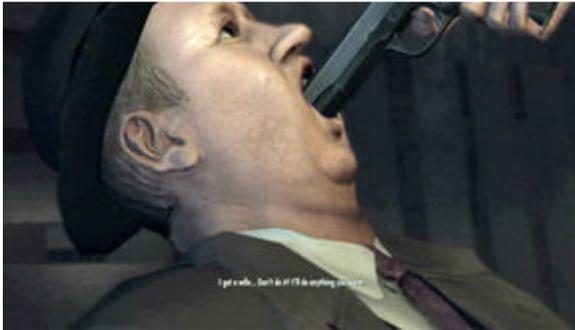
After felling everyone on the first floor of the warehouse, and after you cop the Playboy Magazine from the office (discussed in the previous paragraph), you'll be able to run up to the second floor via the staircase adjacent to your position. Be aware that a foe will be gunning at you from the staircase, and another one will be aiming at you once you're on the second floor. Make quick work of both of them, and then begin to focus on destroying all of the enemies on the second floor. There's plenty of cover for you to work with here, and Henry and Joe will again prove to be useful in doing a lot of damage on their own. When you get to the far end of the second floor, reinforcements will arrive via an elevator. You can shoot both enemies through the elevator gate before they even have a chance to react. Once no one is moving on the second floor (except for you, your friends, and any innocent bystanders, of course), you can use that same elevator to skip the third floor and go directly to the fourth floor. Enjoy Joe's chronic boozing en route.



The fourth floor is where you're going to encounter the last gasp of Irish resistance here. And unfortunately for you, the last holdouts on the fourth floor are well-armed. These guys don't have pistols, or even shotguns (which are useless at moderate or long range). Rather, these guys are strapped with machineguns that will tear you to shreds if you don't use cover. Joe and Henry will work through the garage door ahead, but you can flank the machiengunners' position by going through the door on your left. Use the crates there as cover and come around to kill these guys from the side, while Joe and Henry distract them. When that threat has been nullified, you can then move up the stairs to the fifth floor, but don't do so wantonly. A gunner will be firing on you from the top of the stairs, and once you reach the fifth floor itself, you'll need to eliminate a final Irish enemy behind some crates before you're able to finally catalyze a cutscene here.

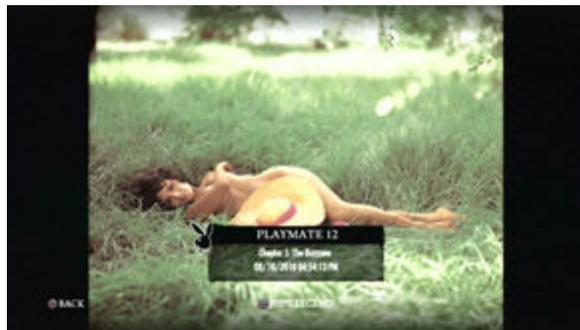


Finally, you and your small party of goons have found the Irishman who the Don wants dead. After talking some smack to the man, Henry inserts the barrel of a pistol in his mouth, and the man begs for mercy. Henry has absolutely no intention of showing any mercy, but perhaps he should have -- the Irishman covertly pulls a pistol and shoots Henry point-blank, injuring him. Joe and Vito make quick work of the Irishman before attending to Henry's injuries, but they seem too serious for them to be able to do anything about it. Henry requests that Joe and Vito bring him to a nearby doctor, and quickly. You've got little time to lose.



### Playboy Magazine

After reaching the fifth (top) floor of the warehouse, you'll witness Henry get shot by the very man you were after the entire time. After the Irish guy is slaughtered following Henry's serious injury, you'll have to escort him out of the warehouse. As soon as you gain control following the cutscene showing Henry getting shot, begin to walk forward towards the stairs leading back to the fourth floor. But before going too far forward, look to your right. This Playboy Magazine should be sitting on the floor, waiting to be claimed. Be sure to cop it before heading out on your way.



## Chapter Five: The Buzzsaw (February 20, 1945 in Empire Bay, USA)

Now, it's time to escort the injured mobster Henry out of the warehouse. Doing so is fairly simple. You're going to run into a few points of resistance en route to the first floor, but that's okay. With Joe and Henry moving so slowly, you can run ahead and clear out the scattered enemies on all of the floors below, with Joe and Henry trudging slowly behind. Keep in mind that you can't use the elevator to skip over the third floor this time around, so you'll have to go down in a more manual fashion. On the first floor, fires will be blazing, so be sure to stay out of the fire. If you're unsure of how to proceed through the inferno, simply wait for Joe and Henry to appear, and follow behind them as they slowly work their way back outside.



A brief cutscene will show Joe putting Henry in a waiting car. He'll sit in the back seat with Henry while you'll have to quickly drive over to the location of an illicit doctor. This doctor is "illicit" simply because he deals with thugs like Henry. If Henry went to a proper hospital with a gunshot wound, the police would have to be informed. But this doctor keeps it under wraps, and heals anyone up for a fee. Your task is to drive to this doctor's house on the other side of the city. A clock will tick away the time on the upper right side of your screen. You don't exactly have your work cut out for you here (you should have more than enough time), but this drive may still prove to be arduous.



En route to the doctor's house, you'll have to throw caution to the wind, as you oftentimes have to do in Mafia II. Make sure the speed limiter on your car is off, and drive like a madman. Ignore any cops that try to intercept you en route, as there's literally no time to deal with them. The one thing you want to keep in mind is that you will make Henry's situation progressively worse by crashing, so while you need to drive extremely quickly, you also need to be sure that you don't crash your vehicle. So, balance speed with not crashing your vehicle into other cars or objects, and you'll be fine. A good driver should be able to make it with a third of your time remaining. Park your car outside of the doctor's house, and you'll witness another brief cutscene. Vito will knock on the door and the doctor will come to retrieve Henry. Joe will stay with Henry, and surprisingly, Henry forks over \$2,000 to Vito for a job well done. Even if he's seriously injured, it seems that he's still a stand-up guy.



Coincidentally (or not), the \$2,000 Henry gave Vito is the amount of money Vito's sister Frankie needs to pay off your deceased father's outstanding debts. So, from the doctor's office, drive back over to your mother's and sister's house (this should appear on your GPS directions via your HUD following the cutscene at the doctor's office). Once there, head inside and upstairs. View the cutscene between Frankie and Vito. Vito hands over the cash, and his sister is relieved. She promises not to tell anyone the true source of the money. Once that's done, all that you have to do is head back over to Joe's apartment. Head upstairs and into the kitchen, have a bite to eat to restore lost health, and then have a rest on the couch to end this chapter.



## Chapter Six: Time Well Spent (1945 in Empire Bay, USA)

This chapter begins in a rather distressing fashion. Get ready to sit through several minutes of cutscenes (but don't worry too much, 'cause they're actually rather enjoyable). You'll see Vito leaving Joe's apartment building, where he's quickly captured and arrested by the police. The crime he's accused of? Illicitly selling federal gas rations. It appears that one of the gas station attendants Vito sold the stamps to turned him in, and the police coerced Vito's whereabouts from his innocent mother thereafter. Before you know it, you'll find yourself in jail awaiting trial. The situation isn't looking too good for Vito.



Vito's trial quickly approaches, and even though he is using a mob lawyer, he isn't good enough to get Vito off. He's found guilty, and sentenced to ten years in a federal penitentiary. You'll be dragged off to prison soon thereafter. As the bus rolls up and Vito gets off, you'll see all of the wild prisoners -- murders, robbers, and others -- "welcoming" the newcomers. Vito watches another man get beat by a guard, and takes a nightstick to his gut himself. You'll then meet the warden, get a haircut, and find yourself (finally) in control of Vito. What to do, what to do!?



Control of Vito will be, for the time being, fairly short-lived. All you'll have to do here is work your way along the linear pathway before you that leads to the prison block where you're going to be held. If you try to deviate off of the main path, a guard will shove you back in the right direction. Otherwise, there doesn't seem to be any rush here. Unfortunately, there are no Playboy Magazines around you or anything to find, so there's no reason to dilly-dally. When you finally reach your jail cell, you'll be locked inside. Hey, look at the bright side -- at least you don't have a roommate. Examine the bed in your cell to proceed along with this rather dark chapter.



After your time in your cell (also known as your new home), you'll be whisked forward in time three days. Now, you'll find Vito leaning against the wall in the prison yard. Vito admits to himself that it's going to next-to-impossible for him to survive here by himself. Good thing, then, that Joe recently got in touch with him, and told him to seek out a man named Leo. Walk around the yard and speak with people, inquiring where Leo is located. Most of these fine gentlemen will tell you to screw off, but eventually, you'll find one who will tell you that Leo is the older man who constantly plays chess on the yard. He shouldn't be too hard to spot. But before you stray too far towards the far side of the yard (where O'Neill will pick a fight with you), be sure to explore the near side of the yard for two Playboy Magazines, discussed in the two subsequent paragraphs.



## Chapter Six: Time Well Spent (1945 in Empire Bay, USA)

### Playboy Magazine

The first of two Playboy Magazines out here on the yard is actually easy enough to find, and it's in a rather humorous location, too. Work your way along the same wall you start along, and you'll eventually see rafters on your right, built right next to the prison. The rafter isn't heavily populated with people, but it's actually *behind* the rafters that's of real interest to you. There should be a guy lying on the ground behind the rafters -- he's either sleeping, or passed out. Half-exposed from under his body is the Playboy Magazine you seek, so go ahead and grab it.



### Playboy Magazine

The other Playboy Magazine on the yard is located along the wall on the left side of the yard (if your back is facing your starting position). Be sure to venture downward along the left wall, and *not* along the right side of the yard, or you'll risk catalyzing a series of cutscenes and events that will make getting this magazine impossible without returning to the chapter via chapter select. It should be on the ground, out in the open, in a little nook alongside the left wall.



When you've gone ahead and found both Playboy Magazines, and when inquiring with the men on the yard has finally netted you the location of the elusive elderly man named Leo, you can go towards the only yet-unexplored part of the yard. This will eventually catalyze an automatic cutscene. An Irish bruiser, O'Neill, immediately makes himself seen. O'Neill is in prison because of the botched jewelry store heist a couple of chapters back, and now, he wants to take it out on Vito. Not surprisingly, this will throw you into a fist fight with O'Neill, and Leo, the man you're looking for, seems to take an interest in the fray from afar.



You know how to handle yourself in a fist fight by now. The thing about this fight is that it seems to end automatically, no matter how badly you happen to be beating O'Neill, or vice-versa. Still though, don't tempt fate. Go through this fight with fists swinging, as you would in any other fight. When the game deems that it's seen enough, the prison yard guards will break up the fight and throw you in solitary confinement. Several days later, Leo comes to visit you (he apparently has a serious "in" with the guards here). He offers you protection for helping him out, and brings you to meet some of his friends in the prison's makeshift gym. It's from here that you should be able to prove you worth to Leo.



## Chapter Six: Time Well Spent (1945 in Empire Bay, USA)

The first thing Leo wants to do is pit you against one of his own bruisers. He wants to teach you a rather important skill while in hand-to-hand combat -- the counterattack. Follow the on-screen prompts to execute the counterattack easily. It's done by holding down the button to guard yourself. When your opponent launches a punch, guard against it and immediately jab back at him. As you begin to master this skill, Leo will have you do it a few more times, until he's confident that you have it down. Keep the counterattack in your repertoire, as it's an extremely important and useful move, especially as you work your way through this prison chapter, which becomes more and more fraught with danger.



Following your success in the sparring match with one of Leo's bruisers, you'll get to witness a quick cutscene with him. He'll ask you what the deal was with your friends on the outside. Vito will explain that he was doing some odd jobs for a mob family, working his way up to gaining entry to the family for a fee of \$5,000. Leo is disgusted by this, stating that you should gain entrance to a family for free, based solely on your hard work, dedication, and the results you bring. This is striking to Vito, since he clearly got taken advantage of. We'll see where this particular thread leads us a little later on.



When you regain control of Vito after the sparring match and subsequent cutscene, you'll have the opportunity to walk around this little gym area. You can introduce yourself to the rest of Leo's men, who will all be fairly cordial to you. You can even challenge most of them to a sparring match, should you choose to do so, though most of them will turn you down or try to pawn off your offer on someone else. Only spar if you feel you need to learn the counterattack technique again. Otherwise, you really don't have anything to worry about, and can skip that step all together. When you're ready to leave, opt to do so by walking through the door at the top of the screen. This is when things start to get interesting for you.



A couple of prisoners get in Vito's way as he attempts to leave, and they and Vito exchange words with one another. When Leo steps up, you'll learn that these prisoners pitted one of their men against one of Leo's, and lost some money. They want a rematch, and Leo is more than happy to oblige, offering up Vito as their new challenger. Before the fight begins, Leo will warn you not to throw any heavy punches. After all, your opponent is fast, and can easily counter and knock you out if you do so too many times. Instead, stick to blocking and jabbing when you have an opening, utilizing your newly-learned counterattack technique when applicable. When you've dealt enough damage to your opponent, you should be able to knock him out cold, ending this scene in the prison, and moving you on to another.



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## Chapter Six: Time Well Spent (1945 in Empire Bay, USA)

The next scene, which takes place about a week after the events of the previous paragraph, gives Vito much of the same experience as he's been having ever since he came to prison. He'll be suddenly and rudely awoken by a guard, who will tell him that it's time to clean some toilets. Follow the guard out of the prison block -- you'll basically be backtracking from the way you entered the prison block earlier in the chapter. When you arrive at your destination, the guard will hand you over to Leo and his friends, who appear to have another challenge to undertake on their behalf. You'll have to fight yet another prison goon. This guy is far, far bigger than you, so expect more of a challenge than you've so far experienced in hand-to-hand combat thus far in the game.



Leo will give you some good tips before the match, and you should listen to him. One of them in particular is that the man you're fighting isn't an especially smart boxer. You should be able to coerce him to heavily attack you while you defend, and then strike him with some counterattacks. You can do this over and over again, as it's a sure way to victory. Sheathe your heavy attacks, as they will leave you exposed to this guy's powerful strikes, and if you're hit too many times by him, you'll fall rather quickly. Instead, counter with jabs. Eventually, when he's taken enough damage, an on-screen prompt will appear. Follow the prompts to grab him, and then send the guy to the floor unconscious thereafter. Fight won.



### Playboy Magazine

This one can be easy to miss, especially because you have a very limited window in which to grab this particular magazine. Following the battle with the bruiser, the one you "get off of work" to compete in, you'll gain control of Vito once more. A guard will beckon you to leave the laundry area, but ignore him for the time being. Search the machines along the wall, and you should find the magazine sitting atop one of them. The machine you're looking for in particular should have a guy scrubbing the floor next to it.



Following the battle, a prison guard will show up. He'll inform you that you have a visitor. There's nothing else to really do here, so make your way towards the guard, and you'll be brought to the visitor section of the prison automatically. There, you'll witness a brief cutscene between Vito and his sister Frankie. Frankie has both good news and bad news for Vito. The good news is that she's getting married. The bad news is that Vito's and her mother is sick, and it doesn't look like she's going to be getting any better any time soon. Vito tells Frankie to head over to Joe's to retrieve the money he has stored there. He wants her to use it to get their mother a good doctor, and then keep the rest as a wedding present. Frankie reluctantly agrees.



You'll be brought to sometime in the near future hereafter. You're charged with cleaning some toilets yet again, and the guards wake you up and have you follow them to the prison bathroom. When you arrive, you'll see some guys showering in a community shower to your left. Ignore that area for now, and head straight across the room to an area with some toilets and urinals. The guard orders you to clean the two urinals that are dirty (which are the two in the center of the four urinals total). Approach each urinal and follow the on-screen prompt to clean them both. Expect one of the guards to pee in one of the urinals, forcing you to clean it again. Following your clean escapades, you'll then be offered a shower to get yourself cleaned-up.



## Chapter Six: Time Well Spent (1945 in Empire Bay, USA)

At first, things seem to be going fairly normally for Vito in the shower. But this is prison, and prisons are notorious for their uncomfortable showertime activities. A guard makes everyone leave the showers but Vito, and then lets a few guys stay behind. These guys are prepared to make things very uncomfortable for Vito, but Vito isn't about to go down without a fight. At first, you'll have to fight the fat guy. He's a heavy-hitter, but he's also slow, so you should be able to get some solid hits on him, and down him fairly rapidly. His friend is more agile, but you should know full-well how to defend yourself in hand-to-hand combat by this point in the game. Once both of those guys are dealt with successfully, Vito will be out of harm's way... for now.



Even though you were the one who was assaulted in the shower, you still get beaten and thrown in a jail cell. You'll see Vito being thrown into a solitary confinement cell, but not before he's given a letter to read. The warden tells him that it's urgent and should be read soon, and he even makes sure the power is kept on long enough in Vito's cell so that he can read the letter. It appears that his mother has passed away. The money that was to be used for her health care and Frankie's wedding present all went to the funeral instead. A few days later, you're released and sent out to the yard, where Leo intercepts you. It appears that O'Neill got the best of one of your new friends, but Leo wants to unleash you on him to teach him a lesson or two. You know, break some bones and whatnot. Naturally, you oblige.



Now, here's the rub. This fight with O'Neill won't be an easy one. O'Neill hits hard, guards well, and very rarely leaves himself open to attack. You're going to have to be patient here, taking advantage of the rare opportunity O'Neill *does* leave himself open. When he does, strike hard. If you're extra patient, you can just guard consistently until O'Neill throws a hard hook at you, at which point you can counter rather easily. Otherwise, keep your guard up, return punches when it's safe, and remember to conserve your health. After all, when the fight appears to be over, it isn't. O'Neill will get back up and you'll need to beat him up some more to truly teach him a lesson. When he's taken enough damage, O'Neill will pull a shank on Vito. During the cutscene that follows, Vito turns the tables on O'Neill and slashes his throat, sticking his own shank in his neck for good measure. He then leaves his corpse behind and goes back out to the yard.



Ultimately, this chapter will wind its way towards a conclusion. Vito explains via voiceover that he was moved to Leo's suite in the prison. He's got some pretty nice digs, with a nice couch, plenty of reading material, and even his own stove. Vito will speak extensively with Leo at the end of this chapter, to learn a bit about the three families that control Empire Bay's criminal enterprises. Leo will explain that Vito being offered a by-in to a family is against the rules sorted out by the three families, and that trouble will come of it once word comes out. He also informs Vito that he's getting out in a few months, and will do his best to press for a shorter sentence for Vito, so that he can get out sooner and join the family back on the streets. Of course, Vito is very thankful for this act of kindness. But then again, Vito has proven his worth to Leo during his stay in prison so far.



## Chapter Seven: In Loving Memory of Francesco Potenza (April 10, 1951 in EB, USA)

Six years have passed since Vito was thrown in jail over the whole gas stamp rations fiasco. During the end of the last chapter, Leo told you that when he got out of prison, he was going to try and put a word in to shorten your sentence. And that he did. Vito was supposed to serve ten years, but he ended up only serving six. You'll see Vito out in the world for the first time since 1945, and a lot has changed since he was put away. He takes a cab over to Joe's apartment to catch up with his old friend. Yes -- Joe still lives in the same place.



When you gain control, run up to the restaurant Joe lives above, and head towards his apartment. A cutscene will take place. It's been a while, so Vito can't just barge into Joe's digs anymore. After knocking, Joe will answer the door and invite Vito inside. These two are clearly eager to start working with one another again. Joe has done right by Vito while he was away. He gives him money, a new apartment, and a gun. Vito is ready to jump back in, and informs Joe that he learned a lot about the way things work when he was away. Joe is glad, because his life didn't remain static in the meantime. When you gain control thereafter, run over to Joe's garage outside and get into one of his new cars.



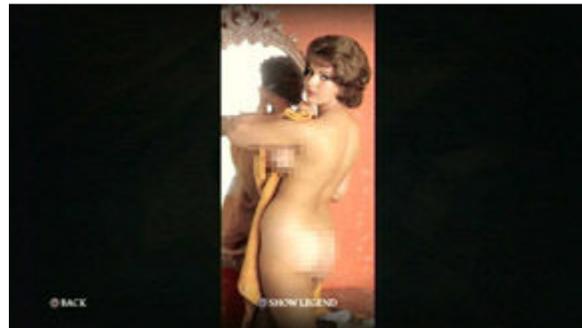
### Playboy Magazine

At the very beginning of this chapter, when you head up to Joe's apartment to catch up with him after such a long time away in prison, you'll be able to grab the Playboy Magazine in question. To do so, simply run into the building and run all the way up to the very top floor (past the floor where Joe's apartment is). Once on the top floor, investigate the corner near one of the doors, where this Playboy Magazine sits on the ground.



### Playboy Magazine

Back in Chapter Five, you visited Harry, who runs an illicit weapon dealership out of an Army/Navy Surplus Store at the northwestern end of town. There's a Playboy Magazine to grab there that wasn't available earlier, so now's the time to pounce on that. You can actually do this after speaking with Joe (and grabbing the previous magazine), but before driving with Joe over to your new apartment. The weapon shop is marked on your HUD, so you can set a waypoint to get there easily. Once there, buzz your way in, and once granted access, search the area between the edge of the counter and just underneath the metal stairs to find this magazine sitting on the ground.

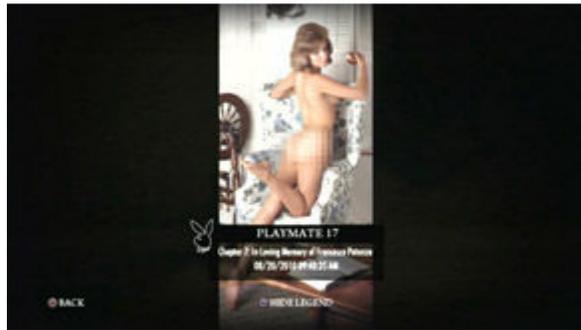


Keep in mind that you could go to your old garage adjacent to Joe's garage if you'd like. All of the cars you stored there before you got arrested (if any) are still there, and in working order. But if you go to the already-open garage belonging to Joe, you'll be able to jump into a brand-new, super-fast car. It handles differently than other cars you drove back before Vito went to prison, and it's got quite a boost of speed to boot. But get used to it, because cars in the 1950s drive like this. All you have to do now is follow the directions on your HUD to arrive at your new apartment, while listening to Joe talk all the while. Head inside your new building to continue, but don't go up to your apartment on the top floor. At least, not quite yet.



### Playboy Magazine

Before you run up to the top floor to take a gander at your new apartment, be sure to climb up several staircases until you arrive at the floor directly below the one you'll soon call home. On a small table sitting in the hallway, you'll see a Playboy Magazine sitting there clear-as-day. Be sure to pick it up now, as it may not be available to you later on. Then, go upstairs to continue.



## Chapter Seven: In Loving Memory of Francesco Potenza (April 10, 1951 in EB, USA)

When you arrive at your new apartment, which is on the top floor of the building, you'll run into a real estate agent. This guy will talk your ear off for a while, but bear with him as he opens the door to your new place and shows you around. You have a phone, plenty of hot water, a large bed, and a full kitchen. What else could you possibly ask for? It looks like Joe has done right by you after all. Eventually, Vito gets tired of the sales pitch and asks the real estate agent to leave. At that point, you'll be free to proceed with the task at hand. But first...



## Playboy Magazine

Joe didn't only get you this new apartment with all of its great features. He also happened to leave you a Playboy Magazine that you shouldn't neglect to grab before heading out on your way. This magazine is easy enough to find, and is blatantly obvious to even those of you who aren't too observant. To find it, simply head into your new apartment's kitchen and grab it off of the kitchen table. Easy!



When you've gotten acclimated to your new apartment, there's little else to do there for the time being. The game will prompt you to purchase yourself a suit. After all, Joe told you that you're going to something with him a little later, and that you need to be properly dressed for the occasion. Leave your apartment and the building, and work your way around the corner to find your garage. Grab your car-of-choice from the garage, and then drive the very short distance over to the clothing store shown on your map. Here, you can purchase a suit of your choice for a small fee. Joe gave you \$200, so you should have more than enough to purchase whatever suit you want in the store (we spent around \$60). After all, none of these garments are particularly super-nice.



Once you're properly dressed, the game will give you a new prompt. This time, you're to head back over to Joe's apartment. As usual, follow the GPS directions on your HUD, and you'll get there easily enough. Even though you don't live at Joe's anymore, you can still park your car in the garage in the back if you so desire. Head inside and upstairs, and ring Joe's doorbell. This will catalyze a brief cutscene. Joe comments on how nice your suit is, and before long, the two of you leave. You'll meet a new friend of Joe's, an important guy in the family he's working for named Eddie. Eddie introduces himself to Vito, and vice-versa, and then the three men opt to go grab a drink.



It's still a total mystery to Vito why he had to get dressed up, and where exactly he's going. And for the time being, Eddie and Joe aren't going to be telling you anything. Follow them downstairs and outside, where Eddie's fancy car is waiting for you. You'll have to drive to your unknown destination, and even though you don't specifically know where you're going yet, the GPS directions on your HUD will get you there in no time. Eventually, Eddie and Joe spill the beans that they're bringing you to a "cathouse," a club where all sorts of illicit activities go down. Vito doesn't seem entirely excited about it, but his mood is sure to change once you arrive.



## Chapter Seven: In Loving Memory of Francesco Potenza (April 10, 1951 in EB, USA)

When you get to the club, park your car outside, and a cutscene should take over. This club is hopping, with scantily-clad women, booze and cigarette smoke everywhere you look. Eddie repeated multiple times that he can't get too hammered, because he has something to take care of later. But that's irrelevant, because Eddie soon throws caution to the wind, and winds up quite drunk. But not before he takes care of some business. Joe has been working hard for him, and he invites Vito to do the same. Vito accepts his offer, and just in time, too. The wheels start coming off of the bus as the night gets later, and before you know it, Joe and Eddie are just about gone. Good thing Vito didn't drink too much.



Head out of the club and go back to Eddie's car. Get in, and wait for your two extremely drunk friends to finally figure out that they should get in the car, too. At first, it appears that you'll be driving these guys home so they can sleep off their stupor. But it soon becomes apparent that a lot more is going to be expected of you. Remember that thing Eddie had to take care of? Well, he's far too drunk to take care of it. And as an unpleasant smell permeates the car, it's clear that the problem he was talking about was getting rid of a dead body that's sitting in his trunk. And from the smell, it appears it's been sitting there for quite some time. You'll have to drive Joe and Eddie all the way out to the boonies (you've never been out that far). Your HUD's directions will get you there. Make sure to stop the car when Eddie asks you too, though, so he doesn't puke in the car!



When you finally get to your destination (which will take quite a while -- it's going to prove to be a long drive, albeit a funny one, with the two drunk men you're transporting), a cutscene will take place. Joe and Eddie are essentially useless in their current state, so this entire ordeal unexpectedly falls directly on Vito's shoulders. As he comments, this is truly a splendid coming home party. First, Vito will have to remove this anonymous body from the trunk of the car, and then throw it in the hole that's already been dug. Then, he'll have to shovel the dirt over the body while Joe and Eddie hang around in a completely incoherent state. How does Vito end up in these kinds of situations, anyway?



This brief (and rather random) chapter is now winding its way towards a conclusion. All you have to do is drive Eddie and Joe back to Joe's place, so that they can sleep off their embarrassing drunkenness. En route, you won't be able to shut the radio off, so get ready to hear Eddie and Joe sing along with what's currently playing. When you finally arrive back at Joe's, a chapter-ending cutscene should take place. Joe seems to be coming around a little bit, but Eddie is still very much two sheets to the wind. Both men promise to make this up to Vito, though. He's certainly proven himself to both of them, so even if this was an unpleasant experience for Vito, it may work out that it benefits him in the long run.



## Chapter Eight: The Wild Ones (April 11, 1951 in Empire Bay, USA)

As this chapter begins, you'll spot Vito in his bed, sleeping off the bad memories of the ridiculous night before. Suddenly, he'll hear a beeping horn outside, accompanied by voices (one of them unknown to him) to come downstairs. Vito rises from out of bed, and works his way towards the window to find Joe and a young friend of his outside. Work your way to the bureau to get some clothes on (we went with the leather jacket and pants), and then walk outside. Joe's friend is now gone, but Joe is still there. The truck he has is full of cigarette cartons, and we're gonna go ahead and sell them.



For starters, we're going to have to drive to the location shown on your map. Get in the truck and begin to follow the directions provided to you on your HUD. This truck is heavy, moves slowly, doesn't stop on a dime, and is overall completely unruly. As a result, you're going to need to adjust your driving techniques. Don't take corners quickly, or drive too fast, or you're bound to crash or run someone over. If the latter happens, you'll attract police attention, and you'll be wholly unable to make a getaway from them in this vehicle. So take it easy, and drive towards your destination slowly-but-surely as Vito and Joe speak. You'll be happy know that Joe apologizes for the events of the previous night, for what it's worth.



For the time being, your task is a simple one. When you've arrived at your destination, people will begin to gather around the truck. It's as if they knew you'd be there (because they did). This seems kind of small time, especially for someone like Joe, but there's still money to be made in illicitly-sold bulk cigarettes, selling at \$2 a carton (a nice fee in 1951). Joe will yell orders back to Vito in the truck, and you'll need to deliver up the proper color of cigarette carton for him. It's easy enough to tell the red, white and blue cartons from one another, but if you need help, simply keep an eye out for on-screen prompts that let you know what color of carton you're currently standing in front of.



When the civilians have had their fill, a police car shows up, making most of the people standing around scramble. But Joe isn't afraid. This is a police sergeant, and he seems to be in on this game. Joe sells him a carton of cigarettes (which you will have to retrieve from one of the crates in the back of the truck), but then the cop warns Joe to get out of here. Joe doesn't push it, and obliges the cop's request. It's time to drive over to your next destination anyway. As always, follow the directions provided on your HUD, and you'll get to the new location in no time at all. Just remember how badly this truck handles, and drive accordingly, so that you don't draw any unwanted attention to yourself.



## Chapter Eight: The Wild Ones (April 11, 1951 in Empire Bay, USA)

As you drive slowly-but-surely to your destination, you'll get to hear more of Joe's back and forth with Vito. Vito is becoming increasingly agitated by all of the hoops Joe is making him jump through, but regardless, he sticks with the task at hand. When you arrive at the pre-determined location shown on your map and HUD, you'll go through the same motions as you did earlier. Customers will line up, and you'll have to chuck Joe the proper color carton of cigarette the customer wants. Easy enough.



But things don't continue to go as swimmingly as you may have wanted. A new customer pulls up with some of his friends, but this guy happens to not be a customer at all. Instead, he tries to strong-arm Vito and Joe into giving him some free cigarettes. Naturally, Joe isn't having any of it. Eventually, the men reveal themselves to be some sort of gang, and demand ten free cartons of smokes as a fee for doing business on their turf. The back-and-forth continues until Joe is pushed too far. One of them scorches the truck with a Molotov cocktail, rendering it useless, along with all of its valuable cargo. As a result, Joe puts a bullet in the guy threatening him, and his friends speed off in their hot rods. Naturally, it's going to be up to you to pursue them.



The guy Joe just killed obviously doesn't need his car anymore, so you'll be able to run up to it and use it on your own. This is an extremely fast muscle car that handles very well. The guys in the other car are speeding down the expressway, and you should be able to keep up with them, though you'll never get too close to them. As you continue to drive for another minute or so, you'll eventually lose them. Joe thinks that Eddie might be able to help, so the next order of business is to find a payphone. You can use your map to find one, though the easiest place to go is to Joe's apartment. A payphone is sitting on the nearby corner, and you should actually be in the vicinity of Joe's place when you lose the guys you were chasing. So that's the most logical place to head to next.



Regardless of what payphone you decide to visit, the outcome is the same. Eddie isn't exactly pleased to be hearing from Vito, and is even less pleased that his truck and his merchandise have been scuttled. He demands \$2,000 for the truck and the unsold cargo, money Joe and Vito don't have right now. Fortunately, Eddie and his friends are also willing to take care of the gang that attempted to steal the cartons of smokes in the first place. He instructs Vito and Joe to drive over to a nearby club, where everyone is assembling for the brewing melee. When you regain control following the phone conversation, jump back in your new car and take the short ride over to the bar in question. As always, your HUD's GPS directions are spot-on, and will get you there with no complications at all.



## Chapter Eight: The Wild Ones (April 11, 1951 in Empire Bay, USA)

When you arrive, you'll find your old friend Steve, along with some other familiar faces, including the young chump who accompanied Joe earlier for a brief time, when you first started this chapter. The bar you're currently in front of is a favorite hangout of the gang that just torched your truck. Steve is here because this same gang also smashed up his cousin's car, and knocked a few of his teeth out for good measure. The method of trashing here is a tommy-gun. Steve has one, as well as a few others. Everyone's eager to get going on this operation of revenge, so let's get to it.



You'll find yourself holding a tommy-gun automatically as soon as you regain control following the previous cutscene. Everyone will open fire on the rickety old bar, and you should do the same. The windows can be broken, the wooden planks can be destroyed -- there's a lot of destruction to be had here. When Steve thinks the bar has been riddled enough with bullets, he'll propose that you burn the place down with a Molotov cocktail. You can grab one out of the trunk of Steve's car. Once you have one, aim your throw and chuck a cocktail through an open window to set the place ablaze. So far, so good.



Now that your task at the bar is done, Steve recommends that you head to the foundry, a location of far more importance to the gang of hooligans you're currently dealing with (since it's where they all seem to congregate). He and his boys will take off in their car, leaving Vito and Joe to find their way to the foundry on their own. Easy enough. Get back into your car, and follow the directions laid out on your HUD to find your way to the foundry in no time. When you arrive, you'll be able to reconvene with your friends and get down to business. It's only a short drive from the bar, so you'll be there in a matter of a minute or so.



When you arrive and get out of your car to meet up with your friends, you'll witness a brief -- but meaningful -- cutscene. Steve walks up to the entrance of the foundry and bangs on the large metal door blocking his way. One of the hooligans you're after opens the door and quickly gets smashed in the face by a baseball bat. Another charges Steve and quickly meets the same fate. And then one of the goons you're after pulls a gun to shoot at Steve, only to be quickly shot by Joe's young friend. Eddie's original instructions were to use only melee attacks here, so it looks like gang-on-gang violence. Now that guns have been drawn, there's nothing left to do but pull your own firearms and let these guys have it.



The firefight that ensues is a lengthy one. You're going to have to kill at least a couple of dozen thugs in order to see the end of this battle. The foundry compound you're going to be working through is shaped like a gigantic rectangle. You're on the left side of the rectangle, along one of the two lengthier edges of the shape. You'll end up winding your way back to this very point at the end of the firefight, but unfortunately, to get back here, you're going to have to take the long, bloody route. There are no shortcuts! An important thing to keep in mind as you rush forward to battle your enemies is that the NPCs here (there are about a half-dozen of them or so) are still useful to you, but not as useful as they were earlier in the game. In other words, to really advance here, you're going to have to do a lot of the dirty work yourself. While some of them will hold the gangsters that choose not to fight at bay, most of them will join the fray presently, and stay with you until the end.



## Chapter Eight: The Wild Ones (April 11, 1951 in Empire Bay, USA)

Once you've press northward through the initial waves of enemies, you'll be able to veer to your right. Thus, the general flow of this entire elongated firefight can be garnered rather easily. Some of your foes will hide behind what cover is available, firing on your position. When you've eliminated enough of these enemies, some will begin to fall back while others hold their positions. Inevitably, you're going to have to press forward yourself in order to really get the ball rolling on making any sort of progress. Be sure that you grab a cheeseburger from the plate sitting near the rightward turn, just in case you need to heal. There are two burgers on this plate, so you could always fall back to this position to heal a second time if necessary.



### Playboy Magazine

A Playboy Magazine is cleverly hidden nearby. When you take the right turn near the plate of cheeseburgers, you'll run into a whole new wave of pesky enemies to deal with. Slay any that are close to you, but otherwise, your friends can keep them at bay for the time being. There should be some sort of trailer in the middle of this area (near where the right turn was made), and within that trailer, you should be able to find a Playboy Magazine sitting atop some rusting barrels. Be sure to grab it before continuing with the firefight in earnest.



After making the rightward turn, things will start to get a little more complicated. Your foes won't only be armed with various pistols here. Now, you can expect your enemies to be armed with weapons like machineguns, shotguns, and even M1 Garands. The latter are extremely powerful military weapons that Vito should be plenty familiar with (as he no doubt killed many a Nazi back in Europe with one), so if you spot one on the ground, be sure to pick it up. It does an incredible amount of damage, even at long range, so it's an advantageous weapon to have with you. Its only shortcomings are its fairly slow firing speed and small clip. But those are only minor qualms with what is otherwise a military-grade killing machine. Perhaps the best part about using the M1, however, is that it will allow you to eliminate escaping enemies from afar, so that you don't have to deal with them later on.



As you make another right turn, things will again get even hairier than they were before. This is the other side of the rectangle, and thus, this will prove to be the other long half of the rectangle. There should be plenty of cover for you to use, so use it wisely (unfortunately, your enemies will be able to do the same). More and more enemies will join the enemy ranks here, so resist the urge to rush. If you run forward without your friends, there's a good chance you'll be flanked by one or more enemies, putting you in an extremely precarious situation. If you're able, rely on your NPC friends to do some damage while you lay the killing blows on as many foes as possible. When you're able to turn right again, you're almost in the clear. Depending on how thorough you were in eliminating escaping enemies as you went through this long, pesky fight, you may find a huge contingent of enemies here, or only a couple. You'll see how well you did when you finally turn the corner yourself.



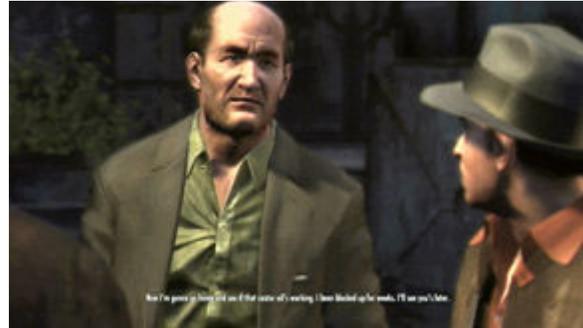
## Chapter Eight: The Wild Ones (April 11, 1951 in Empire Bay, USA)

### Playboy Magazine

This magazine can theoretically be acquired during the thick of a firefight, but your best bet is to actually wait until the firefight has died down, so as to not put yourself in harm's way. The magazine is easy to miss, because it's out in the open, unhidden and almost *too* obvious in its position. To be sure you find it, look around and underneath the catwalk where the final enemies will put up their last stand. Following the successful conclusion of that final confrontation, you'll see the Playboy Magazine sitting on the ground to your left.



This wasn't an easy firefight. But if you used cover adequately, aimed carefully and took your time, you should have been able to survive it with little trouble. If you were more wanton in your actions and tried to rush, however, you may have had more trouble. Either way, at the successful conclusion of this epic gun battle, you'll be able to meet back up with your friends. It appears no one on your side has been harmed, which is great. Unfortunately, with Steve taking off and his friends following suit, the reality of the situation begins to set in. Joe and Vito still owe Eddie a considerable sum of money for the destroyed truck and merchandise -- \$2,000, in fact. No amount of vengeance will make that money materialize, but with this gang out of the way, you realize that you could always sell the hot rods these guys were working on to raise the needed cash.



### Playboy Magazine

This is an easy Playboy Magazine to overlook, but we implore you not to, or you'll have to play through this entire mission all over again just to grab it. After you've killed all of the enemies here at the abandoned foundry that the thugs you were dealing with called home, you'll witness a cutscene with some of your friends. Thereafter, you'll regain control and can go about your business. Before you leave the foundry, look to your left. You should see an alleyway there with a staircase leading up. Enter the alleyway, walking past the stairs. Swing right, and you'll see a fire blazing. You can grab this Playboy on the ground next to the fire, but be careful! You'll burn yourself if you get too close to the flames.



Following the cutscene, Joe will take off in one of the hot rods, leaving the other one for you. Joe suspects that Derek may be willing to purchase these hot rods, perhaps for a grand a piece (thus raising the needed \$2,000). Derek works over at the docks, so you're going to have to drive your hot rod over there (your HUD will give you directions, of course). You'll need to break into the hot rod, but once you do, you can drive this extremely fast, highly-maneuverable car to the docks posthaste. This car is *fast*. Enjoy it, but don't smash the car up, or you won't be able to sell it to Derek (not to mention that crashing at 100 miles-per-hour will kill you, no questions asked). We wouldn't worry too much about attracting cops by going fast, however -- no cop can keep up with this car anyway.



After successfully delivering the car dockside, you should receive just under \$2,000. This is enough money to pay Eddie back. Now it's time to drive to the restaurant Eddie hangs out at to deliver the money. Follow the directions on your HUD and you'll arrive there in no time at all. Head inside to catalyze a cutscene in which Vito and Joe pay Eddie back. Eddie is a happy man now, and doubly happy that those goons have been dealt with as well. He cuts Joe and Vito loose at this point (after giving them their cut of the cash), promising to contact them when he's need of their services again. Now, all you have to do is head home and sleep to bring on the next chapter.



## Chapter Nine: Balls & Beans (May 06, 1951 in Empire Bay, USA)

This chapter begins in a bit of an unconventional way... well, at least when you consider how many of the chapters in the game have started thus far. As the chapter begins, Vito will be lying in bed. The phone will ring, stirring him awake. You'll gain control of him hereafter, so stumble over to the phone near the entrance to your apartment. Eddie will be on the line. He sounds a little freaked-out, and asks you to quickly meet him over at the restaurant. Naturally, you'll oblige him the request. Quickly get dressed and run outside to your garage. Take your fastest car with you over to the restaurant. From your new apartment, the restaurant is a ways away, but you should still get there in only a couple of minutes with the assistance of the directions on your HUD.



When you head into the restaurant, a cutscene will take over. You'll run into Eddie, who you should be familiar with, but there's someone new that he wants to introduce you to. This guy's name is Carlo Falcone, and he has a bit of a problem. Strangely, the problem revolves around the guys you used to work with before you went away to prison -- Alberto and Luca. If you get involved with the job in question (and you will), you'll be going up against these guys. The long and the short of it is that Eddie and Carlo are in a bit of a bind because of the fact that the guy that keeps their books has been kidnapped, along with his bodyguards. Should that guy spill the beans, everyone is going down. Therefore, the task at hand is an important one, and Carlo and Eddie suggest that you bring a fast car and adequate firepower to help you.



## Playboy Magazine

After watching the cutscene with Eddie and Carlo and receiving your instructions, you'll be free to leave the restaurant to begin your task. But first, go to the bar in the restaurant. Sitting atop the bar should be a Playboy Magazine for you to grab. Be sure to grab it now, since it will likely not be sitting on the bar in subsequent missions where you'll be able to visit this restaurant. This should be an easy one to nab.



After speaking with Eddie and Carlo and procuring another Playboy Magazine, you'll be free to head on out. Go to your car, and follow the directions on your HUD. You'll soon find yourself at your old stomping grounds, the restaurant near Joe's apartment. During a brief cutscene, you'll wait for Luca to make an appearance, coming out of the restaurant to go for his car. You won't have to wait very long, however. Luca comes out, gets in his car, and begins to drive away. Naturally, you'll have to follow him.



## Chapter Nine: Balls & Beans (May 06, 1951 in Empire Bay, USA)

You can't just wantonly follow behind Luca, however. You're going to do have to do so strategically. The good news is that you don't have to follow Luca only by line-of-sight; that is to say, you don't have to follow him only by tracking him with your own two eyes. Rather, his location will always be shown on your HUD, and a line will be drawn on your HUD towards him, so you always know where to turn and which way to go. You have to stay far away from him, enough so that he doesn't spot you. But you can't fall too far behind either, or you'll risk losing him. The game will prompt you of the latter, so it's better to err on the side of falling too far behind, since you can easily rectify it by giving your car some gas. Getting too close can alert him and force you to begin again. Either way, after a lengthy drive, you'll follow him directly to a slaughterhouse. Just what's going on here?



You'll need to figure out a way into the slaughterhouse without being seen, but doing so won't be easy. Work your way away from the entrance to the slaughterhouse, the one that Luca drove through. After walking under a tree and down a grassy slope, you'll end up next to some flowing water. This water is coming out of a giant sewer. Approach the metal door and examine it, and Vito will smash it open. Then, enter the sewer and begin to walk along the linear pathway it sets before you. Conditions aren't exactly ideal within the sewer, of course, but you have to do what you have to do. Press on!



## Playboy Magazine

Strangely, there's a Playboy Magazine to be found intact in the sewer. After entering the sewer, all you'll have to do is slowly-but-surely continue forward along the linear pathway towards the slaughterhouse. Eventually, near the end of the sewer, you'll spot a pathway reaching out to your left from the main passageway. This pathway is a dead end, but you'll spot this magazine sitting on the ground there, waiting for you to claim it.



After grabbing the Playboy, backtrack to the main path through the sewer and continue to the end. Use the ladder to head back up to the surface. You'll bear witness to a brief cutscene, and then be ordered to take cover. Do so immediately. A dog is barking at Vito through the chain-link fence, but as long as you remain hidden, you shouldn't have any issues. The dog -- along with its owners -- will eventually begin to turn their focus back on their prisoners. Stay still and watch the prisoners get moved into the warehouse, and then move when you're prompted to do so. Run to the far end of the alleyway and hoist yourself up onto a dumpster, and then up onto a higher platform. Then, follow the pipes towards an opening in the warehouse, where you can finally breach the building itself.



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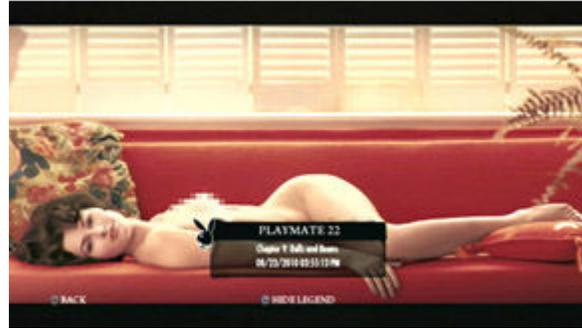
## Chapter Nine: Balls & Beans (May 06, 1951 in Empire Bay, USA)

When you arrive in the slaughterhouse itself, you'll find a lone henchman sitting on a chair nearby. He's fast asleep, and the game will warn you not to shoot him (you won't be able to strangle him or anything like that, unfortunately). Using guns now will alert everyone in the warehouse as to your presence, putting the very men you're there to save in imminent danger. So holster your weapon, and begin to move forward into the next well-lit hallway. Swing leftward, and then rightward, and hide behind one of the near pillars on the left side of the corridor leading forward. Of course, if you're into nudie magazines, then you'll need to backtrack for a minute.



## Playboy Magazine

Yet another Playboy Magazine can be found during this chapter (and this isn't even the last one!). You can find it as soon as you enter the slaughterhouse via the secret entrance. It's in the same room as the sleeping henchman in the chair. It's along the left wall in between two dumpsters as you move forward towards the well-lit corridor ahead. It's pretty hard to miss, so long as you swing the camera so that you can see directly in between the two said dumpsters.



Head down the hallway and hide behind one of the near pillars, as mentioned earlier. As you proceed down the hallway stealthily, a worker at this slaughterhouse should emerge through the doors on your right, with an animal leg slung over his shoulder. Wait for him to walk leftward into the elevator and go on his way, and then head through the door he emerged from. Stay crouched and proceed leftward and forward towards another hallway. You can either open the shut doors on your right, or proceed forward into the hallway and hide behind the dumpster to your left. Either way, you're going to need to head into a room on your right, where a few workers are discussing some matters. Amongst other things, you should find them talking about quitting their jobs. As usual, the idea in getting here is to stay away from everyone walking the halls, and to keep your weapon holstered at all costs.



## Playboy Magazine

This particular issue of Playboy Magazine can be problematic to get without being seen, but it can be done (and even if you're seen and your friends are killed, you'll only have to start back where the previous Playboy Magazine was hidden). This magazine is tucked in the upper right corner of the room where you hear the two men talking about quitting their jobs. Grab it quickly and immediately seek cover back behind some of the tables they're working on, or you'll be spotted, and you and your friends immediately killed.



In the same room where the aforementioned Playboy Magazine is located, you'll need to find a clever way to proceed. After all, heading through the main part of the room isn't possible. There are two workers and an armed guard in here, and you have to be careful that they don't see you. Near where the magazine was found is a space in between the conveyor belt leading up to the meat grinder, and the wall. Shuffle your way through that little space to the far side of the room. Don't be fooled by the chained-up door on the other end; you won't be able to pick it open. Instead, head towards the sinks and hide against the wall. The guard will alert the workers that it's time for them to leave. Wait for all three men to leave, and then slink through the nearby door into the next room. Now you're getting places.



## Chapter Nine: Balls & Beans (May 06, 1951 in Empire Bay, USA)

You're quite close to your friends' location now, but you're still going to need to temper your want to dash forward with no regard to who's around. Shove forward through the room you end up in after escaping the room with the large conveyor belt. You can either proceed directly into the next hallway, or bear through a closed door into a frigid freezer. The latter is unnecessary and a waste of time, so opt to do the former. Slink into the hallway and hide behind a pillar on your left. Then, dash behind a dumpster further up on your right. When the coast is clear, with the guards ahead having their backs turned towards you, there's nothing left to do but dash rightward through the glowing door.



Once you approach the glowing door, a cutscene will take place. Stealthily, Vito will breach the room where the prisoners are being held and interrogated. As the men are threatened for not giving up information they probably don't know anything about anyway, Vito manages to get closer and closer to the men holding these guys captive. But that's when things go a little haywire. Vito used the sewer to breach the plant, and the stench emanating off of his body is overwhelming and pungent, so much so that the men smell him from afar. This forces Vito to make himself seen, and make himself seen he does. Pulling a gun on Luca and his henchmen, these guys quickly find themselves disarmed. But the tables are suddenly turned when a bruiser shows up and clocks Vito from a blind spot. After a brief struggle, Vito will be catapulted into a hand-to-hand melee battle with this guy.



Hey, I know you! You're that dumb guy who was hanging around with that mean-looking... I thought you was still sitting in the can. What the fuck you think you're doing here?



Hey, I know you! You're that dumb guy who was hanging around with that mean-looking... I thought you was still sitting in the can. What the fuck you think you're doing here?

This battle isn't as hard as some of the fist fights you found yourself in earlier in the game, especially when you were in prison. Nonetheless, you're still going to need to battle wisely here in order to survive. As usual, keep your guard up as you fight, and strike with quick jabs when it's safe (we recommend staying entirely away from heavy punches, since they rarely connect, and leave you vulnerable for an extended period of time when being thrown). When this guy has taken enough damage, the game will prompt you to use a finishing move, which you will be able to do thereafter. Once you've executed a finishing move, your part of the fight is over, though the game will play a cutscene in which Vito is nearly killed by the bruiser, only to shoot him at the last minute after one of the prisoners kicks his gun over to him.



Following that arduous cutscene, you're not out of the woods yet. Far from it, in fact. Stay strapped and scurry over toward the nearest cover. A few armed goons will enter the room and begin shooting at you. You'll have some NPC help here, but generally, you're going to have to rely on yourself to get out of this bind alive. Keep an eye on your flanks, since the initial wave of enemies that storm your position seem extra aggressive. Also, you may want to consider nabbing some of the downed foes' weapons when the coast is clear. One of them is packing a shotgun, which could be especially useful for you if you don't have one yet at your disposal. Of course, as you move forward to fend off more enemies, you'll find that you need more firepower at range than a shotgun will provide you. But it still might prove to be useful during these initial enemy encounters.



## Chapter Nine: Balls & Beans (May 06, 1951 in Empire Bay, USA)

When the coast is clear, move out towards the door where Luca has holed himself up. A short cutscene will be shown with your friend trying to get through the door, but he's unable to do anything. Luca has successfully barricaded himself in the room. Suddenly, some of his associates -- reinforcements -- show up outside. Take cover underneath the windows and let the guys outside blast through them, clearing the way for you to return fire. A tommy-gun goes a long way towards extinguishing the enemy threat here. Be sure that no enemies live long enough to sneak around and flank you within the building to your left. You'll have to deal with several waves outside before all is said and done, but with a machinegun in hand, this segment of the chapter should last only a minute or two.



When the last enemy outside has fallen, you'll get to watch your friend again try to break in to Luca's barricaded room, but again, he is unsuccessful. Suddenly, you spot a cart on the far side of the hallway that can be used to bust through the barricade. This all happens relatively automatically, so sit back and enjoy. You'll eventually breach the barricade and find Luca in the flesh. Then, all you have to do is leave your friends to take care of the dirty work while you report back to Eddie at the swank restaurant he hangs out at. Worry not -- even though you were tasked by Eddie directly to make sure business is taken care of here, your friends will make sure Luca never sees the light of day again.



Now, all you have to do is drive back to the restaurant by following the directions on your HUD. There should be some nice, new cars outside of the windows you just had the firefight through, so grab one of those cars and speed off. Eventually, you'll get back to the restaurant. Head inside to witness a cutscene. Vito is dirty as can be, and stinks like sewage. He sticks out like a sore thumb in the restaurant, and though Eddie is thankful that Vito took care of business, he implores him to go get cleaned-up. While you can go home to your apartment to change, we actually recommend that you go to the nearby clothing store and purchase yourself a fancy, upscale suit. You'll understand why you want to have the nicest threads possible in just a moment or two.



Upon returning to the restaurant with a new change of clothes, a rather important cutscene will wrap up this difficult chapter. Vito will get to meet with his old friend Leo, who is from a rival family to the one you're working for, but who has still pushed to get you made. That's right -- you're about to be welcomed into the family you've been working for. This is a really cool cutscene, showing the ceremony that takes place when someone joins the family. So enjoy it. Then, witness a blur of a cutscene in which Joe and Vito enjoy their newfound fame, fortune and family. For the time being, anyway, things seem to be going well for Vito.



## Chapter Ten: Room Service (June 15, 1951 in Empire Bay, USA)

This chapter begins similarly to how the last one began, except this time around, Vito is in his decidedly newer, nicer home. Vito will be stirred awake yet again by a ringing phone (either Vito loves to sleep late, or people love calling him early... it's hard to tell what's what). Walk over to the phone and answer it. You'll find Eddie on the other end, who requests that you head over to Joe's apartment. You've done this a bunch of times right now, so you should know what to do. Pick an outfit out of your bureau, get dressed, leave your house, get in the car, and follow the directions on your HUD to get over to Joe's place. Then, head on inside to catalyze a cutscene.



Inside, you'll find Eddie and Joe in Joe's apartment, with the young kid Marty that's been accompanying you on a couple of missions left to wait outside in the hallway. Within, the leadership of your new family will congratulate you on a job well done with Clemente's friends. In fact, with Clemente's family acting as boldly as they did in the last chapter, it's time to take it back to their family, and attempt to kill as many of their high ranking members as possible. They're all congregated at a nearby hotel, and as you'll find out, Joe has a plan to use explosives to take it directly to them. He even has his Marty acting as a getaway driver, and already has the explosives he wants to use in his possession. It's time to get going.



Following the cutscene, you'll regain control of Vito within Joe's apartment. There's nothing to see or do within, so leave the apartment and head downstairs towards Joe's garage. His garage should already be open, and he'll recommend that you take his car to the hotel. When you, Marty and Joe get into the car, Joe will remind you to drive carefully, and you should certainly follow his advice. After all, you don't want to draw the attention of the cops (as always), but you're also driving with heavy explosives in your possession. If you crash in a catastrophic way during your journey over to the hotel, you'll end up blowing the car up and killing everyone inside. You've been warned!



When you arrive at the hotel, follow Joe's instructions and drive around to the back end of the building. You should be able to drive into the hotel's subterranean parking garage from there. Head on inside, park your car at a spot of your choosing, and get out of the car to bring on another cutscene. Joe instructs Marty to stay in the car. When he hears an explosion from upstairs, he should keep the car running and wait for Joe and Vito to come out. Meanwhile, Joe and Vito will disguise themselves as hotel employees so that they can get up to the suites that Clemente and company have rented out.



## Chapter Ten: Room Service (June 15, 1951 in Empire Bay, USA)

Following that cutscene, follow Joe forward towards a sealed up garage door-like barrier. Apparently, Joe had someone on the inside that was supposed to keep that door open, but the door is still sealed shut. He decides to wait by the door to see if his friend shows up, freeing you up to find another route inside. You'll find one if you follow that wall to your left, where an identical garage door is already open. Walk on in to the laundry and cleaning section of the hotel. People will ask what you're doing here, but it's of no concern for you (or to them, for that matter). Ignore them, and walk rightward through the laundering area towards the door that was previously sealed for Joe. You should eventually find Joe waiting near some cleaning uniforms. You'll eventually want to change into the uniform to continue with the mission at hand, but first, deviate off of your course to grab a nudie magazine.



### Playboy Magazine

Somewhat near where you get your cleaning uniforms in the garage of the hotel, you'll be able to seek out an isolated office (ahead and on your left, with your back facing the wall that separates the laundry area from the parking garage). Within this office, a man sits at a desk, and will bark at you when you come near him. Ignore him and his threats, and grab the Playboy Magazine from his desk. What's he going to do about it? Nothing.



With the first Playboy Magazine of this mission in hand, it's time to go ahead and follow Joe towards the elevators that will lead you to the hotel suites. When you arrive, however, you'll be intercepted by some mobsters who order you to clean up a mess at the foot of the elevators. Good thing Joe gave you some moustaches to wear as a disguise, or these guys may recognize you! Following that scene, you'll be able to head into the elevator and up to the hotel suites. But when you arrive at the suites, you'll again be intercepted, this time to clean up a bloodier mess in a conference room at the far side of the floor. As you'll find out, however, this will work out perfectly for you.



Follow the mobster as he leads you to the conference room, and keep on moving. Don't stop or stand around, or you'll risk being recognized by one of the many familiar faces floating around this floor. As long as you keep moving towards your destination and stay away from everybody en route, you'll be able to arrive at the conference room without issue. Once within, follow Joe to the window to cut a hole in the glass, and then watch as he places the explosive device underneath the table. Once the explosives are set up, you'll then have to head over to the blood stain on the floor to actually clean it (so that the guys here aren't on to your ruse). Once the blood stain is cleaned up, you'll then be free to leave. Follow Joe towards a stairwell, but don't follow him up the stairs immediately. At least, not quite yet.



## Chapter Ten: Room Service (June 15, 1951 in Empire Bay, USA)

### Playboy Magazine

As soon as you enter the stairwell with Joe, he'll begin to walk upstairs, but you shouldn't immediately follow behind him. You're currently on the 18th floor, but you can use the stairwell to reach the 17th floor, and then the 16th floor. You'll be stopped by a gate on the 16th floor in the stairwell, but that's okay, because that's as far as you'll need to go. On the ground near the gate is the Playboy Magazine you seek. Claim it before proceeding.



As you work your way back up the stairwell from the location of the aforementioned Playboy Magazine, you'll eventually get to drop your bucket of water and run directly to the stairwell that leads out to the rooftop. This is where you want to be. Before you head on out there, Joe will finally hand over a powerful pistol for you to brandish. And it's just in the nick of time, too, since when you head outside, you'll see a bunch of gangsters hanging out on the roof. You *must* advance to the window washing platform on the far end of the roof, so you have no choice but to proceed outside. When you do, immediately take cover, because you're going to find yourself taking fire almost as soon as you're outdoors.



Even with only a pistol at your disposal, you should still be able to take out the various waves of enemies you encounter on the rooftop with little trouble. Stay covered and try to rely on Joe to do his share of damage, since he'll prove to be a rather valuable NPC if you give him the chance. With the first few enemies killed, you can proceed forward through the labyrinth of air conditioning units, taking out fresh reinforcements on your right. Eventually, you'll need to swing around and up some stairs to reach the higher tier of the roof, where a couple of subsequent waves of enemies will come out to greet you. As long as you're patient, take cover when necessary, and aim carefully for headshots and other ways to mortally wound your foes, you should be able to make it to the window washing platform fairly easily. The odds seem to be stacked against you more than they actually are, especially now that you've been in plenty of combat situations up to this point in the game.



### Playboy Magazine

After the many gun battles on the rooftop, you'll be able to claim another Playboy Magazine for your illicit collection of nudie magazines. This one's location is rather obvious, though you could easily miss it and will be forced to replay the chapter to grab it if you do. When you reach the window washing platform, don't call for the elevator yet. Instead, look down on the platform itself, where this Playboy Magazine is fairly easy to spot. Claim it before moving on.



## Chapter Ten: Room Service (June 15, 1951 in Empire Bay, USA)

After grabbing the Playboy Magazine off of the window washing platform, it's time to actually summon the elevator. Do so with the nearby controls. Unfortunately, you're going to find that there's an actual, official window washer working on the elevator. While he's initially displeased to learn that he's being taken off of the job early, a gun in his face quickly shows him that he should be calm and roll with the punches. Joe suggests Vito tape him up, and he does just that. You can then use the controls on the elevator itself to descend down to the proper level, where Joe can attach the bomb's detonator to the fuse you placed through the window earlier. So far, so good. Everything is going according to plan.



At this point, a cutscene takes place. As Joe and Vito move their way back up to the roof, the bomb explodes prematurely, nearly jettisoning the two mobsters from the window washing elevator. They are safe and sound, though, and immediately decide to go back down and take a look at their destruction. There are dead bodies strewn around smoldering rubble all over the conference room, but Clemente's corpse is suspiciously missing. That's when the unfortunate news strikes you -- Clemente was serendipitously in the bathroom at the time the bomb went off, and survived the explosion! He quickly spots you and begins to fire at you as he runs into the hallways of the hotel suite. Naturally, you're going to have to pursue him. After all, he's your primary target here (even though it's great that all of these other guys perished in the explosion as well).



Upon regaining control of Vito once more, you'll find yourself in the mostly-destroyed conference room. There are bodies strewn all over the place, but nothing else that you have to imminently worry yourself about. Bob and weave through the fires blazing all over the place (keeping in mind that fire can damage you fairly easily, especially on hard difficulty), and emerge in the suite's bar. Immediately take cover behind the bar and begin to return fire on the mobsters that show up. Automatic weapons will send bullets hurling all over the place, so don't expose yourself until it's safe to do so, or you'll be cut to shreds. When the coast is clear, begin to pursue your enemies down the hallway on your right. The sprinklers are now showering you with water because of the fires erupting behind you. You'll be forced to deviate down the hallway on your left when your path is blocked on the right, but don't rush down the hallway willy-nilly. Enemies will continue to make themselves seen as you rush towards the fleeing Clemente.



After rushing through the water-soaked hallways, you'll emerge back near the elevators that you used to initially breach the hotel suite in the first place. You'll have to deal with a number of holdouts both en route and at the elevator itself (so basically, everywhere in between your current position and the elevator). While most of your enemies here are packing powerful weapons like shotguns and tommy-guns, the good news is that when you fell these enemies, you'll be able to replenish your dwindling ammunition supply. After all, you too should be using powerful weapons like shotguns and tommy-guns as you fight your way back out of the hotel.



## Chapter Ten: Room Service (June 15, 1951 in Empire Bay, USA)

When you reach the elevator itself, you'll have to wait for one of the doors to open. When the door on the right opens, hold your fire! There's no one in there but a helpless cleaning lady, and you wouldn't want to accidentally shoot her head off, would you? When she escapes, head into the elevator and opt to take it all the way back downstairs. As the elevator arrives on the ground level, have your gun at the ready and eliminate the mobster waiting directly in front of the doors. Then, run out of the elevator and to the left. You'll need to work your way back through the hotel's laundry area, which is absolutely rife with enemies. Watch out for the more stealthy foes taking shots at you from catwalks and the like as you move forward towards the garage.



Bad news is ready to greet you as soon as you arrive back in the garage. As Clemente and his surviving goons get in a couple of cars and speed out of the hotel's subterranean garage, you'll find the young Marty, slumped against a cement pillar, riddled with bullets. The boy is dead, killed by Clemente's men on their way out. Filled with fury, Joe jumps in a car, and you should follow suit. Naturally, you'll be driving while Joe does all of the shooting. A pair of vehicles left the hotel, but you're most interested in the one with Clemente. That doesn't mean that you won't have to deal with the other car, too -- you will -- but it does mean that you should keep on following Clemente's car as your primary target, which will be represented on your HUD as a red dot.



As long as you drive properly, this part of the chapter essentially takes care of itself. Keep on the car trailing Clemente's car, and Joe will eventually shoot-up the gunner in the car, rendering the rest of the occupants useless to the chase. You can then direct your attention on Clemente's car, repeating the process on his gunner. You'll eventually be able to pull up next to Clemente's car once the gunner within has been nullified. This will catalyze a cutscene in which Joe gets out of the car, and at point-blank range fills Clemente with lead. There's no doubt about it now -- Clemente is dead. Now all that's left to do is to return back to Joe's to drop him off. Vito is eventually kicked out of the apartment for not understanding Joe's sadness over Marty's death. It's now time to head back home.



### Playboy Magazine

As soon as you're back in your house, you'll be able to find a Playboy Magazine that was earlier unavailable to you. Even though Vito bought a house, it's still fairly small. That's why it's so weird that there are two bathrooms in the house, and that they share a common wall with one another. In the master bathroom, which is obviously linked to Vito's bedroom, you can find this Playboy Magazine sitting on the tiled floor in the corner. Grab it now, as it won't be available later, even when you're in Vito's home.



## Chapter Ten: Room Service (June 15, 1951 in Empire Bay, USA)

Eventually, Vito will get some rest (when you examine his bed), and it appears that this chapter has run its course. After all, this is how so many other chapters in the game have ended so far. But while you're almost done with the task at hand, you still have some business to take care of. Vito is, yet again, stirred awake by a phone call. Head over to the phone near the kitchen and answer it. You'll find an unknown man on the other end. He identifies himself as a bartender at one of the city's many bars. He tells you that Joe is there, brandishing his gun and causing all sorts of trouble for him. He doesn't want any trouble, and implores Vito to come get his friend before things get out of hand, or someone calls the police.



Vito is no doubt agitated over this late-night disturbance, but also thankful for this bartender's intervention on his friend's behalf, since this could be very bad for the family as a whole. Get dressed and head outside to your garage. Take a car of your choice all the way over to the bar. If this location looks familiar, it should. This is where you stole your very first car for Mike's junkyard much earlier in the game. Park outside of the bar and head on inside to catalyze a cutscene. The bar is completely empty now; Joe waving his pistol around has successfully scared everyone away. Joe and Vito talk for awhile while the bartender begins to clean up and lock up. Suddenly, in Joe's distressed, self-absorbed sadness, he smashes his gun-wielding hand on the table, which sets the gun off, accidentally putting a bullet square in the bartender.



Now it's time for Vito to deal with yet another massive inconvenience. He has to get the very-drunk Joe home, and he has to dispose of the bartender's body. We'll do the former first, then the latter. Drag the bartender's limp body through the back door of the bar, and deposit him in the car there (this is the same exact area, now, where you earlier stole a car). Once the body is in the trunk, follow your HUD's directions to reach Joe's house. A brief cutscene will be shown as Joe gets out of the car. Once you've dropped him off at home, there's only one more task to complete before we're able to complete this lengthy chapter.



From Joe's apartment, follow the new directions on your HUD to arrive at none other than Mike's junkyard, the place you visited earlier in the game. Mike isn't there, but that's fine. You don't need Mike himself, you just need some of his machinery. Drive past the main garage and office and towards the vehicle crusher. Park your car within the crusher, and then climb the adjacent staircase to activate it. The car will be crushed, with the body of the innocent bartender inside. This effectively hides Joe's inadvertent crime. And even though you just destroyed your car, you'll be able to steal another one from the junkyard and finally drive back to your home. Take a nap when you arrive back at your pad, and you'll be able to finally, *finally* end this chapter.



## Chapter Eleven: A Friend of Ours (July 27, 1951 in Empire Bay, US)

This chapter starts out like so many others in the game. Vito is asleep in his bed at his new house when, instead of hearing a phone ring (as you may have expected), he is instead stirred awake by the sound of his doorbell. When you gain control, walk out of your bedroom and out into the hallway towards the front door. The game won't let you open the door until you get dressed, so hit up the closet en route to the door and don whatever outfit you want. Outside, you'll find none other than an old friend, Henry. It's been a long time since you two have seen each other, and Henry suggests that he and Vito drive over to the old restaurant for a drink.



Indeed, it's quite early for a drink, but you just can't say no to Henry. Get into his car and begin to drive over to the familiar location shown on the map. As always, your HUD will get you there in one piece. En route, Henry and Vito will have one of the more awkward conversations in the game. Henry worked for Clemente, as you know, and now that half of his family has been wiped out, he appears to be looking for work with you and your new friends. However, as you drive to the restaurant, Henry will also let it spill (after some prodding, that is) that he knows you and Joe were at the hotel, and were responsible for what went down there. C'est la vie.



When you arrive at the restaurant, head on inside, where another cutscene will ensue. This is where things start to get a little complicated. Vito will head on inside with Henry, but Henry will sit at a different table for the time being while Vito goes over to speak with Eddie. Vito almost immediately prods Eddie about the family's plans for dealing more retribution to Clemente's clan, but Eddie lets him know that nothing is planned. That's when Vito feels comfortable enough bringing Henry into the fold. He alerts Eddie that there's a member of that shattered family that's looking to defect, and Eddie is immediately willing to meet him.



Things aren't as strange as you may have expected when Eddie and Henry meet. Eddie seems to take to Henry and asks him why he wants to defect, and if he has any inside dirt on his own (old) family, and if they were planning anything. Henry steps up to the plate and offers up some interesting information that sets off Eddie's instincts. It's time to make another play. To prove himself, Eddie tells Henry to go whack none other than Leo, someone who was very important to Vito when back in prison. Eddie offers Vito an out if he doesn't want to be involved in this hit (since he's a personal friend of the victim), and Vito chooses to exercise that out. Henry goes off to take care of Leo, and you'll regain control thereafter.



## Chapter Eleven: A Friend of Ours (July 27, 1951 in Empire Bay, US)

Walk out of the restaurant, and immediately make your way to a nearby car. If you're going to break into a car and steal one, you need to throw caution to the wind, smash the window, and begin to drive towards the new location on your HUD. That's because you're being timed here. Obviously, you're not going to let Henry whack Leo, and instead, you're going to attempt to get to Leo's place before Henry does, so that you can warn him and make a getaway. There's absolutely no time to lose, so put the pedal to the metal and drive as rapidly as you can towards Leo's mansion. Keep your speed up as you approach the mansion's outer gate, because you're going to need to smash through it. Then, quickly get out of your car and go through the front door of the huge white building before time runs out. Be quick, or you'll have to try again!



If you make it through Leo's front door in time, the chapter will continue without issue. Vito will bust through the front door, and Leo is thereafter seen on the second floor balcony, brandishing his pistol, unaware of who the intruder is. Vito runs upstairs while Leo slowly realizes that no threat is posed here... at least by him. The two work their way into one of the second floor rooms upstairs while Vito slowly-but-surely convinces Leo that he's in imminent danger. Leo eventually comes around, and instead of stalling, opts to go get dressed so that he can escape. But he's waited too long. Henry has arrived, and now you're going to have to get out of here without being seen.



## Playboy Magazine

As soon as you gain control, you're going to have to make a move. And we mean a *quick* move. Instead of slinking through the room you're already in (which is what you're going to have to do to escape unseen), you'll instead need to head leftward and out into the hallway. This will expose you to Henry if you aren't quick enough, but you have to do what you have to do to grab this Playboy Magazine. The magazine should be sitting on the ground near a window down the hall. Grab it, and then quickly turn around and run back into the room you were just in. If you work rapidly enough, you should be able to make it back inside without being seen. If not, well hey, at least you got your magazine.



When you regain control after the cutscene (and after you grab the aforementioned Playboy Magazine), it's time to make your grand escape. It's worth noting that this part of the chapter has multiple outcomes. Nonetheless, you're going to want to go for the outcome we outline here. If you get something different, you'll miss out on a Trophy/Achievement (as well as the more interesting story arc), so reset and try again. You need to make a break for the far side of the second floor, so to do so, run through the door ahead, and then once in the nicely-furnished study, work your way upward, leftward, and leftward again, so that you can bust through another door. Once in this self-contained room, you'll be able to make your escape by examining a little basket of bedding, which will bring on the cutscene you wanted to see. But first...



## Chapter Eleven: A Friend of Ours (July 27, 1951 in Empire Bay, US)

### Playboy Magazine

There's a Playboy Magazine near the basket of sheets that you'll want to get. The good news is that while getting it will likely waste enough time that you won't get the desired outcome here, you can still grab the magazine and ensure that you get another crack out of making your escape successfully. Once in the room with the basket full of bedding, go through the door on your right, which will lead to a small bathroom. The magazine sits rather obviously in this small bathroom on a straw box next to the shower. Grab it, and then instead of going back into the previous room, examine the shower. You can get in the shower with Leo. Henry will bust in and find you both in the shower, killing you both, and thus giving you a chance to try again. So you'll be able to get the magazine you seek *and* successfully escape in a subsequent try. Nice!



Assuming you reached the basket of bedding in time, Vito will hatch a plan via a cutscene in which he uses a sheet to repel from the second floor balcony down to the driveway below. He lets the elderly Leo go first, and then he follows suit. Meanwhile, you'll see Henry roaming around the second floor in search of Leo. He'll eventually spot the open door leading out onto the veranda, but he arrives too soon. He lets a few shots from his pistol fly as the car speeds out of the driveway, but he's too late. Leo has escaped, and thus Henry has failed in his introductory mission to his new family. Watching this cutscene and successfully completing the task in the next paragraph should net you the Wake Up Call Trophy or Achievement.



After watching that cutscene, you'll gain control of the car that Leo is making his escape in. Now, all you have to do is drive Leo to a nearby train station, which will be marked on your HUD. En route, Leo and Vito will talk, and Leo will be thankful as to Vito coming to save him. When you finally get to the station and the conversation has winded to its conclusion, Leo will even tell Vito that he was surprised at Vito's brazen acts, just to get an old man some more time on this Earth. Nonetheless, what's done is done. Leo is alive, and he's getting out of Empire Bay before anyone tries to get him again. That leaves you free to head back to your own house, which you should do now.



Your drive home (in your snazzy new car) should be totally uneventful. When you arrive back at home, get out of your car and walk up to the front entrance of your home to bring on another cutscene. This time, Vito's sister Frankie is seen crying on his front stoop. Vito quickly gets down to the bottom of what's bothering his sister. It appears that her deadbeat husband Eric has been drinking and partying nonstop. Making matters worse, Eric is physically abusive, and Frankie suspects Eric is also seeing another woman. Enraged, Vito agrees to go talk some sense into Eric. Frankie makes Vito promise not to hurt him, and Vito agrees... but we'll see if he actually sticks to the agreement or not.



## Chapter Eleven: A Friend of Ours (July 27, 1951 in Empire Bay, US)

Frankie gives Vito an address where Eric usually hangs out, so naturally, that's going to be the next place we head over to. Naturally, the point you're headed to is marked on your HUD, and the trip from Vito's house won't be a very long one. When you arrive, you'll find a non-descript door into a seedy apartment building (the door glows, so you'll be able to find it fairly easily). Walk up several floors, past hooligans drinking in the hallway and the like. You'll eventually see a man open one of the apartment doors and fall down in the hallway drunk. Since he was nice enough to leave the door open, why not go ahead and enter to see what's going on within?



### Playboy Magazine

Before you seek out Eric, why not first seek out a collectible Playboy Magazine? Finding the magazine you're looking for is extremely easy once you're through the apartment door the stumbling drunk man left wide open. Simply head straight across the thin hallway from the front door and open the door you encounter. You'll find a drunk man slumped along the left wall in this room. Right near him is the magazine, also sitting on the floor. Cop this before you take care of business with Frankie's unfaithful husband.



Once you're in the apartment, and after you've claimed the aforementioned Playboy Magazine, it's time to get down to business. Head left from the entrance to enter a little den where people are dancing and sitting around drinking and smoking. You'll even see a man puking in the toilet. From there, wrap around into the kitchen. There's a man making out with a woman on the counter. That man is Eric, Frankie's husband, and naturally, you're going to want to take care of him. Walk up to him and follow the on-screen prompt to try to calmly get his attention. It won't work. Vito will have no choice but to take a wine bottle off of the counter and bash Eric over the head with it, which sends his female friend running. But this endeavor isn't over yet. You'll have to fight this drunk in a basic fist fight, and once you win it, Vito will threaten him and make sure he never does this to Frankie again. Then, after warning both Eric and all of his friends, Vito takes off.



The game will prompt you to go home, and you should do just that. Grab a car outside of the apartment building and begin to head back towards the suburbs. As always, the directions on your HUD will get you there easily enough. When you arrive at your home, head inside. You've gotten home just in time to answer the ringing phone. It's Frankie. She's concerned that Eric got all beat up, but Vito tells her that he hangs out with a bad crowd, and he probably got into a fight. Frankie tells Vito to leave Eric alone now that he's apologized, and Vito agrees, attaching the caveat that if he hurts her again, he'll kill him. That's when Frankie loses it, and tells Vito to leave them both alone indefinitely.



## Chapter Eleven: A Friend of Ours (July 27, 1951 in Empire Bay, US)

Now, all that's left to do is to head into your bedroom and go to sleep. But almost as soon as you begin to doze off, something unfortunate happens. A few cars screech to a stop in front of your house. It's the Irish goons you dealt with several chapters ago, and they're here seeking retribution. They'll throw some Molotov cocktails through the windows of your home, setting it ablaze. You'll gain control of Vito in his fire-filled room hereafter. Don't attempt to go through the door into the living room, but instead, go into the master bathroom. From there, you'll be able to jump through the window into the backyard. Once back there, cut back and to the left, towards the river, and keep running. The Irish goons will shoot at you as you make a dash, but you should be okay if you keep on moving. Steal a car once you get back to the street, and quickly drive over to Joe's, which will appear on your map, as always.



When you finally get to Joe's apartment building, run inside and up to the third floor. Ring Joe's doorbell and wait for him to answer (it should take three separate rings for him to finally come to the door). When he does, he'll be surprised to find you in your underwear, and invites you inside. You'll find Joe's apartment redesigned in a very, very startling manner. What he's been up to with all of that money he's been making is indeed a mystery. Nonetheless, after offering you a drink, Vito and Joe resolve to go after the Irish guys who are responsible for burning down your house. Joe also offers Vito a change of clothes in his bureau. But before you grab that change of clothes...



## Playboy Magazine

...you should first go ahead and grab a Playboy Magazine that's now available to you. Let Joe talk on the phone, and don't change your clothes yet. Instead, go towards his bed and look on the ground next to it. The Playboy Magazine you seek should be rather-obviously sitting on the ground there. Grab it, and then get dressed and leave with Joe. If you decide to do things in a different order, you'll risk missing your window to grab this magazine completely. And you wouldn't want that.



When you're dressed and ready to go, head outside with Joe. A new car for you to try should be sitting in his garage, which is wide open and waiting to be driven around. Once inside, the directions on your HUD will bring you to the Irish pub where Joe suspects the remaining Irish mobsters are hanging out. Once you arrive, park your car outside and head into the pub. You'll spot a trio of Irishmen talking to each other. After a brief back-and-forth between them and Vito, they'll scatter, and you should hide behind your nearest point of cover (likely the booth directly to your left) to prepare for the gun battle that's about to erupt.



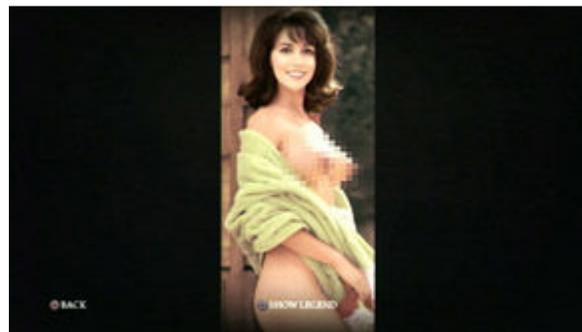
## Chapter Eleven: A Friend of Ours (July 27, 1951 in Empire Bay, US)

Joe was right when he suspected that there weren't many Irish mobsters left in this crew, and he was right. You'll only have to kill about six enemies here (including the bartender), but there may be some innocent bystanders that are killed in the crossfire as well. Some of your enemies will be using powerful weapons, like Magnums, and even MP-44s, so don't push things here (but be sure to grab their guns when they're dead, adding them to your arsenal). Stay covered and meticulously defeat all of the enemies in the bar, one by one. Remember that Joe is with you as well, so you'll have a fairly formidable NPC to help you out. And help you out he shall.



### Playboy Magazine

Once the fray is over, don't attempt to leave the bar yet. Instead, you should see a little hallway straight across from the bar's entrance, right next to the bar itself. The hallway is covered by one of those swinging doors, saloon-style. Head into that hallway and veer left to the dead end. There's absolutely nothing else of interest down here with the exception of the Playboy Magazine that's sitting at the end of the hall, near a lone box. Be sure to grab it before leaving, or you'll lose your opportunity to do so, and will have to try the mission again.



The scene at the pub will take you to the hallway to the left, where any last vestiges of the enemy occupation here will have to be dealt with. Walk to the end of that hallway thereafter and bust through a door on your left. You'll now be outside, in a parking lot adjacent to the pub. The last escaping Irishman will get into a car and speed off, and you need to get into a nearby car and chase after him. Joe should shoot at him enough that he'll eventually get out of his car and attempt to escape on foot. This is your chance to kill him with your car, vehicular manslaughter style. This may happen soon, or later, but either way, keep chasing the car until he finally bails, and then make sure he doesn't live to see another moment. (Completing this task should earn you the Trophy/Achievement End of the Rainbow.)



Now, it's time to finally end this lengthy mission. The first thing you're going to need to do is swing Joe back to his apartment. En route, Vito asks if he can crash at Joe's until he gets back on his feet (after all, his house burned down, along with all of his belongings and cash), but Joe offers to hand over Marty's decrepit apartment instead. Vito accepts the offer. Once you drop Joe off, you'll then get to drive to this new location. Don't expect to find much there, however. Marty's apartment is a disgusting mess. Take a nap in his bed, and the chapter will ultimately conclude.



## Chapter Twelve: Sea Gift (September 22, 1951 in Empire Bay, US)

You'll begin this mission in a bit of a rolling start. As things unfold, Vito will talk as the narrator, getting the gamer caught up with what's been going on. He's been staying at Marty's old, disheveled place for some time, and slowly getting back on his feet. Walk around the apartment until Vito is done talking, at which point the phone will ring. Get dressed, and then answer the phone. Henry tells you to meet him somewhere nearby, and to bring your gun. Obviously, you're going to want to get in on whatever he's got cooking, so scurry out of the apartment hereafter to get things going.



Because you're staying at Marty's place, and not one of the better-equipped locales you were previously accustomed to, you're going to have to scout out a car on the street, or take the one you drove to this location in the first place. The latter is probably your better option, since you can get a fresh, clean car that will serve you well from here on out through this chapter. When you acquire a car of your choice (alluding the cops, of course), simply follow the GPS directions on your HUD. This will bring you to the park where Henry and Joe are waiting for you, so you can finally learn what these two gangsters have brewing.



So here's the rub. During this rather lengthy cutscene, Henry will approach Vito, along with Joe, with an offer. Though it's widely looked down upon amongst the families -- your own included -- Henry has a plan that can make everyone a lot of money rather quickly. It's a risky endeavor, but one that he tries to convince Joe and Vito on in anycase. Basically, Henry wants Joe's and Vito's help to import heroin, which these guys will then work to distribute through some people he already has lined up. It's true that the risk is high, but the payoff is extremely high, too. The danger is thick because families are already illicitly competing in the drug trade, but all Henry is interested in is taking their business. It's convoluted, but Henry wants this plan to go forward, and everyone eventually (albeit reluctantly) agrees.



Your first stop has to be at a man named Bruno's. Bruno is a loan shark, and he'll have the money necessary to get things going, as far as having the appropriate funds to front to purchase the drugs. You'll need to have a car that can accompany both Henry and Joe, but that shouldn't be a problem. Once you're in your vehicle, your GPS directions on your HUD will, as always, get you to your destination easily. En route, Henry will explain a bit about Bruno, but not much. All you need to know about Bruno is that he's one of the few people in all of Empire Bay that has the money necessary to finance your drug deal.



## Chapter Twelve: Sea Gift (September 22, 1951 in Empire Bay, US)

When you arrive in front of Bruno's building, you'll need to get out of your car and work your way to the back end of the building. Approach the door there, and a cutscene will finally ensue. After knocking on the heavily-fortified door, Bruno's goons will let you in, force you all to leave your weapons at the entrance, and search you. You'll then gain audience with Bruno himself. Henry will let Bruno know that they need \$35,000. After a lot of haggling, Bruno agrees to lend the necessary funds for a \$20,000 rip. He needs all \$55,000 back by that Friday, with a \$10,000 a week penalty if he's late. All sides then agree, and a suitcase full of twenty dollar bills is then forked over. It's time to get down to business.



With your money in hand, there's nothing left to do but to leave Bruno's and head over to the warehouse where the next phase of your drug deal will take place. You guessed it -- your GPS directions on your HUD will get you to your location effortlessly -- but sit tight, because this is a bit of a long drive. Indeed, as you go along, you'll get to hear a rather interesting series of conversations between Henry, Joe and Vito, so listen to what they all have to say to more quickly pass the time. When you arrive at the warehouse in question, drive through the gates and park your car. You should see a Chinese gangster nearby that you are to follow. But don't follow him... at least, not quite yet. We've got some nudie magazines to acquire first.



### Playboy Magazine

The first of the two Playboy Magazines in your vicinity that we'll direct you towards is located on the far right side of this area (if you're facing where Joe and Henry followed along with the Chinese gangster). You'll be able to find this magazine rather easily if you look behind a truck backed up to a closed loading garage. It should be sitting on the ground there, behind the back end of the truck, surrounded by all matter of crates and boxes, as well as some lumber strewn around on the ground.



### Playboy Magazine

The second of the two Playboy Magazines that you can find here is a little easier to locate. If you work your way back over to where your friends are located with the Chinese gangster, don't follow along with them quite yet. Instead, face their location and then work your way to Vito's left, down a little alleyway. There are some dumpsters down here, as well as some overgrown ivy growing on the walls, and some other weeds. If you search the far left corner of this small alleyway, next to the dumpster, you'll find this Playboy Magazine sitting on the ground amongst the weeds.



## Chapter Twelve: Sea Gift (September 22, 1951 in Empire Bay, US)

After grabbing both stray Playboy Magazines, go ahead and follow the Chinese gangster into the nearby warehouse, where the next phase of the drug deal can begin unabated. As you approach the warehouse, a series of cutscenes will ensue, so sit back and enjoy. After Vito and friends are frisked and checked for weapons, they're granted access to the drug kingpin who will sell them the drugs. The \$35,000 is exchanged for two suitcases full of heroin. Henry checks one of the bags of heroin for weight and content, and once satisfied, the deal is finished. The two parties begin to go on their way.



With the suitcases in hand, Vito, Henry and Joe walk back outside. Things seem to be going according to plan, but of course, nothing is as easy as it seems in Mafia II, and you'll soon hit a snag. You seem to be home free, walking back to your car, but suddenly, your group is assailed by a group of well-armed cops. Vito, Joe and Henry seem nervous at first, until something tips Henry off as to the reality of the situation. According to Henry, these aren't cops at all! He pops the one closest to him, and then scampers off to cover. It looks like you're going to be entrenched in an old-fashioned gunfight at this point, so let's get to it!



At first, the gunfight will seem to overwhelm you. You can take cover behind the shaky plastic fence nearby, and if you stay still, your two friends will take care of business at the outset. A car nearby will explode into flames, blocking you from reaching the parking lot where you left your vehicle, so you'll need to figure out another way forward. The stairs on the other side of the fence are your salvation. Follow your friends up the stairs to the catwalk, and keep on running until you enter the second floor of the nearby warehouse. As bullets careen through the windows on your left, push forward with your friends to continue.



### Playboy Magazine

When you enter the warehouse following your trip up the stairs and across the catwalk, it's time to think quickly. As you move forward down the corridor, your friends will tell you to be careful of staying away from the windows on your left. On your right, you should see the magazine sitting on the ground clear-as-day. Be sure to claim it before continuing onward, or you'll need to restart the chapter to grab it later on.



## Chapter Twelve: Sea Gift (September 22, 1951 in Empire Bay, US)

Proceed down the corridor from the location of the third Playboy Magazine found on this chapter (the final one, too, if you're curious) and follow Henry's advice when you reach the closed door. Kick it open, and run down the little corridor to the wide-open warehouse ahead. You should find yourself on a catwalk overlooking the warehouse floor below. Make sure to take cover up here behind actual crates and boxes, and *not* the wooden barriers of the banisters surrounding the catwalk. Doing the latter could prove to be a fatal mistake, because machineguns will tear apart those barriers, and you, too.



When you finally work your way down the catwalk to the far end of the warehouse, you'll find a staircase leading down to the ground floor. Here, you'll find a labyrinthine layout of crates, boxes and other cover for you to use. If you were thorough in killing as many foes as possible from the catwalk, then you'll have less enemies to deal with initially once on ground level. Either way, progress slowly, taking one enemy at a time. Don't over-extend yourself here, because enemies will pour into the warehouse once you get close enough to the exit. Be sure to pick up stray weapons on the ground to replenish your own stash of ammunition, and work towards exit of the warehouse, where you'll finally be able to make your escape.



Regrettably, in addition to the reinforcements you'll have to kill at the entrance, more enemies will show up outside once you've made your way back to the parking lot. Thankfully, you should be able to tear them to pieces with automatic weapons since they'll be getting out of the car in bunches, making them easy targets (you should even be able to detonate one of their cars, eliminating any stragglers). Once all is calm outside, jump in one of the remaining vehicles and begin to follow the GPS directions on your HUD to reach a warehouse on the far end of the city. En route, a couple of cars full of goons will pursue you, but as you'll find out, you should be able to lose them fairly easily. Bob and weave through traffic while relying on Joe and Henry to shoot at their cars, and you should be well ahead of your threat about halfway through your route to the warehouse. You're now essentially home free.



When you finally reach the predetermined point on your map, you're just about done. A series of cutscenes will ensue that will show you the end of the chapter, which, believe it or not, is successful for Vito and his friends. Henry has decided to sell the drugs to multiple buyers in order to maximize profits, and in the whirlwind cutscenes that take place, you'll see them raking in the dough from all sorts of illicit groups and miscreants. At the end of the day, the boys are a little bit richer, and all has gone according to plan. But this has to be too good to be true... right?



## Chapter Thirteen: Exit the Dragon (September 24, 1951 in Empire Bay, US)

Not surprisingly, you'll find Joe and Vito enjoying the fruits of their illicit labor at the beginning of chapter thirteen. They're partying in Joe's newly-renovated apartment with some ladies, and everyone seems to be having a great time. Before very long, the introductory cutscene will have winded to its conclusion, and you'll gain control of Vito. The phone will start to ring, and naturally, you should go answer it. Henry will be on the other end of the phone, and he'll have some bad news. It appears that Carlo knows about the drug deal that went down, and now he wants his cut. Obviously, this isn't a good thing. Henry asks you to meet him at the park.



Following the introductory cutscene and the phone call that follows, you'll have to get dressed, let Joe know what's going on, and then drive over to the park. Leave Joe's apartment and get into the swank sports car in his garage. Then, follow the GPS directions on your HUD to reach the park in short order, while Joe and Vito catch up on just how bad this situation can be for them. When you arrive at the park, another cutscene will then ensue.



Are you ready to see a brutal murder? Well, we hope so, because that's exactly what you're about to witness. As Vito and Joe walk towards the meeting spot in the park, they'll hear Henry screaming. When they find Henry, he'll be under attack by men wielding what appears to be meat cleavers. Henry is basically done for, but you'll be thrust into a quick gunfight with the men responsible for his death. Break out your pistol and do these guys in quickly (Joe acts as a reasonably good NPC here, as well). Following the fight, the cutscene will continue. With Henry's bloodied body on the ground, Vito and Joe notice that the man who sold them the drugs is driving by in a car. He no doubt had something to do with this. Let's pursue.



Although you're undoubtedly going to be pretty angry following what you just witnessed in the park, this is a time where cooler heads will certainly prevail. The idea here is pretty similar to chases earlier in the game. You don't want to stay right on the car you're after. Instead, stay a comfortable distance behind, so that you can still see the car and easily follow it by line-of-sight (though it will also be present on your HUD as a red dot, just in case). If you get too close or too far away, a timer will show up on-screen to prompt you to make adjustments. Fail to do so in time, and you'll have to start again. Be patient and follow along slowly with the car, and you'll be just fine, ending up exactly where you want to be in only a few minutes.



## Chapter Thirteen: Exit the Dragon (September 24, 1951 in Empire Bay, US)

Once the pursuit is over, you'll see the kingpin's car park out front, and he'll walk on into a club. Obviously, this is going to be the location you'll want to storm, but Vito tries to insist that he and Joe go about things wisely. Clearly, that's not going to work out, but at least Vito tries. The important thing to take notice of here is that Joe brings up visiting Harry for weapons (the World War II veteran you met earlier in the game at the illicit Army/Navy surplus store). This is something you can do if you want, but it's not really important. You should have more than enough firepower to handle yourself this deep in the game, and you'll only have more and more weaponry and ammunition as you push through the restaurant, cleaning up after deceased enemies. So when you're ready, head over to the entrance to the restaurant, where a brief and violent cutscene will take place. You'll then gain control in the restaurant, where you'll find yourself in a hell of a battle.



Immediately take cover against the back end of a shattered aquarium on your left. This is where you'll spring your initial attacks from. Listen to Joe's advice and take aim at the bartender first, since he has a devastating shotgun at his disposal. Then, settle in and begin to take care of all of the other enemies in your vicinity. When things quiet down (which will only happen after you kill the enemies on the catwalk above the bar), run across to the bar and take cover behind it. From here, you can flip the script on enemies on the other end of the catwalk over the entrance, as well as foes on the stairs to your left, and any other residuals as well. The idea here is to be metered and patient. Don't rush up the stairs to the second floor until you're sure the coast is clear. Also, be sure to scour dead bodies for ammunition and new arms here. You'll need as much of both as you can muster.



### Playboy Magazine

When all is quiet and you've made it up the stairs adjacent to the first floor bar, you'll find yourself in the second floor dining room. Before you proceed to bust some more heads, run up the stairs and head to your left (with your back facing the first floor). This will bring you to a series of ill-lit tables. The table down the far end of this catwalk is the key. You'll find this magazine sitting on the booth seat along the wall. It's dark over there, however, so keep a keen eye out for the red cover of the Playboy Magazine you seek.



## Chapter Thirteen: Exit the Dragon (September 24, 1951 in Empire Bay, US)

After grabbing the aforementioned magazine, circle around to the other side of the catwalk. This should draw out a few enemies that weren't seen earlier. These guys will funnel in on the first floor (which you will eventually need to return to), but for the time being, take cover behind a pillar and return fire on the few enemies below. Going down to the first floor to engage them gives them the advantage, so don't. Also, be sure you hide behind a pillar, and not the railing surrounding the catwalk, or they'll simply shoot right through it. Once the coast is clear, work your way back down to the first floor and follow Joe to a closed, ornate door. Bust through it to reach the restaurant's kitchen, where the fighting will continue in earnest.



Run forward in the kitchen and take cover behind a counter. Then, begin to return fire on the enemies within the kitchen. Many of these foes will attempt to take cover behind some item-lined shelves, but it won't do them much good, since you can pick off parts of their bodies through the various gaps in the shelves. When things seem calm, you can then work your way leftward into a series of hallways. Because of the tight nature of these hallways, you may want to switch over to the shotgun you should have procured from the bartender back in the dining room. Use it on the enemies that make themselves seen in these corridors as you work your way towards the door through which you will continue. Keep in mind that you can (and should) continue to blast foes through said door before going through it yourself, which will help even the odds in the upcoming area.

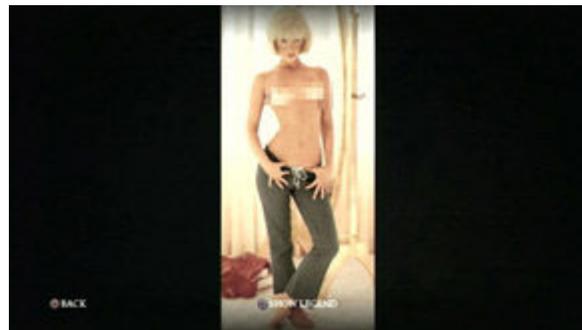


Keep on moving once through the door. You'll be outside for a brief time, so seek cover next to the stairs and return fire on the lone enemy in the catwalk above. Once he's slain, you can walk up the stairs with immunity and press through what appears to be some sort of dimly-lit religious worship area. Getting through here should be no issue. You'll find scattered resistance, but nothing too staunch for you to handle. You'll eventually come to an area where people are passed out, high and drunk, and stumbling around in a sort of haze. When you press through here, you should find an elevator that leads down into the restaurant's basement. You'll want to proceed to the elevator and head on down, but not before grabbing a nudie magazine that's stashed nearby.



### Playboy Magazine

The key to finding this magazine is to search carefully once you're in the area littered with drunks and drug addicts. As soon as you enter, look for a little room to your left. In this room, you should find the Playboy Magazine you seek sitting there. It can be hard to find, but we've managed to pretty much pinpoint exactly where you should look. If you've reached the elevator leading down into the basement, you've gone too far. Be sure you don't activate the elevator before grabbing the magazine, or you'll have to restart the chapter just to grab it.



## Chapter Thirteen: Exit the Dragon (September 24, 1951 in Empire Bay, US)

Joe stresses something here that's extremely important, and that something is none other than stealth. Remember way back when you raided the federal building and killed the guards stealthily? You'll want to try to do the same thing here, though you'll only be able to do it to a certain point. Kill the enemy ahead of you stealthily, and then follow Joe into a well-lit room with a bunch of guys working within. You should be able to stealthily kill one or two more foes from here, but that's about it. You'll eventually need to brandish guns and take out the rest of the enemies here; there's simply no realistic way to avoid that. There's lots of cover for both you and your foes to use, so be sure to be patient as you move forward. Reinforcements will pour into the room from the elevator on the far end of this machine shop, so be ready to deal with them when they appear as well. Otherwise, you should know the drill by now. Utilize the elevator on the far end of the room to continue, but only after...



### Playboy Magazine

...you grab the third and final Playboy Magazine to be found here on this chapter. This one is actually really easy to acquire, though it's equally easy to miss if you aren't observant. Only go for this magazine when it's safe, after all of the enemies in the machine shop have already been felled. You'll know that's the case when Joe scampers over to the elevator on the far side of the room. Ignore him for the time being and run to the direct opposite end of the shop. You should find a well-lit, wide-open room there. Search a box in this room to find the Playboy Magazine you seek. Simple enough!



Once you've acquired the final Playboy Magazine and have ventured to the back end of the machine shop where Joe is waiting for you in the elevator, opt to take the elevator even further down. When you can get out of the elevator, run forward down the linear corridor, and a cutscene will take over. You will finally find the leader of the Chinese gangsters, who is alone in his office. Clearly, his days are numbered, but he does come out with a rather interesting piece of information. Apparently, Henry was a federal informant, and was killed because of it. Joe doesn't like what he hears, but Vito privately considers the fact that it may be useful information. Nonetheless, since this guy refuses to be forthcoming about the location of the missing money, Joe offs him. It's time to get out of here now.



Begin to backtrack back to the elevator, and then back through the machine shop. A door that was previously closed will now be open (next to the room where you found the third and last Playboy Magazine). Run up the stairs on the other side of that door, and you'll eventually emerge outside in an alleyway. The cops have set up a roadblock nearby. Your best bet is to eliminate the few cops on foot around you. Once they're dead, steal one of their cars before reinforcements come to the scene. Then, begin to drive back towards Joe's apartment, which is actually fairly nearby. Once you arrive, Joe and Vito decide that they need to first go after getting Bruno's money back for him, and then go from there. Then, Joe goes up into his apartment to have a drink, leaving Vito alone. That should conclude this arduous chapter successfully.



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## Chapter Fourteen: Stairway to Heaven (September 25, 1951 in Empire Bay, US)

This chapter begins rather strangely compared to many others you've dealt with so far in the game, in that there is no chapter-opening cutscene, conversation or scenario for you to bear witness to. Instead, you'll simply see Vito waking up in his hovel of an apartment. The phone will almost immediately ring, so go answer it. Not surprisingly, it's Joe on the other side of the call. Apparently, he has some ways for Vito and he to make some money, and Vito immediately agrees to join him. After vaguely explaining their first job, the two hang up. Get Vito into some clothes and head out back to meet Joe, who is standing next to a rather nice car. Hey -- beggars can't be choosers!



As you begin to drive to your location, you'll get a little more information from Joe as to what you're supposed to do here. The first thing to keep in mind is that you want to keep your car in good shape. So drive carefully, and don't smash it up too badly, or you'll fail this part of the chapter automatically and will be forced to try again. Joe explains that a family from another city needs someone killed. This person was a government informant, and though conceivably under the protection of the government in return for his testimony, Vito and Joe are still going to risk it and go after him. After all, they really need the cash to pay Bruno back.



When you finally arrive at your designated location in the suburbs, a cutscene will take over. An elderly man will be shown out in front of his home, tending to his well-pruned lawn. As he waters his grass, Joe and Vito pull up in their car. Joe asks Vito if he remembers what he's supposed to say to the man before killing him, and he answers that he does. Thereafter, all that's left to do is watch the cutscene unfold. Joe and Vito confront the old man and quickly kill him, but the murder isn't executed flawlessly. A nearby cop spots your crime, and now, it's time to make a getaway.



The standard cops you see all over Empire Bay are going to be the last thing you're worried about here. Federal agents were also protecting that elderly man, and now you're going to have them on your tail. No worries, though -- though they don't appear on your HUD as cops (or their vehicle as a cop car), they are still easy enough to lose. Simply lose them via some crazy driving (which should be easy in your fancy-schmancy car), and then drive Joe over to the predetermined location on your map. Once you've deposited him, you'll be on your own for a while. It's time to come up with the rest of your half of the money you owe Bruno. You have a little bit of it now after completing that hit, but you need more of it. A lot more of it, in fact.



The next logical place to go is the docks, where your old friends Derek and Steve are located. You worked for these clowns much earlier in the game, but perhaps they're still good for a few thousand dollars. Follow your HUD down to the docks (you may want to stop off to repair your car and/or get some new clothes en route, especially if the cops are still onto you). Once you're at the docks, walk up to the second floor office, where you can find Derek and Steve. As Derek feeds his fat face, he'll tell you that he has a quick job for you. You'll earn a thousand dollars for it. Some of the dock workers are threatening to strike, and Derek simply needs you and Steve to act as his muscle while he forcibly coerces these guys to get back to work... or else.



## Chapter Fourteen: Stairway to Heaven (September 25, 1951 in Empire Bay, US)

Fortunately for Vito, things don't go quite as he originally planned. As he follows Derek, Steve, and their armed goons down to the warehouse, the story suddenly gets turned on its head. These hard-working blue-collar workers want only for their friend to get his job back. This friend got hurt on the job and took a week off, and Derek fired him as a result. But things get a little hairy here when one of the dock workers recognizes Vito. Remember -- Vito's dad worked at these very docks for years. It comes to light that Derek and Steve murdered Vito's father. This sets Vito off, and after pointing his gun at Derek, a line in the sand is drawn. Vito now stands with the suddenly-armed dock workers. It's time to take it to Steve, Derek and their friends once and for all.



Now, the gunfight you're about to find yourself entrenched in is going to prove to be one of the game's most difficult. This is especially true if you, like us, are playing on hard difficulty. The outset of the fight is manageable enough, especially because your new dock worker friends will help you out initially. Round the corner leftward out of the warehouse and lay waste to as many of the stagnant foes standing there before they're privy to what you're up to. Then, immediately take cover behind some nearby crates and begin to return fire on enemies as they make themselves seen. None of your enemies appear as red dots on your HUD except for Steve and Derek. Steve will fight with the enemies outside here, so you should be able to kill him along with the rest of his thugs. Derek, on the other hand, is another story entirely.



As you rush towards the warehouse that houses Derek's office, reinforcements will pour out of a car that appears on-scene. Take cover once more and return fire on these foes as they get out of the car. If your aim is extra careful, you should be able to eliminate two or three of them before they even step foot on the ground. Otherwise, sit tight and kill the rest of the reinforcements before pressing forward (the foe that runs up the stairs to the catwalk can stymie your advance, so take him out as well). A lone enemy will guard the wide-open door into the warehouse ahead. Kill him from afar, and then once you've scoured the area for ammunition and are sure that your guns-of-choice are fully reloaded, run inside the warehouse to continue.



The scene in the warehouse can be a frustrating one for multiple reasons. First and foremost, if you die here, you'll have to go all the way back outside and to where the cutscene took place with Derek, Steve and the dock workers. So you have a lot of incentive to not perish here. You'll also find yourself under incessant attack here, so you're going to have to go about things in a very particular way here. Once inside the warehouse, the door will shut behind you, so bear leftward and hide behind the boxes and metal support pillar there. As Derek and his friends begin chucking Molotov cocktails your way, back off of the boxes a bit (as they will be engulfed in fire, which will damage you), and use the boxes and pillar as a more far-away version of cover. You'll see why you'll want to do this shortly.



## Chapter Fourteen: Stairway to Heaven (September 25, 1951 in Empire Bay, US)

A soldier or two will immediately turn the corner from ahead and run at you, so cap him. Then, take aim at the enemy on the catwalk ahead to the right of the catwalk. This should effectively (for the time being) protect you from imminent danger. You can then take shots at Derek, who is also on the catwalk, running between pieces of cover. Meanwhile, keep a close eye on the stairs to your left, since a couple of enemies will eventually pour down and come after you. Once those foes are killed, along with Derek, you can then deal with any residuals. They will likely come down the stairs as well, so seek cover on the far side of the warehouse and wait for them. The general rule of thumb at the end of this battle, once the cocktails have stopped flying, is to take it easy and not get ahead of yourself. You will be very, very frustrated if you duck out of cover before it's time, since you'll have to go through this entire ordeal over again if you do.



When the fight in the warehouse has ceased, you can run upstairs to Derek's office and claim over \$20,000 from his desk. That's a healthy amount of money, but you're still going to need to grind for more. Naturally, this is where you'll receive some options. You could basically earn money in one of two ways. You can either take the easy route and go to Mike's junkyard, where you can scrap cars for cold hard cash. Or, you can stick up various shops and rob them for all they're worth, which is certainly the more difficult and more dangerous option. Either way, you need to raise just under \$28,000 in total before you can continue with the chapter, so how you go about your business is up to you. The former is a good way to do things easily and quickly, but the latter will help you chase the difficult Stuck Up Trophy/Achievement. Do what you will!



Whether by robbing or crushing, the game will prompt you when you've raised enough funds that you may proceed. Continue by heading on over to visit Joe at his apartment. As always, the GPS directions on your HUD will get you there easily enough. Unfortunately, when you arrive, you'll find Vito fruitlessly knocking on Joe's door. It appears he's not home. Next up, you'll want to go visit Eddie at a nearby restaurant. But he won't have any details on Joe's whereabouts either. The one thing Eddie *will* illuminate for you, however, is that the family is in some trouble over illicit drug deals and murders. Obviously, Vito was a part of all of these misadventures, but he still denies his involvement to Eddie vehemently.



Next up, you'll want to head over to Giuseppe's. Yet again, the directions on your HUD will get you there rather easily. Finally, Giuseppe has some information on just what's going on with Joe. He arrived at Giuseppe's looking for some work, but soon after he arrived, he was taken away forcibly by a few thugs. Giuseppe has an idea, that Joe may be at a nearby restaurant that's dominated by a rival family. Vito has no other recourse; it's time for him to investigate the case of the missing Joe for himself, once and for all.



## Chapter Fourteen: Stairway to Heaven (September 25, 1951 in Empire Bay, US)

Leave Giuseppe's when you're ready, get back in your car, and follow a new set of directions towards the restaurant in question. When you arrive, head on inside and sit tight, as a couple of cutscenes are now going to take place. As soon as Vito walks in, he's intercepted by a couple of Vinci's goons. Holding a couple of guns to him, they quickly take control of Vito after learning that he's unarmed, and seems to have come in peace. But no amount of words is going to get Joe free. Vinci is pissed, and these guys intend on making sure you meet the same fate that Joe is about to meet.



After being brutally pistol-whipped by one of Vinci's bodyguards, Vito will come-to on the roof of the restaurant. He's bound to a pipe right next to Joe, who seems to have been put through the ringer himself. At this point, Vinci himself shows up, and begins to grill these two guys on all of the events that you've indeed taken a part in over these past few chapters. But mum continues to be the word. Joe and Vito have no intention of ratting themselves out, and indeed, they have every intention of making an escape. And they begin to do just that. When the guards walk away, Joe and Vito coordinate their movements so that they can sever the pipe they're attached to. Thereafter, Joe pounces on a nearby guard while Vito gets his wits about him. You'll now have control of Vito, and will need to make your escape from this hostile restaurant.



Because Joe was wily and quick enough to be able to jump on the lone gunman and beat him to death, you'll now have a gun at your disposal. In fact, you should both have weapons before very long. Thankfully, as long as you keep your gun holstered, you can get a jump on at least some of the enemies on the floor with you. Slink around silently and look for marks, and then kill them with stealth tactics. Of course, there are only a few of them here, so you could also rather easily kill them with standard gunfire. This will draw all of their attention at once, but it's no big deal. There's plenty of cover to utilize, and none of these guys are especially well-armed, either. One way or another, everyone here will be alerted to your presence before very long.



### Playboy Magazine

Before utilizing the staircase on the right side of this in-construction floor, be sure to grab this Playboy Magazine. It's surprisingly well-hidden, but you should be able to get it easily enough, since we're going to tell you precisely where to look. With your back facing the direction you begin this part of the chapter, move forward so that the stairs you need to use to continue are on your right. If you pass by the stairs so that they are behind you and to the right, you can work your way rightward into a little nook, where this magazine can be acquired.



## Chapter Fourteen: Stairway to Heaven (September 25, 1951 in Empire Bay, US)

Once all is quiet on the starting floor, and you've acquired the aforementioned Playboy Magazine, it's time to proceed to the stairwell. You could conceivably go up a floor if you want, but there's no reason to do so, so instead, opt to head down the stairs. There, you'll run into a bit of a chaotic scene, but there's more order here than may initially be apparent. The general idea is to reach another stairwell on the far end of this floor, and there are multiple ways to do so. All of the paths funnel together into a linear series of corridors, so getting lost is impossible, but you'll no doubt have preferences as you move forward based on enemy movements and positions, where you're being fired upon from, et cetera. At this point in the game, you should be able to handle yourself in a firefight reasonably well, so you shouldn't need to be tutored. The important thing to keep in mind as you get near to that stairwell you'll need to continue downward is to not rush. Stay in cover and return fire when appropriate. Joe acts as an apt NPC here, so you can rely on him to do his fair share of damage here as well.



When you finally reach the stairwell with stairs leading down, it's time to head down to a lower level. Don't rush to do so, though. Be absolutely certain you've killed all of the enemies on the previous floor, or you'll likely be flanked in the stairwell with disastrous results (for you, anyway). You can begin your climb down the stairs without worry, but after going down a couple of floors, have your weapon at the ready. As you turn corners and begin descending from there, chances are you're going to have to deal with a lone enemy on each of the next three floors from there. There's little cover to work with, so it's important that you aim accurately and get the jump on each of these foes. Collect their weapons on the way down, too, since one of them will have a magnum. Nice!



## Playboy Magazine

Eventually, you'll reach a point in the stairs where a fire blazes to your right, stopping you from proceeding through a door. You could continue down the stairs to the bottom floor, but there's nothing down there for you, so don't bother. Instead, with your back facing the stairs you just descended, look to your right. A magazine should be rather obviously sitting there on the ground. Be sure to claim it before continuing on your way, since it's easy enough to walk right over. And you won't want to play this entire chapter over again, would you?



You may be confused as to how to proceed here, but it's not as difficult as you may think. You'll need to hoist yourself over the building supplies and other debris right next to the magazine, so you end up in the adjacent room perpendicular to the burning fire in the door jamb. From here, you can fight your way to the point on the floor diagonal from your starting position. As usual, things will seem more wide open than they actually are, so you'll always be funneled in the proper direction, even if you think you're being sly and doing things a little differently. You'll want to be on the lookout for the third and final Playboy Magazine on this chapter en route to stairs that continue to lead down (this is discussed in the next paragraph). You'll also want to grab the grenades sitting on a crate near the stairs leading downward, because who knows when you may need them!?



## Chapter Fourteen: Stairway to Heaven (September 25, 1951 in Empire Bay, US)

### Playboy Magazine

On the same floor where the previous Playboy Magazine was found, you can find this one as well. As you gun your way through a number of enemies on this in-construction floor, you should be able to hug a few wide-open rooms on the right side of the floor where any enemy presence is fairly scarce. Use this lull in the action to your advantage, and claim the magazine sitting on the ground in a corner of one of these rooms. It's easy to see once you're in the proper room, but be sure not to continue without it in-hand. This one's located very deep in the chapter, and it'd be a shame to miss it and have to start over again just to grab it.



Once you're down the stairs forward from the last Playboy Magazine, you'll face the final fight of this chapter, which is a difficult one indeed. As you work your way through some construction debris, you'll eventually find yourself on a balcony overlooking this building's main lobby. This is where the crap hits the fan. Enemies will fire at you from the balcony across the lobby, as well as from the ground floor. Enemies will even begin to run up the stairs to your right, firing at you from the side, further complicating this entire ordeal. Your best bet, as usual, is to take things nice and slow. Find a target and return fire quickly on that target when it's safe to do so. As you whittle down the enemy ranks, the fight will eventually turn in your favor, but it's getting there that's going to prove to be difficult.



At first, so much as poking your head out of cover is going to get you cut up. Stay at the back end of the balcony, so that most of the enemies on the ground floor aren't an issue for you initially. You can then focus on killing the half-dozen foes (or so) on the balcony across the lobby. Once they're felled, it'll be safer for you to approach the pillars along the edge of the balcony, where you can exchange fire with enemies down in the lobby. All the while, it's essential that you keep an eye on your right flank, since at least two enemies will aggressively climb the stairs in an attempt to kill you at close range. You'll know it's safe to proceed when Joe runs down into the lobby, but we recommend holding off on running down there yourself until he does so, since it means an enemy or two is still running around stray down there.



When the coast is finally clear, you'll be able to run into the lobby proper with Joe. Joe will automatically kill the last remaining enemy here as he attempts to surrender. He'll then walk towards the rotating doors at the entrance to the building. Walk outside with him, and Joe's true condition will come to the fore. His time in captivity has worn on his well-being, and he tells Vito that he needs to see a doctor. Obviously, the illicit doctor you took Henry to earlier is the key. Follow the directions on your HUD to reach the stately house up in the hills, where the doctor will take Joe into his care. But as he does, he warns both Vito and Joe that they really need to change their lifestyles, as they can't keep dodging bullets forever. Something about this speech clearly resonates with Vito.



The only task left now is to bring the money owed back to Bruno. You raised sufficient funds on your end to pay him back, and so did Joe. Joe leaves his money with Vito as the doctor takes him into his care. Follow the new directions that appear on your HUD to work your way back to Bruno's seedy back alley office. When you arrive there, a mission-ending cutscene will take place. Bruno gets his money, which makes him happy, but it also comes to light that he once dealt with none other than Vito's father, in another loan-gone-bad. Wisely, Vito keeps his mouth shut around such a powerful man, and leaves his office. Now that the debt is paid back, that's one less thing for Vito and Joe to worry about. Now, all that's left to concern themselves with is the fact that multiple families and other gangs want both men dead.



## Chapter Fifteen: Per Aspera Ad Astra (September 26, 1951 in Empire Bay, US)

This is the final chapter in the game, and it will begin much like the very first chapter did. Remember -- Vito is sitting at his desk reliving the game's events, and you'll finally see him back at his desk, sitting in the dark, having a drink and a smoke, as he looks through one of his old photo albums. Things are about to come to a head in his life, and all he can hope for is that he survives to see everything through. And not surprisingly, as you're then sent back to the year 1951, you'll see Vito stumbling out of bed. And -- you guessed it -- what woke him up from his slumber was none other than a ringing phone.



Unlike other missions, however, when you approach the ringing phone, a straight-up cutscene will ensue. After speaking with the person on the line, you'll need to get dressed and head downstairs. It's pouring rain out, but worry not, for you'll get picked up before very long. Who's in the car? Strangely, it's Leo, as well as the leader of the Chinese gang you just slaughtered, Mr. Chu. Leo is none too happy about what's transpired recently, and it's brought rival gangs together in order to see to it that Vito is eliminated. Leo has put a stop on your death warrant, however, by giving you the opportunity to kill Carlo yourself. If you can do that, you'll live. If not, you'll die. The Commission wants you dead, as does Mr. Chu, so this is quite literally your last chance to do right by these guys, and live to tell the tale. Obviously, Vito agrees to this unfortunate and stressful situation.



Leo's car will drop you off back in the rain, and all you'll have to do now is drive over to the observatory where Carlo is holed-up with his goons. You can drive there at your leisure, using any car you'd like. Since the firefight you're going to end up in shortly is of the epic variety, you may deem it necessary to grab some weapons at your favorite weapon shops. We think that it's not entirely necessary per se, since you'll be swimming in weapons before very long. But regardless, do whatever makes you most comfortable. Then, drive over to the specific location outside of the observatory, as shown on your HUD. When you arrive, Vito will be confronted by a few of Carlo's goons, who ask him for his gun before he heads inside. He gives them that gun, in the form of a few shots to the gut and chest. The fight is on.



Things get a little hairy from here. As soon as that cutscene runs its course, the first thing you're going to want to do is seek refuge behind the gigantic concrete planter at the center of this little courtyard ahead. This will protect you from the machinegun fire from the half-dozen foes or so that you come down the stairs ahead and to your right. If you're quick and have an automatic weapon of your own, you could actually fire right down the staircase, taking a few scrambling enemies down immediately. Otherwise, settle in and prepare to return fire on enemies from multiple angles. It's of the utmost importance here that you don't let your foes flank your position from the right, which they will attempt to do. When anyone gets anywhere close to the planter, prioritize that enemy for death next, or you may find yourself in an impossible situation.



## Chapter Fifteen: Per Aspera Ad Astra (September 26, 1951 in Empire Bay, US)

When the coast is clear, it's time to run up the stairs ahead and to your right, the same ones that previous waves of enemies used to attack you. You'll now be on a circular pathway that works its way around the periphery of the observatory's main building. Don't run to the right wantonly. Have your weapon at the ready, and prepare to deal with a whole new group of enemies, a few foes at a time. As you progress around the circumference of the circular building, eliminate enemies as they're seen. If you're quick and aim well, you can get the jump on each of these foes. Just be certain not to over-extend yourself. There is plenty of cover to use, but enemies will rush your position if you dilly-dally, so you have to be aggressive here. As you push down this linear pathway, you'll eventually reach the inside of the observatory, where you can continue with your quest in earnest.



Walk forward towards the stairwell ahead, but take cover behind the near wall before entering the room, since you'll find yourself under attack from multiple angles. There should be an enemy hiding along the other side of the same wall you're against, so kill him as quickly as you can, as well as any enemies in the room atop the stairs or the balcony that the stairs lead to. You'll likely find yourself under attack from an unknown location here. Make sure to look up towards the ceiling, where you'll spot said foe firing on you from the skylight. Lay waste to him as well. When the coast is clear, you can then run up the stairs, swing leftward into another stairwell, and emerge back outside. But don't rush to do that too quickly. You'll want to claim a Playboy Magazine first.



## Playboy Magazine

The stairs where you just killed all of those enemies is the key. The game naturally funnels you up the stairs, but you can go down the adjacent staircase to the bottom of the stairwell, also. It may not be immediately evident, but you can shove the little metal barrier aside so that you can run down those stairs. At the very bottom of the stairwell, you should find the magazine you seek sitting on the ground. A dead body was near the magazine during our playthrough, but you may not have the same experience. Either way, the magazine is there, so grab it!



Don't run up to the roof without looking first. There will be a few enemies ahead behind a fresh series of planters, and chances are you won't be able to emerge outside and run to cover quickly enough to save yourself. Instead, stay in the staircase leading up to the roof, and use it for cover as you thin-out the enemy ranks. When the coast is clear, you can then run outside and towards the first planter. Take refuge behind the planter and kill any more enemies that are around, including the few that rush your location from far away, ahead and slightly to the right. This is a rather easy gunfight, so there's little else to say. When all is quiet, run forward to the location where that second wave of enemies appeared from. You should find a glowing door leading back inside, but don't rush inside just yet. Instead, grab a nearby Playboy Magazine first, and *then* run on inside.



## Chapter Fifteen: Per Aspera Ad Astra (September 26, 1951 in Empire Bay, US)

### Playboy Magazine

This Playboy Magazine is easy enough to get, but it's somewhat obscurely-hidden, so it's also easy enough to miss completely. To grab it, make sure all of the aforementioned enemies are downed, and then, as we earlier instructed, begin to run towards the glowing door on the far end of the roof, which will allow you to head back inside. *Don't* go through the door, however. Instead, go near the door, and while facing it, look to your right, and turn around. Proceed forward with your back now facing the door, and the magazine should be in a little nook ahead and to Vito's left.



### Playboy Magazine

Yay! Another Playboy Magazine can be found immediately after you grab the last one. Once you've acquired the previous magazine, go ahead and enter the nearby glowing door, which will allow you back inside the observatory, albeit into a new part of the building. As soon as you're inside the small, circular room you end up in once through the door, walk to the far side of that room, ignoring the stairs all around you for the time being, and grab the magazine you seek from the floor.



Now, in this room with the telescope, you'll notice one staircase leading up, and a second staircase leading down. Ignore the staircase leading upward, as there's nothing of interest up there for you. Instead, with weapons drawn, begin to head down the stairs to the area below. Don't rush down these stairs, however. A brave goon will rush up the stairs after you, so be ready for him. When he's killed, you can then run down the stairs and take cover behind one of the walls leading into the next room. In that long room full of display cases, the last remnants of Carlo's men will do their best to keep you away from him. The wall you're using as cover initially is a good place to stick around for the time being. Once you've cleared the heavily-armed enemy ranks a bit, you can then rush into the room they were occupying, as you begin to push forward, using the low-lying display cases as cover all the while.



Keep an eye on the nooks to the left and right of the large displays at the center of the room, since enemies tend to hide there, and can easily get the jump on you if you aren't careful. When you get to the far end of this room, don't rush into the next room. Instead, press forward only enough to draw the waves of enemies in that room out, and then retreat and hide behind a display case yet again. As the enemies make themselves seen, you can easily shoot them one after the other. Any stragglers can then be rushed in a more aggressive manner; they should be hiding behind the circular structure in the next room. Use that same structure as cover to then deal with the enemy or enemies guarding the green door to your right. Behind that door is the planetarium where Carlo is hiding, and naturally, that's going to be your next destination.



## Chapter Fifteen: Per Aspera Ad Astra (September 26, 1951 in Empire Bay, US)

As soon as you opt to go through the large green doors into the planetarium, you'll get to witness a cutscene before the big, final fight. Carlo is there with a few of his last remaining goons. As he begins to talk smack to you, telling you that you're going to be killed regardless of whether you take him down or not, Joe shows up. Joe has a magnum in hand, but initially, he holds it to Vito's temple. Is Joe working for Carlo? Well, not exactly. As Carlo orders Joe to pull the trigger and do Vito in, the two old friends decide that it's time to take it to Carlo instead. On the count of three, they attack, and you'll be thrust back into realtime, where you'll have to survive this new onslaught to see the game's ending.



This final fight isn't nearly as difficult as it seems to be. You'll be amongst the seats of the planetarium, which is a good place to spring your attack on the first few enemies. Once you've done that, however, retreat to the outer circumference of the circular room, where you'll better be able to protect yourself. Rely on Joe to give you some cover fire as you return the favor by killing as many foes as you can. Your ultimate objective is to fell Carlo, however, who can be found shooting at you from the circular console at the center of the room. Once he's dead, regardless of who else is in the room, the fight will conclude. But don't push it, either! Make sure as many foes as possible are dead before going after Carlo. Otherwise, you'll find yourself under fire from too many directions to adequately guard yourself from damage. Don't over-think things here, though. For the game's final fight, it's a little anti-climactic. Don't make it harder on yourself than it has to be.

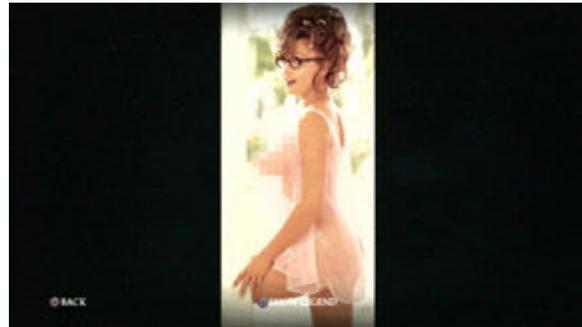


Following the battle, a vindicating cutscene will take place. As the mortally-injured Carlo sputters around on the ground, he'll continue to talk crap to Vito. Vito tells him that's killed for everyone but himself. But the death he's about to rain down on Carlo is all for him. And that's when he pulls the trigger a last time and does Carlo in once and for all, effectively ending the game's combat missions.



### Playboy Magazine

Make absolutely certain that before you leave the planetarium with Joe you first claim the fiftieth and final Playboy Magazine in the entire game. Remember the center console in the middle of the Planetarium, where Carlo was shooting at you from? Well, that's the key. Jump the wall of the console and you should find the Playboy Magazine you seek on the ground there. Be certain to pick it up before following Joe out, or you're going to be in for a sad treat in having to play this entire mission again just to grab it!



After grabbing the Playboy Magazine (which should be the final one in the entire game, if you're following our walkthrough), it's time to follow Joe back outside. Once you do, you'll get to witness the game's bittersweet ending. Congratulations! You've beaten Mafia III!

## Mafia II Playboy Magazines

Welcome to the Playboy Magazines section of our Mafia II guide. No, we're not being sickos here -- this section of the guide covers the Playboy Magazines that are found in Mafia II. There are fifty in total, and while the game takes place from 1945 to 1951 (in other words, before Playboy Magazine even existed), they are still important collectibles to find if you're going for 100% in-game completion.

Unlike [the 159 Wanted Posters](#) you have to find, which are found in the game's sandbox, the Playboy Magazines have to be found during the events of one of the game's fifteen chapters, and can often only be found on a specific chapter. Naturally, that's where our guide comes into play. Below, you'll find information on how many Playboy Magazines are found during each chapter, with a brief write-up and some screenshots that tell you and show you where to look.

But we haven't stopped there. Since each Playboy Magazine is also found in our humongous [Walkthrough](#) as well, we've linked out to the walkthrough page where each Playboy Magazine is found. We've called these "Contextual Links," because, well, they add overarching context to where each Playboy Magazine is found within each chapter. So if our brief descriptions aren't doing the trick for you, then be sure to follow the links given to reach the specific part of the walkthrough you need.

So in other words, we've done you a few favors. With our help, you'll find all fifty Playboy Magazines in no time. Follow the links below to read more about the locations of the Playboy Magazines you seek in each particular chapter, and then go from there. So without further ado... enjoy!

**Please Note:** There are two important things to keep in mind here. The first is that, as is the case with the screens in the walkthrough, all screenshots can be clicked on and expanded, making them much bigger than their standard form. The second thing to keep in mind is that the order of the magazines are presented sequentially. The numbers of each magazine in the guide in no way correspond with the arbitrary numbering given to the magazines in-game.

### Chapter One: The Old Country »

Zero Playboys In Total

### Chapter Two: Home Sweet Home »

Two Playboys In Total

### Chapter Three: Enemy of the State »

Five Playboys In Total

### Chapter Four: Murphy's Law »

Four Playboys In Total

### Chapter Five: The Buzzsaw »

Three Playboys In Total

### Chapter Six: Time Well Spent »

Three Playboys In Total

### Chapter Seven: In Loving Memory of Francesco Potenza »

Four Playboys In Total

**Chapter Eight: The Wild Ones**

»

Three Playboys In Total

**Chapter Nine: Balls & Beans**

»

Four Playboys In Total

**Chapter Ten: Room Service**

»

Four Playboys In Total

**Chapter Eleven: A Friend of Ours**

»

Five Playboys In Total

**Chapter Twelve: Sea Gift**

»

Three Playboys In Total

**Chapter Thirteen: Exit the Dragon**

»

Three Playboys In Total

**Chapter Fourteen: Stairway to Heaven**

»

Three Playboys In Total

**Chapter Fifteen: Per Aspera Ad Astra**

»

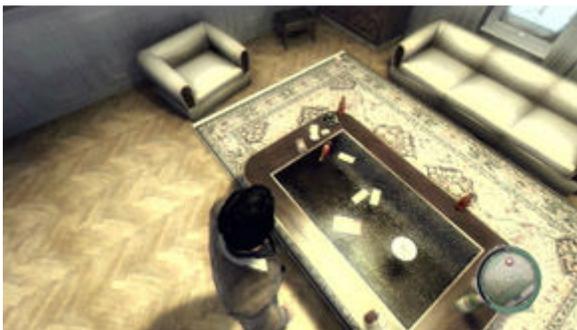
Four Playboys In Total

Chapter One contains no Playboy Magazines.

Chapter Two contains two Playboy Magazines.

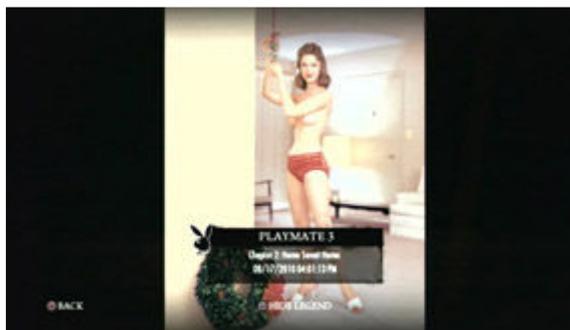
#### Playboy #1 (1/2 | 1/50)

You can find the very first Playboy Magazine on Joe's coffee table as soon as you gain control in his bachelor pad apartment. It's easy enough to track down. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



#### Playboy #2 (2/2 | 2/50)

When you arrive at Mike's junkyard and are ordered to shoot some bullets at a car to practice your aim, you'll be able to grab this magazine. Before leaving the junkyard, head behind Mike, and you'll see a three car garage with his small office attached to it. Head into the office attached to these garages, and grab the Playboy Magazine you seek from there. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Three contains five Playboy Magazines.

### Playboy #3 (1/5 | 3/50)

After you're initially introduced to Mr. Pappalardo at the dockside warehouse, you'll be brought out of his office and down to the warehouse floor. As you leave his office, grab the magazine off of the ground before heading down the stairs. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



#### Playboy #4 (2/5 | 4/50)

When you're dispatched to Maria Agnello's apartment to learn more information about the federal building where the gas stamps are being held, you'll be able to snag this magazine. Enter Maria's apartment building from the alleyway as you normally would, and once inside, immediately look at the ground. The magazine should be right there in front of you. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



#### Playboy #5 (3/5 | 5/50)

As you enter the federal building in pursuit of gas stamps, you'll be able to almost immediately grab this Playboy Magazine. Enter the building and work your way to the main lobby. Once the guard leaves the desk and goes upstairs, you can sneak up on the lone guard left at the desk to kill him silently. On his desk, you'll see the Playboy you seek. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



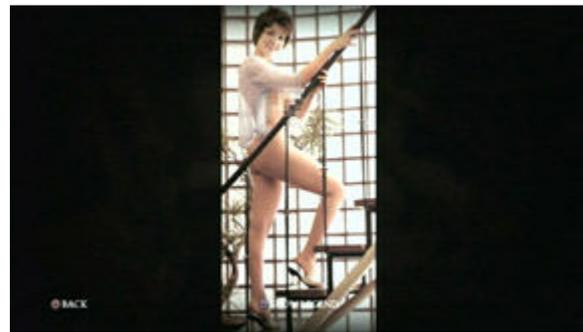
### Playboy #6 (4/5 | 6/50)

Head up to the second floor of the federal building once the coast is clear. Seek out the administrative office where the safe keys are being kept, and grab said keys. Before moving on, however, go into the darkened office directly across the hall from the administrative office. This magazine should be sitting on a table within. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #7 (5/5 | 7/50)

Going into the basement of the federal building to disable the safe alarm is entirely optional, but it's still preferable, since you can get out of the building without anyone knowing you were there in the first place if you take the time to do so. Once down there, explore the various storage rooms. This magazine is sitting on the ground in one of those rooms. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Four contains four Playboy Magazines.

#### Playboy #8 (1/4 | 8/50)

After getting your robbery attempt jammed up by both a bunch of Irish mobsters and the Empire Bay Police Department, you'll be on the run. Follow Joe into what appears to be some sort of bookstore (or similar storefront). After he picks the lock open, follow him into the next room and grab this magazine off of the ground before proceeding into the stairwell. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



#### Playboy #9 (2/4 | 9/50)

Almost immediately after grabbing the last magazine, you'll find yourself in a stairwell. Joe will run upstairs, but don't follow him, and instead run down the stairs towards the entrance. Grab the magazine off of the floor there, but be quick about it, or the cops will cut you to smithereens. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #10 (3/4 | 10/50)

With the cops still pursuing you onto the roof of the mall, you and Joe will be forced over a billboard to the snowy rooftop on the other side. Fight your way back into the building from there, and once inside, search the ground near the shelves there to find the magazine you seek. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #11 (4/4 | 11/50)

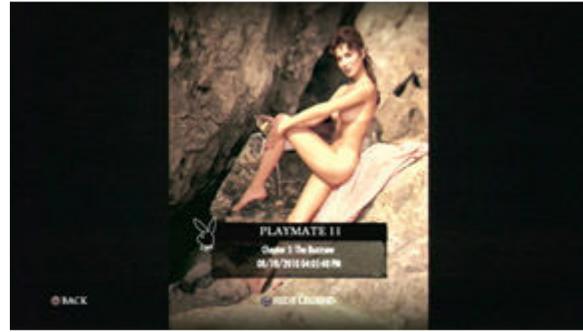
At the end of this chapter, you'll be able to return to Joe's apartment to finish things off. Don't run up the stairs towards his apartment quite yet, however. First, run down the stairs once inside to a boarded-up door, where the magazine sits rather obviously on the tiled floor. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Five contains three Playboy Magazines.

#### Playboy #12 (1/3 | 12/50)

When you arrive at the building where you have to use the heavy machinegun you procured out of a window, you'll regain control and can work your way to the ground level and outside. Before you do that, opt to instead run upstairs until you can't run up anymore. The magazine should be sitting on the ground at the dead end. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



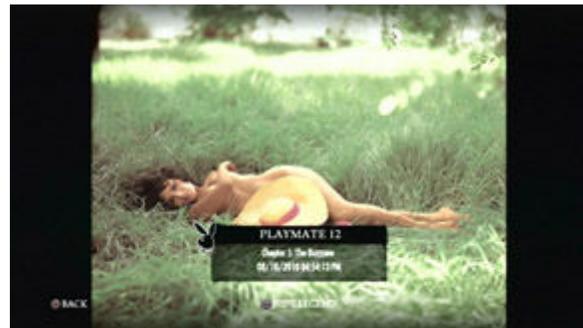
### Playboy #13 (2/3 | 13/50)

Once you fight your way into the enemy warehouse, you'll find a determined enemy force on the first floor. Fight your way through this force so that you can access the stairs leading up to the second floor on the far side of the room. Before running up those stairs, however, veer leftward into the little office there, where the magazine's location is found sitting on a shelf. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #14 (3/3 | 14/50)

When you get to the very, very top of the warehouse, you're within range of the mission's final Playboy Magazine. You'll have to wait until after Henry is shot by the Irish gangster, however. Once that happens, but before you begin to drag Henry's body back down to ground level, you can claim this magazine on the ground nearby. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Six contains three Playboy Magazines.

### Playboy #15 (1/3 | 15/50)

This is the first of two magazines found out on the prison yard. Once you're out there, look for some rafters along the prison's walls near where you begin. The rafter you're looking for in particular has a man passed out behind it. Near the passed out man, lying on the ground, is the magazine you seek. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #16 (2/3 | 16/50)

Also out in the prison yard, this magazine is a little more difficult to find. In a little alcove next to the basketball court, at a dead end, this magazine should be sitting on the ground. Be sure that you grab this one (as well as the previous magazine) before venturing to deep into the yard. If you do, you'll catalyze an automatic cutscene and will never regain control in the yard hereafter. This will force you to restart the chapter to try again. You've been warned! (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #17 (3/3 | 17/50)

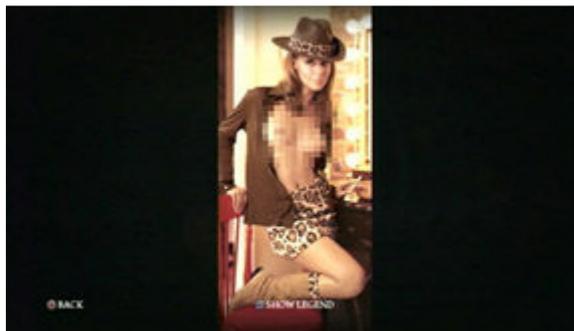
You'll end up in the prison's laundry room at some point, where Leo will have you fight a bruiser. Once you've defeated that foe, a guard will come in to let you know that it's time to leave. Ignore him long enough to claim this Playboy Magazine off of one of the machines along the side of the room before heading out. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Seven contains four Playboy Magazines.

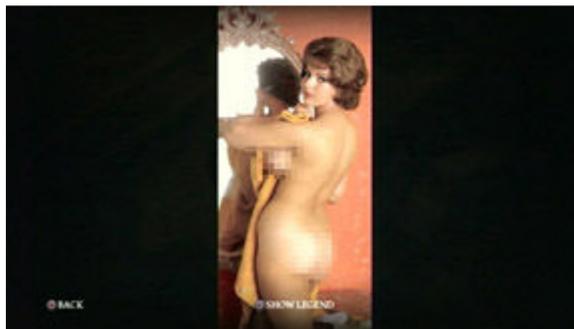
#### Playboy #18 (1/4 | 18/50)

This Playboy Magazine can be acquired almost immediately upon starting things out. When you head into Joe's building, run upstairs past his floor and all the way to the top floor. This magazine should be on the ground in front of one of the doors on the top floor. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



#### Playboy #19 (2/4 | 19/50)

This magazine is way out of your way, but now's the time to pounce on it nonetheless. At the far northwestern end of the town, you'll find a weapon's dealer. This is the place you visited earlier in the game to grab a heavy machinegun. Go to this shop and buzz your way in, and grab the magazine off of the ground in the main shop, right next to the stairs and the edge of the counter. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #20 (3/4 | 20/50)

Joe was nice enough to get you a new apartment when you were in prison, and even paid the first month's rent. When you head over to your new place, head inside the building and begin walking up to the top floor, where your apartment is located. En route, on a lower floor, you should spot this magazine sitting on a little table in the hallway. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #21 (4/4 | 21/50)

When you finally get to your new apartment, sit through the real estate agent's seemingly-endless speech, and then go ahead and explore your new pad. This magazine is sitting rather obviously on your kitchen table, so be sure to grab it before heading on your way. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Eight contains three Playboy Magazines.

### Playboy #22 (1/3 | 22/50)

When you head to the foundry to fight off the biker gang near the end of the chapter, you'll be able to grab all three Playboy Magazines here. The first one you'll come across is at the northern end of this rectangular area. Turn the corner so that you're at the far northern reaches of the rectangle, and look in a nearby trailer, where this magazine should be found. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



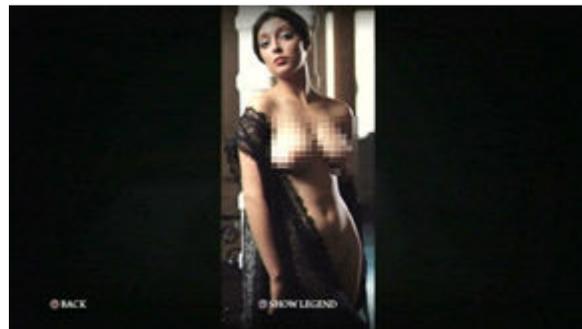
### Playboy #23 (2/3 | 23/50)

Directly under a catwalk where the last of the enemies at the foundry are killed, you should see this magazine sitting in a rather obvious fashion. Wait until the melee ends completely before grabbing the magazine, however, since you could easily be cut to shreds if you rush things here. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #24 (3/3 | 24/50)

When the fight is over at the abandoned factory, you'll meet up with some of your friends. After the cutscene that ensues, you'll regain control. Resist the urge to leave immediately, however, and instead venture leftward into a little alleyway next to a staircase. Once in the alley, look to your right to find a fire still blazing. Next to the fire is the magazine you seek. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Nine contains four Playboy Magazines.

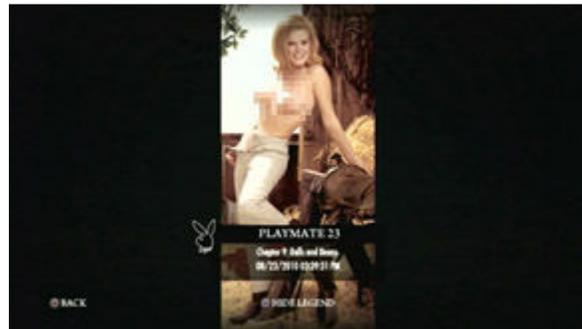
#### Playboy #25 (1/4 | 25/50)

You can claim this magazine when you go to the restaurant to speak with Eddie and Carlo. When you regain control following the conversation, you can grab this magazine off of the top of the bar before heading outside. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



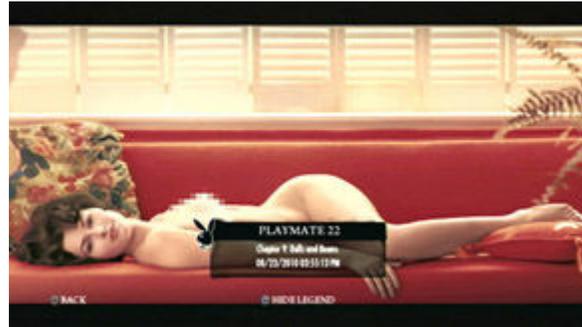
#### Playboy #26 (2/4 | 26/50)

This one is surprisingly easy to find. In the sewers leading up to the slaughterhouse, you'll be able to spot this magazine sitting in some filth down a little dead end passageway on your left. It's dark down there, though, so be sure to look carefully! (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #27 (3/4 | 27/50)

As soon as you enter the slaughterhouse itself, you'll be in the direct vicinity of the Playboy Magazine you seek. In the first room, the one with the guy sleeping in the chair, slink sneakily past him and look in between some dumpsters on your left as you move forward. The magazine should be on the ground there. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #28 (4/4 | 28/50)

As you work your way through the slaughterhouse silently, Metal Gear Solid style, you'll eventually stumble upon a couple of guys talking in an industrial-looking room. In the far right corner of this room, you can grab this magazine, but be quick about it, or chances are you'll be spotted! (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Ten contains four Playboy Magazines.

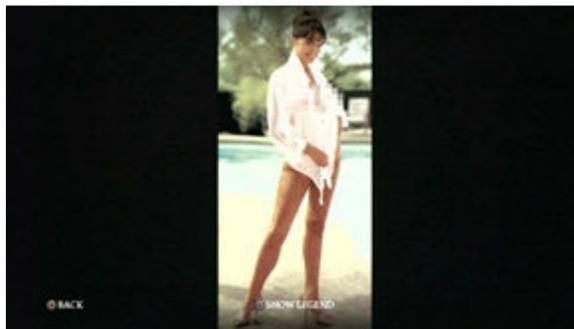
#### Playboy #29 (1/4 | 29/50)

When you finally breach the laundry area on the ground floor of the hotel (off of the hotel's garage), you can procure this magazine from an isolated little office near where you grab your disguises. Be sure to grab this one before heading upstairs, though, or you may lose your chance to get it without restarting the entire chapter. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



#### Playboy #30 (2/4 | 30/50)

After cleaning the conference room in the hotel suite, you'll be escorted to a stairwell, one you will eventually use to reach the hotel's roof. Before you go all the way upstairs, however, try instead walking downstairs. You'll be stopped from going any lower than the sixteenth floor, but that's no big deal, because on the ground next to the barrier that stops you from going lower, you should find this magazine. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #31 (3/4 | 31/50)

Once you've found yourself on the roof of the hotel, all hell will break loose. You'll need to fight off a number of armed henchmen as you work your way closer and closer to the window washing elevator you'll ultimately use to spring your attack. When you arrive at the elevator's control platform, look on the ground to find this magazine. It's hard to miss. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #32 (4/4 | 32/50)

When all is said and done, you'll find yourself back in your apartment at the end of the chapter. Before you go ahead and wrap everything up, however, head into Vito's master bathroom, which is (obviously) located off of the master bedroom. On the tiled floor in there, you should be able to cop this magazine. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Eleven contains five Playboy Magazines.

### Playboy #33 (1/5 | 33/50)

The first of five Playboy Magazines found in the eleventh chapter can be found at Leo's mansion. After you arrive there to warn him of Henry coming to kill him, you'll eventually gain control to escape. Go back out into the hallway towards the stairs when you gain control, and grab the issue you're seeking off of the ground ahead, next to a window. Be quick, or Henry will see you! (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #34 (2/5 | 34/50)

This magazine is also found in Leo's mansion, directly after finding the previous issue of Playboy Magazine. Run around to the far end of Leo's second floor, taking the long route through several parlors and the like. When you finally arrive at the room which contains the bedding in a basket (which will act as your escape conduit), work your way rightward into the bathroom adjacent to this room, where a Playboy Magazine can be grabbed off of a little straw basket there. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #35 (3/5 | 35/50)

After speaking to Vito's sister Frankie about her deadbeat, cheating husband Eric, she'll give you an address and tell you to go knock some sense into him. Head over to that address and into the apartment building in question. Before going after Eric, be sure you open the door directly across the hall from the apartment's main entrance. You'll find a man passed out in this room, and right next to him on the ground is the magazine you seek. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



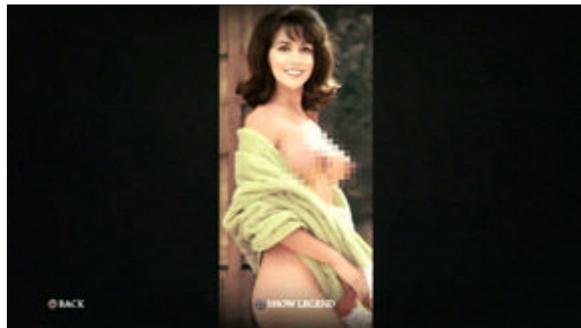
### Playboy #36 (4/5 | 36/50)

When you find yourself at Joe's apartment after your house is burned down by the Irish gangster, you can grab this magazine. Joe will receive a phone call and will tell you to get dressed in some of his clothes. Before you do any of that, you'll be able to go over to his bed. Next to his bed on the ground, you'll find this magazine. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #37 (5/5 | 37/50)

The final magazine of this chapter is found at the Irish pub that you'll visit near the end of the chapter. After the Irish guys burn your house down, you'll go to Joe's and opt to seek revenge on those guys. When you arrive at the pub, you'll have to deal with about a half-dozen gangsters. When they're all dead, don't leave the pub. Instead, go down the hallway with the little saloon-style doors adjacent to the bar within the pub. At the end of that dead end hallway, you can find the magazine you seek next to a cardboard box. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Twelve contains three Playboy Magazines.

**Playboy #38 (1/3 | 38/50)**

Once you're at the Chinese warehouse where you'll exchange the money for the drugs, it's important that you don't follow the guide into the warehouse's interior. Don't do so until you first explore the parking lot you arrive in for this Playboy Magazine, as well as the next one. To find this one, go ahead and search the right side of the parking lot (if you're facing the direction where your guide is located). A truck should be parked near a loading dock. The magazine you seek is on the ground behind the truck, next to the dock and some stacked boxes. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #39 (2/3 | 39/50)

Just like with the aforementioned Playboy Magazine, you're going to want to make sure to not follow the guide into the meeting once you arrive at the Chinese gangster's warehouse. Instead, while facing the direction which you'll eventually need to go in, head to your left. You should encounter a dimly-lit alleyway with some dumpsters and plenty of weeds and ivy growing all over the place. This magazine sits in the far corner of said alleyway. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #40 (3/3 | 40/50)

This final magazine during the chapter is acquired after you're assailed by the fake police officers. You'll be forced to run up some stairs, across a catwalk, and into the second floor of a building to evade them once a car explodes nearby. Once you're inside, Henry will warn you to keep away from the windows on your left. Use that as your cue to seek out this magazine, which should be sitting in that same corridor on the ground. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Thirteen contains three Playboy Magazines.

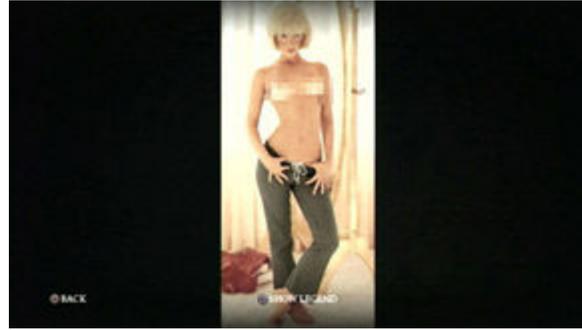
**Playboy #41 (1/3 | 41/50)**

When you arrive at the Chinese restaurant, guns blazing, you should almost immediately be able to snag the first of three Playboy Magazines located here. Kill all of the enemies on the first floor of the restaurant, as well as those foes you can take aim at on the second floor. When things quiet down and you gain access to the second floor of the restaurant, head up the stairs and swing leftward. Walk to the very end of this catwalk, where the magazine can be acquired off of the seat of a booth. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #42 (2/3 | 42/50)

As you press further and further into the Chinese restaurant, you'll eventually come to what can only be called a den of iniquity. Here, in this dimly-lit location, you'll find a bunch of drunks and drug addicts in all sorts of disheveled states, stumbling around and passed out. If you search the little nooks on the left side of this room, you should encounter the magazine in question, which is easy to spot as long as you give yourself adequate time to search for it. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #43 (3/3 | 43/50)

Near the end of your storming of the Chinese restaurant, you'll be in the basement, which acts as a sort of machine shop for the Chinese gangsters. Here, Joe will encourage you to stealth-kill a few enemies. Do that, and then work into the machine shop itself, where you won't be able to act stealthily anymore. Lay waste to all of the enemies there (including the reinforcements that arrive on the elevator), until Joe boards the elevator himself. Ignore him for now, and walk to the opposite side of the room, near where you entered. An empty room should be on that side of the room, where this magazine sits atop a box, waiting to be claimed. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Fourteen contains three Playboy Magazines.

#### Playboy #44 (1/3 | 44/50)

Like all three Playboy Magazines found during this chapter, this magazine will be found after Vito and Joe break free from being bound to the pipe at the top of the construction site. When you break free, you'll have to slaughter a few enemies there on the in-construction floor with you. Once they're all felled, you can proceed down a staircase on the right side of the area towards the floors below. Before doing so, however, proceed forward past the stairs, and look for this magazine on a nook to your right. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #45 (2/3 | 45/50)

Eventually, as you work to escape the construction site, you'll have to head down into a stairwell, where you'll go lower and lower through the construction site, killing a few enemies as you go. You'll soon come to a floor where a fire rages to your right, stopping you from going through the doorway there. To proceed, you'll need to hoist yourself up over some stacked wood and other construction items into an adjacent room. But before you do, look on the ground right next to the items you're to catapult yourself over. The magazine should be sitting on the ground there. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #46 (3/3 | 46/50)

The final magazine is found on the same floor as the previous magazine, and you can theoretically get it mere moments after procuring the first magazine. Work your way to the right side of the floor (gauged by the direction you'll be moving in to proceed). You should encounter a number of empty rooms there, and in one of those rooms, this magazine should be sitting on the ground in the corner. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



Chapter Fourteen contains three Playboy Magazines.

#### Playboy #47 (1/4 | 47/50)

After the cutscene where Vito kills the goons outside of the observatory, you'll have to work your way through a rather difficult gun battle. You'll eventually be able to push your way to the outer circumference of the circular observatory building, where more goons will have to be killed. After that, you'll finally be able to enter the observatory itself. After killing the enemies you encounter in the initial room, don't run up the stairs towards the door ahead and on your left. Instead, push the little barrier out of the way in front of the staircase leading downward. At the foot of the stairwell once down those stairs, you can claim your magazine. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



#### Playboy #48 (2/4 | 48/50)

After you claimed the previous magazine, you can head up to another staircase that will lead to the roof of the observatory. After dealing with a few more enemies up here, you'll eventually be funneled towards a glowing door that will lead back into the observatory, albeit into a different room. Approach that door, but don't yet enter it. Instead, with your back facing that door, move ahead and look into a little nook on your left, where the magazine you seek should be sitting on the ground. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



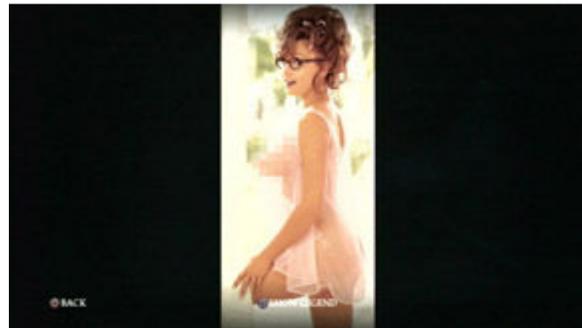
### Playboy #49 (3/4 | 49/50)

You can claim this magazine almost immediately after acquiring the last one. Head into the door near where the second magazine was located, and you'll be back inside the observatory. You should be in a room with a gigantic telescope within it. On the opposite side of the small, circular room, you can grab the magazine from the ground. Easy. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



### Playboy #50 (4/4 | 50/50)

The final magazine in the entire game is found in the same venue where the game's final boss fight takes place. After killing all of Carlo's goons, as well as Carlo himself, you'll gain control in the planetarium where the fight went down. Joe will ask you to follow him back outside. Ignore him for the time being, and instead run to the center console in the middle of the room, where Carlo sprung his own attack from. Jump over the low-lying walls of the console, and grab the magazine off of the ground there. (Still confused? [Here's a contextual link](#) that will point the Playboy Magazine's location out in our [walkthrough](#).)



## Mafia II Wanted Posters

Welcome to the Wanted Posters section of our guide. Here, you can find information on how to retrieve all 159 Wanted Posters in Mafia II.

Below, you'll find a map. This map has all of the Wanted Poster locations on it. Each number represents a particular Wanted Poster that's then discussed in more detail via the links below. Each Wanted Poster has a description, along with screenshots that guide you there. So between the map, the description and the screenshots, you should have no trouble whatsoever in grabbing all of the Wanted Posters in the game.

So for instance, if you want to find Wanted Poster #34 on our map, simply use the link below the map for Wanted Posters #31-40. There, you can find the details for Wanted Poster #34, as well as all of the other Wanted Posters in that range. And worry not -- the same map below will load on any Wanted Poster page, so you never have to click back. Enjoy!

**Please Note:** The map seems small, and it is. To make it bigger, click on any quarter of the map to expand it outward into a much larger version. This goes for both the map below, as well as the maps on each subsequent Wanted Posters page. Also, we suggest going after the Wanted Posters in 1951 (we specifically went after them during Chapter 10). This way, any description we use is completely accurate for your experience.

**Also Note:** Screens can also be expanded by clicking on them. Yes!



### Wanted Posters Batches

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#### Wanted Posters #1-10

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**Wanted Posters #11-20**

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**Wanted Posters #21-30**

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**Wanted Posters #31-40**

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**Wanted Posters #41-50**

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**Wanted Posters #51-60**

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**Wanted Posters #61-70**

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**Wanted Posters #71-80**

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**Wanted Posters #81-90**

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**Wanted Posters #91-100**

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**Wanted Posters #101-110**

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**Wanted Posters #111-120**

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**Wanted Posters #121-130**

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**Wanted Posters #131-140**

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**Wanted Posters #141-150**

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**Wanted Posters #151-159**

## Wanted Posters #1-10



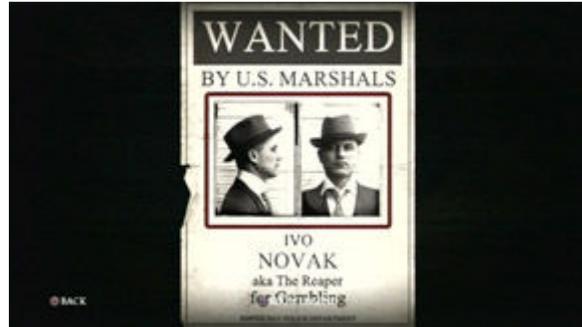
### Wanted Poster #1

Location #1 on the map is going to be hard to get close to by car. Park your car at the end of the road to the northeast, and then walk along some garages and down a staircase. Once down the stairs, swing rightward into a dead end alleyway. This poster should be at the end of the alley.



### Wanted Poster #2

If you head down the nearby road into the little cul-de-sac towards location #2 on the map, you'll spot a blue house at the very end of the short road. Park nearby and approach the left side of the house. Next to the garage, a wanted poster should be affixed to the siding.



### Wanted Poster #3

Location #3 on your map is right in the middle of some rundown shops and garages. All you have to do is park your car nearby, get out, and head rightward from some storefronts towards a wooden fence. The poster should be affixed to the fence, partially obscured by a garbage-filled dumpster.



### Wanted Poster #4

This particular poster can be difficult to find. After all, it's not exactly in a location that anyone would see. Head to location #4 on your map, which will bring you to a turquoise-colored house with maroon trim. The house has a separate garage next to it. Sneak in between the small space between the garage and house, and you should find the poster on the side of the garage.



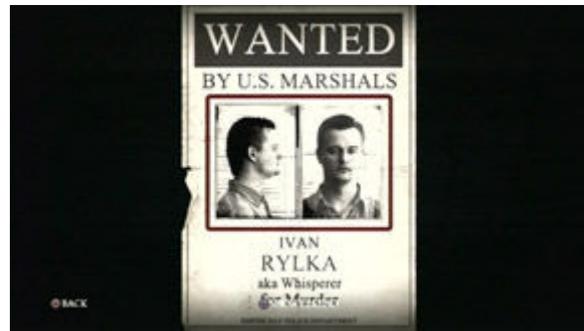
**Wanted Poster #5**

If you're following the order we've laid out to get your wanted posters, then you don't even have to get in your car from Wanted Poster #4 to retrieve the fifth poster. Simply run eastward across the street. This poster should be glued to the side of the house, nearer the back end of the structure.



**Wanted Poster #6**

This poster is attached to the three-story house at the location marked on the map. There should be some sort of park next to the house. You'll need to walk onto the porch surrounding the house and work your way to the right side of the house from there to find the poster at the location shown.



**Wanted Poster #7**

This is yet another poster located in a rather strange place (to put a wanted poster that you want anyone to see, anyway). At location #7 on the map, you should find a one-story ranch with a pool next to it. Walk to the

backyard, and you should find this poster on the back end of the house. Use the porch to reach it.



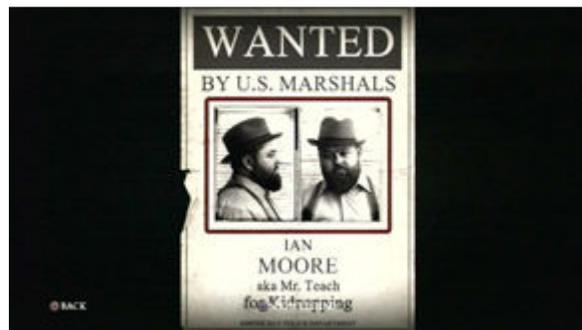
#### Wanted Poster #8

Head to location #8 on the map, and yet again, you'll find a blue three story house, this one atop a slight hill. Park in the driveway and walk around to the left side of the house, where a tall tree grows. Nearby, affixed to the house, you should find the poster you seek.



#### Wanted Poster #9

At location #9 on the map, you'll find a one-story ranch just like all of the others around it. This particular poster is attached to the right side of the house in question, shaded by a tall tree growing in a nearby backyard.



#### Wanted Poster #10

Not surprisingly, you'll yet again find a wanted poster located in the black hole of suburbia at location #10. This poster is located on the right side of the small house in question, though you'll likely need to hop over the low-lying metal gate surrounding the yard in order to have access to it.



## Wanted Posters #11-20



### Wanted Poster #11

Location #11 on the map we've provided is where a large, rickety-looking two family home is located. If you can work your way to the small backyard of this structure, which will require you to jump a fence one way or another, you'll be able to snag this poster from the place it's stuck, on the back end of the house.



### Wanted Poster #12

This is definitely one of the harder posters to find, because it's one of the rare posters that's located inside a structure. At and around location #12 on the map, you'll find a bunch of rundown apartment buildings. At location #12 specifically, you should find some sort of little shed/shack-like structure in between two of the aforementioned apartment buildings (wooden planks should be laying along the roof of the building, making a rather tempting ramp for car stunts). The little shed's door should be open, so head on inside and claim your poster.



### Wanted Poster #13

You're gonna have to go on foot to be able to get this particular poster. At the location shown on the map, you'll find another rundown apartment building like the ones you saw when you got the previous poster. Drive along the dirt roads towards this building and get out. Climb the stairs on the right side of the front of the building, and go all the way to the top (fourth) floor. The poster should be hanging on the wall there.



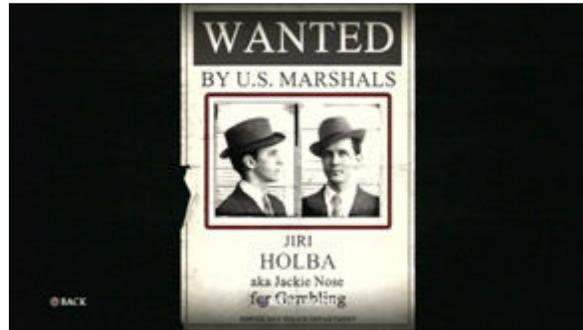
### Wanted Poster #14

Just like with Wanted Poster #13, this one will also require you to go on foot to find it. Head over to the location designated on the map. Yet another rundown apartment building can be found there. The key to finding this poster is the wooden staircase attached to the right side of the building. Take the stairs up to a second floor deck, and you'll find this poster attached to the brick wall there.



#### Wanted Poster #15

Don't even bother getting back in your car after grabbing Wanted Poster #14. Instead, head to the right of the stairs you previously climbed (if you're facing them), and then swing around to the left, and then left again into the alleyway behind the previous building. Walk down the alleyway and keep an eye on the walls to your right, where the poster should be located. The poster is located along a wall perpendicular to the path, so it will be in your blind spot until you pass by it.



#### Wanted Poster #16

This poster is in a completely obscure location (as many other posters are, for that matter). At the location given on the map, you'll find some two family homes in complete disrepair. Head into the backyard of the house at the specific location shown on the map. This poster can be found on the side of the house in question, towards the back end of the house, in a little alleyway you can barely fit in.



#### Wanted Poster #17

You'll be able to easily snag this one. Simply drive to the location on the map we've provided, get out of your car, and into the little unpaved half-gated area you see. Along the brick wall ahead (parallel with the left wall), you should be able to snag this poster.



#### Wanted Poster #18

Get ready for some legwork! At the location given on the map, you'll find *yet another* rundown apartment building. You can use the stairs on the side of the building to reach the very top floor. Once up there, seek out a little hallway on one end of the building. There are no doors on either end of the hallway. On one of the walls in this hall, you can grab the poster in question.



#### Wanted Poster #19

The trick about getting this particular poster is in how you'll end up snaking your way to your location. Chances are, you'll end up placing your waypoint and being brought to an overpass, with the location you need directly below you. That's fine, though, because you can get out of your car, jump over the railing onto the roof of the very building the poster is located on, and then jump to the ground to claim it.



#### Wanted Poster #20

This is a fairly simple one to find. At the location given on our map, you'll find an industrial-looking one floor brick building, with some raised-up, empty land next to it. On the side wall of the building next to the wall that separates the building's land from the empty land, you should spot this poster.

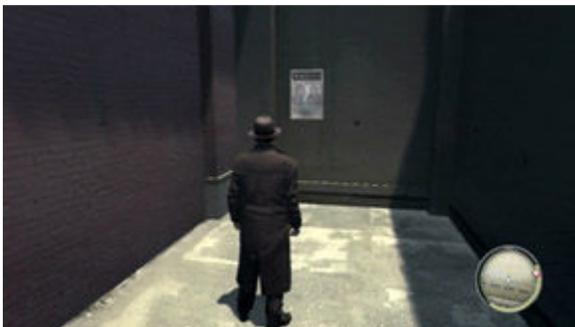


## Wanted Posters #21-30



### Wanted Poster #21

This is an easy one to grab. Park your car on the road just to the south of the pointer on our map, and then run northward up through an alleyway. Past a long dumpster, you'll run into the alleyway's dead end, where the poster is rather obviously hanging up on a wall.



### Wanted Poster #22

Near location #22 on the map, you'll find an alleyway that runs between two different main roads. If you drive down that alleyway, you'll find a little backyard area behind a building that's mostly -- but not entirely -- blocked off by a fence. If you head into that little backyard area (next to a grass spot on your map), you'll be able to grab this poster off of a fence, slightly obscured by a garbage-filled dumpster.



### Wanted Poster #23

This wanted poster is literally located right around the corner from where Wanted Poster #22 was. If you want, you don't even have to get into your car after grabbing #22; simply run towards where #23 is located on the map. You'll have to walk down some stairs into a little alcove alongside the building to grab this particular poster, so keep your eyes peeled.



### Wanted Poster #24

There are quite a few ways to get towards Wanted Poster #24, but your best bet is to take the adjacent series of alleyways from the main road to the back of the brick building designated on the map. On the back end of said building, you'll find this wanted poster hanging, waiting to be nabbed.



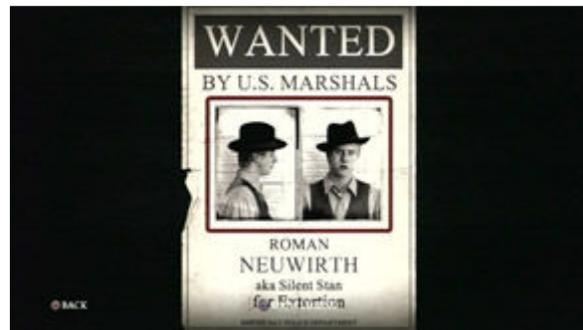
#### Wanted Poster #25

This poster, like the couple before it, is located on the back end of a building in an alleyway. As you'll see on your own map, you can get to location #25 from two different directions. Either way, drive into the alleyway at location #25. The poster you're looking for is on the back end of a building close to one of the two roads you can use to access the alleyway.



#### Wanted Poster #26

Getting to location #26 on the map can be complicated. Set your waypoint, but don't rely on the route the game will give you, because it will bring you into the nearby tunnel. Instead, drive eastward to the north of the tunnel, and you'll eventually encounter some piers. This poster is located in a brick-lined alleyway near the piers, on a wall in between two small wooden structures.



#### Wanted Poster #27

On the western edge of the same road you used to access Wanted Poster #26 along the pier, you'll find this

particular poster. Simply follow along to the western edge of the road, and then work your way into the series of alleyways there towards the specific location marked on the map. This poster will be glued to the outer left wall of a building adjacent to a wooden fence.



#### Wanted Poster #28

This one will prove to be a fairly easy one to snag. Simply drive along the horizontal road directly to the south of the location designated on the map. Then, walk into the alleyway at said point and claim your poster off the wall on the right, next to a closed dumpster.



#### Wanted Poster #29

For this particular poster, you're going to have to enter the series of alleyways at the spot designated on the map, which can only be breached via the entrance from the road to the north of that square. Once within the alleyways, drive to the south, and you'll come across this poster pasted to a wall next to a litter-filled dumpster.



### Wanted Poster #30

Yet another easy one to get. Simply drive northward up the dead end road that location #30 on the map leads up to. Drive or run around the northernmost building there, so that you're along the edge of the buildings on the road, as well as the water to the east. This poster will be pasted to a wall when you turn the corner, so keep an eye out for it.



## Wanted Posters #31-40



### Wanted Poster #31

At location #31, you'll find a small, sealed-off lot full of all sorts of construction tools. The only way into this little compound is to either climb over the fence, or smash through it with a car. Either way, once through, go ahead and look for this poster along the far wall, in a little nook.



### Wanted Poster #32

Simply drive over to the road directly to the south of location #32 on the map. This will allow you to breach the alleyway where this poster is located. Turn left down the alley and cop the poster off of the wall there, right next to a dumpster and some stacked boxes.



### Wanted Poster #33

This one seems to be harder to get than it really is. To go about your business most effectively, consider breaching the location shown on the map from the only realistic point you can do so -- from the road to the north. Work your way through the fence blocking your path into this isolated area, and grab the poster off of the garage on your right.



### Wanted Poster #34

At the corner of the road shown just to the west of #34 on your map, you'll find an entrance to an alleyway. Enter the alleyway and swing to the left, and then to the left again. You'll find a dead end here, but that's okay -- this dead end is where you'll find the poster you seek.



#### Wanted Poster #35

This one is literally right around the corner from Wanted Poster #34 -- you don't even need to get into your car to grab this one (nor should you even bother). Turn around from the previous location and run past the road you used to breach this alley in the first place. On the other side, go up the ramp and turn right. The poster should be on the wall right next to you on the left.



#### Wanted Poster #36

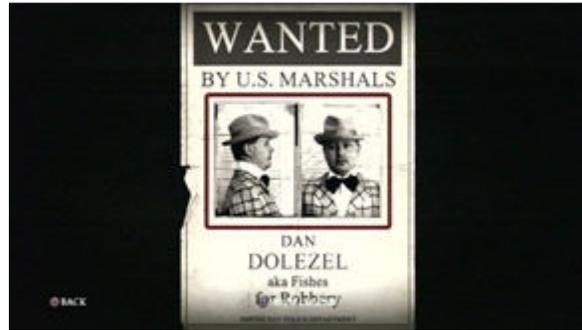
This one can be a little annoying to find. It's on the far end of the same series of alleyways where Wanted Posters #34 and #35 are located. When you see some sort of trestle/overpass in the distance near a white-painted building, you're in the right place. The poster is located near the corner of that building, but it's obscured by a dumpster at most angles. Make sure to grab it!



#### Wanted Poster #37

Head to the road adjacent to Wanted Poster #37's location on the map, and drive into the parking lot next to that

destination. There should be an abandoned service station/gas station of some sort nearby. Drive forward and look around the back end of the building on your right to find this one.



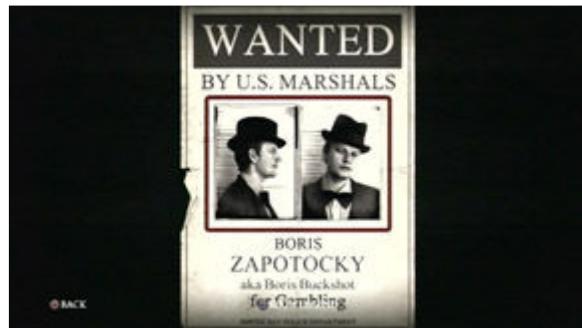
#### Wanted Poster #38

This particular poster is located on a train platform, so it's going to be hard to approach very close with a car. Instead, go down the stairs onto the platform on foot, and then turn around and run towards the edge of the nearby tunnel, where the designated location on the map is. You'll find the poster on the wall near what appears to be some sort of rail-bound container.



#### Wanted Poster #39

Drive down near the location designated on the map. There, you should be able to pull into a parking lot located along some water. Drive rightward along the water (so that the water is on your left). You'll pass a small wooden building, and ahead, there will be a larger two story building with a maroon-colored garage door. You can grab this poster along the left wall of the garage itself.



### Wanted Poster #40

This one is located near the train tracks where Wanted poster #38 was located. We didn't get these in sequence, but if you do, you can just run over to this one's location rather easily, and claim it next to the disabled train car at the mouth of the tunnel. If not, feel free to just work your way around to the road adjacent to the location shown on the map, and hop the fence, being careful to land on that same disabled train car (or the fall will kill you). Wait to recover your health, and then jump down again to grab your loot off of the wall.



## Wanted Posters #41-50



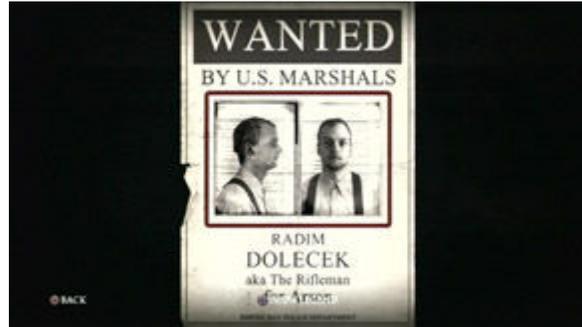
### Wanted Poster #41

This is an easy one to find, and you should be able to snag it rather easily. Simply drive towards the road where the #41 marker is on the map. At the corner there, you should find a gray factory-like building along a train track. On the back end of this building, near the train track, you should find this poster.



### Wanted Poster #42

After grabbing Wanted Poster #41, you can rather easily drive (or just walk) eastward towards the location given on the map. There are a couple of shacks and sheds alongside another train track here. On the back of one of the taller sheds, you can find this poster. The color of the poster somewhat blends in with the color of the shed in question, especially when shadowed, so be sure to look carefully.



### Wanted Poster #43

Drive over to the location we've given on the map. This poster is found on the side of a metal shed, much like the one Wanted Poster #42 was found on. As was the case last time, look carefully, as the poster is slightly obscured by the color of the shed. The shed in question, by the way, is located near a stone trestle and a light post.



### Wanted Poster #44

Be careful of not driving onto the on-ramp near location #44 shown on the map. What you want to do instead is drive onto the grass next to the on-ramp. On one of the stone supports for the on-ramp/trestle, you should find this poster. Be sure to look on the back side of the stone support, or you may miss it.



#### Wanted Poster #45

This is definitely one of the hardest posters in the entire game to find, and you need to know precisely where to look for it. This poster is found on one of the many dumpsters located at the junkyard at destination #45 on the map. The dumpster in question is located at the precise location shown -- the dumpster is adjacent to a metal fence, and you need to work your way to the back end of the dumpster, along a pile of garbage. Like we said, this one is tough.



#### Wanted Poster #46

You can find this poster mere steps from the previous poster's location. Follow along this poster for just a couple of steps, and you should find a fallen electrical wire surrounded by some barriers and cones. Jump over the barriers (the electrical wire won't harm you, so worry not), and claim your poster along a nearby pillar, slightly obscured by the pole that's holding the damaged electrical wire.



#### Wanted Poster #47

Drive to the northern end of the junkyard, towards the location shown on the map. This is where some train tracks wind to their conclusion. Nearby, you should find a few square-shaped containers. Search the back of of them, and on the back of one of them, you'll find this poster.



#### Wanted Poster #48

Head along the road that's heading in a northeasterly direction at the most northeastern edge of the map. When you begin to drive past location #48, stop your car and look to your left. You should see a dead end alleyway with some sort of rickety wooden structure at the end of it. Wedged in between the right side of the structure and the wall next to it should be this poster.



#### Wanted Poster #49

If you look at our map, you'll find that this particular Wanted Poster isn't located near any of the others. That's good news for you, since it will make it easier to pinpoint this one's exact location. Drive to the nice little park area shown on the map, and run to the southeastern part of the various snaking walkways. Either walk around to the adjacent grass, or jump over a fence to access the area. Either way, on the southeastern edge of the walkway, you'll find this poster hanging on a concrete wall. This one is extremely hard to see unless you're very close to it (as the color of the poster and the color of the concrete interfere with one another), so be sure not to miss it. It's there.



#### Wanted Poster #50

At location #50 on our map, you'll find a rather nice, "modern"-looking home. If you park your car out front and head into the backyard, you'll find a series of staircases that lead to different parts of the multi-tiered deck there. In an alcove adjacent to one of the staircases, this poster hangs on the wall. Grab it.



## Wanted Posters #51-60



### Wanted Poster #51

At location #51, just like at location #50, you're going to find a nice house. This house is considerably smaller than the last one, however, making the poster here much easier to acquire. Simply go into the backyard of this house and onto the back porch. The poster should be hanging on the back of the home.



### Wanted Poster #52

Getting used to raiding houses for their Wanted Posters? We hope so. At location #52, you'll find yet another home. While facing the front of the house, work your way around to the back of the house to your right. You should come around to the back end of the house, where you will find a little open-air hallway. On the wall in this hallway, you can snag the poster in question.



### Wanted Poster #53

Directly adjacent (to the west) from location #52, you'll find a little construction site at location #53. You can hop the fence that's blocking you from entering it, or better yet, simply smash on through it with your car. Either way, once you're through, search the side of one of the stacks of lumber there, and you'll find this poster. For us, the poster was slightly glitched (half of it kept disappearing), so this may or may not happen for you too.



### Wanted Poster #54

At the stately mansion at location #54 (which is literally across the street from the construction site where you claimed Wanted Poster #53), head into the backyard. Run down the sloping grass towards the back end of the backyard. There, you should be able to find this poster hanging on a low-lying concrete wall. The color of the poster and wall blend together, so be sure to look closely!



#### Wanted Poster #55

Smash through the fence with your car to get into the private property at location #55 on the map. When you do, you'll be able to access the stone wall there with a maroon trim. At the right side of the barrier, near a gigantic boulder in the grass, you can find this poster hanging up, waiting to be acquired.



#### Wanted Poster #56

Storm through the gates that are blocking off this old-school looking three-story home. Park your car out front, and run around to the back of the house. Hoist yourself up over the gate around the porch that surrounds the entire home, and claim your poster, which is hanging on the back end of the house.



#### Wanted Poster #57

There's little doubt that you're getting a little tired of finding Wanted Posters on houses (where they are of no use to anyone actually looking for criminals), but nonetheless. Go to the house at the location given on the map. Not

surprisingly, this poster can be found pasted to the side of the house.



#### Wanted Poster #58

Big surprise! You're going to have to grab this particular poster off of the side of the home at the location given on the map. Use your car to smash through the gate surrounding this particular mansion, park your car, and, while facing the mansion, work your way around to the right side of the house. The poster should be there.



#### Wanted Poster #59

...what else can really be said about this particular poster? Once again, you're going to need to the location given on the map. Jump the fence surrounding the house, smash through it with a car -- whatever. The garage next to the mansion is the key, because it's on the side of the garage (which is detached from the house) where the poster can be found.



#### Wanted Poster #60

Finally, some change! At location #60 on the map, you'll find the entrance to a tunnel. If you're facing the entrance, then you'll see the poster attached to a rockface on your right. The thing is, this rockface is cordoned-off by a fence, so you'll need to run down the fence to your right until you find an opening that allows you to breach the very small opening between the fence and the rocks. Run back towards the tunnel entrance once you're on the other side of the fence, and voila, you'll be able to grab the poster with ease.

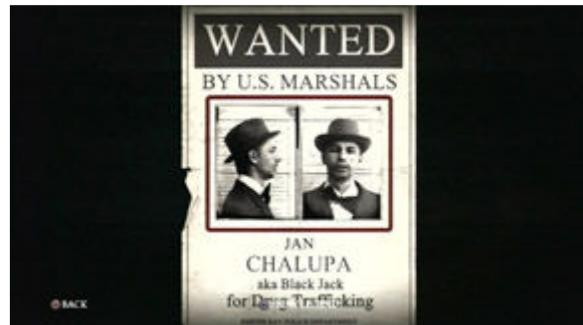


## Wanted Posters #61-70



### Wanted Poster #61

A lone estate sits at location #61 on the map. Bust through the iron gates that attempt to block you from gaining access to the compound, and immediately look to your left. You should see a detached trailer there. On the wall closest to the fence, you should find this poster. Easy.



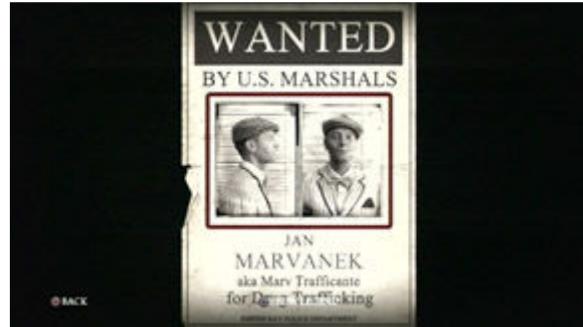
### Wanted Poster #62

There are a cluster of homes around location #62, but it's the one pinpointed precisely on the map that's important. There's a stone wall surrounding this house, and the poster is glued to this wall behind the house. Look carefully, as the color of the poster and the color of the shadowed wall tend to make the poster difficult to spot.



### Wanted Poster #63

This one's attached to the front end of the house designated on the map. Look carefully for it, though. There are some young evergreens growing in front of that side of the house that will certainly obscure your view if you don't get up close and look for it in a more direct fashion.



### Wanted Poster #64

Unlike many of the posters around it, this one couldn't possibly be any easier to find. Simply drive up the driveway to the house shown on the map, and look for this poster hanging on the wall near the house's front entrance. Simple.



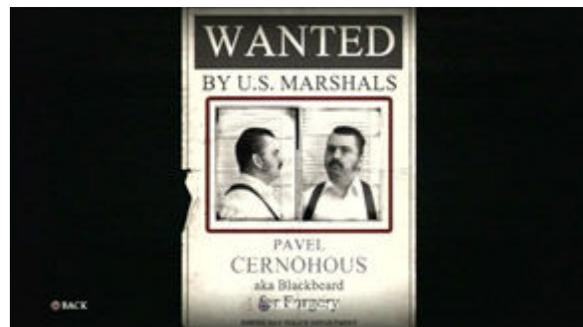
#### Wanted Poster #65

To gain access to the house shown on the map, you're going to need a car to bash through the front gate. There's simply no other way in. Once you're through, simply work your way onto the porch surrounding the entire first floor, and you'll be able to find the poster affixed to the home.



#### Wanted Poster #66

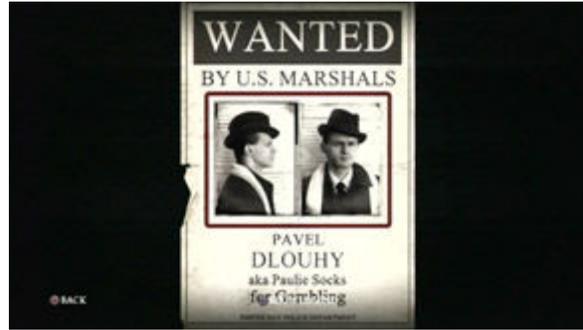
This particular poster is one of the most easternmost on the entire map. Drive down the winding road towards a dilapidated location. There are burned-out and destroyed shacks and buildings all around you. Along the side of an intact shack, in the shadow of a large tree growing nearby, you should be able to grab this poster easily.



#### Wanted Poster #67

At the location given on the map, you'll find a little junkyard behind a factory with some heavy machinery thrown all over the place. You can either enter this area through the opening in the fence, or simply hop over the fence from an adjacent piece of land. Either way, this poster is tucked in one of the corners of the fence, near some

large, unused machinery.



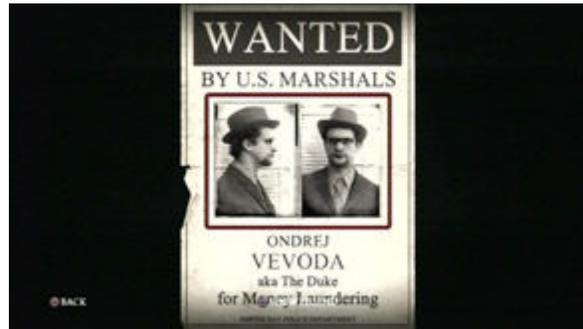
#### Wanted Poster #68

Here's a rather simple Wanted Poster to find. Head to the location designated on the map. You'll find a couple of makeshift silos with contents unknown sitting behind a factory building. Tucked in the corner on the building, near the silos and fence, should be this poster.



#### Wanted Poster #69

The location given on the map will bring you to a huge industrial park (where many other posters are found, as the map shows you). Tucked in the corner between a barrier wall and a large silver door, you should find this poster pasted to the wall.



#### Wanted Poster #70

Near some train tracks in the industrial park you're currently running around in trying to find Wanted Posters, you should be able to snag this poster off of a partially-obscured wall. Simply head to the location on the map, and you'll be hard-pressed to miss it.



## Wanted Posters #71-80



### Wanted Poster #71

The location shown on the map is in fact a little space whittled in between two huge factory buildings. You can work your way into this grassy space either with a small car, or simply on foot. The poster you seek is glued onto one of the walls of the factory.



### Wanted Poster #72

There should be a little mobile home-like unit at the location given on the map. Park your car nearby and walk around to the little porch surrounding the back end of the small building. Train tracks with a large engine should be at your back. Grab the poster off of the wall of the building before continuing.



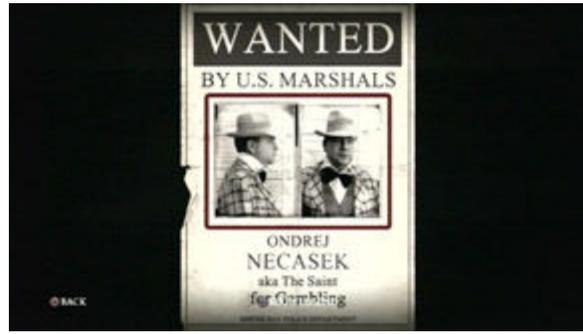
### Wanted Poster #73

This poster is located in a parking lot behind some buildings, adjacent to the major highway shooting through this area. Depending on which way you're coming from, you can either drive into this parking lot conventionally, or smash through the chain-link fence blocking your way in. The poster itself is located at the pinpointed area given on the map, on the side of a little shack, near some barrels.



### Wanted Poster #74

This is probably, hands-down, the most difficult poster in the entire game to find. While the location given on the map is indeed where the poster is hidden, you'll need to go through a roundabout series of steps to actually get to that location. Take a small car (like a sports car) and drive due north of the location on the map. Keep driving until you come across a ramp leading upward. Drive up the ramp, and turn your car around. Carefully drive back to the south along a catwalk that's barely wide enough to accommodate your car. Drive southward to the location we've given on the map. When you arrive, get out of your car and claim the well-hidden poster off of the steel girder there.



#### Wanted Poster #75

After getting Wanted Poster #74, #75 is going to be a cakewalk for you. The location is due east of the prior spot, though you'll need to work your way back down to ground level to get there. The poster can be found tucked away, pasted on a wall next to a building that slightly obscures it from vision until you get close.



#### Wanted Poster #76

It's important to note that the location designated on the map *is not* pointing at the yellow highway on the map, but rather the industrial area directly below it. So be sure you set the waypoint on your map somewhere not on the highway so that your directions don't get muddled. Underneath the highway at the point shown, you should find this poster attached to a stack of lumber. It's easy enough to find.



#### Wanted Poster #77

This is an easy poster to grab, though it will require a bit of old-fashioned legwork to get it. Smash through the gate near location #77 and get out of your car. Nearby, you should find stairs leading up to a catwalk surrounding

the building specified on the map. You'll need to jump over the railing and onto the building's tiered rooftop to grab this poster. Your character should be able to survive the fall back down to ground level.



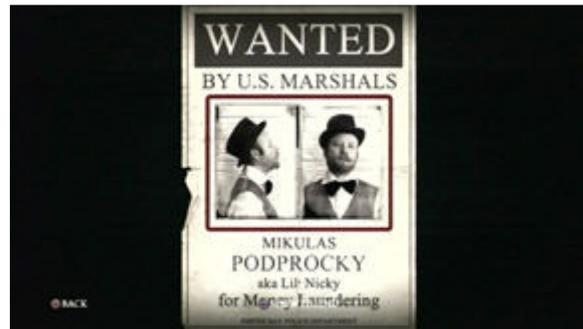
#### Wanted Poster #78

At location #78 on the map, you'll find some stacks of lumber. The tallest stack of lumber is the key. There should be a little conduit to explore in between the two lower stacks of lumber, with another stack on top of it. Work your way into said conduit and claim your poster.



#### Wanted Poster #79

Drive over to the location around #79 on the map, and then get out of your car and look for some stairs that lead up to some catwalks that surround huge holding tanks. If you walk up to the catwalks and then walk more precisely to the location given on the map, you'll find this poster hanging up on a shadowed wall.



#### Wanted Poster #80

Head over to location #80 on the map. There, you'll find stacks and stacks of metal boxes and the like. If you head to the back end of the stacks, so that you reach a wall that acts as a barrier against the boxes' expansion, you should find this poster tacked on the wall there. This one will require legwork, but it's easy to find.



## Wanted Posters #81-90



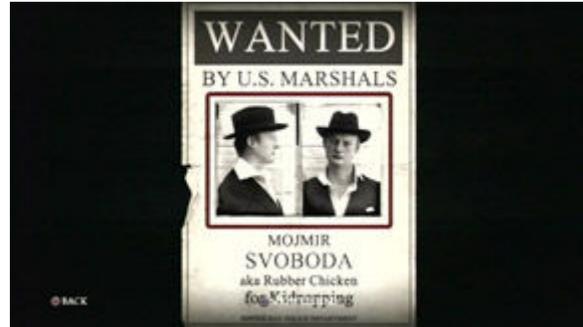
### Wanted Poster #81

The location on the map at first seems impenetrable. But when you get there, you'll realize that it's anything but. Smash through the open side of this U-shaped building so that you're surrounded on all sides by it. Then, seek the poster at out at the specified location, which should be on a wall near a door leading into said building.



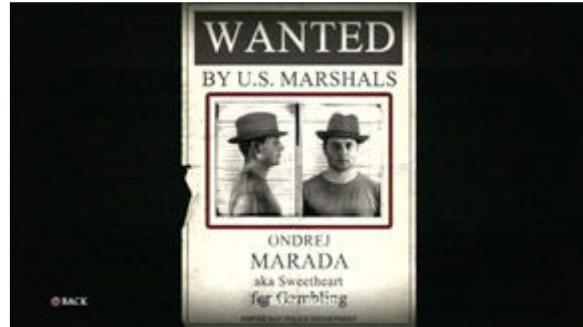
### Wanted Poster #82

Head down to the docks that are shown at the location on the map. There, you will find a couple of staircases that lead up to separate catwalks hanging overhead. Take the staircase further to the east upward, and you should run right into the location of this Wanted Poster. Grab it.



### Wanted Poster #83

This one is located at the far southern end of the same dock where Wanted Poster #82 is located. All you have to do is work your way to the back end of the boxes stacked on the end of the docks, so that you're in the little space in between the boxes and the water. On that far end, the poster should be hanging there, waiting to be claimed.



### Wanted Poster #84

At the location shown on the map, you should find a little warehouse-like building, surrounding by all sorts of crap, like stacks-full of lumber. If you head to the left side of the building, in between the lumber and the wall, you should find this poster pasted to the side of the building.



#### Wanted Poster #85

This particular poster can be a little difficult to find. To do so, you're going to need to bash through the chain-link fence adjacent to the building spotlighted on the map at the location shown. Once you do, you'll gain access to the private parking lot behind the building, where the poster can be found affixed to the building's backside.



#### Wanted Poster #86

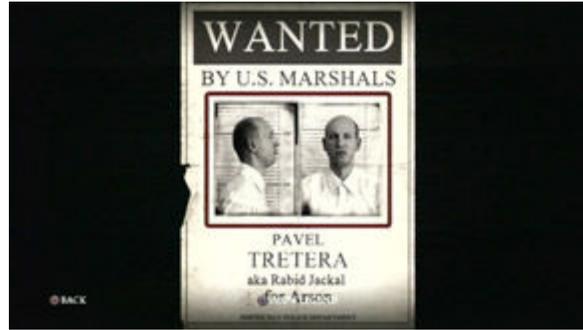
To reach location #68 on the map, you'll have to drive into the parking lot from the northern street above. You can then wind your way directly to your location. The poster should be attached to a wall here in this parking lot. If your experience was anything like ours, steam will be billowing from a nearby building. The poster is right next to that steam.



#### Wanted Poster #87

Compared to many other Wanted Posters in the game, this one couldn't be any easier to find. Simply drive up to (or run up to) the eastern edge of the huge apartment building shown on the map. You should find this poster

affixed to the side of the building there, near one of the entrances.



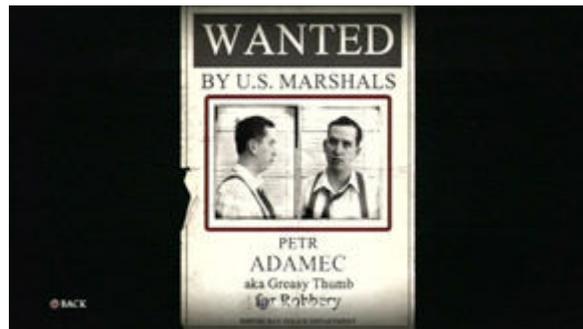
#### Wanted Poster #88

At location #88 on the map, you'll find a chain-link fence blocking a small, isolated parking/storage area. Smash through the chain-link fence with your car, and look immediately to your left, where you should see the poster attached to a wall.



#### Wanted Poster #89

Work your way to the back end of the building shown at location #89 on the map. When you arrive there, you'll find a staircase leading upward to a series of decks alongside the back end of the building. Climb up to the very top and work your way to the far corner. The poster you seek should be hanging up there.



#### Wanted Poster #90

This one isn't too complicated to get. There's an alleyway/parking lot in between two rows of buildings, as shown on the map. This poster is found at the pinpointed spot, along a wall next to a barrel blazing with fire, and a dumpster chock-full of junk.



## Wanted Posters #91-100



### Wanted Poster #91

There are multiple ways to approach Wanted Poster #91, but no matter how you get there, you'll find that this one is unusually easy to acquire. Simply claim it off of the corner of the building shown on the map.



### Wanted Poster #92

This poster can be hard to find if you don't look carefully. Pull your car over near location #92 on the map, and work your way to the left of the hedgerow, so that you can clearly see the gray wall on the other side of it. The poster should be hanging there, but if you're on the near side of the hedgerow, you won't see it. So look carefully!



### Wanted Poster #93

There's a little lot at spot #93 on the map, and though it's mostly surrounded by an impenetrable fence, there's an opening large enough for you to make it through. Once in this little lot, look ahead and to the left. The poster should be hanging on the wall there, though you'll need to work your way around the rusted shell of a car to get to it.



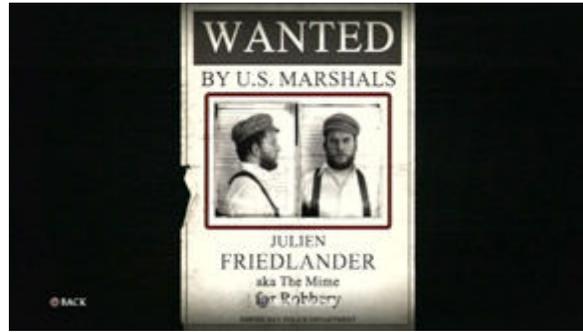
### Wanted Poster #94

As is the case with many other Wanted Posters, you can approach the location of this stray poster from multiple directions. Either way, you'll want to converge on the exact spot shown on the map, where the poster in question can be found clinging to a wall.



#### Wanted Poster #95

At location #95 on the map, you'll find a newsstand. That's all well and good, but it's *behind* the newsstand that's really important. Walk on behind the little structure, and claim your poster off of the back wall of the trailer. Easy!



#### Wanted Poster #96

Location #96 is the spot of a beautiful park in Empire Bay. If you head on in there and do a little searching, you'll spot a fence that surrounds part of the park. Along this fence, on the other side of a hedgerow and near some newspaper machines, you'll find this poster hanging. It hangs high enough that you should see it even if you're on the far end of the hedgerow.



#### Wanted Poster #97

If you work your way into the tight alleyway here, you should be able to find this poster easily enough. Simply head through the thin part of the alleyway from either end. When it opens up into a more wide open area, look to

the side, where the poster should be clinging to a wall.



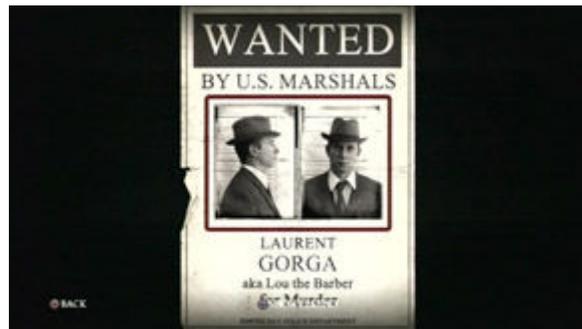
#### Wanted Poster #98

There's a tiny little alcove at location #98 where this poster can be claimed. Simply park nearby and run towards the back end of this alcove to find the poster on a brick wall. There should be some debris lying around, as well as a nearby staircase that leads to a building's basement. It's hard to miss this one.



#### Wanted Poster #99

This poster is so close to the location of Wanted Poster #98 that you don't even really have to go too far to get there. Feel free to run over to this location, which is an alleyway with several buildings surrounding it. This poster is hanging on a wall near a steel support beam, a fire-laden barrel, and a dumpster chock-full of junk.



#### Wanted Poster #100

The easiest way to get this poster is to drive along the adjacent road until you see a phone booth nearby. The sidewalk is higher than the road, so you'll have to pull yourself up the poster's level, and then claim it on the wall directly adjacent to the aforementioned phone booth.



## Wanted Posters #101-110



### Wanted Poster #101

The alleyway where location #101 is on the map is so thin and contained that it's actually really easy to miss. The idea is to drive by slowly, and when you see the alleyway, get out of your car and run down to the end of the alleyway to claim your poster. You may have to dodge a dumpster and some other obstructions en route.



### Wanted Poster #102

Drive northward up the road to the left of location #102 on the map. As the road begins to curve in an easterly direction, bail out of your vehicle and explore the walls of the buildings to your right. You should find the poster along a white-painted wall.



### Wanted Poster #103

As usual, there are multiple ways to get to the location on the map that's been designated. You can either run up some stairs through an alleyway and towards this location, or come at it from the other end, parking your car in the parking lot and running there. Either way, claim your poster at the top of the aforementioned stairs whenever -- and however -- you arrive.



### Wanted Poster #104

You may at first be confused when you get to the location designated on the map. After all, it's a little alleyway, and there appears to be no Wanted Posters on any of its walls. But if you go to the end of the alleyway and look to your right, you'll see the poster in a little alcove next to the door. You won't see this until you're right up on top of it, so have faith! It's there!



#### Wanted Poster #105

There's yet another little alleyway here on the map. When you arrive there, you should be able to easily find this poster on the metal window protector to your right. This is a hard one to miss.



#### Wanted Poster #106

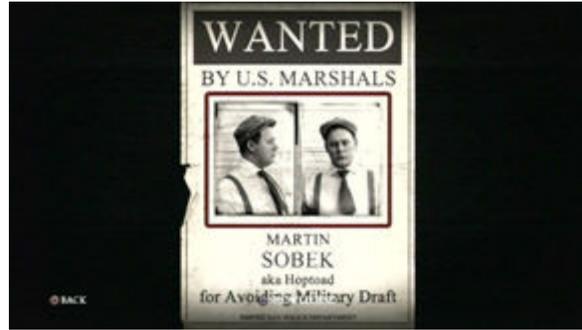
At location #106, you'll find a huge parking lot with a metal fence around it that's entitled Car Rental. Here, you can find the poster you seek. Simply pull into this rental lot (which is conspicuously missing many of its cars), and look at the walls on your right. On that building, you should find the poster you seek.



#### Wanted Poster #107

Just to the right of location #107 on the map, you'll find a road that arcs upward and to the east. Ignore it, and instead get to the area more centralized around #107, which is to the west of that road. You'll see a few brick buildings here. Along the back wall of one of those buildings, adjacent to the aforementioned road, you should

find this poster pasted up, waiting to be claimed.



#### Wanted Poster #108

This poster is, quite literally, located on one of the adjacent buildings from where you found Wanted Poster #107. Grab it right when you grab #107 for two posters acquired in mere seconds!



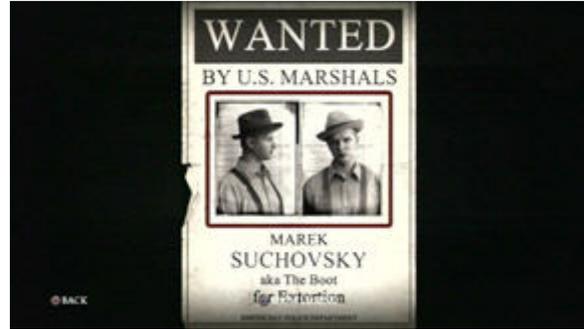
#### Wanted Poster #109

At location #109, you'll find a series of one-story wooden buildings, one of them being a bar. If you examine the back end of one of the westernmost buildings, you should be able to spot this poster pretty easily. The white paper it's printed on shows up pretty well against the dark brown wood of the buildings.



#### Wanted Poster #110

Near the highway off-ramp that sits nearby, you'll find a sprawl of buildings. If you check the specific location we've designated on your map, you'll find yourself in the back of those buildings, with some grass and the off-ramp behind you. Search the wall that curves inward near a small dumpster to find the poster you seek.



## Wanted Posters #111-120



### Wanted Poster #111

At the location given on the map, you'll find a little alleyway that's completely blocked off by a chain-link fence. You can smash through the fence rather easily with a car, and then claim the poster hanging on a wall to your right, near a fire barrel and a pile of what looks like coal. Look carefully, as the poster is on a wall parallel to the road, meaning you won't see it immediately.



### Wanted Poster #112

This is, hands down, the most obnoxious Wanted Poster to acquire in the entire game. It's on top of the roof of the building marked on the map at the designated location. But there's no easy way to get to the roof. In fact, there's only one way to get to the roof, and it's from the adjacent raised highway. This is so hard to explain fully in words that we made a video to show you what to do. Basically, you need to get onto the highway and go against the traffic on the near side of the highway closest to the building in question. When you get far enough away, turn your car around and flow with traffic. As the building appears to your right, you need to time yourself and aim your car so that it busts through the yellow guard rail and your car lands on the roof, smashes into a chimney, and comes to a stop (which you can bring on by using your brakes). This is tough, tough stuff, and it's going to take patience. Use our video below for any help you need.



### Wanted Poster #113

If you head to the road directly to the west of the location designated on the map, you'll find a chain-link fence that blocks you from entering an elongated parking lot wedged in between a couple of buildings. Smash through the gate with your car and round the corner into the parking lot. The poster should be on a wall at the pinpointed area on the map, slightly obscured by a fence.



#### Wanted Poster #114

You can actually get this poster in one of two ways, but if you're coming from where Wanted Poster #113 was located, then you're actually in fairly good shape to procure this poster. Simply get back into your car and drive eastward to the far end of that alleyway. This poster is pasted on a wall directly near a white fence (a fire should be blazing in a nearby barrel). It seems as if it's out of reach, but the game is pretty forgiving here. Get as close to the poster as you can, and a prompt should appear on-screen so you can grab it.



#### Wanted Poster #115

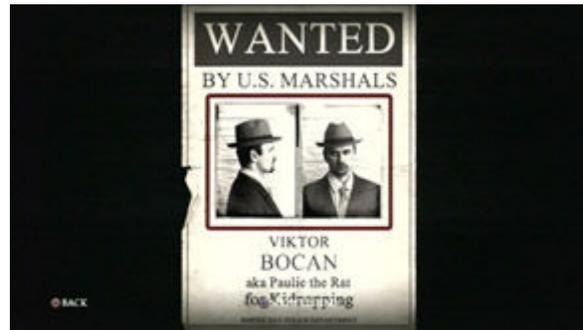
Drive into the alleyway wedged in between some buildings and a tall gray stone wall. You'll spot this poster rather inconspicuously glued to the wall of a closed-up, boarded-up book shop. Some metal structures around you should guide your way to this location if you're lost.



#### Wanted Poster #116

The L-shaped alleyway behind the buildings at the location designated is the key. You can approach the poster

from two separate sides; it's attached to the tiered wall in the middle of the alleyway. So if you're approaching from the higher tier, you need to drop down and turn around to find it. Otherwise, the poster's location will be pretty evident to you.



#### Wanted Poster #117

Compared to many other Wanted Posters, this one is easy to find. Walk into the alleyway designated on the map. On your left, right before a staircase that leads upward, you should find this poster pasted to a wall. It should be right underneath a green-colored liquor store sign.



#### Wanted Poster #118

This poster is easy enough to find. Simply head into the alleyway designated on the map and look for the poster pasted to a red door. If you're approaching from the adjacent, lengthy alleyway, fear not. You can still jump over the white fence that acts as a barrier between the two alleyways, where you can still easily claim your poster.



### Wanted Poster #119

This poster is rather clearly posted on the wall at the location seen on the map. You can look just past a newsstand to find it (and the bridge should be in the background when you grab it). It's still in a rather out-of-the-way location that will require you to go on foot, however, so search carefully.



### Wanted Poster #120

You're going to have to navigate your way into the extremely thin alleyway wedged in between two buildings at the location designated. You can approach the poster's location from one of two directions, but keep in mind that you'll need to have a car handy to smash through either gate in order to gain access to this area. And the alleyway is very thin, so don't expect a huge car to do the trick!



## Wanted Posters #121-130



### Wanted Poster #121

Compared to a lot of other posters in the game, this Wanted Poster is barely hidden. Simply drive over to the parking lot designated at location #121 on your map, and claim the poster off of the wooden wall of the building there. It sticks out like a sore thumb.



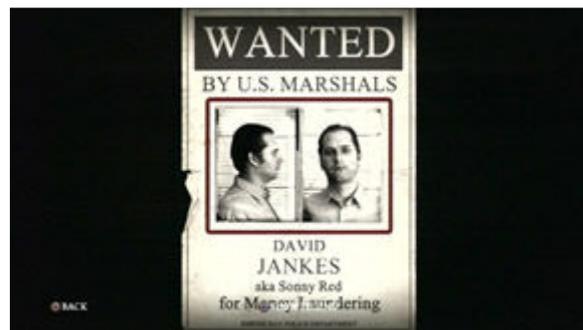
### Wanted Poster #122

A trend is starting to develop here (albeit a brief and short-lived one). Just like with the poster at the previous location, the Wanted Poster at spot #122 is also barely hidden, and quite easy to find. Simply drive up to the location and claim the poster off of the wall. Easy.



### Wanted Poster #123

You should find a little sapling (young tree) growing on a small grassy patch at the location designated on the map. This area is wedged right next to a staircase and the wall of a nearby building. On the sloping wall of the staircase, you should be able to grab this poster.



### Wanted Poster #124

This little alleyway/parking lot is the key to finding this particular poster, since it's attached to a wall there. A newsstand should be nearby, letting you know you're in the right area. This alleyway is littered with some dumpsters and other debris as well, but don't let all of that distract you from the task at hand.



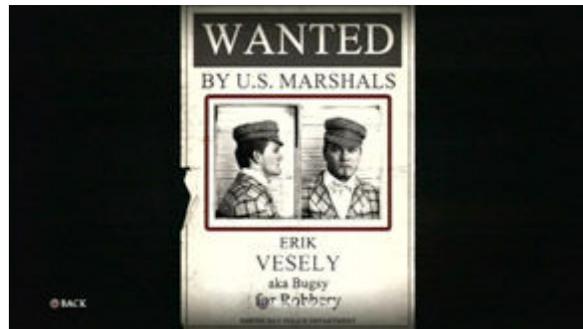
#### Wanted Poster #125

You can run around to the other side of the row of buildings from where Wanted Poster #124 was located. If you run into this alleyway here and then look to your right, you should be able to spot this poster fairly easily. There should be a bench nearby, with people that may or may not be sitting on it.



#### Wanted Poster #126

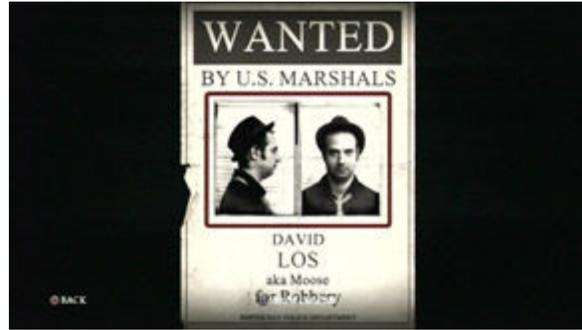
At the beautiful, majestic park at the location designated on the map, you should be able to find this elusive poster. Walk down towards the fountain, and then to the underpass at the location shown. Along one of the concrete support pillars there, you should be able to find this poster fairly easily.



#### Wanted Poster #127

If you can, try to approach this location from the south. Doing so will allow you to get to the gray brick wall where this poster is pasted. If you approach this area from the north, however, it's no big deal. You should still be able to easily jump down from the grassy knoll above to the alleyway below, where you can then turn around and

claim your poster all the same.



#### Wanted Poster #128

At this point in our adventure to collect all 159 Wanted Posters, this one is pretty typical. You can either smash through the chain-link fence at the location shown on the map, or simply hop the fence. Either way, once you're over, you should be able to claim the poster on the wall to your right.



#### Wanted Poster #129

Meander your way back into the alleyway at the location shown on the map. The alleyway is somewhat unusual, in that it's laid-out in a sort of jaggy fashion, with the backs of the buildings jutting outward in all sorts of directions. Along the back side of one of these buildings, you should find this poster in an unusually overgrown (with weeds) area.



#### Wanted Poster #130

This one can be hard to find if you don't know precisely where to look. At or around the location designated on the map, you should find a little alleyway. Along this alleyway should be a staircase leading down to a basement door (presumably). If you walk down those stairs, this poster will be on the wall there, next to some stacked-up boxes.



## Wanted Posters #131-140



### Wanted Poster #131

Drive southward along the road to the west of Wanted Posters #130 and #131. This one is due just south of where the previous poster was. You'll need a car to smash through the chain-link fence stopping you from accessing the little alleyway where this poster is located, but as you should know by now, that can be easily rectified.



### Wanted Poster #132

Near the location shown on the map, you'll find some jersey barriers and the like, as well as a square made up of chain-link fences that has nothing within it. Near there, at the specific location on the map, you should find the poster pasted to a vertical steel support beam. A hedgerow somewhat obscures its location, so be sure to look carefully, or you may miss it.



### Wanted Poster #133

This one is incredibly easy to find and acquire. Simply walk down the alleyway at the location shown on the map, and you can grab the poster from a nearby wall. Look on the other end of a small dumpster if you're looking for the specific location in question.



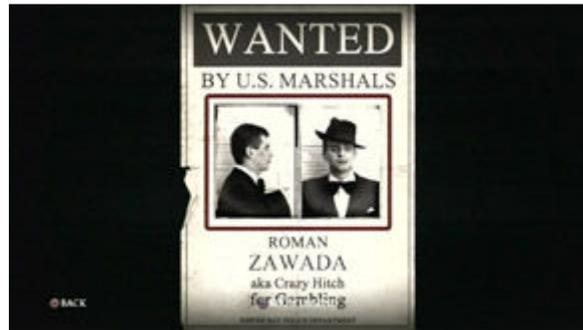
### Wanted Poster #134

At the location given on the map, you'll approach a little barrier that keeps you from plunging down to the waterway below. If you drive up to this barrier and then look to your left towards the location on the map, you'll find the poster you seek in a tiny little alcove. It's easy enough to locate and grab.



#### Wanted Poster #135

You'll need to meander your way into the labyrinthine alleyway located at the spot marked on your map. This particular poster can be found on the wall adjacent to a chain-link fence that separates where the poster is located (on the right) from a series of garbage and junk-filled dumpsters (on the left).



#### Wanted Poster #136

This poster is out in the open, though its location can still confound you if you don't know precisely where to look. At the location shown on the map, you'll find a skyscraper's ornate entrance. There should be a series of concrete support beams melding with the ground there. Look on the back end of the support beams (in other words, the side of the beams closest to the building itself). One of them should contain the poster you seek.



#### Wanted Poster #137

Read the description for Wanted Poster #136 above. The location of Wanted Poster #137 is nearby (simply consult the map), and can be found in an otherwise identical fashion. Put yourself in between the support beams

and the front entrance to the building there, and you'll easily find the poster glued to the inside portion of one of said beams.



### Wanted Poster #138

You're gonna need to head up to the rooftops to find this particular Wanted Poster. There should be a staircase just south of the location of where this poster is located. Take these stairs up to the roof of the one story building it's attached to, and then use the wooden planks to cross the alleyway gap onto the roof of the next building. You can then swipe this poster from the back of the front ornate design of that building.



### Wanted Poster #139

The location given on the map will bring you to some sort of concrete-looking sculpture, which is setup outside of an office building. If you approach said sculpture and work your way to the back end of it, you should find this poster glued up there. Sure, it's in an awkward position, but at least it's easy to procure (as long as you know where to look, that is).



### Wanted Poster #140

The location of this poster is obscure, to say the least. If you go to the spot we've designated on the map, you'll find yourself on a grassy knoll surrounded by lots of trees. Work your way towards the very corner of this area, closest to the specific spot we've marked on the map. When you do, you'll find this poster tacked-up to a wooden fence. A tree branch and its leaves will mostly obscure the Wanted Poster itself, but we assure you, it's there.



## Wanted Posters #141-150



### Wanted Poster #141

There's a thin alleyway at the location we've given on the map, one that can be breached from either entrance to the north or south (you'll need a car to smash through the chain-link fences, however). Work your way to the middle of the alleyway once you're through the fence, and you should find a little alcove. This poster is pasted to one of the walls in the alcove, near a small dumpster. There should be enough room for you to sneak in between the wall and the dumpster to grab the poster.



#### Wanted Poster #142

Head to the church at the location shown on the map. There should be a graveyard on a grassy sprawl next to the church, inside its spiked gates. Along one of the pillars holding up the fence (at the pinpointed location on the map), you should find this poster hanging. Be sure to look on the inside of the pillar, or you won't find it. Also, there are shrubs and hedges growing near the poster, but they grow low enough so as to not obscure the poster's location.



#### Wanted Poster #143

The horizontal road to the north of the location shown on the map is key. Simply ride along this road until you see a small alleyway opening to your south. Run up the short staircase into the alleyway and claim your poster along the right wall. It should be surrounded by all sorts of brown boxes strewn about the alleyway.



#### Wanted Poster #144

This is an easy Wanted Poster to find. Simply head to the alleyway shown on the map, which can be accessed

from the nearby slanting hill. Walk down to the end of the alleyway, and claim your poster hanging on the wall next to a large wooden door.



#### Wanted Poster #145

As long as you know where to look (and you do, if you're using our guide), then you should be able to find this Wanted Poster with ease. Simply walk up the stairs and alongside this stately skyscraper, and you'll find the poster tacked to the wall there.



#### Wanted Poster #146

Work your way towards the back alleys shown on the map. You'll likely need to climb some stairs and head across some grass (behind a large billboard) to get back here. The poster is hanging on a red-painted wall in this back alley, and sticks out rather obviously once it's in view.



#### Wanted Poster #147

When you arrive at the location shown on the map, you may initially be confused. After all, where could this poster possibly be hanging? It's not on the storefronts or on the bare walls. The key here is to look on the back side of the metal support beam attached to the trestle above. Place yourself in between the storefronts and the trestle beam, and you'll easily spot this poster.



#### Wanted Poster #148

This poster's location is a little convoluted, because there's really only one way to get to the designated spot on the map. Once you arrive in that back alleyway, however, the poster's location couldn't possibly be any more obvious. Simply look on the wall near a pile of coal to claim your prize, but don't be frustrated if you can't get to this location initially. You'll need to meander around the streets until you find entry!



#### Wanted Poster #149

This poster can be found along the wooden walls of the alleyway/walkway, and is actually fairly easy to spot. It's just to the left of a large No Parking sign, with ivy growing on it, next to it, and over it. This one is easy to grab, as is the next one, just to the north.



#### Wanted Poster #150

Indeed, if you walk just to the north of Wanted Poster #149, you'll run right into the location of this Wanted Poster as well. Right at the entrance to this alleyway/walkway, you'll find the wall smattered with posters. It's actually easy enough to skip right over this poster, thinking it's just another of the random posters stuck everywhere in the city. But if you look carefully, you'll realize that this poster is unlike the ones around it, and can be grabbed and added to your collection posthaste.



## Wanted Posters #151-159



### Wanted Poster #151

This is a complicated poster to find, because it will require you to navigate the various alleyways near the location designated on the map to reach the specific place where the poster is hanging. Work your way into the vacant parking lot north of the spot shown on the map, and then get out of your car and walk through the thinning alleyways towards this corner, where the poster is hanging on a wall next to a low-lying wooden fence.



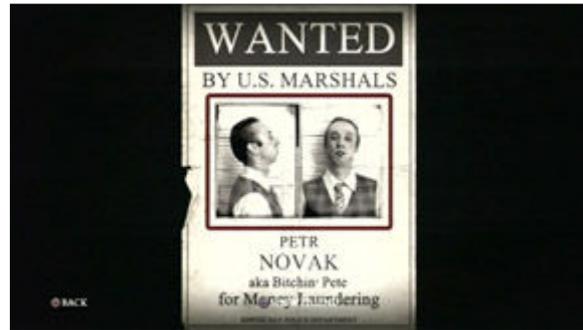
### Wanted Poster #152

There's a huge dockside warehouse at the location shown on the map. If you head to the pinpointed location on your map, you'll find a rickety-looking metal staircase that leads to a second floor door. Walk up these stairs and claim your poster there, which is hanging next to that second level doorway.



### Wanted Poster #153

This one's easy to find. Simply drive along (or walk along) the dock towards the specified location on the map. At the very end of the dock, turn rightward and take the stairs up to the top of the concrete barrier. The poster should be hanging up on the corner of the building there.



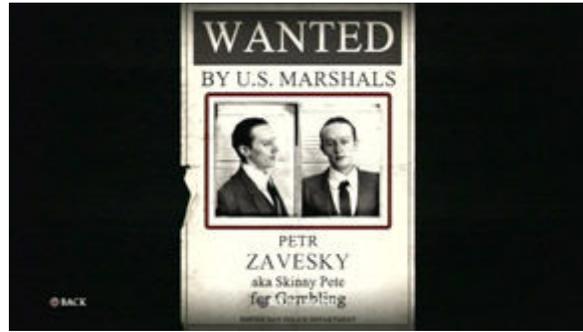
### Wanted Poster #154

It's going to be pretty obvious to you where this Wanted Poster is located as you begin to run down the docks towards location #154 on the map. At the end of the dock, you'll spot a humongous lighthouse. To the right of the entrance into the lighthouse, you'll find this poster hanging up. Be sure to claim it before heading back to shore.



#### Wanted Poster #155

Alongside the western edge of the dockside building you find at the location given on the map, you should be able to claim the Wanted Poster you seek. There's little else to say about this one... it's rather easy to find.



#### Wanted Poster #156

Head to the huge dockside warehouse at the location given on the map. There, you'll want to wrap around to the western edge of the dock and enter the building itself. Stay on the western edge of the building once inside, and use some nearby stairs to reach the second floor storage area. Along the western wall up in the storage area, you should find the poster hanging up, near some wooden crates.



#### Wanted Poster #157

Head down the dock towards the location given on the map. En route, you'll run into a bunch of small wooden shacks in the center of the docks. The farthest wooden shack down the dock is the key. Drive up to it and look at

the back side of the building (closest to the end of the dock) where this Wanted Poster hangs.



#### Wanted Poster #158

Once again, you'll want to head to the end of the dock in question. At the southwestern point of the dock, at the very end of it, you should find some boxes and lumber stacked up. Carefully walk to the end of the lumber and stack of boxes, so that your back is to the water, and you should find this poster attached to some crates there.



#### Wanted Poster #159

The 159th and final Wanted Poster is found down the westernmost dock, as shown on the map. You'll need to work your way around to the little area where you can walk along the dock on the outside of the chain-link fence surrounding the stacked storage boxes. When you spot the poster along one of those storage boxes, you can hop over the fence to claim it. Look carefully, though! The paper the poster is printed on tends to blend with the color of the storage box it's on when in shadow (which it is).



## Mafia II Trophies / Achievements

<b>A Real Gentleman</b>	10G / BRONZE	↓
Help the woman fix her car in Home Sweet Home.		
During chapter two, you'll get acquainted with Joe's apartment, and will then have to leave to continue along with the main story. En route to the restaurant after leaving Joe's apartment, you should come across a quarreling couple in an alleyway. The two fighting lovers will be huddled around a car with its hood open. Stand nearby and let their argument run its course. Then, when the husband storms off angrily, you'll be able to examine the broken car and fix it for the woman. Doing so successfully will net you this Achievement/Trophy.		
<b>Armament King (DLC)</b>	N/A / BRONZE	↓
Kill your enemies in "Jimmy's Vendetta" with every weapon available in the game.		
N/A		
<b>Back in Business</b>	10G / BRONZE	↓
Do your first job for Mike Bruski.		
During chapter two, you'll have to do a job for Mike Bruski, stealing a car and bringing it back to his junkyard. This is part of the main story, so this trophy/achievement is unavoidable. You'll get it then.		
<b>Big Brother</b>	10G / BRONZE	↓
Protect Francesca.		

Earning this trophy/achievement is unavoidable. During chapter two, you'll walk outside and see Francesca (Vito's sister) being hassled by an agent of the loanshark who lent Vito's father money. Beat him up and send him running, and this will pop.

**Carnapper (DLC)**

N/A / BRONZE ↓

Finish all car dealer missions in "Jimmy's Vendetta."

N/A

**Chasing the Dragon**

40G / BRONZE ↓

Complete Chapter 12.

Pretty self-explanatory.

**Checking Out**

40G / BRONZE ↓

Complete Chapter 10.

Pretty self-explanatory.

**Chop Chop!**

40G / BRONZE ↓

Complete Chapter 13.

Pretty self-explanatory.

**Collector's Item**

10G / BRONZE ↓

Find at least one collectible in the game.

You'll get this as soon as you retrieve your first Playboy Magazine or Wanted Poster. Reasonably, this should pop in chapter two, after you grab the Playboy Magazine off of Joe's coffee table in his apartment.

**Cruise Control**

10G / BRONZE ↓

Keep any vehicle at thirty mph or over for five or more minutes.

This is a tough one. The idea is to get a car that handles well, and find a stretch of road where you can go 30-40 miles-per-hour without having to stop or turn too suddenly. Don't go too fast, or you'll use up too much of the road. But don't slow down too much either, or you'll break the chain! Frustrating!

**Dream Handling**

10G / BRONZE ↓

Upgrade one of your cars to the maximum level.

This is easy. Simply bring any car in the game to a garage and upgrade it until you can't upgrade it anymore.

**Explorer (DLC)**

N/A / BRONZE ↓

Drive a total of 1,000 miles in vehicles in "Jimmy's Vendetta."

N/A

**Exporter**

10G / BRONZE ↓

Sell five vehicles to Derek at the dock.

Derek is the fat guy you meet early on in the game, the dude that once employed Vito's father at the docks. He has a little machine outside of his office near a boat, where you can leave expensive vehicles to be exported overseas. Unlike crushing vehicles for money at Mike's junkyard, however, Derek is picky. He only wants nice, luxury cars. He won't accept anything else. The general rule of thumb here is to only bother bringing cars that require four lock picks (or more) instead of the typical three. That usually means the car is considered luxury, and therefore, Derek will pay top dollar for it. Do this five times, and you'll receive this Trophy/Achievement.

**Faster Than Light (DLC)**

N/A / BRONZE ↓

Achieve a 10x point multiplier in "Jimmy's Vendetta."

N/A

**Firebug (DLC)**

N/A / BRONZE ↓

Destroy 100 vehicles in "Jimmy's Vendetta."

N/A

**First Step (DLC)**

N/A / BRONZE ↓

Complete your first mission in "Jimmy's Vendetta."

N/A

**Get Rich or Die Flyin'**

10G / BRONZE ↓

Get all wheels of your car into the air for at least twenty meters and then touch the ground again.

This trophy/achievement isn't as hard to earn as you might think, even with a standard vehicle. An easy and quick way to get this one is as follows. At the northwestern edge of the map, you will enter a tunnel that curves in a northwesterly direction toward a horizontal road on the other side of the river. If you're driving from the south, zoom through the tunnel at top speeds. At the end of the tunnel, across the river, the road will arc upward. If you hit it at a high velocity, you'll gain plenty of air -- more than the prerequisite twenty meters required -- and the trophy/achievement should soon thereafter pop.

**Good Spirits**

20G / BRONZE ↓

Complete Chapter 5.

Pretty self-explanatory.

**Hairdresser**

10G / BRONZE ↓

Kill five enemies in rapid succession with a headshot.

This seems a lot harder than it is, but chances are you'll earn this Trophy or Achievement rather organically. You need to kill five enemies with headshots not necessarily in sequence, but quickly, one after another. You'll have about thirty seconds or so to make it happen, which is plenty of time in certain situations. If you're really having trouble, go ahead and set the game's difficulty to easy and go to a chapter where you fight lots of enemies at once.

**Hard to Kill**

10G / BRONZE ↓

The police want you dead. Survive for ten minutes!

Get yourself in a situation where the police are actively pursuing you (on-scene), and let it last for ten minutes. This is easier to do than it sounds, especially during missions where the cops are all over you. Try the chapter where the cops are chasing you through the mall if you're having issues... just leave a single cop alive, and dilly-dally until the Trophy/Achievement pops.

**Home Sweet Home**

20G / BRONZE ↓

Complete Chapter 2.

Pretty self-explanatory.		
<b>Knucklehead</b>	10G / BRONZE	↓
Kill a total of thirty enemies using melee attacks.		
Pretty self-explanatory.		
<b>Last Respects</b>	30G / BRONZE	↓
Complete Chapter 7.		
Pretty self-explanatory.		
<b>Mail Man</b>	10G / BRONZE	↓
Sell all the gas stamps before the time runs out.		
<p>This trophy/achievement seems a lot harder to get than it actually is. During chapter three, you'll be tasked to run around to various gas stations to submit gas stamps before the clock strikes midnight. This is a timed mission. Eight gas stations will appear on your map, but you'll only need to visit six of them before the time runs out for this trophy/achievement to pop. It's actually quite simple to do, especially if you look at your map and time your visits to gas stations out so that you don't waste any time with unnecessary or excessive travel.</p>		
<b>Man of Honor</b>	30G / BRONZE	↓
Complete Chapter 9.		
Pretty self-explanatory.		
<b>Massacre (DLC)</b>	N/A / BRONZE	↓
Kill 1,000 enemies in "Jimmy's Vendetta."		
N/A		
<b>Night Shift</b>	20G / BRONZE	↓
Complete Chapter 4.		

Pretty self-explanatory.

**One Careful Owner**

10G / BRONZE ↓

Travel a total of fifty miles in one vehicle.

Pretty self-explanatory. Just take the time to drive around in a single vehicle until this Trophy or Achievement pops.

**Our Good Friend**

20G / BRONZE ↓

Complete Chapter 11.

Pretty self-explanatory.

**Pedal to the Metal**

10G / BRONZE ↓

Travel at 125 mph.

This one can be tough to get. Find one of the game's fastest cars (which you will have access to late in the game) and use one of the city's straight-aways to reach the designated speed. You may kill yourself in the process, but that's okay, so long as that Trophy or Achievement pops.

**Petrol Head**

30G / BRONZE ↓

Drive at least thirty different vehicles.

This one may come organically, or it may not. The game designates this as thirty different *vehicles*, so it's not clear if they mean models or actual vehicles. To be safe, begin to steal different kinds of cars as you go through the game, and it should pop during the course of your adventure.

**Proper Scrapper**

10G / BRONZE ↓

Sell five vehicles to Mike Bruski at the scrapyard.

This is a really easy Trophy or Achievement to earn. Behind Mike's office at his junkyard, you'll find a gigantic machine used to crush cars into scrap metal. In fact, during the course of the game's main events, you'll be forced into using this machine, so you should be familiar with it. Simply grab five cars and crush them in the machine to earn this Trophy/Achievement. There's always a car parked near the machine, making matters even easier for you.

**Sharp Suiter**

10G / BRONZE ↓

Buy your first luxury suit.

This one will inevitably come to you about midway through the game. We got it near the end of chapter nine, after successfully storming the slaughterhouse and springing the captives being held there. Thereafter, you'll be able to go back to the restaurant to report to Eddie. He'll tell you to go get changed -- buy a nice suit with an overcoat, and this Trophy or Achievement will pop.

**Sharpshooter (DLC)**

N/A / BRONZE ↓

Kill 100 enemies by headshots in "Jimmy's Vendetta."

N/A

**Stuck Up**

10G / BRONZE ↓

Rob five stores in under five minutes.

Find five stores clustered together somewhere in the city. Make your way to each of the five stores and rob their registers in under five minutes. You'll have to kill the shop-keepers (and any other armed patrons) in each place to make it easy on you. The time starts the second you rob the first register, so use your time wisely!

**The Enforcer**

10G / BRONZE ↓

Kill fifty enemies.

This is an unavoidable trophy/achievement, if you play the game for more than a few chapters that is. You'll get it upon killing the fiftieth person in the game. It doesn't matter how you do it, either, so expect this one to pop at an unexpected (but guaranteed) time.

**The Price of Oil**

20G / BRONZE ↓

Complete Chapter 3.

Pretty self-explanatory.

**The Professional**

10G / BRONZE ↓

Obtain the ration stamps without raising the alarm.

Getting this trophy requires you to grab the gas ration stamps from the safe in the federal building during the third chapter *without* raising an alarm. Our [walkthrough](#) explains this more in-depth, but basically, here's what you need to do. Stealthily strangle the three guards in the building, and hide their bodies. Grab the keys from the

administrative office, and before going to open the safe, be sure you find the entrance to the facility's basement (a blue door). One of the rooms in the basement contains a fuse box for the alarm on the safe. Disable it and then open the safe. Escape without raising an alarm, and you'll get this trophy/achievement.

**The Wild Ones**

30G / BRONZE ↓

Complete Chapter 8.

Pretty self-explanatory.

**Time Well Spent**

20G / BRONZE ↓

Complete Chapter 6.

Pretty self-explanatory.

**Tuned Ride**

10G / BRONZE ↓

Upgrade one of your cars one level.

Simply bring any car to any garage in the game, and upgrade it once. Voila!

**Viva la Resistenza!**

20G / BRONZE ↓

Complete Chapter 1.

Pretty self-explanatory.

**Wake Up Call**

10G / BRONZE ↓

Help Leo out of a tricky situation without getting caught.

This trophy/achievement can be missed, so you need to be mindful of how you specifically earn it. During Chapter Eleven, you'll run into Henry, who you will introduce to Eddie. Eddie will give him a job, which is to kill your old friend Leo. You'll then covertly (and quickly) run over to Leo's to warn him that Henry is coming. After speaking with Leo and convincing him that danger is coming, you'll be able to escape. Work your way around to the far end of the second floor by going the long way through the living room and parlor up there. You'll eventually come to an extremely small room with a basket full of bedding. Examine this basket, and Vito will pull out a sheet that he and Leo will use to escape from the second floor veranda onto the driveway below. Once down there, Leo and Vito will barely escape from Henry via a cutscene. You should then earn this trophy/achievement as you drive Leo to the train station.

**A Lesson in Manners**

10G / SILVER ↓

Show that you know how to treat a lady.

This trophy/achievement is virtually impossible to miss. At the beginning of chapter five, you'll leave Joe's apartment and find Joe's girlfriend under a verbal barrage from a man who rear-ended her car. Run up to them and get involved in the quarrel. This will ultimately lead to a physical confrontation between Vito and this man. Beat the guy up and knock him out, which will allow Joe's girlfriend to go along on her way. The trophy/achievement should pop as she gets into her car to drive off.

**Card Sharp**

40G / SILVER ↓

Find all of the Wanted posters.

Find all 159 Wanted Posters in the game, and you'll get this hard-earned Trophy/Achievement. The Wanted Posters section of our guide can help you find each and every one of them.

**End of the Rainbow**

10G / SILVER ↓

Settle the score with the Irish once and for all.

You'll earn this trophy/achievement automatically, after you defeat the Irish at their pub following Vito's house getting burned down. This is near the end of chapter eleven. You literally cannot miss this trophy/achievement.

**Finish Him**

50G / SILVER ↓

Finish what you started.

You'll earn this Trophy/Achievement automatically after killing Carlo in the game's final chapter.

**He Who Pays the Barber**

10G / SILVER ↓

Improve the dockworkers' haircuts.

This is a pretty straight-forward trophy/achievement to earn. During chapter three, you're asked to shake down some warehouse and dock workers on behalf of Derek and Steve. Do so successfully, surviving the fight with the man who doesn't want to pay his protection money, and your prize should pop.

**Hey Joe**

10G / SILVER ↓

Clean up after Joe.

You earn this achievement automatically as chapter ten nears its end. After Joe accidentally kills the bartender, you have to drop Joe off at his apartment, and then find a place to dispose of the bartender's body. Your HUD

will automatically bring you over to Mike's junkyard, where you can scrap the car with the body inside of it. You'll earn this Trophy/Achievement thereafter.

**Ladies' Man**

40G / SILVER ↓

Find all of the Playboy magazines.

After finding all fifty Playboy Magazines hidden throughout the game, you'll earn this Trophy/Achievement. The Playboy Magazines section of this guide can help you find all of them.

**Men at Work**

50G / SILVER ↓

Complete Chapter 14.

Pretty self-explanatory.

**Millionaire (DLC)**

N/A / SILVER ↓

Earn 1,000,000 points in "Jimmy's Vendetta."

N/A

**Out For Justice**

30G / SILVER ↓

Learn what it means to be a Scarletta.

You should earn this Trophy/Achievement automatically in the game's fourteenth chapter, after laying waste to Derek and Steve down at the docks.

**Revenged (DLC)**

N/A / SILVER ↓

Finish "Jimmy's Vendetta" on any difficulty level.

N/A

**The Mafia Never Forgets**

10G / SILVER ↓

Pay a visit to an old friend.

You'll earn this Trophy/Achievement automatically during the course of the game's fourteenth chapter.

**Made Man**

50G / GOLD ↓

Finish the story on medium difficulty or higher.

Complete the entire game on at least medium difficulty to earn this trophy or achievement. Keep in mind that if you play through on hard difficulty, you'll still earn this trophy or achievement in a stacked fashion.

**Tough Nut**

100G / GOLD ↓

Finish the story on hard difficulty level.

Complete the entire game on the hardest difficulty available to earn this trophy or achievement. If you play through