

GAMESPOT game guide

Mafia II



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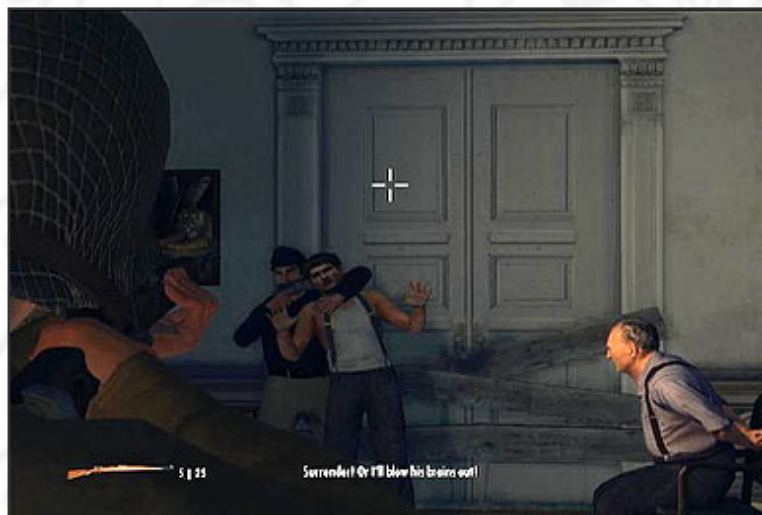
Chapter 1: The Old Country

Storming the Army Stronghold

You and your unit will be advancing on an Italian base. Use your rifle to snipe the dictator on the balcony and start your assault. Move up the stairs on the right and you'll witness a number of rebels be destroyed by a heavy machine gun. When the shooting stops, run passed the door and enter the window on the left. Take cover behind the walls and toss a grenade to take out the machine gun and the nearby soldiers.



Let your health recover before moving on. There is a small weapons cache, so arm up with what ever you find. Kick open the door on the right and support the rest of your unit as you make your way up the stairs. The Italian army has taken hostages, so you may want to aim carefully. However, even if you do rescue them, they will still be shot down by another wave of enemy soldiers.



You'll be forced on to a balcony that is taking heavy weapons fire. Quickly take cover at pop out to take on the enemy. Your army buddies will take care of most of the hard work. However, as you make your way inside, an enemy soldier will kill one of your allies and point his gun straight at you. Quickly respond and kill off the threat ahead.





Move into the room to the left and arm yourself with the machinegun. It has infinite ammo, so there is no need to be conservative. Kill off as many enemies as possible and soon a tank arrives. Once the heavy artillery fires off its shell the chapter will conclude.

Chapter 2: Home Sweet Home

Protecting the Family

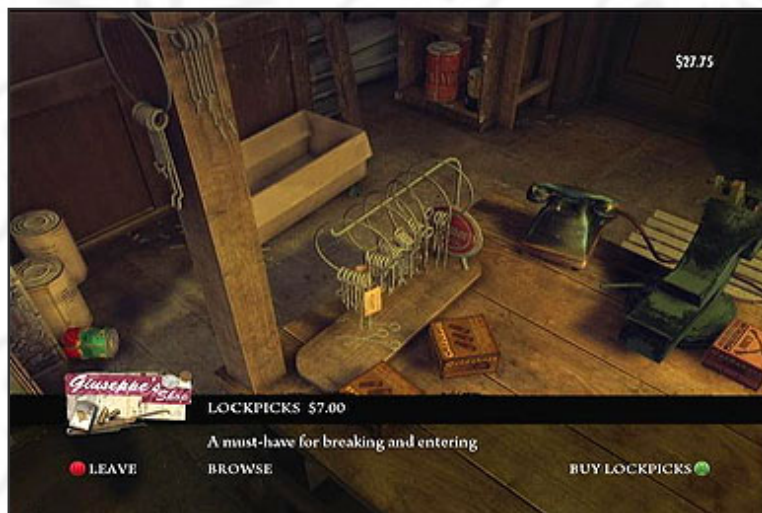
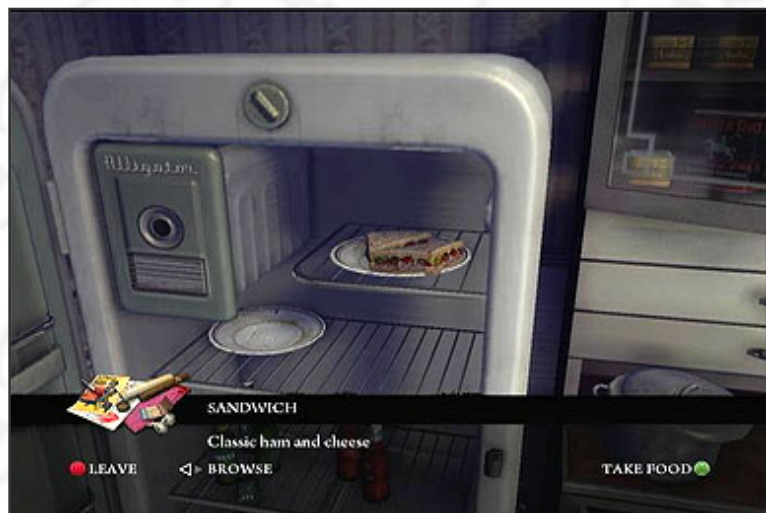
Joe will drop you off at your mother's place. Enter and spend the night. In the morning you'll discover that the family owes money to a loan shark. One of the enforcers shows up and harasses Francesca. Defend your sister by brawling the goon.



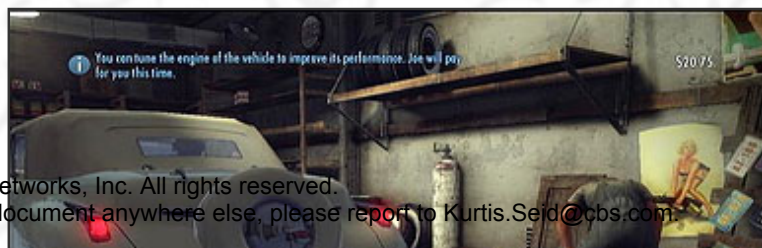
You should mostly hold down the dodge button so you can avoid every enemy hit, making you invincible. After the mobster takes a swing, quickly throw a counter punch to easily hurt him. Use heavy assaults to brutally harm him. Finally, end the fight with a bloody finishing move. With Francesca saved, head to Joe's.

Car Jacking

If you're still hurting from the fight, take some food from Joe's fridge to replenish your meter to full. While you recover life over time, you can never bring the health gauge to maximum without food.



After meeting with Joe, get into his car and follow the waypoint on your map. Joe will pay for a lock pick, allowing you to open locks discreetly. Push on the lock's pins and when they turn green, use the wrench to secure them into place.





You can try out the lock pick in the store before using it out in the open. When ready, leave the building and steal the car nearby. A cop will notice so you'll have to drive out of their range. Next, take the car to your next waypoint to change plates and give it a new color. This will make the car unrecognizable to the police.

Favor for Mike

With your new ride, take it to your next way point: Mike's junkyard. Here's you'll gain a handgun and your first job. Mike wants you to steal another specific car. Before leaving, test out the gun by destroying one of mike's old vehicles. You'll be supplied with extra ammo, so feel free to go nuts.



When ready, follow the waypoint and arm yourself. Hop the fence and shoot the guy on the other side. Your gun is powerful enough to kill foes with a well placed headshot. Take cover and shoot any other gang members that show up. After cleaning the initial three, steal the car and rush out.



Several more enemies will appear: some on foot, but others will chase after you in a car of their own. Speed away fast, but avoid being caught by the cops. If the enemy gang manages to run into the cops, they will be arrested, leaving you free.

Either way, take the car to Mike to receive your reward.

A Honest Job

Head back to Joe's and rest for the night. In the morning head to the docks and take a job with Derrick. Your task is to move boxes into the back of a truck. However, there is no reward and you'll automatically give up after some time. Whenever you want, exit the dock warehouse.



You'll be given a new job of extorting money from the dock workers. Go up and talk to each worker. Most of them will hand over their money without fuss. However, some will fight back. In these cases, beat them down with a few punches until they give in.



After taking cash from three workers, Bill will pick a fight with you. Take him down with the standard melee strategy. Dodge until he throws a punch, counter with a quick attack, and finish him off. With the job done, collect your cut from Derrick and head home to complete the chapter

Chapter 3: Enemy of the State

Escort

Henry has a job for you to rob Gas Stamps from a government agency. You can gain a lot of information regarding the layout by meeting with one of the workers, Marie. Follow the waypoint to reach her apartment.



Find a suitable car and drive Marie to the hospital to visit her sister. Along the way she'll tell you all of the building's weaknesses. Some things include the back window being unlocked and a lacks amount of guards.

Gas Stamps

Once you're on your own, head to the government building. Hop the fence and head towards the bath room window.



Make sure to stay in sneaking mode to avoid being detected by the guards. You'll want to sneak up to the top level by taking the stairs on the right. Your stealth kill can kill the enemies with one easy neck break. When the two up top are finished, move to the bottom.

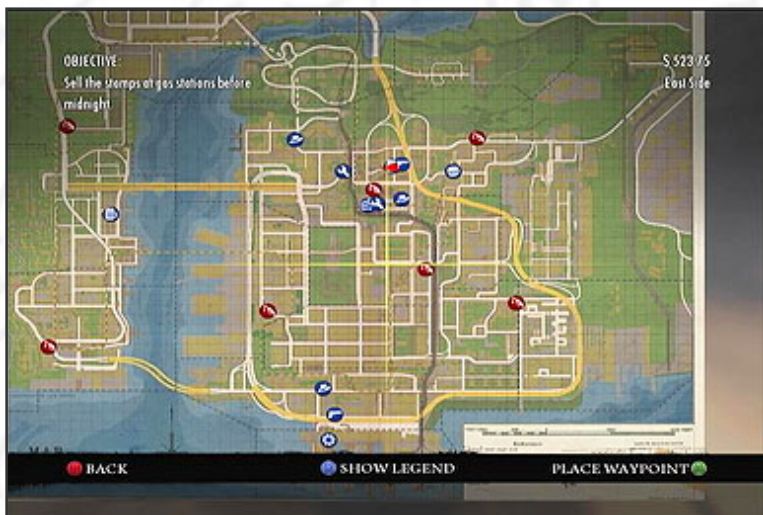




Kill the last guard and steal his Playboy. Instead of heading to the safe right away, take the descending stairs on the other side of the hall to enter the basement. There are more collectables here, but the true goal is the power system. Here, you can disconnect the security alarm, leaving the facility easy to rob.



Enter the director's office and nab the safe keys from his desk. Now, head to the safe just a few steps down the hall. Lock pick the barred door, and then open the safe with your keys. Since the alarm is off, you can swipe the gas stamps with little trouble. Exit the building and return to Henry.



Unfortunately, the stamps will expire tomorrow, so you need to sell them right away. Get into a fast car and drive to six different gas stations to sell off your stamps. There are five around the island your on now, so sell to those first. With time left, head across one of the other bridges to reach another section of Empire Bay to load off the last stamp. Finally, head back to Joe's to finish the chapter.

Chapter 4: Murphy's Law

Jewel Heist



You'll be robbing a mall jewelry store during this mission. visit Joe and he'll suit you up with a stolen repair man uniform. Afterwards, follow your waypoint marker to the mall and pick the lock.



Unfortunately, a gang of Irish thugs will also crash the mall, leading to a shootout with both them and the police. Joe will take point towards the exit. Guard him by shooting any enemy that comes your way. As this is a three way fight, you can typically ignore the Irish gang, as the police will outnumber them.





You'll ascend a set of stairs and arrive on the roof. You'll have to shoot the police from a far and won't be able to collect extra ammo. However, Joe will not run out of bullets, allowing him to take out remaining enemies. Eventually, Joe will single you to make a final escape, ending the chapter.

Chapter 5: The Buzzsaw

Treating a Lady

You'll start this mission by escorting one of Joe's lady friends to her car. However, she'll end up smacking into the back of a dead beat thug. Stand up for her and chivalrously murder him with your fists. The same tactic of dodging and counter punching will be enough to destroy him.



As the thug is now dead, feel free to store his care in your private garage. You can also drive it to Joe and Henry to start up your main objective.

The Hit

Henry has a hit and needs your help. He'll send you to an arms dealer to pick up a "buzzsaw", a high powered machine gun. It's the exact same weapon you wielded against the tank during Sicily, so it behaves the same.

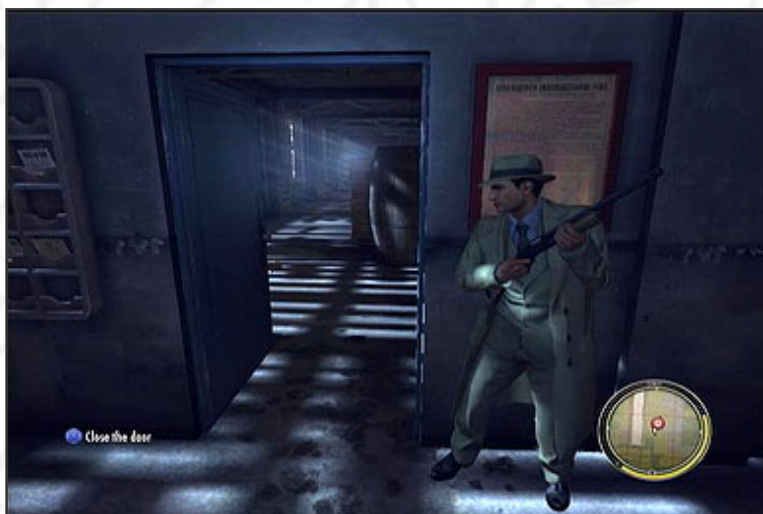


Bring your new gun to Henry and Joe and you'll set up an ambush. When the target--Sidney Pen "The Fat Man"--appears, man the buzzsaw and kill off his armed guards. The enemies crowd around cars, so you can easily take them out by firing directly at the gas tanks.





The Fat Man will run into the nearby winery and you'll have to chase after him. You can't take the buzzsaw with you, so just leave it. Joe has made some sandwiches, eat up to restore any lost health. Enter the building and take on the enemies. Both Joe and Henry are good shots and will be able to cover you as you make your way ahead. Keep to the right side of the first room, as the enemies will set the left a blaze. However, once you make your way through and the fire stops, move left to discovery some collectables.



Be sure to steal a shotgun and Tommy gun from the fallen guards, as the upcoming enemies will be armed to the teeth with deadly weapons. Even at long range, a shotgun has a high chance of instantly killing enemies. Joe and Henry will act as diversions, drawing the enemies' fire. This will allow you to make your way to back and get behind the enemy, leaving them open to a back attack. The Fat Man will be at the very top. However, while taking him out he'll injure Henry. Joe will carry him while you take point, but you'll have another hazard: fire.



Because the building is now burning to pieces, you'll need to carefully navigate while avoiding and killing the remaining enemies. Do not get too close to the fire, as even being nearby them will drain your health. At the very bottom level you'll be out of the inferno, but Henry is still bleeding to death. Quickly get him to a car and drive to the waypoint. This will lead to El Greco, a mob doctor. Be warned though, not only does Henry not have much time, but you'll be wanted by the cops at a

level three rating. You'll need to drive both fast to avoid being shot, while being careful to not crash. Upon arriving at the doctor, the chapter will conclude.



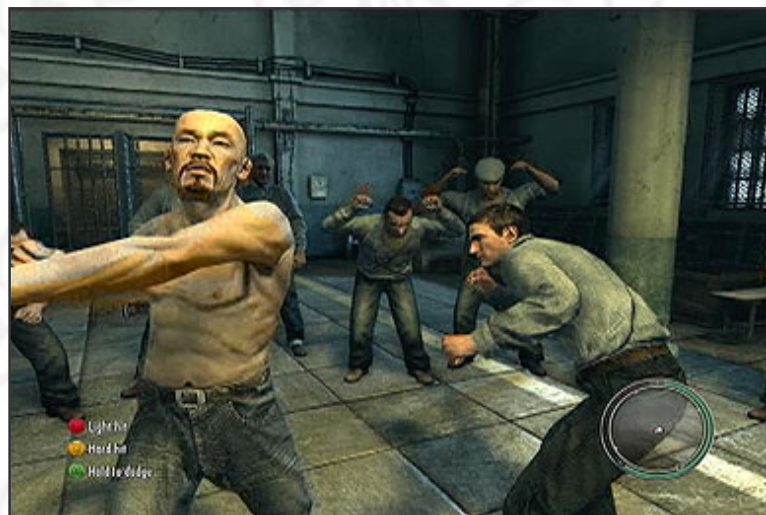
Chapter 6: Time Well Spent

Fight Club

You'll be locked away in prison and have to prove yourself in a series of fist fights. You'll start by facing off with your old Irish friend, Brian O'Neil. You'll want to stick to your same tactics of guarding his punches, and reprise with quick counterpunches.



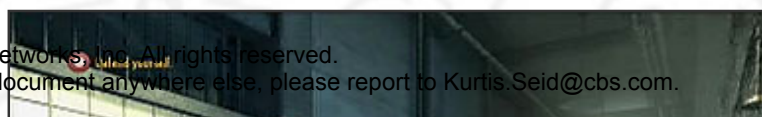
Your ability against O'Neil will impress Leo, an imprisoned mobster. He runs a fighting ring and will invite to you spar with his top man. While it's a friendly fight, you still should use the same fight strategy: dodge until there is an opening to counter with a quick punch.



After the training, leave for your cell and let the day pass. In the morning you'll fight in real matches against different opponents. The first will be incredibly swift, making him immune to heavy attacks. However, he can still be taken out with quick hits, which should already be your priority. The second fighter uses trash talk, so opting to taunt him will lower his spirit. You can even taunt during dodging, allowing you to spew hate while being protected. With his morale broke, break the rest of him to finish the day.

Clean Up

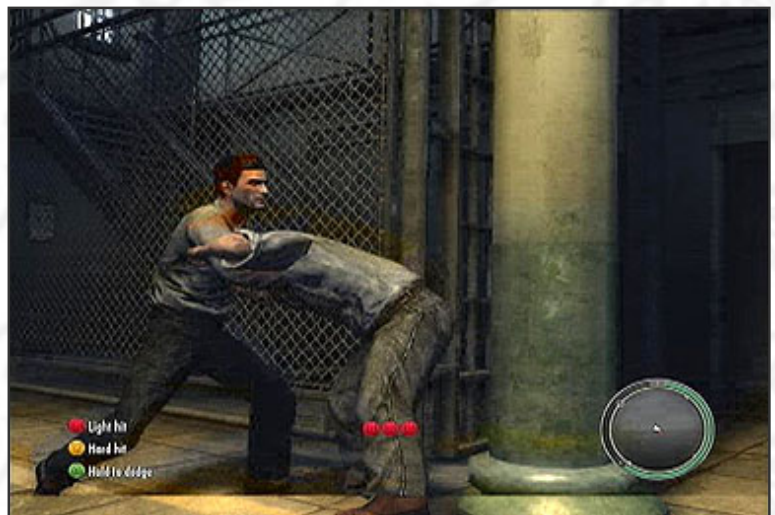
You'll be forced to scrub up the urinals. You'll need to do this several times, as the guards will continually use them, making a further mess. After words you'll need to make yourself clean in the showers.





Your fellow inmates will take a bit too much interest in you, and you'll need to beat some sense into them. Your same fight tactics apply, however, you will need to beat three of them, leaving no time to restore your health. However, if you spend too much time, the guards will eventually break up the fight.

End of the Rainbow



After meeting with Leo, you'll be sent to deal with O'Neil once and for all. He has a lot of health, allowing him to survive almost twice the length of other fighters. However, as long as you stick with dodging and countering, he'll be dead meat.

Chapter 7: In Loving Memory...

Your New Home

This is among the shortest chapters in the game, with very little to do. Meet up with Joe and he'll lead you to your new apartment. Don't worry about having to pay, as Joe has already taken care of it.



There are plenty of collectables around, so take the time to grab them. Afterwards, meet with Joe and Eddie for some rest and relaxation.

Night Out



After enjoying yourself with a few drinks, you'll depart via Eddie's car. However, you'll learn that he's got a dead body in his car and is too wasted to do a damn thing. You'll need to drive the car to the cemetery and bury it yourself. The waypoint will show the way. Additionally, the cops have no idea that you're up to foul play, so move carefully to not draw attention. With the body safely hidden, drive Joe and Eddie home and return to your place to finish the chapter.

Chapter 8: The Wild Ones

Carton of Smokes

Joe will show up with a huge truck loaded with cigarettes. You'll need to drive it to the waypoint and sell off the stocks. There are three types of cigarettes: red, white, and blue. Each customer will ask for a different type, so hand them out accordingly.



After the initial drop off, move to another location to sell off the rest of the stock. However, during your last drop off, you'll be ambushed by greasers. They will destroy your truck and make a break for it.



Joe will kill off one of them, leaving a car for the taking. You can chase down the remaining enemies while Joe shoots them, but it is not required. If you do choose to chase them, be careful to not draw the cop's attention, though with Joe it might not be possible. Either way, locate a pay phone and call Eddie to inform him that the job is a bust.

Greasy

Eddie wants both revenge and his money back. He's got a plan to teach the greasers once and for all. Meet up with Steve at the next waypoint and you'll trash a diner--one of the greaser's hang outs.





You'll gain a few heavy armaments thanks to Steve: a few hand guns, explosives, and soon a machine gun. Follow the way point to reach the greaser stronghold. You'll be supported by Joe, Steve, and Marty as you shoot down wave after wave of enemies. Your pistol is a good starter, but be sure to switch to a shotgun or Tommy gun when the numbers become too thick.



Remember that you can do some serious damage destroying cars by shooting the gas tanks. If you run low on health, you can even steal the greaser's lunch. There are plenty of sandwiches and sodas lying around the dump, so feel free to stick them in your mouth.



The helpful thing about your partners is that they distract the enemy while you go for a surprise attack. Move behind train cars and passed walls to get a jump on the enemy targets. There are many tight corners though, so let your friends take point since they can survive a gun blast or two. When the greasers are finally dealt with, steal their hotrods. These cars will fetch a pretty penny from Derek at the docks. With your new wad of cash, return to Eddie to pay him back for the damaged truck, ending the chapter.

Chapter 9: Balls and Beans

Chasing Luca

You'll need to carefully follow Luca. He will be unaware that you are following him, so don't alert him by getting too close. On the other hand, don't stay too far back or you'll lose him completely.



You'll arrive at Clemente's slaughter house and will need to find a way to sneak in. To the right is a sewer entrance, allowing you easy access to sneak in by any guards. However, the sewer's bile will leave you with an obvious stench.



You'll need to sneak through the rest of the butchery. However, given your smell you'll need to be absolutely avoid any dog. Their loud barks will alert gangsters to your location, instantly compromising the mission. Make your way passed doors, and duck below counters. You'll soon locate your mafia allies, and they are in a heap of trouble.

Pay Back

Luca will send one of his worst goons after you in a one-on-one brawl. He will do a two hit combo before letting up for a second. Be sure to always dodge two punches before countering with your own. However, once he's heavily damaged the enemy mobster will resort to single heavy punches. Adjust your counters accordingly.





You'll free Tony Balls after the fight, and the two of you will make an escape route for Harvey Beans. Tony is a good shot and will help quite a bit with defeating enemies. However, he never wields anything but a basic pistol. You'll need to arm yourself with a shotgun to take out the tougher enemies.

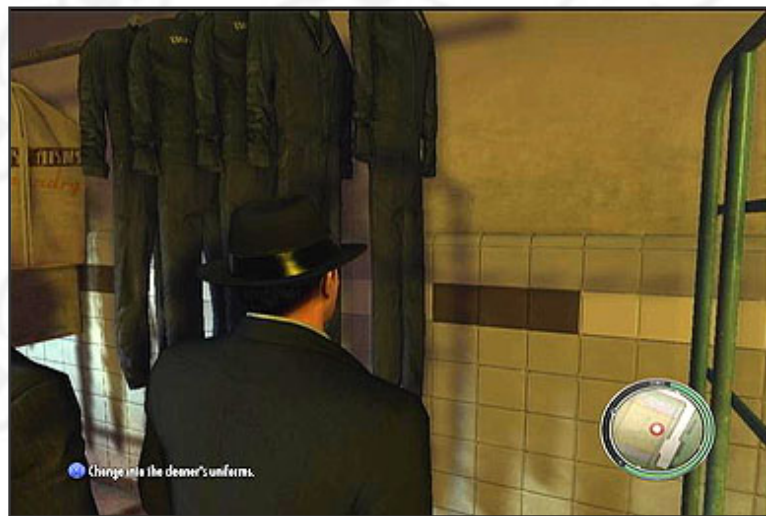


Luca will call for reinforcements, but they are easily taken out with Tony on your side. However, he seldom moves out of cover, making one or two of the enemy gangsters your priority to get a good shot. After Tony and Beans get there hands on Luca, feel free to poach his car. Since your clothes are still rancid, stop by a clothing store or your apartment to get a change of clothes. With a new pair of threads, head to the waypoint to finally join Falcone's family.

Chapter 10: Room Service

Cleaning Up

Falcone wants Clemente dead once and for all. You and Joe will be tasked with doing the dirty work: destroying Clemente's hotel conference room. To sneak in you'll need to disguise yourself as hotel janitors. Joe has a man inside, but he seems to be running late. If you don't feel like waiting, move around to the left side and take the second door. Avoid any mafia guards that might stroll by and open the door Joe is waiting behind. Once you've met back up with your ally, take a right and change into your new uniform. Move down the hall to the elevators and one of Clemente's guards will show you to a messy carpet.



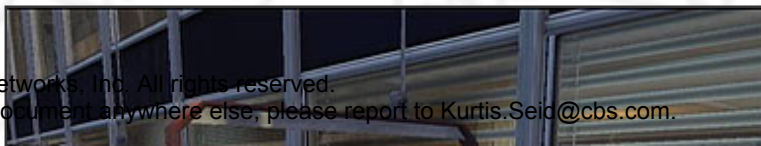
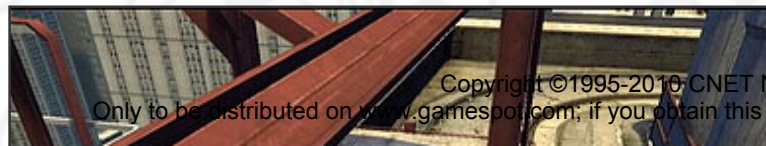
Joe will arm up the bomb, but you'll still need to keep your identity secured. Avoid any gangsters that might recognize you and clean up the stains on the floor.

Roof Rumble

Clemente's gang will have secured the roof. Joe will hand you a new type of pistol with quick fire, however its clip is rather small. Thankfully, a number of the enemies carry Tommy guns, which will make excellent additions to your arsenal.



There are both enemies on the top and bottom. As you make your way to the higher levels, more mobsters will appear below. They won't ascend up towards your level, so take cover and shoot them from a far.





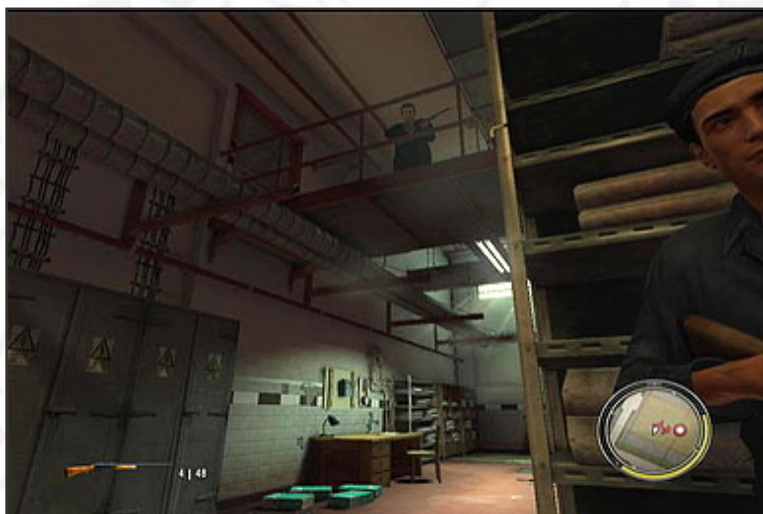
Once the opposition is cleared, move over to the window washer crane and activate the machine. There is a collectable sitting on top, so be sure to grab it. Ride the platform down and watch the fireworks. Lucky for Clemente, he wasn't near the blast, but now you'll really need to finish the job.

Chasing Clemente

Clemente will have already made a break for it. You'll be ambushed by a wave of mobsters toting Thompson machine guns. The first will be out in the open, so kill him with a clean headshot. The others will have taken cover behind glass walls, so duck behind the bar and take your time executing them.



Take the elevator down to the lower levels. Here there are more enemies, but on the ground level and on catwalks above. There plenty of collectables around, so even during the heavy gun fighting you'll want to stop and grab them. Joe is capable enough to cover you during this time.



Clemente will make an escape for his car and will be escorted by a second set of wheels. You'll need to keep on the enemy's tail while gun shoots them. He'll be able to destroy the escort fairly quickly

Joe's Mess

Seems Joe is a little shaken up and will end up killing an innocent bartender. Drag the corpse to the back ally and load it into a car. Get inside and drive Joe back to his place. However, the cops will be quickly on your trail. Since you can't switch cars, you'll need to outrun the police at top speed. If you really want to get the cops off your back, you can pay a large bribe of several hundred dollars to end their pursuit.



Once Joe is safely home, take the car to Mike's junkyard and destroy it with the car crusher. Steal a second car and head to your house, ending the chapter.

Chapter 11: A Friend of Ours

Warning Leo

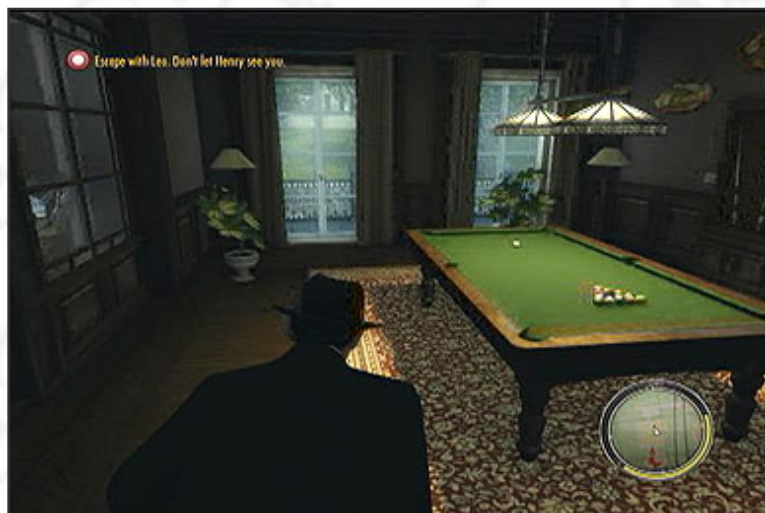
With Clemente gone, Henry will come to you asking to join Falcone. Drive with him to Falcone's bar and a deal will be made. In order to join the family, Henry will be tasked with killing off Leo. Your task is to warn Leo before Henry makes it there.



Since Henry will have taken your car, you need to get in one that can reach very fast speeds. If your ride can't reach at least 60 miles per hour, then it won't make it to Leo's the short amount of time. You also want to be careful to not alert the cops. You will be unable to reach your target if you have any police on your tail.

Escape

Once you've got Leo on your side, attempt to sneak him out while avoiding Henry and his help. It's not mandatory that you escape; you can simply hide until things blow over.



Once the coast is clear, hop into one of Leo's cars and drive him to the way point. Since he'll leave the ride with you, feel free to take the vehicle back to your private garage.

Marital Affairs

Upon returning home, you'll get a call from your sister to look for her husband, Eric. Follow your waypoint and you'll locate

him in an apartment.



Seems like he's cheating on your sister. Beat up Eric in a one-on-one fist fight. The same standard tactics apply here of dodging and counter attacking.

Luck of the Irish

Even after returning home you'll be attacked by the Irish mob. They will burn down your house, destroying everything: your home, clothes, weapons, and all of your cash. Your cars will remain, but you'll only be able to access them from another garage.



Since you're unarmed, quickly run and steal a car. The enemies are on foot, so ignore them and race to Joe's. He'll supply you with a gun and some clothing. He's changed his apartment a bit, so be sure to take the time and pick up some of his collectables.





Once geared up, head to the Irish's pub. The entire gang--even the bar tender--will start firing at you and Joe. Take out the enemies on the right at first, then take cover behind the bar. Even more enemies will appear. Thankfully, the bartender will have dropped a powerful shotgun you can use to execute the remaining enemies.



The remaining gang will take off. Chase after them in your car, but be warned that the police are hot on your tail. You can actually use this to your advantage by luring the police into a three way battle, destroying the remains of the Irish. Once the enemies are dead, you'll have a new place to stay: Marty's apartment.

Chapter 12: Sea Gift

Dope Deal

Henry has a plan to make it rich quick: Buy drugs cheap from the Chinese and sell it for profit. In order to start this deal, you'll first need some money of your own.



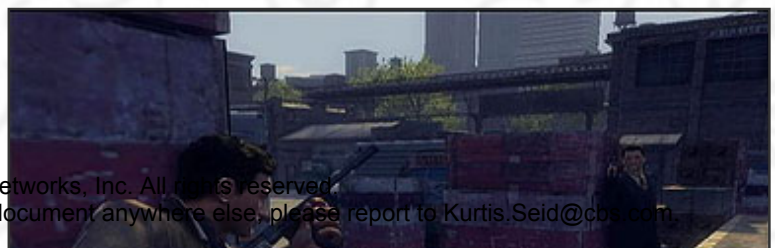
Jump into your car and take the first waypoint to the loan shark. He'll lend you nearly \$30,000 dollars, but will expect a large return later. Travel to the next way point to do business with the Tongs, a powerful Chinese gang.

The Sting

The deal goes fine, however you'll be ambushed by police on your way out. Somehow Henry sees that they are fake cops and you'll make a break for it.



Before battling, there are a few collectables around, so stop to pick them up. Let Joe and Henry take point, as they can both survive multiple hits that would otherwise destroy you. There is little cover in the upper sections, so you'll need to dash along the catwalk and descend the stairs.





Outside, more reinforcements will arrive. Stay in cover and let your allies pick off the ones close by, while you concentrate on the further targets. Once the "police" are done in, steal a car and make your way to the delivery waypoint.



Head to the drop point to start your drug dealing career, which will conclude the chapter.

Chapter 13: Exit the Dragon

Walk in the Park

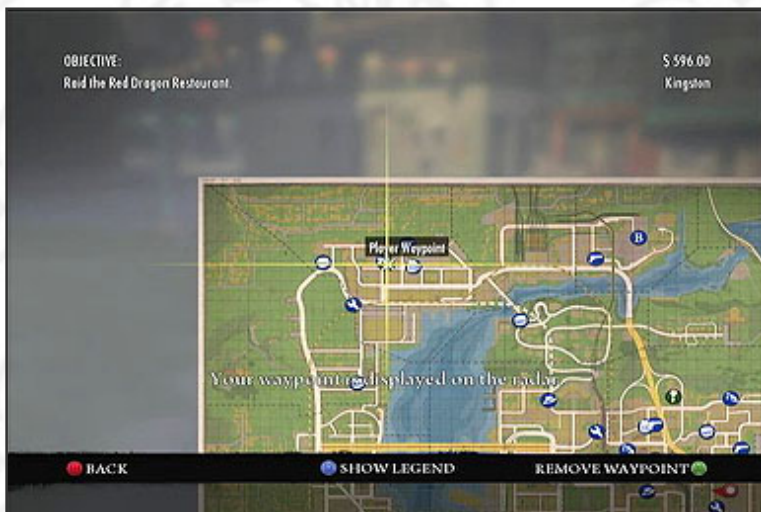
You'll be sent to the park to meet with Henry. However, you'll run into a gang of Tongs that want your head. There is little cover around besides the car you drove in with. Joe will be able to cover you while you concern yourself with surviving.



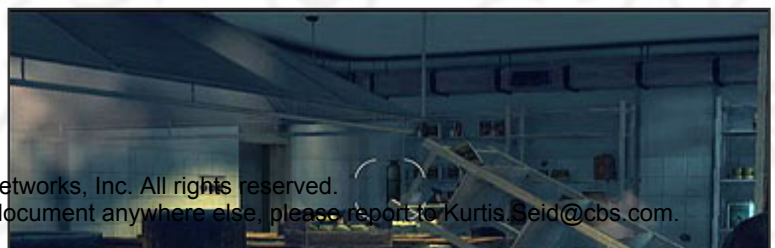
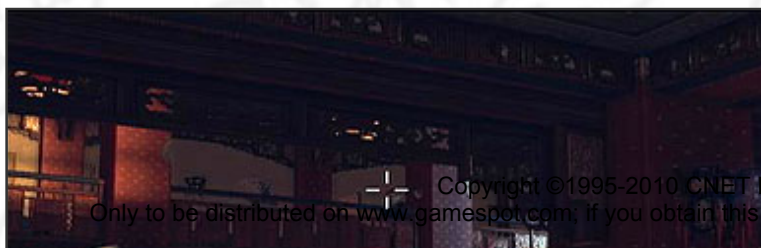
After the gun fight, follow Wong. As with following Luca, stay at a distance so that Wong does not see you, but don't remain too far back as to lose him.

No Reservation

Joe will suggest arming yourself with weapons from Harry's shop. It's not entirely necessary, as you can still collect the items dropped by the upcoming enemies. Still, if you feel the need to start with better guns, travel over to Harry's.

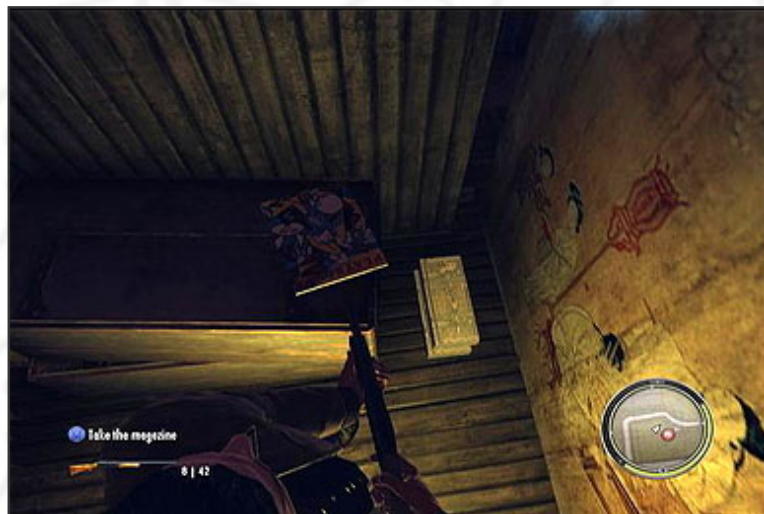


When ready, barge into the restaurant and kill the enemies in the main dining area, quickly take cover behind the bar, and finish off the foes on the upper levels. Joe will suggest attacking the kitchen, but more Tongs will come from behind. Kill them off first before entering further.





Once inside the kitchen, kill off the chefs and other gang members. If you're weakened, be sure to stop and grab some food to restore your health to maximum.



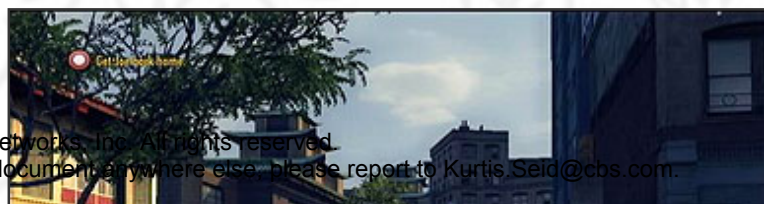
You'll move up a staircase, but will be ambushed by more enemies. Be armed with a good long range weapon to effortlessly kill the enemy. Before descending into the lower levels, be sure to grab the collectables along the way.

Sneaking In

You'll want to take the stealth approach while moving through the underground sweatshop. Sneak behind the enemies and kill with an instant death attack.



However, if you are caught, there is a weapons cache in the room to the right. Take the many guns and even a few hand grenades. Be warned that even the workers on sewing machines are armed to the teeth, so kill them off by any means.





Once the guards and other gang members are killed, move ahead to confront Wong. With the Tong's massacred, exit the building. You'll be surrounded by cops, but Joe will be more than capable of killing them all. When ready, steal a car and head home, ending the chapter.

Chapter 14: Stairway to Heaven

Never Forget

You'll have orders to take out an old Mafia rat. You'll be given a special high-powered car for this job. Don't wreck it, or your mission could instantly fail. Drive and let Joe do the shooting as always.



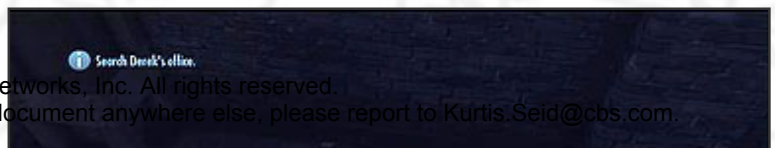
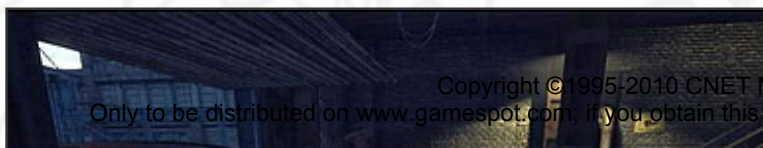
Even after killing the target, you'll be assaulted by federal agents. Lose them as quickly as possible, taking long winding roads and other tricky ways to keep them off your tail. After getting a good ways away, head to the way point to drop off Joe. Since you're still wanted, change your clothes and grab a new set of wheels. Your next destination is the docks.

Dock Work

Derek wants you to teach the dock workers a lesson, however they will share with you a distressing story. Your priorities will change: kill Derek and Steven, ending the dock madness.



Your shotgun actually has fairly good range. The dockworkers will provide some help with killing off Steve outside the warehouse. However, you'll be on your own once inside. You can actually drive your car into the building, and while it won't be too useful offensively, it can provide some much needed cover. Derek will throw down explosives while his guards attempt to shoot you down. Take them out one by one before moving to the top. Derek isn't any tougher than the average goon, so kill him with a few good gunshots.





With Derek dead, raid his safe. He'll have barely enough to pay off your debt to the loan shark. If you need some extra cash, rob gun shops to a big payoff.

Skyscraping By

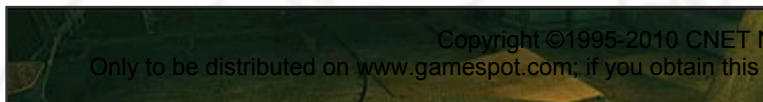
Even with enough to pay your dues, you'll need Joe's other half. Follow the trail of waypoints and scenes to learn that he was taken to the Mona Lisa bar. Head there and you'll be escorted to half built skyscraper



Arm yourself and kill the three guards with sneak attacks. You'll now need to descend to make your escape. Let Joe take point as much as possible. Once the Vinci mobsters notice you, it will be an allout gun fight.



Even during the hectic fighting, there are collectables hidden around the building. Take the time to grab some. However, the main thing you'll want to pick up is the enemy's guns. a good shotgun will go a long way at destroying your enemy.





Towards the bottom will be a stockpile of grenades. Pick them up and be ready to use them as you enter the lobby. Enemies will come from all sides. Take out the ones that come up the stairs to the left first, and then sweep right to execute the remaining enemies. Some of the mobsters will even be under you, so you'll need to come out of cover to get a good shot at them.



Take a car and bring Joe to El Greco for some healing. With all of the money collected, return to the loan shark and pay off your debt, ending the chapter.

Chapter 15: Per Aspera Ad Astra

Observing Danger

Leo and the Tongs want you dead, but are willing to make a deal: Join with Vinci and kill off Falcone. This will be your last stand, one that will make or break you.



At the first level you'll want to kill off the Falcone mobsters that approach closest. They will drop powerful machine guns and shotguns, which will be very useful for killing off the others. When ready, move along the observatory's outer ring, stopping to take cover and kill any enemies that approach.



Once inside, there will be two major problems: enemies on the roof shooting down, and a gangster with a few grenades. Take out the roof enemies first. The grenade thrower will eventually run out of stock, leaving you free to shoot them with minimal risk. You'll want to move up the stairs to get the next wave's attention, but scurry back to cover, as they mobsters will charge you.





While on the roof, be sure to scout around for some of the final collectables. When ready, enter into the second dome. You'll be descending down a long flight of stairs. One of the enemies will charge you, so kill him off right away. The display cases in the center don't provide good cover, so stay along the outer walls.



With no form of backup, you'll need to take along time resting to keep your health up. Never advance ahead too far, as Falcone's men will repeatedly outnumber you, typically sending at least one enemy straight towards you. Your shotgun is the best for fighting these close range enemies, while the machine gun and magnum are great for enemies that stay back.

Da Boss

You'll be aided by Joe during this final battle. Since the room is a full circle, you need to move to the outer ring to have any hope of finding cover.



The small control booths are a great place to set up camp. You can guard one side, and Joe will cover the other, allowing you to easily take out Falcone's guards.





When all of the cronies are dead, Falcone will pop up from the center with a toting machine gun. There is no need to move from your location, just headshot the mob boss to take him down. With your target killed, you'll have completed all of Mafia 2.

Xbox 360 Achievements

Achievement Name	How To Earn	Reward
Viva la Resistenza!	Complete Chapter 1.	20
Home Sweet Home	Complete Chapter 2.	20
Back in Business	Do your first job for Mike Bruski.	10
Big Brother	Protect Francesca.	10
A Real Gentleman	Help the woman fix her car in Home Sweet Home.	10
The Price of Oil	Complete Chapter 3.	20
The Professional	Obtain the ration stamps without raising the alarm.	10
Mail Man	Sell all the gas stamps before the time runs out.	10
Night Shift	Complete Chapter 4.	20
Good Spirit	Complete Chapter 5.	20
Time Well Spent	Complete Chapter 6.	20
Last Respects	Complete Chapter 7.	30
The Wild Ones	Complete Chapter 8.	30
Man of Honor	Complete Chapter 9.	30
Checking Out	Complete Chapter 10.	40
Our Good Friend	Complete Chapter 11.	20
Wake up Call	Help Leo out of a tricky situation without getting caught.	10
Chasing the Dragon	Complete Chapter 12.	40
Chop Chop!	Complete Chapter 13.	40
Men at Work	Complete Chapter 14.	50
Finish Him	Finish what you started.	50
Made Man	Finish the story on Medium difficulty level.	50
Tough Nut	Finish the story on Hard difficulty level.	100
Get Rich or die Flyin'	Get all wheels of your car into the air for at least 20 meters and then touch the ground again.	10
Pedal to the Metal	Travel at 160 mph.	10
One Careful Owner	Travel a total of 50 miles in one vehicle.	10
Proper Scrapper	Sell 5 vehicles to Mike Bruski at the scrapyard.	10
Exporter	Sell 5 vehicles to Derek at the dock.	10
Cruise Control	Keep any vehicle at 30 mph or over for 5 or more minutes.	10
Hairdresser	Kill 5 enemies in rapid succession with a headshot.	10
Knucklehead	Kill a total of 30 enemies using melee attacks.	10
Stuck Up	Rob 5 stores in under 5 minutes.	10
The Enforcer	Kill 50 enemies.	10
Sharp Suiter	Buy your first luxury suit.	10
Tuned Ride	Upgrade one of your cars one level.	10
Dream Handling	Upgrade one of your cars to the maximum level.	10
Hard to Kill	The police want you dead. Survive for 10 minutes!	10

Collector's Item	Find at least one collectible in the game.	10
Petrol Head	Drive at least 30 different vehicles.	30
Ladies' Man	Find all of the Playboy magazines.	40
Card Sharp	Find all of the Wanted posters.	40
He Who Pays the Barber	Improve the dockworkers' haircuts.	10
A Lesson in Manners	Show that you know how to treat a lady.	10
Hey Joe	Clean up after Joe.	10
End of the Rainbow	Settle the score with the Irish once and for all.	10
The Mafia Never Forgets	Pay a visit to an old friend.	10
Out of Justice	Learn what it means to be a Scaletta.	30

PlayStation 3 Trophies

Trophy Name	How To Earn	Reward
Viva la Resistenza!	Complete Chapter 1.	Bronze
Home Sweet Home	Complete Chapter 2.	Bronze
Back in Business	Do your first job for Mike Bruski.	Bronze
Big Brother	Protect Francesca.	Bronze
A Real Gentleman	Help the woman fix her car in Home Sweet Home.	Bronze
The Price of Oil	Complete Chapter 3.	Bronze
The Professional	Obtain the ration stamps without raising the alarm.	Bronze
Mail Man	Sell all the gas stamps before the time runs out.	Bronze
Night Shift	Complete Chapter 4.	Bronze
Good Spirit	Complete Chapter 5.	Bronze
Time Well Spent	Complete Chapter 6.	Bronze
Last Respects	Complete Chapter 7.	Bronze
The Wild Ones	Complete Chapter 8.	Bronze
Man of Honor	Complete Chapter 9.	Bronze
Checking Out	Complete Chapter 10.	Bronze
Our Good Friend	Complete Chapter 11.	Bronze
Wake up Call	Help Leo out of a tricky situation without getting caught.	Bronze
Chasing the Dragon	Complete Chapter 12.	Bronze
Chop Chop!	Complete Chapter 13.	Bronze
Men at Work	Complete Chapter 14.	Silver
Finish Him	Finish what you started.	Silver
Made Man	Finish the story on Medium difficulty level.	Gold
Tough Nut	Finish the story on Hard difficulty level.	Gold
Get Rich or die Flyin'	Get all wheels of your car into the air for at least 20 meters and then touch the ground again.	Bronze
Pedal to the Metal	Travel at 160 mph.	Bronze
One Careful Owner	Travel a total of 50 miles in one vehicle.	Bronze
Proper Scrapper	Sell 5 vehicles to Mike Bruski at the scrapyard.	Bronze
Exporter	Sell 5 vehicles to Derek at the dock.	Bronze
Cruise Control	Keep any vehicle at 30 mph or over for 5 or more minutes.	Bronze
Hairdresser	Kill 5 enemies in rapid succession with a headshot.	Bronze
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Hard to Kill	The police want you dead. Survive for 10 minutes!	Bronze

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Petrol Head	Drive at least 30 different vehicles.	Bronze
Ladies' Man	Find all of the Playboy magazines.	Silver
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He Who Pays the Barber	Improve the dockworkers' haircuts.	Silver
A Lesson in Manners	Show that you know how to treat a lady.	Silver
Hey Joe	Clean up after Joe.	Silver
End of the Rainbow	Settle the score with the Irish once and for all.	Silver
The Mafia Never Forgets	Pay a visit to an old friend.	Silver
Out for Justice	Learn what it means to be a Scaletta.	Silver
Platinum Trophy	Unlocked when all trophies collected	Platinum

