



Introduction

In 1972, *The Godfather* was released in theaters to worldwide critical acclaim. Considered by many to be one of the best movies ever created, *The Godfather* spawned two sequels and an endless array of fandom as people, 25 years later, offer things to people "that they couldn't refuse." Well we have an offer you can't refuse here at IGN Guides. EA's *The Godfather* game has recently been released, and we know that you're jonsing for help. IGN takes pride in destroying the competition in general, and IGN Guides continues the proud tradition with our newest guide for *The Godfather*. You won't find a more complete, more detailed and more accurate source for *The Godfather* anywhere. Period. If you want to become the Don of New York City and reach 100% in the game, you've come to the right place.



So what's inside? Well, aside from a complete basics section and a walkthrough covering each mission in the game, the real meat of the guide is in the numerous appendices. We've found every reel of film and every weapon upgrade. We've extorted every business, bought out every racket, stormed every hub, seized every compound, and taken firm control of every section of the New York metropolitan area. We detail it all in our guide, accompanied by hundreds and hundreds of screens. But if all you need are some details on execution styles, or contract hits, or safehouses, or safe locations... well, you've also come to the right place. We have it all.

In this The Godfather strategy guide, you'll find:

- Basic tips and strategy.
- Weapons info.
- Complete *The Godfather* walkthrough.
- Tips on taking over all businesses and rackets.
- *Plus tons, tons more...*

The New York City underworld can be a dangerous place. But no fears. With IGN Guides as your ever-trusty companion, you'll come out on top. Grab your gun, hone your ruthlessness, and temper your compassion. It's time to take out the four competing families and put the Corleones on top.

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Basics

The Godfather is a complex game. We've managed to create a guide that covers every aspect of the game, so if you're looking for specific information outlined in the image map above, click away. This section is for the game's Basics, and is primarily for beginners. But even if you're a seasoned veteran of The Godfather, brushing up on the fundamentals never hurt. Those fundamentals are outlined below.

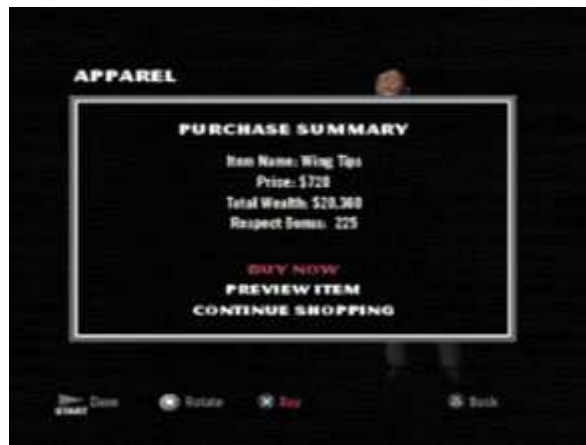
Your Ultimate Goal

The actual missions in the game aren't terribly difficult or time-consuming. But you don't get the whole gaming experience by running through the game without taking the time to look at what you're missing. Your ultimate goal isn't only to become Don, but to become Don of New York City. You can only do this by getting 100% of what the game has to offer. This includes taking over every business and racket, finding every film reel, purchasing every safehouse, et cetera. It makes the game deeper and longer than you would probably ever have expected. Doing all of this is far from easy. But then again, that's where IGN Guides comes in. Below are some tips, tricks, explanations and suggestions to help you achieve that goal. If you have something more specific in mind, head to that section of the guide now.

Your Character

Your character starts out as a weak Outsider, someone new to the Mafia world and someone that needs to work hard to get Respect... literally. (Respect is outlined in sections below). Your character is yours to craft as you see fit, from the skin color to the clothing.

Clothing (or "Apparel" as the game calls it) isn't only for looks, however. Each piece of clothing, each accessory... they all offer you all-important Respect bonuses. As you browse through the five Apparel sections (Shirts and Coat Combos, Pants, Shoes, Hats, and Glasses), you will find at times even deeper selections. Each selection gives you bonuses to your Respect, which is important, but they also cost money... some cost serious money indeed. Check marks next to a piece of Apparel represents that you own that piece of clothing. And remember, you can personalize each piece of Apparel by changing its patterns, colors, and look. You can also rotate your character to get a firm grasp on how they look from all necessary angles. To access this in-game, load your game and "Enter the Tailor Shop."



Here is a complete list of the Apparel in the game, along with their Respect bonuses and cost.

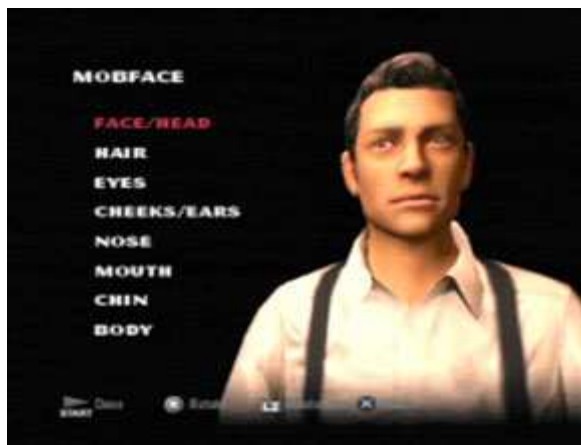
Shirt and Coat Combos - Dress Shirts		
Name	Cost	Respect
Rolled-up w/Open-collar	Default	None.
Rolled-up w/Open-collar + suspenders	Default	None.
Open-collar	Default	None.
Open-collar w/suspenders	\$2,400	750
Rolled-up	\$2,100	660
Rolled-up w/suspenders	\$2,400	750
Rolled-up w/tie	\$2,100	660

Rolled-up w/suspenders + tie	\$3,000	940
Buttoned-up	\$1,200	375
W/suspenders	\$1,800	565
W/tie	\$1,500	470
W/suspenders + tie	\$3,000	940
12	\$19,500	6,110
Shirt and Coat Combos - Vests		
Name	Cost	Respect
Open w/Rolled-up	\$3,600	1,125
Open	\$3,600	1,125
Closed w/Rolled-up	\$3,600	1,125
Closed	\$3,600	1,125
Open w/Rolled-up + tie	\$4,200	1,315
Open w/tie	\$4,200	1,315
Closed w/Rolled-up + tie	\$4,200	1,315
Closed w/tie	\$4,200	1,315
Open w/Rolled-up + untied	\$9,000	2,815
9	\$40,200	12,575
Shirt and Coat Combos - Leisure Coats		
Name	Cost	Respect
Open	\$5,400	1,690
Closed	\$5,400	1,690
Open w/tie	\$6,600	2,065
Closed w/tie	\$6,600	2,065
Open w/vest	\$8,400	2,625
Open w/vest + tie	\$9,000	2,815
6	\$41,400	12,950
Shirt and Coat Combos - Sport Coats		
Name	Cost	Respect
Open	\$6,000	1,875
Closed	\$6,000	1,875
Open w/tie	\$7,200	2,250
Closed w/tie	\$7,200	2,250
Open w/vest	\$9,600	3,000
Open w/vest + tie	\$10,200	3,190
6	\$46,200	14,440
Shirt and Coat Combos - Double-Breasted Coats		
Name	Cost	Respect
Closed	\$11,400	3,565
Closed w/tie	\$12,000	3,750
2	\$23,400	7,315
Pants		
Name	Cost	Respect
Casual Pants	Default	None.
Casual Pants w/ Belt	\$720	225
Dress Pants	\$1,080	340

Dress Pants w/ Belt	\$1,200	375
4	\$3,000	940
Shoes		
Name	Cost	Respect
Dress Shoes	Default	None.
Oxfords	\$420	135
Loafers	\$540	170
Wing Tips	\$720	225
4	\$1,680	530
Hats		
Name	Cost	Respect
No Hat	Default	None.
Snap Brim	\$480	150
Fedora - Narrow Brim	\$840	265
Fedora - Wide Brim	\$900	285
Homburg	\$600	190
5	\$2,820	890
Glasses		
Name	Cost	Respect
No Glasses	Default	None.
Wire-Frames	\$300	95
Horn Rims	\$300	95
Sunglasses	\$600	190
4	\$1,200	280

As you can see, there's a plethora of items to buy. Don't worry about equipping it all; it's not necessary. Simply by making a purchase, even if the item is not equipped, you will still get what's important with each piece of Apparel - the Respect that goes along with it. (With all of this talk about Respect, you may want to just go down to the next part of the Basics [we're almost there] if you have no idea what we're talking about in terms of Respect. It is very important indeed.) In anycase, you'll want to drop your hard-earned loot on all of the items above. While it'll cost you a grand total of **\$179,400** to buy each item (not exactly a low amount of money), it'll net you a grand total of **56,030** points of Respect, something you'll need a lot of. Buy, buy, buy!

The other customizable character feature is to "Visit the Barber" after loading your game and going into what the game calls "Mobface." Mobface is essentially a place where you can alter your character's physical appearance (apart from Apparel). There are eight things you can change - Face/Head, Hair, Eyes, Cheeks/Ears, Nose, Mouth, Chin, and Body. Take time to explore this function as it is highly customizable... no two characters in the game, really, should look alike between this and Apparel. Have fun!



Respect - Earning It & Using It

The Godfather has an interesting RPG-like quality about it in that your character levels up. But instead of receiving experience points in the classic sense, your character gets Respect bonuses. You get Respect for lots of stuff (and you can never, ever lose Respect) and it's vital that you try to get as much of it as humanly possible. We outlined above how you can get quite a bit of respect by simply buying clothes for your character. But the Respect game is so much more important and so much more diverse than that.



In the screens above, you can see the blue Respect meter. Our character is at Respect level 18, meaning we've managed to cycle that blue meter 18 times. This increases our HP and makes us more formidable, and it also gives us a skill point. Each Respect level equals one skill point. These points are used to increase your skills, each of which can be increased tenfold. There are five "skills" - Fighting, Shooting, Health, Speed, and Street Smarts. Using one point on one of those at a time will net you increased and new abilities, et cetera. Below is an outline of each upgrade (you can see this by pausing the game and then going to Skills and Upgrades also):

Fighting	
LVL	Upgrades/Effects/Et Cetera
1	Increase Attack Damage, Upgrade 1: +10% / Increase Grab Time, Upgrade 1: +1 Second / Increase Negotiation Pressure, Upgrade 1: +10%
2	Increase Attack Damage, Upgrade 2: +20% / Increase Grab Time, Upgrade 2: +2 Second / Increase Negotiation Pressure, Upgrade 2: +20%
3	Increase Attack Damage, Upgrade 3: +30% / Increase Grab Time, Upgrade 3: +3 Second / Increase Negotiation Pressure, Upgrade 3: +30%
4	Increase Attack Damage, Upgrade 4: +40% / Increase Grab Time, Upgrade 4: +4 Second / Increase Negotiation Pressure, Upgrade 4: +40%
5	Increase Attack Damage, Upgrade 5: +50% / Increase Grab Time, Upgrade 5: +5 Second / Increase Negotiation Pressure, Upgrade 5: +50%
6	Increase Attack Damage, Upgrade 6: +60% / Increase Grab Time, Upgrade 6: +6 Second / Increase Negotiation Pressure, Upgrade 6: +60%
7	Increase Attack Damage, Upgrade 7: +70% / Increase Grab Time, Upgrade 7: +7 Second / Increase Negotiation Pressure, Upgrade 7: +70%
8	Increase Attack Damage, Upgrade 8: +80% / Increase Grab Time, Upgrade 8: +8 Second / Increase Negotiation Pressure, Upgrade 8: +80%
9	Increase Attack Damage, Upgrade 9: +90% / Increase Grab Time, Upgrade 9: +9 Second / Increase Negotiation Pressure, Upgrade 9: +90%
10	Increase Attack Damage, Upgrade 10: +100% / Increase Grab Time, Upgrade 10: +10 Second / Increase Negotiation Pressure, Upgrade 10: +100%
Shooting	
LVL	Upgrades/Effects/Et Cetera
1	Increase Aiming Speed, Upgrade 1: +25%
2	Increase Aiming Precision, Upgrade 1: +20%
3	Increase Disarm Chance, Upgrade 1: +25%

4	Increase Aiming Speed, Upgrade 2: +50%
5	Increase Aiming Precision, Upgrade 2: +40%
6	Increase Disarm Chance, Upgrade 2: +50%
7	Increase Aiming Speed, Upgrade 3: +75%
8	Increase Aiming Precision, Upgrade 3: +50%
9	Increase Disarm Chance, Upgrade 3: +75%
10	Increase Aiming Speed, Upgrade 4: +100% / Increase Aiming Precision, Upgrade 4: +60% / Increase Disarm Chance, Upgrade 4: +100%
Health	
LVL	Upgrades/Effects/Et Cetera
1	Increase Health, Upgrade 1: +150 HP / Increase Health Recovery, Upgrade 1: +20% / Increase Blocking Defense, Upgrade 1: +10%
2	Increase Health, Upgrade 2: +300 HP / Increase Health Recovery, Upgrade 2: +40% / Increase Blocking Defense, Upgrade 2: +20%
3	Increase Health, Upgrade 3: +450 HP / Increase Health Recovery, Upgrade 3: +60% / Increase Blocking Defense, Upgrade 3: +30%
4	Increase Health, Upgrade 4: +600 HP / Increase Health Recovery, Upgrade 4: +80% / Increase Blocking Defense, Upgrade 4: +40%
5	Increase Health, Upgrade 5: +750 HP / Increase Health Recovery, Upgrade 5: +100% / Increase Blocking Defense, Upgrade 5: +50%
6	Increase Health, Upgrade 6: +900 HP / Increase Health Recovery, Upgrade 6: +120% / Increase Blocking Defense, Upgrade 6: +60%
7	Increase Health, Upgrade 7: +1,050 HP / Increase Health Recovery, Upgrade 7: +140% / Increase Blocking Defense, Upgrade 7: +70%
8	Increase Health, Upgrade 8: +1,200 HP / Increase Health Recovery, Upgrade 8: +160% / Increase Blocking Defense, Upgrade 8: +80%
9	Increase Health, Upgrade 9: +1,350 HP / Increase Health Recovery, Upgrade 9: +180% / Increase Blocking Defense, Upgrade 9: +90%
10	Increase Health, Upgrade 10: +1,500 HP / Increase Health Recovery, Upgrade 10: +200% / Increase Blocking Defense, Upgrade 10: +100%
Speed	
LVL	Upgrades/Effects/Et Cetera
1	Sprint Duration, Upgrade 1: +3 seconds
2	Attack & Movement Speed, Upgrade 1: +10%
3	Weapon Reloading & Reveal/Conceal, Upgrade 1: +25%
4	Sprint Duration, Upgrade 2: +6 seconds
5	Attack & Movement Speed, Upgrade 2: +25%
6	Weapon Reloading & Reveal/Conceal, Upgrade 2: +50%
7	Sprint Duration, Upgrade 3: +9 seconds
8	Attack & Movement Speed, Upgrade 3: +50%
9	Weapon Reloading & Reveal/Conceal, Upgrade 3: +75%
10	Sprint Duration, Upgrade 4: +10 seconds / Attack & Movement Speed, Upgrade 4: +75% / Weapon Reloading & Reveal/Conceal, Upgrade 4: +100%
Street Smarts	
LVL	Upgrades/Effects/Et Cetera
1	Knowledge, Upgrade 1: -10% Heat and Vendetta Earned
2	Negotiation, Upgrade 1: +3 seconds Breaking Point Revealed
3	Carry Limit, Upgrade 1: +1 Dynamite, +2 Molotovs
4	Hot Wiring: Steal Parked Cars Heat Free
5	Knowledge, Upgrade 2: -30% Heat and Vendetta Earned

6	Negotiation, Upgrade 2: +3 seconds Breaking Point Revealed
7	Carry Limit, Upgrade 2: +3 Dynamite, +4 Molotovs
8	Knowledge, Upgrade 3: -50% Heat and Vendetta Earned
9	Negotiation, Upgrade 3: +3 seconds Breaking Point Revealed
10	Carry Limit, Upgrade 3: +1 Bomb, +3 Dynamite, +6 Molotovs

Remember to upgrade wisely. We preferred to upgrade everything evenly, but if you want a super character on defense, focus on Health first. If you want a fighting maniac, Shooting and Fighting are the ways to go. Street Smarts will help you out in ways you never even realized, while Speed is an asset also. Remember that if you decide to do the latter, you're going to have an unbalanced character. But much like everything in the game, the choice is ultimately yours to make.

Earning Respect itself happens almost naturally. You killed a member of a rival family? Respect. You took over a business? Respect. You blew open a safe? Respect. You won a mob war? Respect. You get the idea?

Your World

Your world is the New York metropolitan area five decades ago. It is split into five sectors in the game - Little Italy, Brooklyn, Hell's Kitchen, Midtown, and New Jersey. Each are interconnected and the game world is rather vast. But no fears - there are two important things you can use to traverse through the game. One, seen in the left side screen below, is a small map that shows your general vicinity. On it will appear various things that can be seen on the main map by pausing and selecting "Map" from the menu (see the right screen below). The legends on both are the same. Houses represent safehouses, family crests indicate businesses, rackets, hubs, compounds and warehouses owned by the family of the particular crest shown. And on and on and on. You can see a complete legend by viewing the Map and following the necessary on-screen prompts.



One thing we do suggest you do with your map is utilize the "target," which is a black X in a red box. This can be moved around the map to target specific things that may be important to you (one thing at a time). We used it in various ways. You can use it to pinpoint your target, whether it be for a hit, or a safehouse, or a business to takeover. We usually put it on a safehouse in whatever section we were in so we can quickly get back there if we were in trouble with the cops or were in dire need of some health, ammunition, or a simple save. Don't underestimate its usefulness!

Cops & G-Men

Cops play a huge role in this game. They watch everything you do, and sometimes they're just not that happy about it. You gain "heat" when you do something bad... kill someone, run someone over, blow something up... the list goes on and on. Depending on who you kill or what you do, heat levels will fluctuate. As they rise, you'll have more and more cop presence on you in terms of cop cars, cops shooting at you, cops following you. While you can bribe them to leave you alone to a certain point, if you get as crazy as we did in say, the screens below, bribing a cop is not going to do much. They don't like it when you run over half of the population of New York City with one of their own cars as we did below.



G-Men are FBI Agents in the game, and not surprisingly, they are extremely corrupt. If you start a mob war (meaning you've made your vendetta level against a certain family so high that a mob war erupts) you need to track these dudes down and pay them off for \$3,000. It's not really that much money and it's highly worth it. If you lose a mob war, you lose your businesses, so you can either bomb a rival mob's facilities or, more easily, pay the FBI off. We suggest the latter each and every time. You can find a G-Man in any of the five sections of the game, and they're located on the maps. Try looking in basement churches to begin with, although there are a couple that are more cleverly hidden. Use your map's legend and you won't have too much trouble finding one. They are vital to your success in the game... it is a shame, however, that they take so much of your money.



Other Stuff of Importance

This Basics section can go on and on, but we won't insult your intelligence. We'll just touch on a couple of things that we deem important enough to mention, then we'll let you get into the meat of the guide, which is our humongous walkthrough and compendium of appendices.

First and foremost, healing, dying, and all of that jazz. Your health meter is the green meter on your screen and represents your health status. When you get shot, punched, run over... whatever... you lose health. However, some of it can be regained if you give it some time. If worse comes to worse, you can always pick up a health container also. If you die (or are "Iced") you'll be brought to a clinic or hospital where you can buy a health item if need be. These are located on your maps and are not over-difficult to explore. In fact, if you want to gain access to all of the safes in the game, you'll need to hit them all up anyway.



Finally, driving is something else that you'll need to master. Attempt two things in particular - using the hand break for speedy turns, and trying not to beat your car up too badly. Remember, if it goes on fire, bail out as quickly as possible, and then run the hell away as fast as you can. But use this to your advantage too, since it can stun or even kill your enemies. And always, always remember, no weapon in the game is superior to the car. We recommend it countless times in many sections of this guide, but if you can, use your car as a weapon to run thugs over and kill them. Not only is it stronger than any gun in the game, but it also is a huge shield that is impenetrable (although it can blow up from too much gunfire... so be ready to bail at any moment).



Weapons

Weapons of all types are your bread and butter in The Godfather. Without them, you are defenseless to enemy attacks and can't fight back with anything but your fists. And while any motor vehicle is truly the best weapon in the game, it's a little hard to drive a car into a racket or bar, so hand weapons are your best choice.

The first weapons, listed below, are your default weapons in the game that you acquire through various means... but it's almost impossible to be without these.

.38 Snub Nose
"The .38 Snub Nose is a standard police issued sidearm. It is the most quiet firearm, but it is also the weakest."
The .38 Snub Nose will seem like a great weapon in the beginning of the game, as you will likely get one after taking out your first cop. While it's quiet, fast-shooting and easy to reload, the gun is undeniably weak, and later in the game you'll find yourself dumping an entire clip of ammo into an enemy just to take him out. It's simply not a practical weapon in the long run. But if it's all you have at any given time, then it's what you're going to have to deal with. But we highly recommend that in the first tier of pistol weapons you have access to in the game that you go with the Snub Nose's cousin, the Magnum. It doesn't get much more powerful than that in such a little package.

Baseball Bat

"The Baseball Bat is a strong wooden weapon that is great for intimidation, and in the right hands, the bat can be used as a lethal weapon."

The Baseball Bat is big and bulky, but extremely strong. While too much use can result in it breaking, the Baseball Bat is a stronger weapon than the Police Baton in melee combat, although a little more clumsy to use. You won't find yourself in need of it too much when you will always have plenty of firearms available to you, but in those times when you need to be quiet and the Garrote Wire just isn't cutting it, switch to the Baseball Bat and bash a rival's head open to see just how effective it is.

Bomb

"A Bomb deals tremendous damage to a large area. If thrown or planted inside of a building, it will gut it. Since a bomb has a long fuse, timing is everything. You can only carry a limited number, so use them wisely."

The Bomb is a weapon that will completely decimate whatever it is you set it on. Because of this, you need to use them with great care and you yourself should most definitely evacuate the area that you are planting it in immediately after setting it, or pay the price of immediate death. Bombs, like Dynamite, aren't exactly the most secretive things to use, so once you plant it, be ready to fight whoever is in the area (civilians will simply run away for dear life). Bombs are nice to use if you want to stop a mob war and decide that in lieu of bribing a G-Man you will blow up the rival family's business. If that's the case, then Bombs are what you'll be needing.

Dynamite

"Dynamite does tremendous damage to a small area, and it is great for destroying vehicles, safes, and bank vaults. It can be thrown or planted, but it has a short fuse, so watch your back. You can only carry a limited amount, so use them wisely."

You may expect us to make a trite Good Times reference here, but we won't. We'll just tell you a little bit about DY-NO-MIIITE!... sorry, we couldn't resist. Dynamite can be used as an actual weapon in the game, but it's actually useful primarily as a way to get into bank vaults, and more importantly really, safes. Setting it isn't exactly a secretive affair, however, as any thugs in the area will instantly turn on you if you use Dynamite. But you should really worry about hauling ass to a safe place before it goes off, or it'll most definitely take you with it as it explodes into oblivion.

Garrote Wire

"The Garrote is an instrument of execution by strangulation. It is meant to seize your enemy from behind, so be patient."

The Garrote Wire is one of our favorite weapons in the game. When used correctly, it is the only surefire way in the game to kill a foe without hearing a peep from him. Even if you use non-firearm weapons such as a Baseball Bat or Police Baton, there's still a chance for that person to draw his weapon and fire, or scream out to warn others of your presence. Not with this. Crouch down and sneak up behind your opponent and then strike... they'll grab for their neck, but there will be no chance for them. Don't underestimate the usefulness of the Garrote Wire. It can be used with great results throughout the game.

Long Barrel Shotgun

"The Long Barren Shotgun is a pump action rifle that fires effectively over short ranges. Since the shotgun has a pump reload after ever 2 shots, you better make every shot count."

The in-game description for this weapon seen above really says it all. The gun is ultra powerful, and like all shotguns, is only useful if you're fairly close to your enemy (since a shotgun shoots "shot," not an actual bullet in the classic sense). However, it has a two bullet chamber so it's only practical to use on one or two enemies at a time, but most certainly not on more. When you're reloading this gun, you're going to be in a lot of trouble if there are other foes around you then the ones you just killed. Of course, you can always take a knee or lean against a wall for protection, but you never know. If you want to sneak up on a foe and do him in and he's alone, go with the Shotgun. But if it's gonna be a real shootout, look elsewhere for your weapon of choice in such a situation.

Magnum

"The Magnum is a hand cannon with a swing out cylinder. The magnum is the loudest and most powerful sidearm, and it rivals the shotgun in damage dealt."

When a gun can "rival the shotgun" in damage given to enemies, you know it's a hell of a weapon. It's somewhat clumsy to reload and not the fastest shooting weapon, but its six bullets are more than enough to put away multiple targets before having to reload. For us personally, it was almost always our weapon of choice. It has the same damage ratio as a shotgun with more distance. You just can't get much better than that. Magnum all the way.

Molotov

"The Molotov is a glass bottle filled with fuel and topped off with an oily rag. Light it and watch your targets burn. You can only carry a limited number, so use the molotovs wisely."

There's a real art to using Molotovs in The Godfather. It may not seem like such a great weapon at first, but you'll learn to use it when the going gets tough rather quickly. If there are multiple enemies in a room, whether they have seen you and are entrenched or (better yet) haven't seen you yet, tossing a Molotov into that room will dispatch them really quickly. The problem with Molotovs are threefold, however. First of all, throwing a Molotov when an enemy has already seen you and is ready to fight makes you a sitting target since your character must turn a corner and make himself prone in order to throw it. Secondly, it has a nasty habit of burning you and even killing you if you are in the same room as it so don't use it if you're in the room; only throw it into other rooms. Finally, it may not kill everyone in the room depending on where you threw it and the tenacity and strength of your targets. Because of this, following up one Molotov with another is sometimes a great idea, just to make sure the damage is done and you aren't walking into a room of greatly-damaged, but still very much alive, thugs.

Pistol

"The Pistol is a semi-automatic sidearm that uses a vertical clip with an 8 round capacity. The pistol has a fast firing speed with an even faster reload."

The Pistol falls into the middle as far as sidearms in the game to use. It's fast, it's practical, and it has an 8 round clip, which is great... but there's something inherently weak about the Pistol. While it's stronger, definitely, than the .38 Snub Nose, it's still a fairly weak weapon, especially from a distance. Regardless, you'll want to consider giving it a go in tough situations, especially if you have your choice between the Snub Nose and this weapon. But when you get the Magnum, you'll find little use for this sidearm... although it is the most futuristic looking weapon in the entire game. Remember, though... The Godfather took place a long time ago indeed.

Police Baton

"The Police Baton is a solid wooden rod with a leather wrapped handle that can be used to easily dispatch someone."

The Police Baton is a weapon you can carry in lieu of the first weapon you receive in the game, a Baseball Bat. It's equally as strong, really, although it's faster to use and more practical in heated situations because of the added speed on the swing. Unlike the Baseball Bat, it's considerably more difficult to break too. But you won't really be using this weapon too much unless you're taking a silent approach to a mission and don't want to use a gun to give away your position. Otherwise, this will be an idle weapon in your otherwise explosive inventory.

Tommy Gun

"The Tommy Gun is a compact machine gun that is small and light enough for one man to handle. It cuts enemies down in record time, but it has a slow reload."

You may think you found the messiah when you first get your hands on the Tommy Gun. It's a tempting weapon indeed. But you'll soon learn about the Tommy Gun's inherent weakness when you begin fighting tougher and stronger enemies. It's slow load time aside, which is a big problem with the weapon, it's not that strong. Simply put, it may take all 25 bullets in the clip to get an enemy down. This isn't due necessarily to weakness alone, but that the gun, even if you're aiming directly at a foe, can miss. The Tommy Gun is a great choice if it's all you have (or if you're deciding between a weak sidearm like the Pistol or Snub Nose compared to this), but you're actually better off going with the Magnum, or if it's close range fighting, the Shotgun.

And now, a list of weapon upgrades (two for each kind of firearm), along with their location, price, and other important information.

.38 Snub Nose Upgrade I: **.38 Special** - "The .38 Special is an upgraded revolver with a slightly faster firing rate than the base revolver. Your ammo limit has increased to 60 bullets."



For \$7,500, a cheap upgrade indeed, you can upgrade your .38 Snub Nose for a .38 Special, a slightly upgraded form of the weapon that holds more bullets and comes equipped with a faster firing rate than the default revolver. You may or may not want to spend the money (the upgrade for the .38 Snub Nose better than this one isn't all that expensive), but if you do, the black market merchant selling the gun is located in the center of the circle at the south end of Broadway in Little Italy.

.38 Snub Nose Upgrade II: **Saturday Night Special** - "The Saturday Night Special is a modified revolver that has the fastest firing rate. Your ammo carry limit has increased to 80 bullets."



The Saturday Night Special is the most powerful upgrade of the regular old .38 Snub Nose, and is actually a fairly powerful weapon (though not much more powerful than the .38 Special). The big difference between this gun and the .38 Special, however, is an increased ammunition capacity and faster firing speed. At only \$75,000, it's a cheap maximum upgrade to make, also. To find the black market merchant who sells it, head to Little Italy and go to Worth Street. On the south end of Worth Street you'll find a park. At the center of this park is our black market merchant.

Magnum Upgrade I: **Extended Barrel Magnum** - "The Modified Magnum is upgraded to use longer bullets dealing more damage and exiting the cylinder faster than the base magnum."



The Magnum is our personal favorite gun in the game, so any way we can make it even stronger is amazing to us. While it can still only hold 6 bullets at a time, the bullets here are even more powerful, with more punch, and they shoot faster also. So while you're still need to reload often, you'll fire faster, do more damage, and be more confident in what you're shooting. You can buy it for \$25,000 from a black market merchant in Hell's Kitchen. Just go to Galvin Street where it opens up into a large square and look for him.

Magnum Upgrade II: **Python** - "The Python is the most lethal one handed firearm available. Upgraded from the Modified Magnum, its cylinder holds 8 rounds and uses hollow tip bullets dealing an unparalleled amount of damage. Additionally, the ammo carry limit is increased to 80 bullets."



\$250,000 may be a good amount of money to spend, but it's worth it to buy the Python. The Python is, in our opinion, the strongest weapon in the game. The Magnum was nasty, the Extended Barrel Magnum was even nastier, but the Python is unreal. It holds 8 bullets (not 6 like the other two) with even more powerful bullets, and better yet, also holds 80 bullets in auxiliary, a huge upgrade from the other two weapons. To find the black market merchant with this weapon, head to the north end of Hell's Kitchen along 52nd Street. Look in the park north of the street to find him.

Pistol Upgrade I: **Extended Clip Pistol** - "The Modified Pistol has an upgraded clip that holds 10 rounds and fires faster than its predecessor. The modified pistol has ammo carry limit of 80 rounds."



On Plymouth Street, under the Manhattan Bridge in Brooklyn, you can find a black market merchant who is selling this upgrade to the Pistol for \$12,500. This upgrade to the Pistol isn't anything amazing... it simply fires faster and holds more bullets and auxiliary ammunition. However, at \$12,500, this is a cheap upgrade to make so it's really up to you whether you want to spend the money or not. The stronger upgrade to the Pistol gives you some real firepower, but is also considerably more than \$12,500, so we'll leave the decision up to your discretion.

Pistol Upgrade II: **Assassin's Pistol** - "The Assassin's Pistol is the most advanced pistol available with a blistering firing rate. Its extended clip holds 14 rounds making for very few reload times. The ammo carry limit is increased to 140 bullets."



Upgraded in both ammunition capacity and firing rate, as well as in strength, the Assassin's Pistol is one of the most powerful weapons in the entire game. Head to Furman Street in southern Brooklyn and go into the compound in the middle of this square street area. The Tattaglias for some reason have a presence here, so do be ready to fight. Finally, when you meet the black market merchant, you can buy this gun from him for \$250,000, a fair amount of change indeed. It's up to you whether or not you want to spend the money, but the gun is extremely powerful, and though not as powerful as the Magnum still quite useful to have in your inventory.

Shotgun Upgrade I: **Double Barrel Shotgun** - "The Double Barrel Shotgun has a slightly shortened barrel that makes for more damage with each shell. More importantly, your ammo count is increased to 24 bullets."



This upgrade is \$45,000, reasonably priced considering it ups your bullet count on your shotgun, as well as an increased damage rate. The Shotgun was powerful enough on its own, but now it's even more powerful with an upgrade such as this. Highly worthwhile to get (however, the second upgrade is even better, but that's only natural). To find this upgrade, you'll want to head to New Jersey. On 4th Street you'll see a park above you. Go north into the park and seek out the black market merchant selling his wares.

Shotgun Upgrade II: **Street Sweeper** - "The Street Sweeper is arguably the most powerful firearm available. The clip is modified to hold 10 shells that are fired like an automatic weapon. The ammo carry limit is increased to 100 shells."



Located off of the Garden Parkway Viaduct, the black market merchant selling this shotgun upgrade will be under a train tunnel on the right side of the parkway viaduct (if you're heading south). Use the screens above to help you out if you can't find him. He'll be selling this upgrade for \$450,000, an incredible amount of money, but it is a very powerful weapon. We don't find ourselves using the shotgun often, but if you've been playing the game using it and really like it then upgrading it is only natural. This is the most powerful upgrade available for the weapon in the game.

Tommy Gun Upgrade I: **Modified Tommy Gun** - "The Customized Tommy Gun is augmented to hold 50 bullets, and it has a faster firing rate than the standard Tommy Gun."



Go to where 5th Avenue meets up with East 79th Street in Midtown and look for a small opening at the north end of where the streets meet. Here you will see a large statue - behind the statue is the black market merchant selling this upgrade, which is \$50,000. While it doesn't increase the outright strength of the Tommy Gun, this Modified Tommy Gun holds more bullets and fires faster, making it a much better weapon than the regular Tommy Gun. And at \$50,000, it's a true steal.

Tommy Gun Upgrade II: **Dillinger** - "The Dillinger is the most advanced Tommy Gun available. It has an astounding 75 bullet clip making for fewer reloads and a blistering firing rate."



The Dillinger is an extremely powerful form of the Tommy Gun, more strong than both the regular Tommy Gun and the Modified Tommy Gun. It can hold 75 bullets (much better than the Tommy Gun's 25 or the Modified Tommy Gun's 50). The downside? Well, there's always a downside. While the gun is extremely powerful, it's also extremely expensive, running at \$500,000. Where do you find it? Well, the black market merchant who sells it is in Midtown, behind a wall where 3rd Avenue and 25th Street meet. You will find him rather easily by simply going behind the wall.

Walkthrough

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Welcome to our walkthrough. This walkthrough isn't designed to spoil the game for you, so expect to see little description of cutscenes and things that you can't, as the player, control. Rather, expect to find plenty of information and a whole slew of screenshots outlining what exactly you can control and can accomplish. Few spoilers and a whole lot of information.

Note: There might be other objectives in the game, but this walkthrough lists only the "Game Objectives" that the game provides, verbatim. For a full list of what needs to be done, one only needs to read the walkthrough in its entirety. Good luck.

Also Note: The walkthrough is highly incomplete right now. The hardest part of the game is taking over the businesses, rackets, hubs, warehouses, et cetera, and that's what we focused on first. Expect the complete walkthrough coming soon. This, however, will get you on your way.

Introduction ("The Alley")	
Respect For Completion	+500
Money For Completion	+\$500
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Get to the Corleone safehouse.
II	Head upstairs to your SAVE location.

This introduction marks the one and only time in the game you will play as Johnny Trapani, but it's really more of a training mission than anything else... the first of many. After Don Barzini destroys the buildings surrounding your location and Johnny runs to check up on his son (that's your character), you'll be thrust into a fight with four of Barzini's henchmen. They are easy kills and can't really damage you - this part of the game is simply designed to give you a feel for the fighting system in the game. Kill the four foes that come at you here through the fire (one of them even carries a baseball bat, which is especially fun since after you kill him you can beat the crap out of the next henchmen with the baseball bat). This will eventually lead to more cutscenes.



After the cutscenes, you will be able to design the look of your character. Sure it's fun to make your character as un-Italian as possible, but for effect we've decided to make our character as Italian looking as we thought we possibly could. Have fun designing and customizing your character, however, and create him to look however you want. Remember that you can't do much by way of clothing or accessories yet because we have no funds at the present time, but we'll be able to come back to that later. No worries! Our final product can be found in the lower right screenshot, if you're curious what we came up with. Also, we kept the name Aldo and will be referring to him as such... but you can name him whatever your little heart desires.



The Don ends up dispatching a man named Luca to find your character... Aldo. His mother has complained that he's been caught up with the wrong crowd, and after all, no Sicilian man can refuse a request on the wedding day of his daughter. When Luca catches up with Aldo, he's being beaten up by some of his "friend/associates." Luca, as the Corleone enforcer, springs into action, beating one of the three boys over the head with a pipe. Eventually you will have at the other two men. The first fight will be a training fight, so his health meter won't immediately appear. Follow the on-screen prompts until he is no more. Make sure to collect the money he drops as well, your first collection of wealth in the game. Work on the second guy hereafter and grab the money he drops upon his expiration also.



Run up and speak with Luca as the game tells you to. After Luca's words on maps and location, you'll get your first new objective - **Get to the Corleone safehouse**. This is easy enough. While there are some things you can do right away for fun, we recommend you simply run for the safehouse now. The safehouse is on your map (locate the blue dot with a black X). Head north up Bowery Street and then swing a left up Grand Street. Your location will be a short distance up Grand Street on the left side, just past the corner created by the intersection of Grand Street with Mulberry Street. Enter the safehouse to complete the first objective and to learn a little bit more about the purpose of safehouses in general.



After learning more about safehouses, you will get another, more simplistic objective - **Head upstairs to your SAVE location**. Easy enough. Head up the stairs and through the door ahead. In this room, approach the bed along the wall to save your game. Remember that the first save in any game is usually the longest, so be patient! After saving, this short training mission ends. But the training isn't done yet!



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Introduction ("The Enforcer")	
Respect For Completion	+750
Money For Completion	+\$1,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Answer the telephone downstairs.
II	Talk to Luca Brasi.
III	Extort the butcher.
IV	Take over the racket upstairs.
V	Bribe the police sergeant.
VI	Return the cash to Luca Brasi.
VII	Meet Paulie Gatto at the Falconite Social Club.

You start the mission in the Grand Apartments that you ended the last one in. Immediately, you get an objective - **Answer the telephone downstairs**. Easy enough. But before leaving the room in which you saved, make sure to grab the **Baseball Bat** in the corner to add it to your inventory. Then, run downstairs and answer the phone on the wall along side the staircase as the game instructs you. The man on the other end will tell you to meet up with Luca outside. Hereafter, go towards the door into the "blue halo" to begin the next mission. After a brief cutscene with Luca, you'll find yourself back out on the streets... at the corner of Mott and Hester, to be exact. You'll also receive yet another objective - **Talk to Luca Brasi**.



After talking to Luca and getting your instructions, you will have to **Extort the butcher**. While this can be done in many ways, we have the most effective way of doing it, so follow closely. Cross over Hester street towards the Butcher's (it's literally right there, so there's no where we really have to walk). Once you enter the establishment, you'll get an explanation of the "Pressure Meter." Then, get to work. Try talking to the butcher, but he'll ignore you. You can do some convincing however, by destroying his meat counter, his scale, and his register. This will be enough for you to get him to cooperate, but if you want him to give you even more money, try knocking him around a bit. Don't let the meter get red, however! Either way you handle this, when he's successfully extorted, you get another new objective.



Your new objective? **Take over the racket upstairs**. This should be fun! Taking it over is actually a mission of brute force (there's really no way you have the money to buy out the racket, so don't consider it). As you walk up into the casino, you can talk to the patrons. They'll have some pretty interesting things to say. Ultimately, however, you'll want to go to the back room of the casino where two thugs are standing near the man who runs the racket. Attack them both. Killing them and taking what they have on them (if anything) is a good place to start, but don't get too cocky. Try focusing on one at a time so that they don't both attack you simultaneously. Otherwise, you may take some damage... but it won't be anything too extreme.



When the two henchmen are down, you're going to have to deal with the man who runs the racket. Unlike the butcher downstairs who you had to extort without him attacking you, this man will do the exact opposite - expect to be attacked. However, don't beat the crap out of him too badly. Keep an eye on his meters and "make a deal" at the right time to get the most money out of him. Hereafter, he'll shake your hand and all will be well. Work your way back downstairs to get another objective, this one to **Bribe the police officer**. This is fairly easy since he's standing at the doorway. Once you talk to him, the rest happens automatically.



From here, you'll have to **Return the cash to Luca Brasi**. That's simple enough as well since he's standing exactly where he was when he sent you out on this mission. But don't act too quickly yet. You likely picked up some **Dynamite** from the corpse of one of the men you killed upstairs. If this is the case, run back upstairs and look for a safe in the first room. Analyze it to place a stick of dynamite automatically, then run behind one of the gaming tables and take a knee. Once it blows, grab the **\$1,500** within, as well as another stick of **Dynamite**. Now go back downstairs, leave the establishment, cross back over Hester and voila, the mission automatically ends. Congratulations! You're doing great thusfar.



Luca will give you a lighter so you can let his friend Paulie Gatto know that you are acquainted with Luca. Your next objective therefore is to **Meet Paulie Gatto at the Falconite Social Club**. First, though, head to your safehouse. After saving your game, you can then head to the Social Club. It's located on Hester Street (try accessing it via Center Street by hijacking a car to expedite the process... see left side screen below). This will start your next mission - A Grave Situation.



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Introduction ("A Grave Situation")	
Respect For Completion	+2,500
Money For Completion	+\$1,500
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Follow Monk and Paulie.
II	Beat up the college punks.
III	Meet Luca on the Bowery in Little Italy.

After a cutscene that immediately ensues at the outset of this mission (where you'll be introduced to two new characters - Paulie Gatto and Marty Malone, known as Monk), you'll get your first objective, to simply **Follow Monk and Paulie**. Follow them along, taking their lead by crouching down when they do (the game will tell you how to do this if you don't already know). When you catch up with them a short way up the street, another objective will come into play - **Beat up the college punks**. You can listen to them speak for a little bit (try swinging the camera so you can see around the corner and hear them)... otherwise, all you have to do is simply run at them and they'll bolt.



No big deal however. These college preppie types are no match for you. There will be two of these college boys, one in a blue shirt and one in a red shirt. The one in the blue shirt won't put up too much of a resistance as far as running away, so you get to deal with him first. Beat the crap out of him using the on-screen prompts for assistance, but remember - your orders are to not kill them. Once his health meter hits the color red, leave him alone and move

rightward and into the small graveyard adjacent to your location. In here, the kid in red will put up more resistance. Before he begins to receive damage, you'll have to execute some of the on-screen prompts as they come up. Then, beat the living daylight out of him, hitting his head into the adjacent above-ground grave when his health goes red. This will allow the mission to end automatically after a rather interesting pseudo-live burial. Good times!



When you gain control once more, go ahead and talk to the two men who've accompanied you thusfar on your mission. After commenting on your "balls," they'll inform you that you are to **Meet Luca on the Bowery in Little Italy**. It's time to go meet up with him again. Run forward the way we came to Mott Street. Here you can hijack a car and drive due north to East Houston Street. Swing a right here and drive to Bowery Street, hanging a left. Get out of the car and walk up to Luca. This will begin the next mission.



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Sleeping With the Fishes	
Respect For Completion	+2,500
Money For Completion	+\$1,500
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Learn how to shoot from Luca.
II	Drive Luca to the Luna Bar in Midtown.
III	Kill Luca's assassin.
IV	Get to the safehouse in Little Italy.

As soon as the mission begins, you'll be prompted to **Learn how to shoot from Luca**, an important skill indeed. Walk forward, following him down the alleyway. When he stops as the alleyway opens up to a wider area, talk to him. He'll hand you a **.38 Snub Nose**, which is a standard issue police sidearm and your first firearm in the game. As soon as you grab it, be sure to follow the on-screen instructions. The first dummy set up for you by Luca will take plenty of

punishment in the chest, shoulders, and knees. When he's satisfied you've begun to learn to use a gun, he'll walk further into the alley towards some other dummies.



Here you'll have to follow more on-screen prompts. It's really all very basic, but we can't describe what exactly you should do control-wise since this guide covers every version of the game. You'll need to go against a wall, turn a corner to shoot two dummies, and eventually open up fire on a huge truck as Luca looks on. The locals are especially fond of this, telling you to "shut the f**k up" and nice things like that. Nonetheless, after you've satisfactorily destroyed the truck and pocket your weapon, Luca will inform you that there is more to be done.



Now we must **Drive Luca to the Luna Bar in Midtown**. To do this, follow Luca back out of the alley and get into the black car that he jumps into. You'll have exactly four minutes to get him to his location, so there's little time to fool around. If you want a quick route to your location, follow our instructions. Otherwise, you can also just drive towards the blue dot on your mini map in the corner, which is equally as easy. Ready? Step on the pedal!



Drive due north up Bowery Street and follow it as it starts to curve northwest. This road will be driven on for a little while as it brings you into the Midtown section of the city. At this point, be ready to turn right onto 4th Avenue, which is the first right you can make off of Bowery Street since we began our drive. Once on 4th Avenue, drive forward for a while until you enter the Midtown Tunnel. On the other side of the Midtown Tunnel, swing left into oncoming traffic to drive up Park Avenue/4th Street. Then, simply swing left onto 40th Avenue and pull the car into the blue spot outlined on the right side of the street.



You'll view a cutscene of Luca going into the Luna Bar where he makes what he thinks is a deal before being murdered by the men inside. It doesn't take them long to spot you peeping through the window either. This will automatically prompt you to **Kill Luca's assassin**, a task you will undoubtedly bask in doing. First thing's first - crouch behind a nearby crate and wait for the first goon to come out of the bar's rear entrance. Take him out with a gun of your choice (we personally alternated between the Pistol and the .38 Snub Nose). When he's slain, run forward towards the wall and peek around it to take out two more goons. Make sure to pick up all of the ammo and other goods (possibly money as well) the three dead men drop before going into the back entrance of the bar.



As you run into the first room via the back door, a kitchen, two thugs will come through the opposite door, guns blazing. Take out the first one immediately - the other will likely run into the corridor behind this room. Go against the wall next to the door and swing around to take him out quickly before he knows what hit him. From here you can go about things two ways, but we recommend you do things the way we say to.



If you go into this next area, you can head left and through some huge doors into the bar where the assassin is. However, if you go down the corridor adjacent to this room, you can draw out at least two of the men from the bar, taking them out before you come into close proximity with too many foes at one time. Then, swing left and take the back entrance into the bar. There you will find the assassin and one final henchman to take out. Act quickly, as the assassin is more adept at taking you out than his brethren. Finally, you'll get the final instructions of the mission - **Get to your safehouse in Little Italy**. Although you're timed in this endeavor, this is actually quite easy. Head through the front doors of the club (adjacent to the left side entrance where the assassin was) and commandeer the first car you see. Then, simply drive it back towards Little Italy the way we came, through the Midtown Tunnel, Midtown itself, and finally back into Little Italy. Once you make it to the safehouse and go inside, the mission ends.



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The Don Is Dead	
Respect For Completion	+5,000
Money For Completion	+\$2,500
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Meet Monk at DeMantagna's.
II	Protect Frankie from the assassins.
III	Follow the ambulance!
IV	Interrogate the Capo and find out who ordered the hit.
V[Get Don Corleone to the hospital.

Your first objective here is to **Meet Monk at DeMantagna's**, a Tattaglia-run business. Leave your safehouse and run eastward up Grand Street. When you finally reach Mott Street, take a right and look at the businesses on your right side. You'll see a blue spot in front of DeMantagna's; that is your destination. When you walk into this blue area, a lengthy (but important) cutscene takes place. The Don is killed, Monk is mowed down, and Frankie is in danger. As the Tattaglia

assassins open up fire on the barber shop, you gain control. **Protect Frankie from the assassins**, the next objective, is what we must do now. To do this we must take out these Tattaglia assassins. As they shoot out the windows, seek cover in the corner of the barber shop.



A third Tattaglia arrives on the scene via car and immediately exits his car, guns blazing. Since he takes cover behind his car, run out with your most powerful weapon and challenge him, taking him by surprise. Then, run rightward down the street towards Frankie and the Tattaglia goon who is holding her captive. He'll keep shooting at you, but Frankie's diminishing health should be a primary concern. Quickly aim at his head and shoot to free her. After another cutscene, you'll then have to drive after an ambulance holding the Don as he goes to the hospital. You'll find yourself in a car automatically, so no worries about finding one!



As we **Follow the Ambulance!** along its route, be aware that there's more to this trip to the hospital than meets the eye. The strong Tattaglia presence in Little Italy will be doing all it can to stop the ambulance from reaching the hospital. This means the path the ambulance takes is somewhat random... but you must keep as close as possible! As you drive, you'll run into Tattaglias formed all over the streets and ready to keep you from following the ambulance as well. Tattaglias will also follow you in cars and try to veer you off course. Just follow the moving blue dot on your mini map in the corner as you drive and you'll be fine. Keep an eye on the Don's health and make sure to follow closely and not get lost! If you lose the ambulance, the mission will end!



When you get to Manhattan Bridge, following the route the ambulance was taking, a short cutscene will take place before a shootout occurs between you and the Tattaglias. The objective is to **Interrogate the Capo and find out who ordered the hit**. Easy enough. There's only three Tattaglia goons accompanying the Capo, and they aren't the most skilled marksmen. Use your car as cover and take all three of them out as you run forward. Use the multiple cars there for multiple places to aim from as you run forward. When the three foes are slain, concentrate your efforts on the Capo, although be weary not to kill him! Simply fight him hand-to-hand until his meter goes over the point at which he'll be willing to talk, and then talk to him. He'll reveal the name of the man who ordered the hit on the Don.



After a successful interrogation, you're ordered to **Get Don Corleone to the hospital**. The hospital is located on Mott Street in Little Italy. To get there, go over the Manhattan Bridge you're on as you gain control of the ambulance. Once in Little Italy, swing right onto Bowery Street. You're essentially gonna head this way for some time before needing to go left to find Mott Street (from East Houston, et cetera). It's simple - follow the on-screen indicator on your mini-map. Remember, though, that you must be quick. If the Don's health runs out, the mission ends abruptly in failure! Nonetheless, when you arrive at Mott Street, drive towards the blue spot in front of the hospital entrance. After a cutscene, the mission ends. Head back to your nearest safehouse and save. For us, it was the safehouse on Grand Street that we headed to, our default refuge.



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A Promotion	
Respect For Completion	+5,000
Money For Completion	+\$7,500
Other Bonuses For Completion	None.
Objectives	--
I	Go to the Corleone Compound.
II	Meet Clemenza at the Falconite in Little Italy.

After saving at the safehouse, it's time to get going on our next mission. Immediately after the prior mission, a new objective would have arose after your successful completion of the mission. This objective was to **Go to the Corleone Compound** (though we advised you to save first). Once you've saved, healed, and feel ready to move on out, head back outside and hijack a car. Then, look for the blue dot on your mini map, which will direct you to the Corleone Compound. We took a route that had us go west down Grand Street. From there, we turned left onto Center Street, which ran us right into Canal Street. From here, you should swing a right on Canal and take it all the way up to Washington Street, which will be on your left after a short drive. Then all you have to do is drive south down Washington Street and you'll run directly into your destination.



Park your car anywhere outside of or inside the parking lot (if you want to be realistic, you'll do so in a neat manner). Then, you can talk to anyone outside of the buildings and outside of the compound itself, but ultimately you'll want to go through the doors of the building closest to the street, which should be on your right. Once inside, head rightward and through the double doors on the right to find an office. Talk to the man in here. In the ensuing cutscene, you will be promoted from Outsider to Unofficial Enforcer. This allows you to make slightly more money and gives you slightly more influence and respect in the family.



Leave the office and head for the door leading back outside. Here, you can talk to a man who will offer you some work in the form of a hit. This is the first of a series of contract hit side quests that are covered in the Contract Hits section of the guide. If you choose to accept, see that part of the guide for more on your first assignment. Otherwise, talk to the man further into the house with a Godfather symbol over his head, who will give you your next objective: **Meet Clemenza at the Falconite in Little Italy.**



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Intensive Care	
Respect For Completion	+6,000
Money For Completion	+\$5,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Go to the hospital in Little Italy.
II	Check in with the security guard.
III	Find Monk's Room.
IV	Kill the Assassin!
V	Clear the basement of assassins.
VI	Escort Frankie to the basement exit.
VII	Find Michael Corleone.

Since we recommend you do the Contract Hits before continuing here, we'll assume you can be anywhere by the time you're ready to head to the Falconite. So, we won't be giving you specific directions there, but we can tell you this - the Falconite is located on Hester Street in Little Italy. Once there, head into the building and go into the room beyond the multiple double doors. Then, head onto the stage and talk to the men waiting there, who will tell you to go to the hospital to protect the Don... they feel trouble could be coming. And just like that, you should **Go to the hospital in Little Italy** as

instructed.



Grab a car outside of the establishment and head east up Hester Street for a short time, swinging left up Center Street. When Center Street ends, it'll run headlong into Prince Street. Turn right onto Prince Street, and then take a left on Mulberry Street. Ultimately, this will run into Bleecker Street, where the hospital will be on your left on this small street. Get out of your car and run towards the stairs into the hospital to catalyze a mission description and a cutscene.



After the cutscene, you'll gain control once more and be ordered to **Check in with the security guard**. Talk to security guard ahead and he'll take all of your weapons from you. Naturally, this is going to leave you at quite the disadvantage, but it's okay! The security guard will open the door into the hospital itself, and another objective will come on-screen. This time, we have to **Find Monk's Room**. To do so, go forward from the now unlocked doors up the stairs ahead. Once on the second floor, head left through the double doors into Monk's room. Once inside, talk to Frankie who is standing next to Monk's bed.



A short cutscene will take place, but suddenly you'll hear glass breaking and your next objective will flash on-screen; **Kill the Assassin!** Turn around and look left from the bed, where the door will open and the Tattaglia assassin will come through. Run up to him and take him out with your fists. Though he's armed with a gun, if you get to him quickly enough he won't have a chance to fire. Finish him off and be sure to pick up the **Pistol** he drops! This will be your first, very important weapon. Then, run into the hallway from Monk's room and another cutscene will take place.



You're now ordered to **Clear the basement of assassins**. So, head to the stairs and go back to the first floor. Before heading to the basement, it's a good idea to further arm ourselves for what's ahead. Once down the stairs, look at the double doors the security guard opened and head left. Look for an open door on your right and go inside. On the desk to your right you'll find a **Shotgun**. Sweet. With that in hand, you can then continue down the hallway and go left down the stairs into the basement.



Traversing the basement is relatively easy because even though it seems complicated in the way it's laid out, it's actually rather linear. However, there is a fierce resistance here in the form of Tattaglia goons who will be coming at you with all sorts of weaponry. This weaponry is key, however, because when they die they'll drop their weapons and you'll be able to pick them up. En route, be sure to pick up what they drop in the form of primarily two things - **Pistols** and a **Baseball Bat**. Both are very effective weapons.



Nonetheless, sustaining your ammunition flow with dead Tattaglias, work your way down the hallways and into the various rooms to eradicate the Tattaglia threat. Use the crevasses created by the walls for extra cover as you go. Make sure to do this slowly but surely to be sure that no Tattaglias sneak up from behind you that you may have missed. This could mean certain death, especially when fighting foes ahead of you as well. Eventually, you'll come to the garage in this basement, which houses an ambulance. Once the foe in this room is dead, Frankie will run towards the ambulance. This takes care of the objective that just flashed on-screen, **Escort Frankie to the basement exit**. Then, talk to her again to catalyze a cutscene. Thereafter, you'll watch her drive off.



Your next objective hereafter is to **Find Michael Corleone**. Doing this is easy enough. Run into the previous corridor and look for a door that's now unlocked, one that leads directly to the staircase leading back up to the first floor. Once up these stairs, go forward and lean against the wall to get a peek around the corner. You'll see two Tattaglias coming your way. Round the corner and take them out with your gun of choice (you don't have much of a choice, come to think of it) and collect the goods they drop. Then wait for Michael Corleone to run down the stairs from the second floor. Talk to him to catalyze a cutscene. With that, the mission ends.



Fireworks	
Respect For Completion	+7,500 (+10,000 for promotion to Associate)
Money For Completion	+\$7,500 (+7,500 for promotion to Associate)
Other Bonuses For Completion	Film Clip Unlocked (Weekly Payout Increased for promotion to Associate)
Objectives	--
I	Meet Clemenza at Gabriel Villa's Tailor Shop in Little Italy
II	Meet with Rosa at her Party in Little Italy tonight.
III	Talk to Sonny, Paulie and Monk.
IV	Get past the police guarding the joint.
V	Sneak past the cops in the alley.
VI	Whack the police sergeant - make it look like an accident.
VII	Go to the Corleone Compound.
VIII	Meet Clemenza at his house in Brooklyn.

You'll find yourself outside of the hospital. Run leftward and talk to the friendly face there. He'll tell you to **Meet Clemenza at Gabriel Villa's Tailor Shop in Little Italy**. After talking to him, return to a safehouse to save your game, heal, and get any ammunition you need, and then head to this shop, which is located on Grand Street in Little Italy, you only have to go right to meet up with Mulberry Street, and then go left up Mulberry Street, keeping an eye out for Gabriel's Tailoring on your left.



Walk into the shop and go immediately into the back room. Here you can talk to Clemenza, who gives you your next objective, to **Meet with Rosa at her Party in Little Italy tonight**. You can also talk to a man named Jaggy Jovino in this room if you want some information on merchants in the black market trade. This will give you a passive objective to locate and buy from Black Market Merchants. Otherwise, leave the shop and jump into a car and drive north up Mulberry Street until you reach East Houston Street, on which you should take a right. Drive for a bit and keep an eye out for your objective location on your left - the place is called Rosa's.



Walk on in and talk to the woman there, who will tell you to go upstairs to the party. Work your way into the back room and talk to another man there, who will tell you that Monk is upstairs and he wants to talk to you. This will cause the objective **Talk to Sonny, Paul and Monk** to appear onscreen. You know what you must do - head upstairs. Look for the three men up here - two of them are in the smokey room to your right, while the other is in the bedroom to the left. After talking to them all, attempt to go back downstairs. At this point, a cutscene will occur and the police will break the party up.



A new objective, to **Get past the police guarding the joint**, will flash on-screen. There are two cops in the building with you. One in the smokey room on the second floor, the other downstairs. Approach the policeman upstairs and quickly pull out a gun and kill him. This will take care of half of the police problem here and draw the other cop upstairs, where you can take him out as well. Then, head downstairs, leave the back room and go through the front entrance. Once outside, head left and then go into the alley. With a firearm of your choice, it is then time to go on through this alley, taking out the numerous police officers present to do you harm. Use what little cover there is as you go forward - a good weapon to get rid of multiple cops at one time is to shoot at and explore the flaming barrels. This will light them on fire and likely kill them, if not at least weaken them significantly.



You'll work your way down the alleyway, likely taking some damage but generally killing a lot of cops. Make sure to kill them quickly and keep moving. When you finally get to the end of the alley, kill the final cop in front of the door there to unlock the door automatically. Be sure to watch your back, though, as cops appear behind you, trying to flank you! Go through the door into the building, and then follow the corridor up to another door. Head on through it and be ready to kill two cops immediately. Round the corner, look right, and be ready to kill one more. Then, go forward to where that third cop came from and head up the stairs. The police sergeant will run off here, giving you another objective, to **Whack the police sergeant - make it look like an accident**.



With this new objective, head into the corridors ahead of the stairs, and use the elevator to get up to the roof of the building. Here you will run into the police sergeant. Don't go killing him with a gun or beating him to death - this won't look like an accident, and it'll cause you to lose the mission. Instead, beat him a bit while luring him over to the ledge. Then, get him and throw him over by pushing him or shoving him... it isn't too hard. A cutscene will then take over, and thanks to a bottle of alcohol the death of the police sergeant truly is made to look like an accident.



From here, you can go back down to the second floor from the roof. Talk to the woman there who will tell you to **Go to the Corleone Compound**. We've been there before, so it shouldn't be too hard for you to locate. Remember to go west down Canal Street, and then go south down Washington Street when the two meet up. This will lead you directly to the compound. Of course, we recommend you head to a safehouse of your choice to save your game first. Nonetheless, when you arrive at the compound, park your car and exit your vehicle.



Walk through the front door and into the blue circle on the ground in the corridor. This'll unleash a long cutscene. Watch it as you are upgraded yet again, this time to Associate, giving yourself a good boost to your earnings in the Corleone business. This will also net you some additional money and respect right off of the bat, so you can't argue with that. After this, head back outside and talk to the men there. One of them will give you your next objective, to **Meet Clemenza at his house in Brooklyn**. The other two will talk to you about other stuff; one of them will even give you another passive objective to take over warehouses of the rival families. Either way, the primary objective right now is to head to Clemenza's in Brooklyn.



For the Corleone Compound, head north up Washington Street and then turn right onto Canal Street. Take Canal Street and continue to take it until it turns directly into the Manhattan Bridge, which will lead right into Brooklyn, our location since that's where Clemenza's house is located. After going over the Manhattan Bridge, you can head through the toll plaza, then take a left on Nassau Street, and then a right onto Farragut Street. Clemenza's house is located here. Run up to him standing on his front porch to begin the next mission.



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Death to the Traitor	
Respect For Completion	+17,000
Money For Completion	+\$10,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Get the weapons inside the restaurant.
II	Speak to Clemenza.
III	Blow up the upstairs bar and get out alive!
IV	Whack Paulie Gatto.
V	Outrun the police and get to the Corleone safehouse!

After a long cutscene, you'll find yourself on 42nd Street in front of The Albatross Grill, which the Corleones already own. You'll also get your first objective of the mission, to **Get the weapons inside the restaurant**, as was asked of you in the cutscene. Simple enough. Go into the restaurant and walk into the back room. Here you'll hear some yelling but you'll only be able to see the source of it by going to the second floor and looking down below. Take aim at the two Tattaglia fiends down there picking on the chef of the restaurant. When they are both dead, you can then head back downstairs and talk to the chef, who will go upstairs to unlock the door there. You can then pick up all of the various weapons there as you were instructed to do by Clemenza.



With these weapons in hand, head back down to the main floor and back outside. **Speak to Clemenza** as the next objective tells you to do. He, along with Paulie, will head into the alley adjacent to the business. You should run after them. Follow them along until they split up. When they do, stay with Clemenza as he approaches the Tattaglia-run bar. The objective here is to **Blow up the upstairs bar and get out alive!** It's not that easy, however. To get upstairs, you have to fight your way through the first floor first, which is full of some mid-level Tattaglia thugs. Once you've slain them all on the first floor, go through the back door, kill one more, and begin heading up the stairs to the second floor.



Don't rush up the staircase. Instead, at the bend in the staircase, look around the corner and kill the one or two Tattaglias coming down at you. Then, work your way to the second floor itself and towards the billiard room to your left. Stay along the door there, using the wall as cover as you pick off the last of the Tattaglia resistance here. Once they are all dead in this room, head towards the blue indicator, and set your bomb. Then, quickly run back downstairs and outside before the bomb explodes. If you do this in time, another cutscene will take place.



The trio drives away, and arrives in a new place. Clemenza gives you the signal to whack Paulie when he asks to pull over to take a piss. Paulie hears the gun being cocked, however, and takes off running. Naturally, we have to give pursuit in order to **Whack Paulie Gatto**. Don't rush into this, however. The boxes of explosives strewn about the area Paulie runs into are extremely harmful (and even deadly) if they explode near you. Since Paulie will try to explode them as you run after him, beat him to the punch and explode them first. There are about four, so keep an eye out. Eventually, Paulie will be cornered. Stay behind some boxes, crates, or whatever you deem good cover and wait for an opportune time. Then, kill the traitor.



This, of course, will catalyze another cutscene. Then, you'll be given the order to **Outrun the police and get to the Corleone safehouse!** This isn't too big of a deal, even if there is a large police presence after you. Start by heading up Furman Street and hanging a right onto Vine Street. Then, go left on Willow Street, right onto Doughty Street, and then right onto Old Fulton Street. This'll run you into the circle, where you must go right onto Bridge Street (which is full of obstructions). Then, go right onto Fulton Street. Continue around to the back side of this safehouse where you can park your car in a garage to hide from the authorities (some blue arrows will point you leftward into the appropriate alley). With that, the mission ends!



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Horseplay	
Respect For Completion	+12,500
Money For Completion	+\$15,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Meet Monk at Corcoran's Perch in Midtown.
II	Meet with Tom Hagen at the Corleone Compound.
III	Follow Rocco and avoid being detected.
IV	Stand guard while Rocco gets the 'package'.
V	Deliver the 'package' to Woltz's bedroom.
VI	Meet Tom Hagen at Chateau Leive in Midtown.
VII	Go to the Corleone Compound.

We need to get out of Brooklyn and return to Little Italy. To do so from this new safehouse, head west on Clinton Street, and then north on Fulton Street, swinging left soon thereafter to meet up with the Brooklyn Bridge via Bridge Street. Once over the long bridge, swing a right onto Lafayette Street and follow it to Worth Street, where you should hang a quick left. When you reach Broadway shortly hereafter, go right. You'll be on Broadway for a long time; it'll bring you into Midtown. Broadway will end, but you can continue going north by nudging rightward at that time, going up 4th Avenue. You've likely by now seen the new objective, **Meet Monk at Corcoran's Perch in Midtown**. This establishment is off of 4th Street, so keep an eye out for it on your right as you head north up 4th Avenue.



Once inside the Corleone-controlled establishment, head into the back rooms and seek out a familiar face. Talk to the man you find there and he'll tell you to meet up with Tom Hagen at the Corleone Compound. The instruction come straight from Clemenza himself. With the instructions to **Meet with Tom Hagen at the Corleone Compound**, you can head back towards the entrance of the establishment. However, don't leave without talking to the man near the entrance to the place, who will give you some more Contract Hit opportunities. See that part of the guide for more on those.

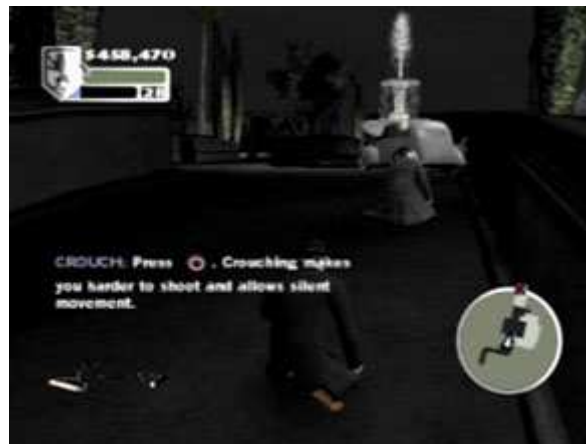


Once back outside, hop into a car and head south on 4th Avenue. Once again, you'll want to stay heading southward even when 4th Avenue ends (just bear leftward and head south on Broadway... the exact opposite of what we did to get here in the first place). As you continue south, you'll eventually need to turn right onto Canal Street. Canal Street will lead you to Washington Street, which you can get onto by taking the left side exit. Finally, you can pull straight up to the Corleone Compound, get out of your car, and go into the left side building.



Tom Hagen can be met here. He'll give you a talking to and explain what the plan is for this upcoming mission, which involves us briefly leaving New York for the west coast to take care of some important business. Watch the lengthy

cutscene closely, as a lot of important things happen here. When you gain control again, it'll be at night, in California, with you and Rocco crouched down ready to do the bidding of the Corleone family. With orders to **Follow Rocco and avoid being detected**, you're on your way.



Following Rocco is rather easy, and it's a simple way to get through this area without being detected. As long as you follow his lead and stay crouched down, you won't get caught. It's just a matter of being patient and waiting to make your move. Don't move without him moving first, and stay in his footsteps, and you'll be fine. Finally, you'll make your way to some stables. Rocco gives you some instructions to watch his back... and with that, a new objective, **Stand guard while Rocco gets the 'package'** is added to your list of objectives.



This doesn't take very long, however. When you gain control of your character, an enemy will immediately run in and try to take you down. You have 25 seconds to do so - make sure to use your fists. Any gunfire will alert everyone to your presence. Once he's killed, Rocco will then come out of the stables with his horsehead. Equipped with your Garrote Wire, head outside and to your right. Crouch down and creep up the stairs. When the guard comes here and turns his back to you, be sure his friend up ahead isn't looking and choke him to death. Then quickly run forward, up the stairs, and into the kitchen. Heed the game's warning not to kill innocents! That means the butler in this room can't be killed. When he leaves out of the left side door, take the northern opening through another door into a vacated office.



Get your bearings here. When the butler stops moving and looks out of the window there indefinitely, look to the adjacent door where a guard's back is turned to you. Strangle him with the Garrote Wire, and then climb up the gigantic stairs ahead. Make sure to continue to crouch as you go up the stairs. At the top, you'll find another enemy to kill with the Garrote Wire. Then, head forward and hug the wall adjacent to the opening leading to another hallway. A maid will be walking around here. Wait for her to head down the right corridor, then creep forward, swinging the camera around to see her and a guard talking. When she walks into the next area, the guard will begin walking down the hallway. Creep up behind him and kill him. Then, crouch down and creep up to the blue marker where our objective is. From here all you need to do is wait for Rocco to join up with you, and just like that the mission ends.



You'll find yourself, all of a sudden, back in Little Italy. Talk to the man in the room with you who will quickly give you your next assignment, to **Meet up with Tom Hagen at Chateau Leive in Midtown**. Getting to Chateau Leive, which is a Corleone-run establishment, is rather easy. Since you could be doing anything here and hence be coming from anywhere, we won't give you directions. Look for it on 34th Street in Hell's Kitchen.



Tom Hagen is waiting for you upstairs on the second floor in the hallway. Approach him and talk to him. It appears the Corleones are really taking a liking to you, and as a token of their gratitude they've given you and your girl Frankie this apartment in Midtown! Awesome! With that, you'll get another new objective, to **Go to the Corleone Compound**. You've been to the compound a million times so it'd be a bit repetitive to tell you how to get there again. Remember that from Midtown you want to meet up with Broadway heading south, and take it until it intersects with Canal Street, at which time you should hang a left until you can get off on your left to Washington Street. At the end of Washington Street, as you probably know by now, is the compound. Go towards the door and you will get a new assignment there... and with that, a new mission begins.



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A Recipe For Revenge	
Respect For Completion	+15,000
Money For Completion	+\$20,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Get to Louis' Restaurant in Midtown before Sollozzo arrives.
II	Sneak into the back of the restaurant.
III	Plant the gun behind the toilet.
IV	Get to the car with Michael.
V	Drive Michael to the docks in Hell's Kitchen.
VI	Meet Tom Hagen at the Falconite Social Club in Little Italy.
VII	Meet Frankie at the Midtown Apartment.

Your first order after the cutscene is to **Get to Louis' Restaurant in Midtown before Sollozzo arrives**. This is a timed part of the mission, so you have to be relatively quick. But the Corleones are starting to learn that you're the best man for any job, so they trust you to hide a pistol in this restaurant that's going to be used a little later on. And with that, jump into a car in the compound and start heading north up Washington Street. You're going to head north up Washington Street until it runs into Canal Street, at which point you'll take a right. When you read Broadway from there, head north. Continue up Broadway into Hell's Kitchen, swinging right on 25th Street eventually, and then north up Third Avenue. You'll find Louis' Restaurant here.



Pull into the blue area in front of the restaurant to begin the next part of the mission before your four minutes is up (we managed to get here in just over a minute and a half, so four minutes is plenty of time). From here you'll need to go into the alley adjacent to the restaurant, killing two Tattaglias as you go. Remember that the idea is to be stealthy here, so kill them with your hands, and be quick about it before they get shots off or let the others know you're there (you'll lose if this happens). The order to **Sneak to the back of the restaurant** is easier when you talk to the man near the back door, who will let you in "to take a leak." You'll now be charged with having to **Plant the gun behind the toilet**, which is easy enough. Leave the kitchen, crouch down and go rightward to another door. This is the bathroom. Simply approach the toilet to do the deed automatically, and watch a cutscene.



Get to the car with Michael is your next objective as soon as the cutscene is over, which is a good idea since there are Tattaglias shooting at you in the restaurant. This may seem difficult, but it's actually not all that hard. Use the tables in the restaurant to cover yourself as you kill the two or three Tattaglias near the kitchen in the restaurant. Then, bust your way outside and start running right and up the street towards where Michael and the car is. More Tattaglias will be on the streets and in cars, but no worries. Run and gun, making way towards the car in good order. While you have some time, it's best to be quick so you sustain as little damage as possible.



Once in the car, you'll have to **Drive Michael to the docks in Hell's Kitchen**. The car will be facing northward up Third Avenue, which is perfect. Drive north up Third Avenue to 42nd Street, and then hang left. Continue to head left on 42nd Street for some time. A long time indeed, as you'll get through Hell's Kitchen (from Midtown, naturally) all the way to the extreme west part of the territory before having to head north along 12th Avenue. Then, simply bear onto the entrance ramp to the West Side Highway and you'll see the ship waiting to take Michael away. With that, the main part of the mission is over and you receive your monetary and respect awards.



Talk to the man near the harbor and he'll give you your next objective, to once again **Meet Tom Hagen at the Falconite Social Club in Little Italy**. From your location, jump into a car and head south down the West Side Highway. You're going to stay on this road for some time. It'll wind all around and bring you, eventually, to Little Italy. It'll end and you'll be forced to go up Broadway once in Little Italy, but this is a good thing. Head north up Broadway until you come to Canal Street, at which point you should hang right. Take a left on Center Street hereafter, and then another left on Hester Street. The club is on your left. Enter the club and go into the back room - here, you'll be officially let into the Corleone family and will once again be upgraded, this time to a Soldier.



Go to leave this place now and keep an ear out for the phone ringing on your right as you're going to leave. Answer the phone to talk to Frankie - you'll have to now **Meet Frankie at the Midtown Apartment**. Swing left back down Center Street and then left down Canal Street, meeting up with Broadway to head north into Midtown. From there, simply take Broadway until you meet with 5th Avenue, which you should take due north. Simply swing a right on 34th Street and then a quick left on Madison Court thereafter. The apartment will be on your right. Run up to your apartment to begin the next mission, alongside a new cutscene.



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Now It's Personal	
Respect For Completion	+20,000
Money For Completion	+\$30,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Protect Frankie and kill the attackers!
II	Interrogate the Capo to find out where they took Frankie.
III	Use the lobby phone to call Monk for help.
IV	Drive the Corleone car to meet up with Monk.
V	Get to St. Michael's church in Brooklyn!
VI	Find Frankie.
VII	Get to Stromboli's in Hell's Kitchen.

As soon as you gain control after the cutscene, you will be under attack by some Tattaglias. They take your girl and you'll be left to deal with them. Take out your favorite gun and begin to take them out. The first one that runs into your room is armed with a mere Baseball Bat, so have some fun with him. Then work your way out into the hallway and down the stairs. In this general area, two more gun-armed Tattaglias will meet you, so lay them out as well. A new objective, **Interrogate the Capo to find out where they took Frankie**, will flash on-screen. On the first floor, he's behind the counter crouched down near a desk. As you approach him he'll attack you. Knock him around until you can interrogate him fully, and he'll reveal where Frankie was taken. He'll attack you after this, though, so yes, you can kill him after.



Back near the entrance to this building will be a phone. Approach it and pick it up to **use the lobby phone to call Monk for help**, your next set of instructions. After the two talk, it is decided that you will go pick him up at his place. To get there you must **Use the Corleone car to meet up with Monk**. Excellent! It'll be parked out front. Get in and go down Madison Court the way the car is facing. You'll run into 34th Street, where you should take a left. Then, take another left on Lexington Avenue and drive north until you run into the blue marker on the street, which will start another cutscene involving Monk.



After the cutscene, we have to **Get to St. Michael's church in Brooklyn!**, and fast! Going to Brooklyn means we'll have to work our way south through Little Italy and then eastward over the water towards Brooklyn. Start by going south down Lexington and taking a right on 34th Street. Then, hang left into the Midtown Tunnel, which will connect into 4th Avenue. 4th Avenue will bring you southward for a while (into Little Italy), and turn into Bowery Street. To get to Brooklyn we simply need to turn left onto the Manhattan Bridge. Once over the bridge, turn right to get onto Tillary Lane. Take this south to Dock Street and turn left. The church is at the end of this road on your left. Oh, and while you're driving... Tattaglias in various cars will follow you. Drive aggressively!



Immediately upon stepping out of the car, **Find Frankie** will flash on the screen. Head to the left side of the church and run up the side to a door leading to the basement. Once inside, book it down the hallway as it snakes back around, and then get against the wall to look into the next room safely. There's a lot of Tattaglias here, so be ready for a fight. They may see you first, but if not take your pick at the first one to kill and let the games begin. Believe it or not Monk's machine gun is more of a menace than a help in this battle because he can hurt you with it and seems to shoot pretty randomly. Stay against the wall, be smart about reloading (cycling weapons may be more effective) and move into the room when it's safe. Don't run ahead, though. More Tattaglias wait in the gaps in the wall, and you'll have to draw them out slowly. A Molotov Cocktail right down the center of the corridor does wonders here.



At the end of the corridor at the top of the room, you'll find a staircase to your left. However, two more Tattaglias, the last of the Tattaglia resistance here, will be waiting on the stairs with powerful Shotguns. Take them out carefully and then run up the stairs. A cutscene will take place and Frankie will die. The mission also ends. Upon gaining control hereafter, you can talk to the man outside of the church who will tell you to **Get to Stromboli's in Hell's Kitchen**. To get there from your current location, take the usual routes we've taken so far to get from Brooklyn to Hell's Kitchen and back (via Little Italy and Midtown). You'll drive primarily north-to-south along the Bowery, 4th Avenue and Broadway (they're all really one road). Then, after a westward trek, you'll find your place and start the next mission!

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The Silent Witness	
Respect For Completion	+25,000
Money For Completion	+\$35,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Talk to Sonny.
II	Interrogate the Tattaglia Capo.
III	Drive to the funeral home in Midtown.
IV	Whack Bruno Tattaglia - Throw him into the oven.
V	Meet Sonny at the Corleone Compound.
VI	Meet Sonny over at Lucy's place in Midtown.

Once you arrive at Stromboli Supplies (via the side entrance in the alleyway), run through the back shipping area and go up the stairs, where you'll find Sonny. This is good, obviously, since we're supposed to **Talk to Sonny**, our first objective of the mission. Talk to him and he'll tell you that you're about to have some fun, since you two will **Interrogate the Tattaglia Capo**. This can be done in the same manner you've extorted business owners... just knock him around a bit until he'll be willing to talk. Of course, he'll stay nothing ultimately and he'll end up being killed in the ensuing cutscene.



We'll now need to **Drive to the funeral home in Midtown**, so leave the building and find a car back on the street. Simply meet back up with 42nd Street and take it eastward into Midtown, and then swing left on Lexington. Go down Lexington to 34th Street, where the funeral home is. Drive into the blue area in front of the home to continue. Your orders to **Whack Bruno Tattaglia - Throw him into the oven** will then flash on-screen. You know what you must do. Start by going through the garage on the left into the funeral home, sneaking up behind the guy there and killing him with a Garrote Wire. Then, walk in through the side entrance and kill the rest of the foes - there should be six more. When they are all dead, you can use the elevator to go up to the second floor.



Bruno is up here with two powerful Tattaglia goons and he's ready to throw down. After he throws you to the ground, you gain control again and will be able to fight back. Equip a gun quickly and seek some cover. Take out his two companions first, and then concentrate on him. Play defensively, since you don't want to kill him. Aim at his gun hand and shoot the gun out of his hand, then grapple with him for a little bit until you can drag him to one of the furnaces. Then, it's a simple matter of throwing him in. Congratulations! Bruno is dead!



Return to the Corleone Compound in Little Italy, this time to **Meet Sonny at the Corleone Compound**. When you finally get there (you should be pretty efficient at getting to the place by this point), look for Sonny and talk to him. He'll let you know that he needs you to meet him in Midtown. And with that, the objective **Meet Sonny over at Lucy's place in Midtown** flashes on-screen. With those instructions, we can head on out. Of course, you may want to talk to Clemenza in the compound at this point to pick up some Contract Hits, if you so desire. Otherwise, head out.



It's pretty unclear whether you'll be going to this location from your latest hit or from the compound, so either way you'll have to find your own way. Our destination is off of 42nd Street in Midtown. Look for a street off of 42nd Street called City Place. This is where Lucy's house is. Drive into the blue spot in front of the house.



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Sonny's War	
Respect For Completion	+30,000
Money For Completion	+\$40,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Talk to Sonny.
II	Drive Sonny to the Cuneo bar in Hell's Kitchen.
III	Find out who's supplying the bar.
IV	Follow the racket boss!
V	Get to the car with Sonny.
VI	Go to the Cuneo warehouse.
VII	Take over the Cuneo warehouse.
VIII	Meet with Sonny at the Corleone Compound.

As soon as you start the mission, you'll be told to **Talk to Sonny**, so do so. He's located right in front of the building you're located in front of. Speak with him and he'll tell you the plan... and before you know it, you'll be playing chauffeur to Sonny as you need to drive him, in under two minutes, to a Cuneo Bar located in Hell's Kitchen. To get there, simply head east down 42nd Street until you reach 8th Avenue (which will take a little while). Then, swing left onto 41st Street and you'll run right into the bar. Be quick, though! As is obvious by the timer on your screen, you are being timed! In this way we **Drive Sonny to the Cuneo bar in Hell's Kitchen**.



Once you arrive at the bar (which is called Caruso!, if you're interested) you need to be ready to fight. Sonny orders you to **Find out who's supplying the bar**; the man who knows is in the basement of the joint. To get to him you'll need to fight off over a dozen well-armed Cuneo thugs. Use as much cover as you can, taking out the entire first floor before moving into the basement. You want to do this because you don't want to be snuck up on from behind by any strays you left alive. Also, you can find a **Health Bottle** in the kitchen at the north end of the first floor if you need it. Otherwise, head downstairs and be ready to fight more Cuneos. Eventually you'll run into a guy who can answer some questions upon interrogation. But suddenly, the racket boss escapes.



We must now **Follow the racket boss!**, who just escaped! Take your time and work your way towards the blue dot. While you do so, you're going to be disrupted by pursuing Cuneos in a major way and your car is going to take a beating. When you finally get to where the truck parked and the racket boss escaped to, you're in business. But the fight isn't over yet.



The racket boss is hiding on the second floor of the business ahead. Guarding him are several Cuneos, but nothing like what was in Caruso!, so you're actually in fairly good shape here. Be patient and wait for the Cuneo soldiers to show their faces, then pound away at them with some ruthless attacks. When the coast is clear, go through the front door of the business and work your way into the back room and to the loading dock. You'll meet up with two more Cuneos here. Then you can simply run upstairs and there you will find the racket boss, which will cause a cutscene to take place.



After the cutscene, you are ordered to **Get to the car with Sonny**. Run back downstairs and run to the far side of the car to complete that easy objective. You'll now have to **Get to the Cuneo warehouse** that was just discussed in the cutscene prior. It may seem like you have a lot of time, but you really don't have a lot of time, and you do - the warehouse is located a stone's throw away on 12th Avenue, which is about 30 seconds away. When you get there, the party ain't over... it's time to do some fighting.



You're now asked to **Take over the Cuneo warehouse**. This is pretty fun because you get to mow down a series of Cuneos, and you have Sonny's help so this isn't as hard as it otherwise might be. Work your way into the area outside of

the warehouse and be ready to fight. If you're astute you will shoot the flaming barrel in between the four or five Cuneos before they even see you, killing them all. That's a nice way to start this assault but it's not nearly going to do the trick. Stay behind cover, take out what you can, and let the impenetrable Sonny do most of the work for you. When you finally work your way into the warehouse on the far side of this area, you'll need to do more fighting. When the enemy threat is eliminated, you can then extort the owner of the warehouse. Beat some sense into him if he won't come around... when he finally falters, the mission is over.



Upon completion, you can talk to the guy right in front of where you gain control again who will tell you to **Meet with Sonny at the Corleone Compound**. Head back to the compound (no more directions, or it'll just be redundant!) Once there, the next mission will be given to you.

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Change of Plans	
Respect For Completion	+40,000
Money For Completion	+\$45,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Follow Sonny's Car.
II	Track the assassins.
III	Interrogate the tollbooth attendant.
IV	Drive to the Tunnel Club in Hell's Kitchen.
V	Find and interrogate the underboss.
VI	Return to the Corleone Compound.
VII	Meet with Michael at the Corleone Compound.
VIII	Meet Monk near the hotel in Little Italy.

Your first order is to **Follow Sonny's Car**, something you'll have to be rather astute to do well. This is because Sonny dashes to his car and begins driving before you're even in the designated car. Once you get in, follow Sonny, who is represented by the blue dot on the mini map. Stay close to him so you don't lose him! Eventually Sonny will be killed during a cutscene by a combination of family assassins. Upon their escape, you're charged with an important task. **Track the assassins.**



You must stay with the assassins as best as possible. It's highly unlikely (and probably impossible) to keep them in your sights the entire time, but if you stray too far from them you'll fail the mission automatically. This is made difficult by the endless barrage of enemy cars that are trying to stop you, as well as any traffic you run into on the West Side Highway. Nonetheless, make sure to abandon your car if it's getting beat up in lieu of a new one and drive aggressively to throw off your pursuers. Also, be sure to pay attention to on-screen markers that'll tell you in what direction to go (otherwise, you may get lost). Eventually, you will get to your location and be ordered to **Interrogate the tollbooth attendant**.



There's a lot of resistance here, but it's in the form of Tattaglia resistance, so it's the easiest kind to deal with. Nonetheless, don't take it lightly, as they can still give you a run for your money if you're not careful, especially in great volumes like they are organized into here. Use what cover you can (you can even drive your car into this area and run over who you can, but it is hard to maneuver a car in these quarters). Eventually the enemy resistance will be eliminated and you can enter the warehouse and go to the top floor. Then enter the room where a Tattaglia goon is watching the tollbooth attendant. Kill the goon quickly and interrogate the attendant to get your next objective, to **Drive to the Tunnel Club in Hell's Kitchen**.



Regardless of whether you left it there or not, there's a black car outside of this area for you to use but as soon as you approach it a clock will start winding down from five minutes. You don't have much time to get to where you need to go! Start by heading south down Chelsea Street, and work your way to the Hell's Kitchen Loop and the West Side Highway heading north towards Hell's Kitchen. You'll want to get off of the highway eventually by accessing 12th Street, and then heading east from there along 42nd Street to 9th Street, where you should head south. Then swing west onto 34th Street, and the bar will be on your right.



Now you must **Find and interrogate the underboss**. To do so you must enter this establishment, the Tunnel Club, and find the underboss, who is in the basement. This place is teeming with Tattaglia goons so you're going to have to be fairly careful here as you go through. They aren't the smartest or strongest bunch, but they are dangerous in numbers. As always, use what cover you have and patiently pick them off as they appear. Then, work your way into the basement for more fighting, where you'll need to ice more goons before the door is unlocked where the underboss is. Talk to the girl that's with him to break him immediately - talking to him otherwise will get you no where. Afterwards, you'll have a quick five minutes to **Return to the Corleone Compound**, a good idea indeed, since we need to regroup. Also, an important cutscene takes place here before the mission ends, so watch closely! Then, **Meet Michael at the Corleone Compound** for further instructions. You can also talk Al Neri near the door for more hit contracts.



Ultimately the order will be passed down that you must **Meet Monk near the hotel in Little Italy**. What hotel, you may be asking yourself? Well, it's a hotel on Pitt Street on the east side of Little Italy. Since you may be off doing contract hits before getting to this point, we'll simply refer you to head up to East Houston street and head east until you can't anymore. Once at the end, swing south on Pitt Street and you'll find the hotel you're looking for. Simply drive into the blue area on the street to begin your next mission.



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Order to Kill	
Respect For Completion	+75,000
Money For Completion	+\$50,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Find the snitch in the hotel.
II	Track down Monk.
III	Kill Monk.
IV	Meet Tom at the Corleone Compound.
V	Meet with Willie Cicci in Brooklyn.

As soon as you gain control in this mission, Monk will run off, as it's time to **Find the snitch in the hotel**. As soon as you enter the hotel, run rightward to seek cover behind some couches. There are three Barzinis in the lobby that are ready to gun you down. With Monk's help, take out all three (we used the Python here), and then run up the stairs towards the second floor. On the second floor be ready for more fighting. You can find a **Health Bottle** in the room where the two Barzinis are here. Also, be weary of more coming from the third floor. They may or may not come down to reinforce their struggling comrades.



Further up the stairs on the third floor, you're going to find much of the same. The Barzinis are well-armed and well-entrenched, so you gotta be ready to fight here. Use what cover you can and work your way into the various rooms to kill what foes you can. Make sure to kill everyone in one area before you move on, or they'll come back and flank you. There's also plenty of ammunition and more health if you keep an eye out for it. Eventually you'll get to the top floor, where it turns out that Monk is a turncoat and must be eliminated. And with that, we must **Track down Monk**.



Run downstairs and back out onto the street. Run left to the car barricade to get a car, and then drive it north up Pitt Street, turning west onto East Houston Street. Take East Houston until it runs into Broadway, at which point you should begin heading south. When you run into Worth Street, take a right, and then turn onto West Street and into the blue spot in front of an establishment called the Va Va Voom Room. After a cutscene, it seems that Monk has turned to the Cuneos for help and runs off as the order to **Kill Monk** flashes on-screen.



Killing Monk and his Cuneo friends isn't all that challenging, believe it or not. Monk will almost definitely lock himself inside the room that is locked on the first floor on your right. To get there, "vault" over the counter on your left while killing any Cuneos and run to the side entrance, then go around the bar for protection from incoming bullets. There's a slew of Cuneos here, so you're going to have to be careful. Naturally, pick them off as they show themselves. Monk should be amongst them, so kill him at your leisure. When he's slain, run back outside (killing any residual Cuneos) and talk to one of the Corleones outside, who will tell you to **Meet Tom at the Corleone Compound**. Once you're there, the beginnings of the next mission begin to fall into place.



Talk to Tom Hagen at the Corleone Compound and he'll tell you to go **Meet with Willie Ciccy in Brooklyn**. Take his advice and jump in a car. We're not going to go our usual route from the compound (which seems to always bring us to Midtown and Hell's Kitchen). We're headed east towards Brooklyn. You're gonna go north up Washington Street and then swing right on Canal Street. You're gonna stay on Canal Street until it turns into the Manhattan Bridge; on the other side, you'll be in Brooklyn. Then, simply swing south from the Toll Plaza onto Tillary Lane, and then east along Fleet Street, and finally swing a left onto Main Street and a right on Front Street. From here, the next mission will begin.



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It's Only Business	
Respect For Completion	+125,000
Money For Completion	+\$50,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Follow Tessio into the Embassy Club.
II	Assassinate Tessio.
III	Meet Michael at the baptism in Little Italy.

Our first order of business is to **follow Tessio into the Embassy Club**, which is easy enough to do since you're standing right next to it. However, once you do, you're fired on by the Barzinis while Tessio makes a break for it. You have three minutes, now, to **Assassinate Tessio**. Equip your favorite gun, and get ready to fight some of the hardest enemies you've had to fight yet. Use the wall as cover. Let your friends take care of the guys directly down the corridor while you swing right into the bar, where you can kill a Barzini before flanking the two guys back in the corridor on the left. With all of the enemies on the floor defeated, head into the kitchen at the north end of the corridor and grab the **Health Bottle** before continuing.



The door near the entrance that leads into the basement is locked, so you'll need to take the elevator down, north of the bar. Once down there, be ready to fight as Tessio runs from room to room. Every room will have at least one Barzini in

it, so be ready to fight as you turn every corner. Finally, Tessio will run upstairs and back to the bar, all the while new Barzinis come out of the woodwork to try and intercept you. When all of the Barzinis are killed, you'll be able to concentrate on Tessio. Kill him how you want; when he dies, the short mission ends.



Head back outside the bar and talk to one of the friendly faces out there to find out that you are to **Meet Michael at the baptism in Little Italy**. Fair enough. Jump in a car and head south down Front Street to Main Street, where you should take a left. Then, swing a left on Tillary Lane and take it back to the Manhattan Bridge, where you should go west to get back into Little Italy. The bridge, back on land, will turn into Canal Street, you but you won't be on that long before you need to swing right up Mott Street. Then, take Mott Street to the church where everyone is waiting for you. Let the final mission begin.

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Baptism By Fire	
Respect For Completion	+200,000
Money For Completion	+\$150,000
Other Bonuses For Completion	Film Clip Unlocked
Objectives	--
I	Speak with Clemenza at the flowershop in Midtown.
II	Drive to the St. Alban's hotel in Midtown.
III	Meet with Don Stracci and escort him to the elevator.
IV	Assassinate Don Stracci.
V	Speak with Willie Cicci at the barbershop in Hell's Kitchen.
VI	Drive to the Savannah Hotel in Midtown.
VII	Assassinate Don Cuneo.
VIII	Talk with Willie Cicci.
IX	Speak with Rocco at the Embassy Club in Brooklyn.
X	Find the brothel racket.
XI	Assassinate Don Philip Tattaglia.
XII	Talk with Rocco.
XIII	Meet Al Neri at the police station in Little Italy.
XIV	Drive to the courthouse in Little Italy.
XV	Wait for Al Neri to start shooting.
XVI	Outrun the police.

After a cutscene you will gain control of your character again at the church where we ended the last mission. You'll be ordered to go **Speak with Clemenza at the flowershop in Midtown**. You'll see on-screen a timer that is clicking down from 13 minutes. You don't have 13 minutes to get to Clemenza, you have 13 minutes to kill Don Stracci. This means that you have to really hurry up! To get to Clemenza the quickest way humanly possible, head north up Mott, and then take a left on East Houston Street. When it meets up with Broadway, head north again. Take 5th Avenue north from

Broadway and you'll run into the flowershop where Clemenza is. He'll order you to **Drive to the St. Alban's hotel in Midtown.**



After the cutscene, you'll find yourself back in the car. To get to the St. Alban's Hotel, head south down 5th Avenue, and then south down Broadway when the two meet up. You'll want to then swing right onto 19th Street, where the hotel is located. Here, you are to **Meet with Don Stracci and escort him to the elevator.** So, follow Clemenza inside and do just that. Go up to the second floor and talk to the man you find at the top of the stairs, who will grant you access to the whole of the second floor. Then, talk to another man deeper in, who will grant you access to Don Stracci's room.



Don Stracci seems like he trusts you and after a short cutscene is willing to go along with you. The order to **Assassinate Don Stracci** will appear on-screen at this time. Walk with him to the elevator and get in with him. When you arrive on the first floor, be sure to grab your gun and kill Don Stracci before he gets out of the elevator. This'll shield you from the guys outside and give you a good place to fire from. Also, Don Stracci won't be able to get away. Nonetheless, when you do this the timer to kill Don Cuneo begins, so you need to be quick here. Also, the objective **Speak to Clemenza** appears once more.



Run to wherever you can find cover and begin killing the Stracchi that appear. This is a tough battle so you have to be extremely careful. Talk to Clemenza when you can, whether it's before or after the enemy threat is eliminated and see what the deal is. He'll tell you to **Speak with Willie Cicci at the barbershop in Hell's Kitchen**. After a cutscene, run out of the building and get a car as soon as you can. From 18th Street, drive west to meet up with Broadway and take it north to 42nd Street, heading west. Once you reach 10th Avenue, swing north, and then go west along 44th Street to find the barbershop. It's in Hell's Kitchen. Talk to the man inside the barbershop and he'll instruct you to **Drive to the Savannah Hotel in Midtown**.



To get there from here, head east down 44th Street to 10th Avenue and go south. Then, head east along 42nd Street. Take that to 7th Avenue, where you should head north to 49th Street. Take another right. The Savannah Hotel will be on this street ahead. When you get there, you'll be ordered to **Assassinate Don Cuneo**. This is an easy hit. Hide behind your car so you're obscured from view from the hotel, wait for your friend to go through the garage door adjacent to the hotel, and don't draw any weapons. Don Cuneo will eventually come out - stand up, draw a weapon, and fire. Easy, right?



When the hit is completed successfully, you'll be ordered to again **Talk with Willie Cicci**. Run inside, therefore, and help him take out the rest of the Cuneo resistance here. When they're all slain, you can then talk to him. He'll order you to **Speak with Rocco at the Embassy Club in Brooklyn**. Be aware that the clock is already ticking on how long you have until Don Tattaglia is slain, so you must act quickly! Jump into a car outside of the hotel and head west down 49th Street until you run into Broadway. At that point, head south. Take a left onto Canal Street as it leads to Manhattan Bridge. Go over the bridge, swing right on Tillary Street, and then right on Main Street. From there go down Main Street to Front Street, and swing another right. Unfortunately, you're going to have to do this with the Cuneos following you, but they aren't exactly relentless. By the time you work your way into Little Italy (nonetheless Brooklyn) they should be long gone. Just drive aggressively!



Get out of your car and run into the Embassy Club. You'll find Rocco at the bar there. He'll quickly cough up more information, telling you that Don Tattaglia is with a hooker at a nearby hotel. To find it, go back outside and with your back facing the Embassy Club, go right down the street, turn left, and then right at the next intersection. Your goal is the St. Sebastian Hotel, where Tattaglia can be found and killed. When you walk in, **Assassinate Don Philip Tattaglia** will flash on-screen. Get ready to fight.



Your primary goal is the third floor. Though the building has four floors, the fourth floor has nothing going on it. Once inside, kill the guy at the stairs and then begin running up. Even this late in the game, the Tattaglias are still very weak so this should be the easiest assassination you've had to take care of so far in the mission, and will be easier than the next, final one. Run up through the second floor, capping all you see, including any foes that come out of the rooms. On the third floor, much of the same. When the Tattaglia threat is eliminated, search one of the bedrooms on the third floor to find the Don of the Tattaglia family. He'll have a hooker hostage. It doesn't really matter if you kill her or not, but cap him in the head if you want to be nice about it to avoid hurting her. Then, **Talk with Rocco** in the next room, who'll tell you to **Meet Al Neri at the police station in Little Italy**.



Once outside, hop into a car (after the short cutscene) and follow these directions to get to the police station quickly in Little Italy quickly. Remember that time is of the essence here, especially because the final countdown clock to your final hit is now ticking down ever-so-steadily. The Tattaglias will be following you back into Little Italy, now, so you're going to have to drive aggressively once more. Anyway, now with the directions: start by heading south down Plymouth Street and turning left on Main Street. Take Main Street to Tillary Lane heading north, and then swing west back onto the Manhattan Bridge. Once over the bridge, hang a quick right onto Bowery Street and you'll find your friend, all dressed up like a cop.



After a cutscene you'll find yourself in a car automatically. The objective **Drive to the courthouse in Little Italy** will flash on-screen. It's not too far of a drive - continue south on Bowery Street until you reach Chambers Street, where you should hang a right. Then, take a right on Lafayette Street, and another right towards a series of streets. Your parking spot will be on Center Street. Pull up to reveal the next objective, to **Wait for Al Neri to start shooting**. Waiting is the easy part... firing at the Don is the hard part. When Al starts firing, you open fire as well. Look for the Don as he runs down the stairs and to the right. Gun and chase after him. When you shoot at him, a short cutscene will take place. Then, you can kill him outright with a method of your choosing.



This, as was forewarned in the game, attracts massive police attention. For the next two minutes you must **Outrun the police**. This is actually kind of fun since there is no destination, you just need to jump in a car and drive around. If your car takes a beating and lights afire, bail out, hop into another one, and keep on driving. Where you go is purely up to you. When it's all said and done however, and the two minutes elapses, you'll have three minutes to **Return to the Baptism in Little Italy** (hence during the chase you may want to stay locally). Remember, the church is on Mott Street. Nonetheless, after a cutscene, you get your final order of the main part of the game - to **Meet with Michael at the Corleone Compound**. We're sure you remember how to get there. Here, you're promoted once more... thereafter, you basically have free reign over the game. To get 100% you must extort all businesses and rackets, take out all compounds, hubs, and warehouses, destroy all the safes, get all of the execution styles, et cetera. Thankfully, IGN Guides has all of that in one place for you! Congratulations! You've beaten the main quest!



Businesses, Rackets & Safes

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The following are descriptions of each of the businesses and rackets you can take control of in the game. The locations of each of them are concrete and the screenshots provided will give you a feel for what is going on at each location. However, the accuracy of our descriptions of each place can be somewhat varied and random, depending on which order you visit them, your status when you visit these places, et cetera. If you're at peace with a family that runs a business, it is generally easier to take it over because the resistance isn't instantaneously negative when you approach. If you're at war with a family, however, expect some difficulty. Use the information below as a general blueprint to plan your extorted takeover of New York City, but be on your toes for any changes with your game.

You will find the name of the business, its location (street), the family that runs it, the fair payout that you should expect after extorting the owner of the business, how much you can buy that business' racket out for (if applicable), and how much we managed to get out of that business' safe (if applicable). Some businesses don't have a safe or a racket (or both), so that's what the "N/A" stands for. And keep in mind that, as far as safe money is concerned, it is random each time. We put our amounts down to give you a general idea of what we got when we took blew those safes open.

Note: Safes that are located in warehouses, hubs, et cetera can be found in the corresponding section of the guide. Non-extortion/racket safes (which do exist) will be added to this at a later date. Also, some businesses are missing from this list due to storyline complications/interference. All will be added very soon so it's a complete list. But it's more than 95% complete as is... so enjoy!

Brooklyn Businesses and Rackets	
Cafe Vitales	--
Location	Dock Street
Family	Barzini
Fair Payout	\$3,500
Racket Buyout	\$3,200
Safe Plunder	\$590 + Dynamite

This is one of the most profitable businesses to extort in Brooklyn, so it should be one of your primary targets. If you play your cards right, you can get well over \$3,000 in extortion fees. But first thing's first - you'll find about four Barzini's hanging around outside (across the street and down the street) that will run in if you try to extort their business from under their noses. Because of this, you'll need to kill them first (use a car, it's easy). This'll also lure their two friends inside the business out, so you can take care of them immediately as well. As far as the extortion goes, try dragging the people in there in front of the owner and killing them. This'll really touch him the wrong way, and he'll be willing to pay more. Stop at around \$3,500 - much higher, and you're running a risk.



If you hadn't already attracted the attention of the two Barzini's upstairs (and perhaps some more from down the street, depending), you will now, so be ready to fight again as they bust through the now-open door upstairs. However, this means that once you kill them, the enemy threat here is eliminated, so you can go upstairs and buy out the racket runner easily for \$3,200. After doing that, be sure to blow open the safe up there as well to get some extra pocket cash. Another business and racket combination are yours!



Global Trading Co.	--
Location	Adams Street
Family	Tattaglia
Fair Payout	\$600
Racket Buyout	\$800
Safe Plunder	\$375

For a business that's not all that profitable (and for one that hides a racket equally unprofitable), completionists will still have to come and visit this moderately guarded establishment owned by the Tattaglias. As usual, it's a good place to start to simply go around with a car in front of the business and kill any Tattaglia. This will make your life much easier when you go inside to deal with the business owner. However, you should be of a high enough respect level to buy out this business for \$600 outright. If not, feel the situation out for yourself... just don't go much above \$500 in that case.



Exploring the rest of the area behind the business, you'll find more Tattaglia to deal with. Using powerful firearms is a good idea because it'll take care of them very quickly. As you work your way to the second floor, be ready to deal with more enemy threats. In the room to your left as you head forward on the second floor, be sure to blow open the safe that's there to get some extra money and respect. Then, go to the elevator and take it to the roof. Kill the two Tattaglia goons guarding the racket leader and then buy him out for \$800. So much to do for such little money... but every little bit counts!



Liberto's	--
Location	Main Street
Family	Barzini
Fair Payout	\$2,345
Racket Buyout	\$2,400
Safe Plunder	\$835 + Dynamite

Liberto's is a small place, but it's chock full of Barzinis waiting to take your head off. The Barzinis outside of the establishment combined with those inside (primarily in the basement, where the racket is located) will give you a considerably hard time. We suggest that you take out those outside first, then retreat to heal if necessary at your nearest safehouse. Then, go inside and head into the basement, where you can take care of the rest of the Barzinis. Only after they are all dead should the extortion begin. This is because the owner of this bakery is quite aggressive and will probably be giving you a hard enough time without having to deal with gun-toting criminals as well. Try extorting him to around \$2,300, but we suggest stopping there!



The racket in the basement can be easily bought out for \$2,400 once the Barzini influence is eliminated. Once you've bought out the racket, the only other thing left to do is to blow the safe in the basement sky high, and collect what's inside. This is easy enough as you've probably done this plenty of times by this point. Congratulations! You've netted yourself another fine bakery.



Michaelangelo Salera	--
Location	Church Street
Family	Tattaglia
Fair Payout	\$600
Racket Buyout	N/A
Safe Plunder	\$755

Extorting this barber shop is a real pushover. There are two Tattaglias stationed outside of the establishment, and one more in the back room. That's it. That means that two of them can be killed easily before you even enter the store. Once you do, you should be powerful enough (which doesn't take much, in this instance) to take over the business peacefully for about \$600. If for some reason this is not an option for you, consider going no higher than \$550 to play it safe.



As far as the back room, you'll find one Tattaglia thug to kill and a safe to blow open. You know the drill. Just make sure to get out of the room completely when you go to blow it open, or you'll risk sustaining damage (there's really no where to take refuge in the small room). After killing this third Tattaglia and grabbing your booty from the blown-open safe, you're done here! Simple!



Midnight Rosie's	--
Location	Plymouth Street
Family	Tattaglia
Fair Payout	\$1,465
Racket Buyout	\$1,600
Safe Plunder	\$675 + Dynamite

A moderate holding of the Tattaglia family, Midnight Rosie's is a business on Plymouth Street that is not only fairly profitable to extort, but can also be the source of additional racket funds. However, the Tattaglias guard this location fairly well, so you should preempt your extortion tactics with a quick mow-down of every Tattalia in front of the business (this can be done by car rather easily). Once the commotion outside ends, you can then head inside to extort the business owner. Try destroying his cash register and display shelves to get him to go higher than he otherwise would. We stopped the extortion at \$1,465 - going much higher will cause him to snap, so be weary and take what you can get!



The racket hidden within the business is located on the roof (the "third floor" so to speak). To get there, you must traverse some enemy territories. Pack a powerful gun as you go through this back area, slaughtering about eight Tattaglias as you run up the stairs and to the second floor. Before taking the elevator to the roof (where you'll fight two more Tattaglias and thereafter be able to buy out the racket for a mere \$1,600), make sure to go into the small office room where you can find the safe to blow open with some Dynamite. Within you will, naturally, find some cash and another stick of Dynamite for your use.



Pitkin Garments	--
Location	Front Street
Family	Tattaglia
Fair Payout	\$705
Racket Buyout	N/A
Safe Plunder	N/A

This small establishment doesn't have a safe nor a racket, and is incredibly easy to takeover although it's not very profitable. There will be no Tattaglias here to give you a hard time, but if you want to be able to talk the price up to about the \$700 region, drag a civilian walking by into the store and kill him in front of the shopkeeper. This will scare him into giving you more money. And \$700 is better than the \$400 or \$500 you'd otherwise get! Oh, there's some fighters in the back of this business also, but this isn't the place to discuss such things!



Sicilian Goods	--
Location	Tillary Lane
Family	Stracci
Fair Payout	\$2,105
Racket Buyout	\$2,400
Safe Plunder	\$690

Sicilian Goods is the only store in Brooklyn run by the Stracci family, so naturally they have a fair number of people protecting the joint. You'll want to eradicate the four or five of them on the street in front of and around the establishment before going in and letting the extortion begin. Otherwise, they'll run in and interrupt you and you'll end up messing everything up! Keep in mind that if you break the cash register and the two display shelves in the store when extorting the owner, you'll piss him off and he'll go even higher with his price to make you stop. We recommend you stop around \$2,100.



As for the racket, it's located on the third floor, which is the roof. As you go into the back room, be ready to do battle with a lone Stracci soldier. If you make a lot of noise with a gun here (which you will), three more will storm through the door from the loading dock adjacent to the room. Clip all three of them, then work your way up the stairs in the loading dock area. In the room to your left, kill the lone dude there, then wait for one more to bust through the door ahead. Be sure to go into the left room after the enemy threat is eliminated to blow open the safe there, collecting some money and another stick of Dynamite. Then use the elevator in the next area to gain access to the roof. You'll need to kill two more Stracci thugs before you can take over the racket. You can easily buy him out here for \$2,400.



St. Sebastian Hotel	--
Location	Plymouth Street
Family	Tattaglia
Fair Payout	\$2,900
Racket Buyout	N/A
Safe Plunder	\$550 + Dynamite

The St. Sebastian Hotel is a minor Tattaglia holding in Brooklyn that's quite important for you to take over as soon as you can. This is because there is only one of two safehouses in Brooklyn located in the establishment, and it's worth a fairly large amount of money. Once you approach and enter the building via Plymouth Street, consider killing the lone Tattaglia thug in the lobby, and then set your sights on the hotel owner. He's especially prone to you hurting people in the lobby that have nothing to do with the mafia, so kill both women in the lobby to really get him going.



Get a good price from the owner, but don't push him much beyond \$2,900 or he'll likely snap. When he's taken care of, you'll have one more thing left to do here. While there isn't a racket located in this establishment, what you will find in the right of the two fourth floor apartment-style rooms (in the far room) is a safe. Blow it open with some Dynamite and take refuge in the next room. After the explosion, simply go back in and collect your prize.



The Ambassador Hotel	--
Location	Dock Street
Family	Tattaglia
Fair Payout	\$2,890
Racket Buyout	N/A
Safe Plunder	\$760

While there isn't a racket here, this Tattaglia holding in Brooklyn holds considerable wealth in the simple takeover via extortion. However, as you approach this business, you should definitely take out the three Tattaglia goons that roam around outside (preferably with a car, so you can escape without a scratch) before heading in. Even if you are at somewhat of a peace with the Tattaglia family, once you begin extorting they'll come in to protect their assets. Otherwise, all you'll have to deal with are the four or five Tattaglias upstairs. When you get into the inner room on the main floor, extort the business owner. He's extremely aggressive by nature so you're gonna have to keep him at bay as you threaten him. Try shooting him the knee or arm, and you can then get him up to almost \$3,000. Once you get to near \$2,900, however, we suggest you stop before you press your luck too much.



There is no racket here, as we explained earlier, but there is still a safe to crack. It's on the first floor behind the desk on the left side of the building - you can access it via a door at the back left of the bar, or via the alternate staircase you can access by going upstairs and then back downstairs again. Make sure that when you plant the Dynamite you seek appropriate refuge from the blast! After grabbing your money and exterminating the rest of the Tattaglia goons here, the business is yours.



The Full Moon	--
Location	Front Street
Family	Tattaglia
Fair Payout	\$1,425
Racket Buyout	\$1,600
Safe Plunder	\$345

The Full Moon is a fairly challenging place to subdue, but you'll probably be fairly seasoned by this point and won't have as much trouble as you may have earlier in the game. The idea here is to take out the two Tattaglia outside of the establishment before even entering. While this will make everyone inside automatically hostile, it'll save you from being surrounded later on after the extortion. If you do this and go in, pack your weapon of choice and be ready to fight any oncoming Tattaglia goons. In the entertainment area, you will find the old man who runs the joint. Try shooting him in the leg with a weak gun and then extorting him to get some extra funds out of him. Going much beyond \$1,400 is a risky endeavor in this case, so you're forewarned!



Once that's all said and done, you'll want to head into the basement to subdue the racket that's brewing down there. Again, you should be ready for a fight as there will definitely be some Tattaglias down here waiting to take you out. Once they are all subdued, buy out the racket owner for \$1,600 to spare anymore bloodshed. Then, look through the rooms in the basement, one of which holds the business' safe. Blow open the safe and collect your booty, then head out to hit up another location or continue on your main quest!



Valentino's	--
Location	Fleet Alley
Family	Tattaglia
Fair Payout	\$2,900
Racket Buyout	\$2,400
Safe Plunder	\$650 + Dynamite

This restaurant and night club is fairly full of Tattaglia foes, but thankfully it's close to your safehouse at the St. Sebastian Hotel, so if you've managed to purchase that yet, you'll be in good shape in case you need to run back and forth. Once you gain access to the inner area of the first floor, you can find the owner of the establishment. When you threaten her, several Tattaglia will file into the room and attempt to stop you - take them all out with any method you deem most appropriate. You can even catalyze this by taking out the lone Tattaglia in the room before threatening the woman. In this way, you can take out the enemy threat and then extort in peace!



Try shooting the owner in the leg or arm to convince her even further that she'll need your services, then let the extortion begin. After throwing her around and threatening her enough, you can talk her up considerably, but don't go much past \$1,400 or you'll make her snap! The racket upstairs is the typical restaurant racket. There may be a stray Tattaglia or two up there, so be ready to fight. And of course, buy out the racket owner for \$2,400 to make your life easier. Then, work your way to the left side of the first floor to find the safe. Explode it with some Dynamite and take what's within before taking your leave from this establishment.



Wright Wronsky's	--
Location	Prospect Street
Family	Barzini
Fair Payout	\$2,915
Racket Buyout	\$2,400
Safe Plunder	\$95 + Dynamite

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Hell's Kitchen Businesses and Rackets	
After Hours	--
Location	8th Avenue
Family	Cuneo
Fair Payout	\$1,200
Racket Buyout	\$3,200
Safe Plunder	\$735 + Dynamite

This is a tough, tough location to take over. Located in Hell's Kitchen (although you can argue it's in Midtown too... the

game says it's in Hell's Kitchen though), the 8th Avenue After Hours is a posh nightclub with a heavy, heavy guard of Cuneos all over the place. Just getting into the place is a real difficult task indeed. You're going to need to drive a car up and down that section of 8th Avenue and run over and kill a plethora of Cuneo thugs just to have any hope of getting inside. And once you get inside, the party doesn't end. There are more of them to be found. Before extorting, we highly suggest you head upstairs and take out whatever remnants of the Cuneo establishment here, and also search the rest of the place for anymore. You don't want them sneaking up on you when you're extorting. Thankfully, when you finally do get to the owner of the joint in the main floor entertainment room, you should be strong enough to buy her right out... if not, a little extortion goes a long way.



Since the place should be completely devoid of any more enemies, head upstairs and find the racket. Here, you can buy out the racket owner for \$3,200 rather easily (and it's worth it). Back on the first floor behind the counter under the staircase to the left of the main entrance, you can also find the business' safe. Blow it open with some Dynamite rather easily, and then head out of here, leaving this once strong Cuneo establishment in the dust... and firmly in your control.



Arezzo Seafood	--
Location	44th Street
Family	Tattaglia
Fair Payout	\$1,200
Racket Buyout	\$1,600
Safe Plunder	\$480 + Dynamite

You want a pushover of a business to extort? Then come on down to Arezzo's Seafood. By the time you venture into Hell's Kitchen, you should be more than strong enough to take care of this business in the easiest way possible - by buying it outright and saving your fighting for another time. You can do this right under the Tattaglias' noses, so don't worry about it. This will allow you to gain access to the small racket being run behind the business.



This racket can also be bought outright for \$1,600 (although that's less of a surprise, since we recommend you buyout all of the rackets to avoid trouble). However, trying to blow the safe open in the racket room will immediately bring trouble to you, so it's really up to you whether you want to eradicate the Tattaglia threat outside of the building and in the racket room before doing this, or exploding it and taking what you can with you, killing any of the others that come your way. Make sure to run in to get the money from the safe before evacuating the premises!



Caruso!	--
Location	41st Street
Family	Cuneo
Fair Payout	\$2,960
Racket Buyout	\$800
Safe Plunder	\$235 + Dynamite

Caruso! (yes, with the exclamation point) is a rather tightly run club on 41st Street in Hell's Kitchen. Run by the Cuneo family, there isn't a racket to take over here, so all of the Cuneos on the premises have one job and one job only - to stop you from taking over their business. It's certainly in your best interest to take out the Cuneo thugs outside of the premises before going in. And when you do go in and stumble upon the bar, be ready to kill more of them before extorting the business owner. As for the business owner himself, the simple act of pointing a gun at him will make him crap himself, and in this way you can talk him up to around \$2,900... but don't go any further if you value this money.



As we said before, there is no racket here, so the only other thing to do is to find the safe, blow it up, and then get the hell out of here. It's located at the end of a short series of rooms in the basement, so head on down there (there shouldn't be any foes here to give you a hard time), set some Dynamite, run to the previous room for protection from the blast, then head on in to get your money. Then? You're done.



Casey Quinn's	--
Location	46th Street
Family	Cuneo
Fair Payout	\$2,100
Racket Buyout	\$2,400
Safe Plunder	\$200 + Dynamite

Casey Quinn's is one of many Cuneo-run businesses in Hell's Kitchen that has a moderately high money payout and hence is worth taking it over as soon as you think you're able. It's only modestly protected on the outside so taking out any Cuneo thugs before entering the business is probably a good idea. Once inside, the owner can be quickly convinced that he should pay you by destroying his scale, register, and meat rack. Then, throw him around a bit and get his price up to around \$2,100 and take it. Well, you've taken the business, so now it's time to head upstairs and take the racket.



The racket, located upstairs, has more Cuneos guarding it (in fact there's one at the base of the stairs as well). Since convincing the racketeer that you can buy into it will be hard when Cuneo thugs are located in that close of a proximity to him, it's better to take them out first, starting with the guy at the bottom of the stairs. This will convince the two upstairs to come down and get you, so you can just stand there and take them out as they round the corner. Then head upstairs and buyout the racket owner for \$2,400. From there, you can leave, but be sure to hit the safe upstairs with some Dynamite before doing so, grabbing your loot thereafter.



Dale Mangano's	--
Location	9th Avenue
Family	Stracci
Fair Payout	\$600
Racket Buyout	\$800
Safe Plunder	\$495 + Dynamite

Dale Mangano's is a weak Stracci family holding that is fairly easy to takeover. When we went there we were more than powerful enough to buy the establishment's protection outright for \$600 right under the Stracci's noses. If you want to take them out before you go in (if you're on peaceful terms with them... otherwise you'll have to), then do so, but it's not even necessary if you're anywhere above extortion level 10 or so... which is fairly weak, especially by the time you work your way into Hell's Kitchen.



Much like we took care of the purchasing of the business' protection, we also bought out the racket in the backroom for another \$800, and again we did it without the Stracci punks in the room saying anything about it. They did get mad, however, when we planted Dynamite at the safe and ran out of the room. The explosion took some of their lives but it causes a whole bunch of them to come from the street and the backroom. This onslaught of foes is really the only justification for taking them out before extorting the business, but we'll leave that decision up to you.



Doc Thody's Dahlias	--
Location	48th Street
Family	Cuneo
Fair Payout	\$1,465
Racket Buyout	\$1,600
Safe Plunder	\$205 + Dynamite

If you want a completely stress-free business takeover, you'll almost certainly find it at this floral shop. If you're strong enough (and it doesn't take much), you can simply talk to the shop owner and get a \$750 offer outright. If this doesn't work for you, you'll need to convince her to pay you, but this will also mean that the Cuneo thugs in the vicinity will also need to be taken out. The first method allows you to skip that all together. With that done, we can now investigate the racket via the back room.



To take this racket, even through bribery, you're going to have to deal with the Cuneos. The one in the back room should be your first target. By killing him, the others upstairs where the racket is located will be alerted of your presence and file down the stairs. Take this opportunity to pick them off as they come to you. This is good, since it also allows you to take out some foes without putting yourself in danger, going to them. The second floor has the woman who runs the racket. Buy her out for \$1,600 to avoid any unpleasanties. Then, head back to the back room on the first floor to find the safe. Blow it open and take your free loot before exiting!



Holden Holdings	--
Location	Hell's Kitchen Construction Site
Family	Tattaglia
Fair Payout	\$2,200
Racket Buyout	N/A
Safe Plunder	\$555 + Dynamite

This place is literally out in the middle of no where at what seems to be an abandoned construction site... so you know something shady is going on here. Thankfully, the weak Tattaglia family owns the joint so you shouldn't have much trouble taking it over. There are a bunch of them, but there is also plenty of room to maneuver a car here, so try running over as many of them as you can, driving around all sides of the building. Then, get out and clean up your mess by gun if there are any left over. Hereafter, you can enter the building and extort the owner. You want big money from him? Try destroying the cash register... this'll get him steamed. Then, extort him for around \$2,200 to play it safe.



There is no racket to buyout here unfortunately (a racket wouldn't thrive in such an open area anyway... or would it?). Nonetheless, you should still traverse the rest of the structure to the second floor where you can find the safe in the building to blow sky high. There shouldn't be any Tattaglias left to give you a hard time at this point so you should be in the clear. Grab your money and run!



M. Powers & Sons	--
Location	10th Street
Family	Barzini
Fair Payout	\$2,345
Racket Buyout	\$2,400
Safe Plunder	\$700 + Dynamite

Don't underestimate how difficult this particular business is to takeover - as one of only a couple Barzini strongholds in Hell's Kitchen, they have a lot of people making sure this business remains in their hands. Unfortunately for them, you are a tenacious gangster who will stop at nothing to take over the joint... right? If so, be ready for a fight. Run over the guards in front of the business, and also work your way into the alley on the left side of the business to kill more foes. If you're especially daring, you'll go through the back door via the alley and kill even more green-coated foes so as to eradicate that problem now instead of later. After that, all that's left is a lone Barzini in the back of the shop on the main floor near the oven. Take him out before the extortion begins. We got about \$2,300 out of the baker... we don't suggest you push it any further.



If you've followed our instructions up to this point, there are no more Barzinis here so finishing up the process of taking over the entire business is easy. Head into the basement and find the owner of the racket. Buy him out for \$2,400 to avoid any unpleasanties, and also seek out the safe in the basement so you can blow it sky high and grab whatever loot is within. A nice final present for a difficult business to overtake.



Marinelli's Fish Shop	--
Location	42nd Street
Family	Tattaglia
Fair Payout	\$2,190
Racket Buyout	N/A
Safe Plunder	N/A

This Tattaglia-run business doesn't have a racket behind it, nor does it even house a safe for us to blow open. However, it is a tightly-run operation that is worth a fair amount of change, so taking it out is a good idea. It's guarded modestly by Tattaglia thugs, but they should all be taken out (the ones out front) before entering the business, because the owner happens to be a resilient man who won't give in easily (this will hence make you a sitting target for the Tattaglias who run in on you.) To convince him that he really needs your help, try grabbing him and throwing him around a little bit. In this way, you can get over \$2,000 from him, although pushing it far beyond that is a huge risk indeed.



Mrs. Spillane's	--
Location	33rd Street
Family	Tattaglia
Fair Payout	\$600
Racket Buyout	N/A
Safe Plunder	\$875 + Dynamite

Mrs. Spillane's is a reasonably nice hotel run by the weak Tattaglia family. Taking the business is a piece of cake, but it's located so far off from the other businesses in the area that you may not get around to it until its usefulness is past its prime (if it really ever had any at all). It has a safehouse in it (one you can buy for \$45,000), but it's worth little money. Thankfully, by the time you get to it, you should be able to go inside without the Tattaglias bothering you and extort the owner without any gimmicks for \$600.



There are four floors to this establishment. After extorting the owner, go ahead and explore them. There's nothing on the third floor, but the second floor has the safehouse to purchase (more on that in the safehouse section of the guide), and the topmost (fourth) floor has the building's safe. It's located in the rightmost bedroom. Blow it open (seeking refuge from the blast in the previous room) and then go in and grab your money after it has exploded! Simple!



Orchid Inc.	--
Location	48th Street
Family	Stracci
Fair Payout	\$1,200
Racket Buyout	\$600
Safe Plunder	\$845 + Dynamite

If you want an easy target with little protection, this is it. A Stracci holding, we were actually strong enough to come into this place and buy it from them (granted, at a time of peace) for \$600 right under their noses, and they didn't put up a stink about it. Of course, you can kill all of the Stracci outside and inside the building before extorting the owner too, but we'll leave that up to you. For us, anyway, it wasn't necessary.



The back room holds the safe that we must blow open to get some extra money and to cross it off of our list, so you might as well do that now. Grab the money that's inside, then head up the stairs. As long as you've tempered your hostilities against the Straccis since being here you can go up to the racket owner and buy him out for \$800, a good deal indeed. Again, as long as you're at peace with the Stracci family you can do this without hurting anyone. While each of their deaths is worth a moderate amount of respect, it's probably better you just get in and out without much trouble.



Poppy's - Westside	--
Location	11th Avenue
Family	Tattaglia
Fair Payout	\$1,200
Racket Buyout	\$2,400
Safe Plunder	\$205 + Dynamite

The Tattaglias have never been much trouble for us compared to the other families, but they could bring huge trouble here... that all of course hinges on whether or not you're strong enough to extort the business without having to bust any heads. We were strong enough to talk to the business owner and get her to give us protection rights at a mere \$1,200 a week, but if you can't extort her outright, you're going to have a tougher time. If the latter is the case, then your best bet is to blow all of the Tattaglias in the building (and outside, too) away before beginning to extort her. They'll give you a hard time if you don't. But hopefully you'll be like us and will be strong enough to take the business without bloodshed (and hence, without any trouble).



The racket, located in the basement, can be taken like any of the others - by finding to the racket owner and talking to him to buy him out. This one will cost us \$2,400, so it's of the modestly wealthy variety. Depending on if you have beef with the Tattaglias (or better yet, whether or not you killed any upstairs), you may be able to do this without having to deal with any of these clowns in the basement also. The owner of the racket is in his own room, so no one should interfere with the buyout. Across the hall in another room is the safe of the building too, so make sure to blow it open (seek refuge from the blast outside of the room) and take your loot before vacating the premises.



Providence Hotel	--
Location	48th Street
Family	Tattaglia
Fair Payout	\$1,465
Racket Buyout	\$1,600
Safe Plunder	\$825 + Dynamite

The Tattaglias, by the time you work your way to Hell's Kitchen, will be a family that's obviously weaker than the others. Because of this you'll find their establishments to be considerably easier to take over than some other family's businesses. The Providence Hotel should be a primary target of yours, not only because a weak family runs it, but because it has a safehouse in it. It's not an incredibly valuable operation, but it's a necessity to bring under your control. Extorting the owner is easy, especially if you beat up and kill one of his workers in front of him. If you manage to do this, you can get him around \$1,400, but going much higher will cause him to snap. Oh, and if any Tattaglia goons attack you while you're extorting, simply shrug 'em off.



If you work your way to the top floor of this establishment, you will find the woman that runs the racket out of this hotel. She'll have some Tattaglia goons to protect her, but they are easy kills. You can buy her out easily for \$1,600, so don't lose the opportunity to do that. But before you call it quits, also be sure to go into the room south of where you found the racket owner on the top floor. Here, you can find a safe to blow open, where you can thereafter find some extra cash for yourself.



Scotty's Biscotti	--
Location	8th Avenue
Family	Barzini
Fair Payout	\$1,760
Racket Buyout	\$3,200
Safe Plunder	\$890 + Dynamite

There's only two businesses in all of Hell's Kitchen that are owned by the Barzini family, so you know that they're going to try hard to keep it in the family. Outside of this business, expect to find Barzini soldiers all over the place... in front of it, across the street, down the street... there are six to eight of them (depending), so be ready to take them all out before even thinking about entering the building (if you don't, your head is going to be taken off... simple). Once inside, it wouldn't hurt to go to the back end of the business where the oven is, subsequently killing the lone foe there for safety's sake. Then, extort the business owner. We got about \$1,760 from her, and that's right around her ceiling, so don't be too anxious to go any higher.



Now, with the business extorted the basement will be open. This is where the racket is located. But don't go down there too quickly... take your time, as there are three more Barzinis down here to be taken out (if you want an alternate, easier route into the basement, go back outside and into the alleyway next to the business, and in through the side door... you can sneak up on them here). Either way, when the three of them are slain, you can then buyout the racket for \$3,200. And from there, you can also blow open the safe, grabbing your money before exiting the building.



The Colonial Tavern	--
Location	Columbus Street & 49th Street
Family	Cuneo
Fair Payout	\$1,200
Racket Buyout	\$2,400
Safe Plunder	\$435 + Dynamite

The Colonial Tavern is a rather well-guarded Cuneo establishment on the fringes of Hell's Kitchen near Midtown. Before you go in, regardless of what your status with the family is, you'll want to eradicate as many Cuneos as you can. There are at least six outside (two across the street in a corner, two in front, a few in the alley, et cetera). As always, your car is your best weapon and your safest bet. Once things cool down outside, you can then go in and extort the owner of the business. We were strong enough (extortion level 17) by the time we got here that we actually bought her outright for \$1,200. What you decide is up to you.



Now you can access the racket in the basement of this establishment, but there is still considerable Cuneo resistance here. Explore the back rooms - the one on your right holds a safe (but don't blow it up just yet, or you'll attract some unwanted attention). The door to the left will have one or two Cuneos, so blow their heads open, then head down the stairs where two or three more will be waiting for you in the racket itself. Once they're slain, you can then talk the racket owner into letting you into the business for a crisp \$2,400. Then head back up the stairs and blow the aforementioned safe open to grab some extra loot before going on your merry way.



The Elegante	--
Location	10th Avenue
Family	Cuneo
Fair Payout	\$2,215
Racket Buyout	\$3,200
Safe Plunder	\$620 + Dynamite

The Elegante is teeming with Cuneos looking to take you out. In fact, we've had few fights in taking over a business anywhere in the game as we had trying to take this place over. The pre-entrance battle with the car vs. Cuneos attracted so much police attention that we had to go back two times to a safehouse to get them off of our back. Since the Cuneos essentially own most of Hell's Kitchen, their numbers here are also pretty massive. Nonetheless, when you've managed to take them all out, head into this establishment and begin to extort the owner. If you want to talk him up to around \$2,200 (and really no higher, trust us), then kill the maid walking around the lobby in front of him. That will certainly get his attention.



Once you've managed to take over the business, head to the top floor. En route, you'll run into a roving Cuneo, so be ready to kill him on the fly. This will attract the attention of all the Cuneos in the racket (there are four of them). We handled it like this: we waited by the door into the hallway leading into the racket for the first one and shot him when he rounded the corner. The second one was hiding behind the couch to the left of the entrance into the racket, so we killed him with a Molotov Cocktail. The third and fourth hide in the racket itself, so wait for a clear shot and take them both out. Then, approach the racket owner and buy him out for \$3,200. And before leaving, of course, blow open the safe you see in that room to net yourself some extra cash.



The Red Fox	--
Location	46th Street
Family	Stracci
Fair Payout	\$2,200
Racket Buyout	\$1,600
Safe Plunder	\$825 + Dynamite

Moderately guarded and low in total income, The Red Fox restaurant may not be your top choice of businesses to takeover, but for completion's sake, you gotta do it! The Straccis own this joint (one of their few in Hell's Kitchen) but don't guard the exterior business all that well. Because of this, you can take out what's outside of the business (and in certain cases, within) rather easily, and then begin extorting the business owner. Try killing one of her patrons right in front of her; this will scare her straight allow you to net \$2,200 from her, but don't go any higher! We're warning you!



The racket is easy to takeover if you're at peace with the Straccis because you can literally walk up to the second floor and buy it out for \$1,600 right under their noses. However, it's the safe on the first floor that provides us with the biggest problem, because planting the Dynamite to blow it up will immediately warn the Straccis in the area that you aren't friendly with them, and it will piss them off and instigate them into attacking you, so be careful. If you want to take the safe right away (and you should, for time's sake), then consider killing the Straccis in the building before blowing the safe sky high. It'll save you a lot of trouble.



The Roost	--
Location	41st Street & 10th Avenue
Family	Tattaglia
Fair Payout	\$2,905
Racket Buyout	N/A
Safe Plunder	N/A

The Roost is a moderately guarded Tattaglia stronghold in Hell's Kitchen that, sadly enough, has neither a racket for us to take over nor a safe for us to blow up. However, it's a fairly large moneymaker and is vital for us to takeover. Thankfully, there aren't that many Tattaglias guarding the place (and they're pushovers anyway), so rove around with your car taking out any you see. There should be a few in front and perhaps more in the back alleys (but none in the building). Once the commotion ends and the coast is clear, you can then go in and extort the owner of the business. He may put up a bit of a fuss, but don't worry too much - point a gun at him and he'll be too nervous to do much. You can then get almost \$3,000 out of him, but we suggest you stop around \$2,905, just to be safe. You can feel free to explore the rest of the business hereafter, but you might want to save some time... we promise there's nothing else of interest within.



The Tunnel Club	--
Location	34th Street
Family	Tattaglia
Fair Payout	\$2,160
Racket Buyout	N/A
Safe Plunder	\$835 + Dynamite

The Tunnel Club is a modest holding of the Tattaglia family in Hell's Kitchen that lacks a racket for us to overtake. Because of this, the place isn't as well-guarded as it otherwise would probably be. Keeping this in mind, you can

probably just bust into the place and take it over with little trouble, since there's only four or five Tattaglias running around the whole humongous building. Walk into the joint and talk to the guy you find there to gain access to the main entertainment room. Then, track down the owner and extort him. Shoot him in the knee with a weak pistol shot to talk him up in money. You can get him a little bit above \$2,100, but keep it simple and don't get too greedy, or he may snap!



At this point you've likely noticed that Tattaglias in the area are coming at you (and probably already have) either during or after the extortion. Either way, try using the bar and some tables as cover while you take them all out. Then, head into the basement via the staircase at the top right corner of this room. Investigate the rooms until you find one that holds the safe. Blow it open with some Dynamite and then head out of here. Like we said, there's no racket here, so there's nothing else we can really do.



Tyler's Top Cuts	--
Location	44th Street
Family	Cuneo
Fair Payout	\$1,200
Racket Buyout	\$1,600
Safe Plunder	\$425 + Dynamite

The Cuneo's own a decent amount of property in Hell's Kitchen, so it makes perfect sense that they own a barber shop too... where else are these guys gonna get their haircut!? Unfortunately for them, when we visited Tyler's Top Cuts, he folded like... we don't even know what analogy to use. Nonetheless, we paid him a quick \$1,200 and took over the business without trouble, but you may have to do things differently depending on when you visit. The small amount of Cuneo soldiers standing around may have to be killed for you to do this (they are all outside). It's really a matter of your peace level with them, and how you want to handle the upcoming task.



That upcoming task, of course, is taking the loot from the safe in the backroom. There's only one Cuneo in the backroom (and he won't give you a hard time if you managed to not give his friends up front an equally hard time), but he will freak out when you plant Dynamite on the safe in order to blow it sky high to take what's inside. Because of this, you may want to kill him outright before you even attempt blowing up the safe. This will, of course, alert any un-killed Cuneos in the area to come to the store's aid, but by the time they react it'll probably be too late for them anyway.



West Side Philly's	--
Location	44th Street
Family	Cuneo
Fair Payout	\$1,465
Racket Buyout	\$1,600
Safe Plunder	\$620 + Dynamite

Here's an interesting tidbit: if you go after this establishment after you've gone ahead and taken down The Elegante, this will be much easier (in fact, you can do it the other way around too). Since they are so close in proximity to one another, if you've taken out one and not the other while the game is still on, the Cuneos from both establishments would have all been killed (preferably) in one huge battle (which is why The Elegante, a business we went after first, was so difficult). If this is the case, then you can simply walk into West Side Philly's and begin extorting the owner right away. By simply pointing a gun at him you can get him up around \$1,450.



The rather complex series of rooms behind the main part of the business which opens up after you've extorted the business successfully has plenty of Cuneo thugs waiting to take you out. Explore the rooms to your left and right as you go down the hallway to find a few; make haste in taking them out. Then, head down the stairs where you will find the racket itself. Take out the final Cuneo resistance here and buyout the racket for a mere \$1,600. Then, head back upstairs and find the safe in one of the rooms off of the hallway. You can blow it open to get some extra loot before going on your merry way.



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Little Italy Businesses and Rackets	
Areezo Seafood	--
Location	Eldridge Street
Family	Tattaglia
Fair Payout	\$1,395
Racket Buyout	\$800
Safe Plunder	\$835 + Dynamite

Taking over the Areezo Seafood business is quite simple. Even though there may be some Tattaglia goons outside of the establishment that you'll have to take care of first, that'll be the hardest part of the extortion process, and even that might not even be necessary. The business owner himself is a real pushover (simply grabbing him and throwing him around a bit will scare him straight). When you get him up around \$1,400, take his offer before he goes crazy. It's that simple.



The racket in the back of the business is a one room operation that's extremely easy to take over. The man who runs the racket can be bought out for a mere \$800, so do that in order to avoid any confrontations with the Tattaglias. They can be taken care of in a different way - use Dynamite on the safe in the room (we got \$835 out of it, which is very nice, hopefully you'll get the same), which will hurt or kill anyone else in the room. Then, you can simply clean up the scraps for some added respect bonuses.



Bella Siciliana	--
Location	Broadway
Family	Tattaglia
Fair Payout	\$1,150
Racket Buyout	\$2,400
Safe Plunder	\$540 + Dynamite

Be ready to deal with a man with a shotgun in this establishment, either before you begin the extortion, or directly after. If you approach him quickly he'll be forced to fight you melee style, so use that to your advantage. If any other Tattaglia goons are outside of the establishment, they may rush in as well but will probably only be armed with baseball bats and fists. As far as making the owner of the establishment, an older woman, pay up, try destroying her cash register and tossing her around a little bit. By simply acting like you're going to punch her, and by grabbing her, you'll be able to get her to come to your side. Don't get too greedy though. Anything above about \$1,150 will probably break her. Be careful!



As far as the racket upstairs is concerned, you can go about this a number of ways. If you have \$2,400 and prefer an easy buyout (which you should), go up stairs to a little catwalk where the leader of the racket sits. Offer to buy him out and the transition will be seamless. Depending on if your status with the Tattaglia family, you may or may not be automatically attacked when you run into some lower members of the family here. The safe in the lower storage room is a target for some extra funds as well - blow it open with some Dynamite to reveal money and more Dynamite. The blast should also take care of most of the Tattaglias in the area. For those not taken care of, melee fighting should do the trick.



Boolies Bakery	--
Location	Bowery
Family	Cuneo
Fair Payout	\$1,175
Racket Buyout	\$1,600
Safe Plunder	\$355 + Dynamite

Taking over Boolies Bakery over at the Bowery can be more difficult than it looks. A Cuneo stronghold directly across from the local police precinct, you may want to come through and take out the Cuneo thugs hanging out outside of the establishment before trying to breach it. This will make your life very easy once they are gone. If you simply get into a car and run them all over, even if you attract massive police attention, you can always head back to one of your safehouses to heal and get rid of the fuzz. Once inside the establishment, the female baker won't put up much resistance, especially if you destroy all of her display cases and her register. Throw her around a bit too, but don't exceed \$1,175 or you may push her too far!



The racket inside this place is located behind where the baker's oven is. There is only one Cuneo soldier here and he will likely not even put up a fight (it's fun to beat the living crap out of him anyway, though). We suggest you buyout the racketeer with a crisp \$1,600... it'll pay off later. Meanwhile, the safe in the corridor joining the two rooms of the racket held, for us, \$355. Just plant some Dynamite near it and run away until it explodes. Then, reap your tiny fortune.



Bowery Hotel	--
Location	Pitt Street
Family	Barzini
Fair Payout	\$1,790
Racket Buyout	N/A
Safe Plunder	\$735 + Dynamite

The Bowery Hotel is one of only a handful of Barzini-operated establishments in Little Italy. However, it's hardly a challenge to takeover in the normal sense of the word. While you'll really only have to do battle with a lone Barzini henchman, you're going to also have to deal with the blue sweater-wearing owner of the operation who will put up a fight from the get-go. Because of this, he's hard to extort. We got about \$1,800 out of him but were in danger of actually killing him we had to smack so much sense into him. Try hurting the people in the lobby that have nothing to do with the mob to further shake him up. But be careful not to push him too far! And for God's sake, don't kill him!



There isn't a racket to takeover here, but the Bowery Hotel is impressively large, so after you successfully extort the owner, explore the many floors. You'll find some prostitutes and several empty rooms. On the topmost floor, you'll even find the safe in the hotel located in a small bedroom. Plant your Dynamite and wait for it to explode to take your booty. You'll also find a safehouse in the hotel, but that's for another section and another time.



Global Trading Co.	--
Location	Prince Street
Family	Tattaglia
Fair Payout	\$705
Racket Buyout	\$800
Safe Plunder	\$550 + Dynamite

The Global Trading Co. is a fairly large-scale Tattaglia operation so you're going to have to be ready to fight. Even though extorting the business is easy, taking over the racket is a whole different story. The three or four Tattaglia thugs outside of the business, for one, should be taken out before you go into the business to begin the extortion process. While they're all packing heat, it should be fairly manageable for you. If for some reason you attract unwanted police attention, head back to the nearest safehouse and lay low. Once inside the business, try to get a payout from the store owner of around \$700 (we got to \$705 and took the deal). He's unpredictable and fairly easy to break, but don't send him over the edge!



Once you get into the series of back rooms behind the business, have a gun ready and be ready to fight. In the initial room, you'll have to take out at least three, and probably four Tattaglias, all of which will have guns of varying strengths. Try to lay low, use the walls as protection, and make sure to grab their goods when slain. Working into the next truck loading area, simply run up the stairs and kill the shotgun-toting Tattaglia with his back turned through the window before he even knows you're there. Then wait for another foe to bust through the nearby door. Go into the room where the dude with the shotgun was hereafter and plant some Dynamite near the safe, then take refuge outside of the room. Go back in to collect the booty. In the next hallway, take the elevator up to the roof. Since you may not be able to buyout the guy up here (since guns will be ablazing) try to talk him up to around \$750 and take the deal. Otherwise, buy him out for \$800.



Grand News	--
Location	Grand Street
Family	Stracci
Fair Payout	\$600
Racket Buyout	N/A
Safe Plunder	N/A

Grand News is extremely easy to buyout if you just wait long enough to go there. You won't even have to fuss around with throwing the owner around or destroying his merchandise. This small news shop can be bought out for \$600, and it's worth it. The Stracci family will have little to say in the vicinity after that. Unfortunately, there is no racket in this place, nor is there a safe to destroy and collect plunder from. The owner runs a straight business... but he's still willing to pay for your protection.



Harry's Bar	--
Location	Allen Street
Family	Tattaglia
Fair Payout	\$1,390
Racket Buyout	\$1,600
Safe Plunder	\$390 + Dynamite

Harry's Bar is a weak Tattaglia holding in Little Italy. When you enter the bar, you shouldn't find too much in the way of Tattaglia henchmen, although it's strictly up to you whether or not you want to clear the vicinity of Tattaglias before entering the bar itself. When we went in, it was pretty much clear. Go left and talk to the bartender. Pulling a gun on him will make him breakdown really quick. You can also throw him around a bit and destroy his cash register for good measure. We stopped at \$1,390... you may want to stop even earlier than that, since he was definitely about to crack when we finally finished the extortion.



The back rooms of this pub hold a staircase leading down into the racket hidden by this establishment. Down here, you can quickly pay off the racketeering parties for a quick \$1,600 and avoid all unpleasanties. Back on the main floor, you can also find the safe here. When you plant the Dynamite to blow it up, however, be on guard! The Tattaglias in the vicinity will take this as immediate threat (which actually makes perfect sense), and they will attack you. Try to lure as many as you can into the room, then plant the Dynamite, and then get out of there and go into the hallway. After the explosion, go back in to collect what was in the safe in addition to whatever goods the now-dead thugs had on them.



Hotel Alioto	--
Location	Church Street
Family	Stracci
Fair Payout	\$2,040
Racket Buyout	\$2,400
Safe Plunder	\$395 + Dynamite

The Hotel Alioto, a Stracci stronghold, is an extremely profitable business to takeover. Located in Little Italy, this hotel can somewhat easily be taken over by simply taking to the proprietor of the establishment and convincing him a little bit. Try beating the crap out of and killing the maid walking around in the lobby. This will quickly convince him that you mean business. You can then destroy his cash register and knock him around a little bit to raise the stakes to around \$2,000 - don't try to go much higher than that though, or you're running a huge risk.



You may have had to deal with a few stray Stracci thugs when you were extorting the business, but most of them are chilling out at the racket on the third floor. Once you go up there, you can peacefully go into the back room and buy out the racket for a crisp \$2,400. However, the safe in the adjoining room must also be destroyed, and placing Dynamite at it will attract unwanted attention. Because of this, you may want to go around and kill the four Stracci thugs in the racket before exploding the safe and taking what's inside. But, of course, the ultimate decision is up to you.



Primola	--
Location	Allen Street
Family	Cuneo
Fair Payout	\$1,180
Racket Buyout	\$1,600
Safe Plunder	\$340 + Dynamite

Once you take care of some preliminary business, taking over this business and subsequently the racket running in the room behind it becomes a breeze. Stationed outside of this business will likely be four red-coated Cuneo thugs. If you go into the business and try to extort the owner without taking care of these four thugs, they'll run in guns blaring. So, use a car to take them out. You'll likely attract some heat, but you can always run back to your safehouse and lay low. Hereafter, simply run into the business (there may be another red-coated Cuneo soldier within) - start the extortion process and then kill the soldier to further convince the shop owner. Stop threatening him around \$1,180... if you go any higher, he'll snap.



As far as the racket running in the back room... there literally is only one back room in this establishment. The owner of the racket may even bust through the door into the back room to go into the main part of the shop, so you can possibly just buy him out in the open. Either way, buying him out for a crisp \$1,600 is worth it. As far as the safe in the back room, plant some dynamite and then run back into the main room of the shop. When it explodes, go and grab your plunder. The Cuneos in the room can be killed for more respect, too.



Sammy's	--
Location	Bowery Street
Family	Tattaglia
Fair Payout	\$2,115
Racket Buyout	\$1,600
Safe Plunder	\$465 + Dynamite

There are a few places in Little Italy where you'll find a whole slew of Tattaglia goons, and Sammy's is one of them. This restaurant/club is extremely profitable to take over, however, so make it one of your primary targets as soon as you can. When you go through the front doors, talk to the man there to let you into the club itself (he'll make an exception "just this once.") In here, you can find the joint's proprietor and let the extortion begin. This will likely lead to excessive firearm use as all of the Tattaglias outside, in the bar, and upstairs at the racket will come in and try to take you out. Stay behind the bar and take them out as they come in. Also, try shooting the owner himself (but don't kill him!) to raise the odds. If you shoot him, you'll be able to extort him over the \$2,000 mark. But don't get too greedy!



As far as the racket, you can go up the stairs in the first section of the building to find it. If you followed our instructions then all of the Tattaglias there would have already filed out of there and tried to kill you, so buying out the racket owner for \$1,600 should be extremely easy for you. The safe, on the other hand, is located behind the counter near the entrance to the establishment on the first floor. You have to access it via the door next to the bar in the club area. Simply place your Dynamite when you reach it and wait around the corner for it to explode. Voila! More money and respect is all yours!



Sicilian Imports Inc.	--
Location	Bowery Street
Family	Stracci
Fair Payout	\$1,440
Racket Buyout	N/A
Safe Plunder	\$200 + Dynamite

A Stracci-operated facility, Sicilian Imports Inc. is a fairly profitable business to extort. The owner of the establishment happens to be extremely prone to his shelves and cash register being destroyed. If you manage to do this (and to fend off the four or five Stracci soldiers that will thereafter file into his shop to protect him), you'll be able to run up the price fairly high. We got him to \$1,440 and we wouldn't suggest you go much higher than that or he'll break. And if you broke open the cash register, which you should, be sure to grab the loot that was in there as well before accepting a high extortion bribe and taking the business into the family.



There is no racket to subdue and control in this establishment, but being that it's an importing business there is an impressive layout behind the now-opened door into the back end of the store. There should be no one here to give you a hard time as you work your way through the loading docks and up the stairs. The room to your as you walk right after going up the stairs holds the safe in this establishment, so be sure to blow it to high hell to grab some extra cash. Other than that, there's little else of interest here. Going to the roof is a fruitless endeavor, so don't even bother.



Smoke Signals	--
Location	Lafayette Street
Family	Cuneo
Fair Payout	\$1,695
Racket Buyout	\$1,105
Safe Plunder	\$710 + Dynamite

Smoke Signals is a place that gave us the most trouble of all regular businesses in Little Italy, so much so that we abandoned trying to take the joint over until we took over almost everything else in Little Italy. It's not even so much the business that's difficult to take over, but it's the preparation necessary to do so, and also the inherent difficulty of taking the racket out upstairs. Since this building is located very near to your original safehouse, make sure to take out the four or five Cuneo thugs outside of the building and then return to heal and get the cops off of your back. Then, go in and shakedown the store clerk. We got almost \$1,700 out of him - we suggest you don't go much farther than that, or you'll risk breaking him... too far, that is.



The more difficult part of this takeover is working your way into the back end of the shop to where the racket is located. You'll fight at least seven Cuneo soldiers in here, so be ready to run back and forth between here and the safehouse to heal. When you work your way up to the second floor and eradicate the rival threat, be sure to explode the safe you find and grab what's within. Then, use the elevator in the subsequent hallway to get to the roof. It's at this point that you'll need to lure out the two men protecting the racket owner and do them in (we suggest automatic weapons here). Since guns are going off, you'll be likely unable to buyout the racket. Instead, throw the guy around a bit and get what you can out of him. Don't go much beyond \$1,000 however, or he may just snap.



St. Martin Hotel	--
Location	Broadway
Family	Tattaglia
Fair Payout	\$1,190
Racket Buyout	\$2,400
Safe Plunder	\$235 + Dynamite

St. Martin Hotel will provide considerable challenge for you, even if it is a Tattaglia-owned operation. You'll have to deal with two Tattaglia underlings possibly as soon as you get through the front doors, but definitely by the time you've started to extort the woman manager of the hotel. Take care of any Tattaglia influence as soon as you can, then divert your attention to the manager. You can destroy the cash register to get going, and also kill the maid in the lobby to find the manager's weakness. Be careful in extorting her though. We stopped just shy of \$1,200. You could probably push it slightly higher, but we wouldn't recommend pushing your luck here.



On the third floor of the hotel you can find a gambling racket named Hotel Alioto. There are Tattaglias around in force, but oddly enough the game identifies the racket as being run by the Stracci family. Nonetheless, you'll find about six Tattaglia in this area. If you want to buy out the racket, do so for \$2,400 (it's worth doing it peaceably). As far as the safe, also located on the third floor in the room adjoining where the racket leader is, you'll need to take out the Tattaglia first. This is because when you plant the Dynamite to destroy the safe, the Tattaglias will instantly come in with guns blazing. Try to take them out one by one (first the one near the safe, then watch the rest come through the door). When things calm down, then take out the safe and grab what's within. Simple enough.



The Continental	--
Location	Broadway
Family	Cuneo
Fair Payout	\$2,150
Racket Buyout	N/A
Safe Plunder	\$815 + Dynamite

This large entertainment hotspot on Broadway is run firmly by the red-clad Cuneo family. If you want to take this place over, you better be ready to fight! It's probably wise to eradicate small amounts of Cuneo soldiers outside and inside the building, retreating to your safehouse to heal and get the cops off of you, repeating the process a few times. If you're brave, you could just go into the main entertainment room of the establishment (after talking to the man who will open the locked doors for you) and start to extort the owner of the business, which will automatically attract all of the Cuneo attention in the area. You can then take refuge behind what you can and pick off the Cuneo men as they run into the room to kill you. Either way, make sure to shoot the owner of the establishment (shoot out a knee, for instance) to scare the crap out of him and get more money out of him. If you do this, getting \$2,150 out of him isn't exactly unheard of.



When that's all said and done, you'll have one other thing of interest to seek out - the safe. There is no racket here, unfortunately, so this is the only other thing that will net you something worthwhile. The safe is located in a storage room off of the side of the main entertainment room on the main floor. In here is a worker, but no one else. Place the Dynamite and quickly work your way back to the safety of the entertainment room before it explodes. Then, simply head back in and collect your prize.



Trapani's Bakery	--
Location	Mulberry Street
Family	Stracci
Fair Payout	\$1,190
Racket Buyout	N/A
Safe Plunder	\$945 + Dynamite

A Stracci stronghold near your first safehouse, Trapani's Bakery still won't provide you with too much of a challenge as far as taking it over is concerned. If you want to play it safe, you may want to first take out the Stracci in the area, but be warned that this will naturally attract police attention and maybe even make things worse. The female owner of the bakery can be coerced easily, just be ready to fight any of the Stracci goons that come in to protect her for the extortion. Try to buy her out after \$1,000, but don't exceed \$1,190 or you're going to make her snap.



While there isn't a racket in this business, there is more to explore. The basement of this establishment has some guys going hard at one thing or another, but the main point of interest here will be the safe. Destroy it with Dynamite and collect your prize. There's also an alternate door out of here via the basement that will lead directly to an alleyway adjacent to the business. Feel free to explore, but make sure to save at the safehouse before doing so... you may find some trouble in these alleys!



Va Va Voom Room	--
Location	West Street
Family	Barzini
Fair Payout	\$2,040
Racket Buyout	N/A
Safe Plunder	\$810 + Dynamite

One of only two Barzini holdings in Little Italy, the Va Va Voom Room is actually fairly elementary to acquire. There's a surprisingly small number of Barzini henchmen hanging around the area, so once you extort, you'll have to fight, but the fighting is surprisingly minimal. If you want to make your job really easy, try taking out to two Barzini at the front door of the establishment for starters. This'll make the rest inside hostile, but at least there's two less you have to worry about. As far as accessing the main entertainment area of the building, talk to the guy directly inside after going through the initial doors, and he'll let you in. Then, shake down the woman. She doesn't like being shot with a gun in say the kneecap, either... and by doing so, you can run up her payout to at least \$2,000.



There is no racket going on in this place, unfortunately, but there's still more money to be made. After you've gained control of the business and eradicated any remaining Barzini threat, you can work your way behind the main counter on the first floor (on the left side of the building) where the safe can be found. We managed to get \$810 out of it (plus a new stick of Dynamite); hopefully you can get something comparably high. Nonetheless, after blowing the safe and extorting the business, there's little else to do here.



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Midtown Businesses and Rackets	
Flowers of Scotland	--
Location	47th Street
Family	Stracci
Fair Payout	\$1,665
Racket Buyout	\$1,600
Safe Plunder	\$530 + Dynamite

The Stracci family seems to have a thing for flower businesses in Midtown, and this is yet another one that you have to take out. It's somewhat difficult to extort the business owner with the two goons sitting out front, so take them out before entering the building. If you made enough noise, expect one or two more to bust through the back door as you enter the building. Nonetheless, extort the business owner when the coast is clear. We got a little over \$1,600 from him... you could push your luck further, but we don't recommend it.



The backroom second floor holds this business' racket. However, you'll need to fight through several Stracci goons to get there. Keep in mind that one will bust out of the adjoining bedroom on the second floor, so watch your back as you gun down the various goons present. The racket can be bought out for \$1,600 rather easily. Once you do that, head back downstairs and blow open the safe on the first floor. Grab your loot and head out, but be sure to seek proper cover from the Dynamite explosion as you blow the safe sky high.



Hawk's Steakhouse	--
Location	Broadway
Family	Cuneo
Fair Payout	\$2,910
Racket Buyout	\$3,200
Safe Plunder	\$380 + Dynamite

If you want an example of a well-guarded establishment, you need to look no further than Hawk's Steakhouse. No matter if you're on friendly terms with the Cuneo family or otherwise, you're going to be hard-pressed to take this business without some serious skill. Using a car to eradicate the Cuneo threat in front of the business, next to the business and across from the business is key. There are a good ten Cuneos here. This will almost definitely attract police attention, so you'll have their help but they'll be shooting at you as well as the Cuneos so it's a double-edged sword. You may want to retreat back to the nearest safehouse to heal, reload and get the cops off your back after the action dies down before going in to extort the owner. And when you do, make sure to take out the two Cuneos in the back room before extorting, or they'll give you trouble later. You can get about \$2,900 out of the owner if you kill someone in front of him (a patron of his restaurant), which will up the ante.



With the business extorted, the door leading up to the second floor will be open. But only go up there equipped with a weapon and take it slow, as there are two Cuneos up there. They are tricky since they may be moving around or may be stationary, so play it by ear. When they are slain, you can then buy out the racket for \$3,200 and follow that up with some quick destruction of the safe in that same room, which will have some extra funds for you to take.



	Hotel Madison	--
	Location	5th Avenue
	Family	Barzini
	Fair Payout	\$2,135
	Racket Buyout	\$4,000
	Safe Plunder	\$625 + Dynamite

Hotel Madison, if you're not prepared for a fight, can be an extremely tough cookie to crack. Even if you're at peace with the Barzini when you head in there (which we personally were not), you might still have trouble, especially considering the high density of them both outside and inside the building, and the fact that they're not going to take too kindly to what you're doing here. Naturally, you'll first want to use a car outside to eradicate the enemy presence there before heading on inside and extorting the owner (if there's a Barzini in the lobby, which there probably will be), take him out first as well. To convince the hotel owner that he needs to give you more money, try killing the lobby maid right in front of him. Then, get about \$2,135 out of him, but don't go any higher.



Finally you can work your way into the really hard part of the hotel - the three floors above you. We suggest you go back to your nearest safehouse and save before attempting this. The second floor is clear (there's a safehouse for you there if you want to buy it, however). The third and fourth floors are where the enemy concentration is. Although you may be able to sneak up to the fourth floor to buy the racket owner out, we suggest you don't do that, because any gunfire from above will get the attention of the guys below, and you'll essentially be trapped. The racket itself can be bought out for \$4,000, so that's no big deal... it's surviving the aftermath that's really difficult. And of course, in a fourth floor bedroom, you can also find the safe in this establishment.



J. Sizzles Steakhouse	--
Location	40th Street
Family	Cuneo
Fair Payout	\$2,865
Racket Buyout	\$2,400
Safe Plunder	\$550 + Dynamite

There's an impressive amount of Cuneos protecting this place, although it wouldn't be obvious since there is only maybe one (if any) inside the business at any time. They are all strewn about other places, however, such as along 40th Street where the business is located. Their red coats can't be missed, so don't go into this building to extort the owner without first taking them all out. Even if they aren't an immediate threat, they will be once you start the extortion. As for the extortion itself, try killing one of his patrons to get him to dish out more money. We were on the cusp of \$2,900, but we stopped there, not pushing our luck too far!



Don't think it's all fun and games from here, though. The back area of the business holds a Cuneo racket with an equally impressive amount of defense as the business had along the street. The room to your right next to the stairs heading up itself as three Cuneos within. We thought it was a good idea (and it was) to toss a Molotov in there and take them all out in one blow. Of course, this will alert two more Cuneos upstairs to your presence, so be ready to deal with them as well as you go up the stairs. Finally, you will run into the racket owner on a catwalk on the second floor. Buy him out for \$2,400 and then head back downstairs to where we used the Molotov. The safe of this business is in this room, so blow it open with some Dynamite and grab some free money before heading out.



Lumpy's Bar	--
Location	57th Street & Broadway
Family	Cuneo
Fair Payout	\$2,130
Racket Buyout	\$3,200
Safe Plunder	\$695 + Dynamite

The Cuneo family has an impressive amount of protection at this establishment, one that will need to be dealt with before you even go through the front door. Your best bet is to use a car to kill not only the foes down the street from the business and in front of the business, but also the three Cuneo goons who are chillin in the alleyway behind and next to the business. Once they are slain, you can then go through the front door and begin extorting the female owner. Point a gun at her and she'll give up the money really quickly... over \$2,000 of it. We stopped at \$2,130 and were probably pressing our luck there, so we suggest you go no farther.



Going through the back door, you'll need to be ready to deal immediately with a Cuneo thug on your left. He may or may not come out of the door to your left, so go into the room to investigate if he doesn't (in fact, while you're in there, why not blow the safe up and grab some extra loot before heading upstairs). Once upstairs, turn the corners slowly - there's intense Cuneo guard up here. There are four or five of them, so be patient and play your cards right here to sustain as little damage as possible. When you can finally push your way into the game room and gain access to the racket owner, buy him out for \$3,200 and call it a day.



Orchid Inc.	--
Location	2nd Avenue
Family	Stracci
Fair Payout	\$1,200
Racket Buyout	\$800
Safe Plunder	\$925 + Dynamite

Orchid Inc., by the time we got there, was rather a pushover as far as taking the joint over. However, the place is teeming with Stracci goons, so you have to tread lightly. We were strong enough to talk to the owner and buy him outright without having to extort him "the old fashioned way," so it didn't attract the attention of the nearby Stracci. You won't be so lucky if you have to extort him by pushing him around a bit and such. If this is the case, you're better off killing the two out front first, and then beginning the extortion. We got \$1,200 out of him for just convincing him without extortion. You may be able to get slightly more in another circumstance.



This business hides a racket that's on the second floor, and depending on how you handled your business earlier, you may or may not have to shoot up the Stracci en route to the racket owner. We didn't - we bought her out for \$800 right in front of everyone. The difficulty, either way, will lie in blowing open the safe on the first floor in the back room. Kill the guy in that room with you before blowing it open; otherwise, he may pull a gun on you and make your life a little more difficult than you'd like it to be.



Palladio Willow	--
Location	5th Avenue
Family	Tattaglia
Fair Payout	\$460
Racket Buyout	N/A
Safe Plunder	\$675 + Dynamite

We were a little disappointed when we visited Palladio Willow. While it was extremely easy to takeover (as it is a weakly guarded Tattaglia operation), we were too strong when we went in and automatically bought the place out for only \$460 in protection, which is chump change. Alas, those are the breaks sometimes. Before we went in to extort, however, we ran over and killed the two Tattaglia outside. They are the only protection on-premises for this store.



Unfortunately, there is no racket here so this is more of an adventure for completion rather than anything else. In the backroom, you can find a safe to blow open where you can get some extra money. Going upstairs is useless since it's void of anything interesting or important. After extorting the business, therefore, you're free to head out.



Raphael's	--
Location	6th Avenue
Family	Barzini
Fair Payout	\$2,140
Racket Buyout	N/A
Safe Plunder	\$895 + Dynamite

Raphael's is a flower shop and is only moderately protected by its controlling family, the Barzinis. Moreover, almost all of the resistance you'll find here is located outside, so everyone is an easy target for a running-over with your car (there should be two out front and another in the adjoining alleyway). When they are slain, you can then head inside and talk to the owner. Simply by talking to her she'll get instantly spooked out and you will be able to get over \$2,000 from her. We stopped just shy of \$2,200, and we suggest that you do the same.



With the business extorted, there's little else to do here. Needless to say, once you gain access to the backroom, don't even bother going upstairs since there's nothing of consequence going on up there anyway. Instead, stay on the ground floor and head to the back of this room to find the safe. Blow it open, grab your money, and then vanish like so much smoke.



Savannah Hotel	--
Location	8th Avenue
Family	Cuneo
Fair Payout	\$2,930
Racket Buyout	N/A
Safe Plunder	\$435 + Dynamite

The Cuneo family doesn't have an incredibly firm hold of Midtown locations, but this is one place where they make their presence marginally felt. There are really only three Cuneo thugs guarding the building though, it's just a matter of finding them and taking them out before they become a threat to you. They're all outside, so if you can find them in front of the building and kill them (with a car, preferably) before going inside, you'll make your life a lot easier. Indeed, once you begin extorting the hotel owner, they'll come in guns shooting if you haven't killed them yet. As far as the owner himself, try getting more money out of him (we got almost \$3,000) by killing the maid in the lobby right in front of him. He won't like that all that much.



Regrettably, there's no racket to buyout here, but there still is a safe that must be found (as well as a safehouse, if you have \$115,000 to buy it... see the Safehouse section for more on that though). The topmost (third) floor of the building holds this safe. It's located in the corner of a waiting-type room right before some double doors. Destroy it with some Dynamite and collect your booty! It's that simple.



St. Alban's Hotel	--
Location	18th Street
Family	Stracci
Fair Payout	\$600
Racket Buyout	N/A
Safe Plunder	\$380 + Dynamite

At really any point in the game, St. Alban's Hotel is rather easy to takeover. You can buy it out quickly for \$600 by talking to and instantly extorting the owner of the hotel (the only resistance are some Stracci goons stationed outside). Once you buy it out, there's little else to do here. The second floor does, however, hold a safehouse that you'll have to buy if you're going for 100% completion.



What is of interest in this hotel after extorting it isn't a racket (as there is no racket here), but rather a safe located on the third floor. Once you head up to the third floor, look in the lobby adjacent to the locked room where there are some green couches. The safe will be tucked nicely into a corner. Blow it open to take your money.



The Carnegie Club	--
Location	5th Avenue
Family	Barzini
Fair Payout	\$2,925
Racket Buyout	\$3,200
Safe Plunder	\$625 + Dynamite

This business is a good example of one that's really easy to takeover... it's the racket that will give you the hard time. But for starters, walk into the business (there shouldn't be any Barzini presence on the street) and shoot up (or kill however you want) the lone Barzini in the lobby. Then, extort the business owner. By killing a patron in his lobby right in front of him, you can stun him and get more money out of him. We got to around \$2,900, but we don't suggest you go any higher than that, or he may snap.



Taking the racket upstairs is really, really hard if you're aggressive (or have aggressions) with the Barzinis. Because of this we suggest you wait until you're at peace with them (you may be as you enter the establishment) before heading up to the fourth floor and talking to the woman there to buy her out for \$3,200. Bear in mind that if you are aggressive with them, you're going to have to fight your way up and through the third and fourth floors. The choice is yours.



The Colonial Club	--
Location	42nd Street
Family	Barzini
Fair Payout	\$3,695
Racket Buyout	\$3,200
Safe Plunder	\$565 + Dynamite

The Colonial Club is a moderate holding of the Barzini family in terms of protection, but is rather useful as a moneymaking machine, so it's important you take this business/racket combo as soon as you can. The Barzinis out front are the least of your concern, however; after you ice the two of them you'll need to work inside and take out a slew more. After the initial one at the entrance, go left and up the stairs to take out the two up there, then comb the rest of the establishment for anymore. When the coast is clear, you can then head into the entertainment room on the main floor and extort the owner. He doesn't like being shot very much, so try shooting him in the leg to convince him to fork over the money. He's a rather tenacious fellow, so be patient. When you get him up around \$3,700, stop.



As far as taking over the racket, go back upstairs and find the racketeer. Buying him out for \$3,200, especially when all of the Barzinis are already dead and the business is taken over is rather easy. You can then head back downstairs to the entertainment room and go through the now-open right side door, which leads to a small storage room. In here, you will find the safe. Blow it open (seek protection near the crates) and grab your money before heading out.



The Luna Bar	--
Location	48th Street
Family	Tattaglia
Fair Payout	\$2,100
Racket Buyout	N/A
Safe Plunder	\$940 + Dynamite

The Luna Bar is a Tattaglia holding, and the Tattaglias are, if anything, way out of their league in Midtown. Hence, whether at peace or otherwise with this family, this should be a no-brainer as far as taking the place over. There are two guards stationed outside that can be taken out simply by running them over. Apart from them, there are only two more Tattaglias to kill, both inside. One is near the entrance, the other is in the bar to the right. Once you've taken them out, you'll then want to extort the bar owner. He's a pushover if you simply pull a gun on him. You can then talk him up to around \$2,100, although we highly recommend going no higher, or he may be prone to snap.



Regrettably, there's no racket to takeover in this weak establishment, but if you head into the basement, you can find the business' safe down there in one of the rooms. Simply blow it up with some Dynamite as we've done so many times, and grab your money before heading out. Easy!



Tito Morelli	--
Location	34th Street
Family	Tattaglia
Fair Payout	\$2,130
Racket Buyout	N/A
Safe Plunder	N/A/ LOVE

A funeral home in Midtown, Tito Morelli is a small business guarded by a lone Tattaglia soldier in the alleyway adjacent to the home - there's not even any protection inside. This place is just begging to be taken over. It's made especially easy considering this business doesn't harbor a racket, or even a safe... just a good old-fashioned Mafia-run funeral home. The owner puts up a little bit of a fight, but you should be able to convince him, ultimately, to give you a little over \$2,000 in protection before heading out.



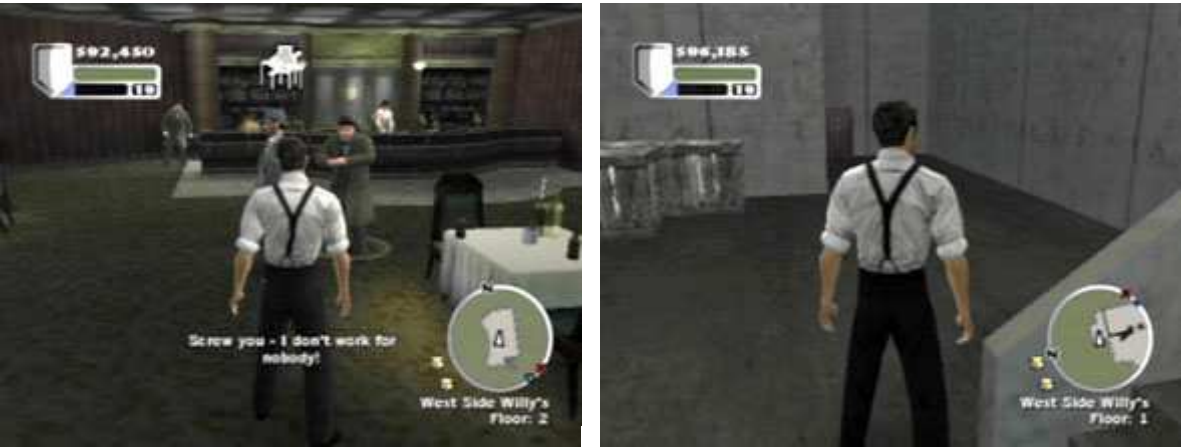
West Side Willy's	--
Location	Columbus Circle
Family	Barzini
Fair Payout	\$3,525
Racket Buyout	\$3,200
Safe Plunder	\$720 + Dynamite

West Side Willy's may be a deceiving. It looks easy enough to take a hold of, and theoretically it is, but it takes a lot of preliminary work to make it that way. You see, there are Barzinis all over Columbus Circle... they own the joint. In the middle of the circle, especially, are a concentrated group of them, but there are some in front of the establishment as well. Use this wide open space to your advantage by using a car to take them all out, switching from one to another as they do enough damage to blow your vehicle up. Then, head on inside to the inner entertainment room, where the all-important owner of the club is. Take out a weak gun like the Snub Nose and shoot him in the leg to convince him to

make a major payout... you should then be able to get about \$3,500 out of him... but we suggest not going much higher than that.



Of course, if you decided to do this you undoubtedly ran into a lone Barzini thug that you had to kill. There are three more upstairs where the racket is located, and your previous gunfire may have tipped them off to your presence, so they may come down to meet you. Either way, fight them off as you head upstairs and ultimately buy out the racket for \$3,200. Then head back to the entertainment room on the main floor and through the door on the right, where a safe can be found holding some extra funds for you as well. Just blow it open, grab your loot, and be on your way.



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New Jersey Businesses and Rackets	
Arnold's Famous 47	--
Location	Garden Street
Family	Stracci
Fair Payout	\$2,160
Racket Buyout	\$1,600
Safe Plunder	\$495 + Dynamite

Outside of Arnold's Famous 47 restaurant, there are a number of Stracci that need to be dealt with first. Using a car, you can take them out rather easily so they aren't an issue when you go inside the establishment. However, this doesn't exactly eliminate the enemy threat within the building. For some reason, although we can't find the source of them, two more Stracci manage to sneak in through the back entrance via the alleyway that's void of any of them before this event. They come out after you start to extort the owner. We have no idea where they come from, but be ready to take them out mid-extortion if you plan on living. Killing one of the owner's patrons is a good way of convincing the owner you mean business. In this way, you can get over \$2,000 from him, but be careful not to go much beyond that.



The racket located upstairs has a slew of well-armed Stracci punks so be sure to go up there with guns blazing, taking refuge behind whatever you can if the firing becomes too much for you to handle. Naturally, once this is all over you can buy out the racket for \$1,600 rather easily. You can also blow open the safe up there for some more quick money; just be sure to go back downstairs to find a safe spot from the explosion... there are none upstairs that are practical for such an event.



Boris Amichini	--
Location	Observer Highway
Family	Stracci
Fair Payout	\$2,095
Racket Buyout	N/A
Safe Plunder	\$435 + Dynamite

This weak little barber shop is pretty easy to take over. It's only protected by two Stracci guards, who are both located in front of the building outside and hence are easy targets for, lets say, a car running them over. You should definitely take them out before entering and extorting the barber, because it'll be completely stress free - there are no other foes on the premises. Try pointing a gun at the barber when extorting him to get extra funds out of him. If you do this, you should be able to push him above \$2,000, but not too far, so don't get greedy.



In the back room, unfortunately, there is no racket, but there is a safe in the corner that can be blown open by way of some Dynamite. Blow it open and take your booty... there's little else to do here. That was simple, right?



Fabio Satriani and Sons	--
Location	Newark Street
Family	Stracci
Fair Payout	\$2,840
Racket Buyout	\$1,600
Safe Plunder	\$40 + Dynamite

Around the outside perimeter of this business, you will find a whole slew of Stracci goons that will jump into action if you try to extort the business owner within. As we've done so many times, it's a good idea to take them out first (by car - just run them over) before going inside. If they're a non-factor, then no one will interrupt the extortion process and it will basically run a whole lot smoother. Extorting the business owner himself is easy. Although he puts up a bit of a fuss and may even fight back, try destroying his scale, register, and meat display to convince him that he needs your protection. If you do this, you may be able to get him up to as high as \$2,850... going much higher is running a huge risk.



The back room leads to a staircase where the racket this business was hiding can be found easily. Just be ready to fight a few Stracci who were protecting the racket in lieu of the business itself - they can be packing some heavy firepower. Try to lure them down the stairs to you instead of going up to them. This will give you the advantage. Thankfully, you can easily buy out this racket for \$1,600 and call it a day, but not before blowing up the safe in the previous room on the second floor where some extra funds for your ever-fattening wallet can be found.



Joe Foley's	--
Location	Newark Street
Family	Stracci
Fair Payout	\$2,750
Racket Buyout	\$3,200
Safe Plunder	\$550 + Dynamite

This is a modest Stracci holding in New Jersey that is surprisingly easy to take over considering how many Stracci soldiers, goons, and thugs are hanging around the place. To begin, kill the four Straccis outside of the establishment (preferably by car). Two will be in front of the place while two more will be in the alley to the side. Make sure to take them all out so you don't get snuck up on once inside. When you do enter, be ready to kill one or two more Stracci as you go rightward and then forward into the bar. Here you can extort the business owner. By simply aiming a gun at him, you can quickly scare him and run the price up fairly high. We got up to about \$2,750 before accepting the offer, and we suggest you don't go much higher than that.



The racket is located in the basement of the building, a place you should only venture while toting a gun. This is because four or five more Stracci will be down here at various locations attempting to take you out. Kill them as you go along and you'll eventually find yourself in the presence of the racket owner. By buying him out for \$3,200, you gain some quick cash forthcoming while avoiding anymore unpleasanties. Be sure to blow open the safe in that same room for more money, et cetera, as well.



Joey's Baked Goods	--
Location	Willow Street
Family	Stracci
Fair Payout	\$1,725
Racket Buyout	\$2,400
Safe Plunder	\$85 + Dynamite

This weak establishment located on Willow Street in New Jersey is a minor Stracci holding that isn't worth an incredible amount of money, but that is a place you'll still most certainly want to take over with haste. Located outside are a number of Stracci soldiers for you to kill before going into the business that constitute just about all of the Straccis here that aren't in the racket. Once they're killed, therefore, you can go inside and extort the baker. We got him to around \$1,750 and then stopped... we recommend you go no higher, or you risk making him snap. And who wants a crazy baker on their hands?



Once you've managed to buy out the business, the racket in the basement will be open to you. Don't rush headlong into there, though, without a good weapon equipped, as there are at least four (if not five) Stracci in the basement waiting for you. Once you attract the attention of one, or kill one, they'll all flood at you... so we're simply warning you here to be prepared. Once you've taken them all out, you can find the racket leader to buy him out for \$2,400. Also, you can find a safe here to blow open, where some extra money and more Dynamite can be yours.



Johnny Conger's	--
Location	Washington Street
Family	Barzini
Fair Payout	\$2,895
Racket Buyout	\$2,400
Safe Plunder	\$875 + Dynamite

There aren't many Barzini family holdings in New Jersey, so you know that if they have one it's gotta be pretty well-guarded... and this place is very well-guarded. Do some reconnaissance and check out the location. Be sure to spot all of the Barzinis in the area (there are more than meet the eye, for sure). Then, begin running them over, getting out of your car to take any renegades out with some gun work. This amount of destruction and death will almost certainly attract police attention, so don't be afraid to run back to a safehouse and get them off your back before actually going into the establishment. When you do, extort the shopkeeper. By simply grabbing him and throwing him around a bit, you can get a considerable amount of money out of him. Talk him up past \$2,700, nearing \$3,000, but stay away from that number itself or you'll push him too far.



After extorting the business successfully, move into the small back room where the racket is run. This tight space holds two more Barzinis for you to kill, but little else to do. Buyout the racket owner for \$2,400 and then blow the safe in the corner of the room sky high to collect some extra loot. For a bit of work, which this particular extortion exercise is, you've just managed to make an impressive amount of money. Good work.



Santo	--
Location	Park Avenue & 14th Street
Family	Cuneo
Fair Payout	\$2,885
Racket Buyout	\$2,400
Safe Plunder	\$260 + Dynamite

With such little Cuneo influence in New Jersey, it's absolutely vital they protect what they have to the fullest. Santo is just such an example, since it's only one of two establishments in New Jersey that the Cuneo family controls. As you head over there, the idea is to take out as many Cuneo thugs as possible before even going inside. There are at least four outside to begin with - two in an alley to the left/behind the building, and two more in front of it. As you kill them (preferably by car), more are likely to funnel outside to take you on. What you need to be absolutely careful with here is not killing the aggressive shop owner, who will run into the fray himself and attack you. Concentrate on killing his cohorts first. This means those who've remained in the business; fire your way towards the back staircase and go upstairs where the racket is located to take care of the last of them. Then, begin extorting. Aiming a gun at the owner will make him change his tune, although shooting him in the legs or arms doesn't hurt either. He's feisty, but he'll be subdued eventually. We got nearly \$3,000 out of him after aiming a gun at him, but don't go any higher.



With the place completely cleared of any other enemies (if you've followed our instructions), the racket takeover will be easy as well. Buy him out for a cool \$2,400 and be done with him. Back on the ground floor of the business, be sure to explore the room behind the counter (via the large double doors adjacent to the counter) to find the business' safe. Blow it open with some Dynamite to make some extra pocket change.



Sicilian Goods	--
Location	Observer Highway
Family	Stracci
Fair Payout	\$2,150
Racket Buyout	\$1,600
Safe Plunder	\$300 + Dynamite

Sicilian Goods is located right down the street from The Highway Hotel (you probably have a safehouse there). So it's in a great location to do some of your dirty work that you do so well, and then hightail it the hell out of there. There are several Stracci that should be taken care of in front of the building before you go in. Remember, if you attract too much police attention, you can always go back to your safehouse and get the cops off your back. When you go into the business, begin the extortion process. Try destroying the two display shelves and the cash register to really get through to the owner that you mean business. You can then extort over \$2,000 from him, but going beyond \$2,150 is a huge risk.



Once the back door is open, you can breach the racket hidden by the business. Be ready to kill a lone Stracci from the outset, which will attract three more to bust through the nearby door. Once they are all dead, you can then climb the stairs near the loading dock to the upper level. In the room to your left, you will find a Stracci guarding the safe. Also, another will bust through the door ahead. Kill both of these foes, and don't neglect blowing up the safe here to get some easy money. Then, work your way to the roof via the elevator. The owner of the racket is up here, as well as two of his bodyguards. Take out the Stracci guards first, then buyout the racketeer for a crisp \$1,600 to avoid anymore unpleasanties.



The Crane Club	--
Location	River Road
Family	Cuneo
Fair Payout	\$2,850
Racket Buyout	\$3,200
Safe Plunder	\$740 + Dynamite

While not an incredibly hard target to take down, the Crane Club is one of the rare New Jersey offerings of the Cuneo family and hence has a considerable Cuneo presence to keep the place safe from family rivals. It wouldn't hurt, therefore, to eradicate any Cuneos outside of the establishment before heading in. This will also cause a few stray Cuneos from the inside to come on out so you can take them out before you would otherwise have to deal with them. Once inside, head left and up the stairs to find the racket. We can't do anything here right now but you can kill the two Cuneos protecting the joint so they don't interrupt you when you're extorting the business owner. Then, comb the rest of the place for more thugs before tracking down the owner and extorting him. He's a pain in the ass to extort because you can barely grab him and you're going to have to hurt him considerably to make him listen to you, so you're probably going to be in danger of killing him. Try shooting him in the leg with a weak gun once or twice to get him to listen to you, then simply point the gun at him every so often to raise his offer higher and higher. We stopped just shy of \$2,900, which is about the ceiling at which he'll offer before he snaps.



If you followed our instructions, then all of the Cuneo on the premises would have already been killed, so buying out the racket will be no problem. Head to the second floor and buy out the racket owner for \$3,200, a hefty amount of change but worth it nonetheless (in the long run, that is). Then, all that's left to do here before moving on to the next business is to head back to the first floor and head to the left side of the building. Here, the safe can be found. Blow it sky high and grab the loot within. Then, you're done!



The George Hotel	--
Location	14th Street
Family	Barzini
Fair Payout	\$3,615
Racket Buyout	\$4,000
Safe Plunder	\$800 + Dynamite

The George Hotel, as a business, is surprisingly easy to take over considering how lucrative of a business it is (it's just about the biggest moneymaker in New Jersey). Combined with the racket upstairs on the third floor, which is also super lucrative, you have a serious money making operation here. Throw in the fact that you can buy a safehouse in this building for \$60,000, and you have yourself a building that must be subdued completely. Take advantage of the lax initial guard (there are only two Barzini soldiers outside of the building) to extort the business owner for all he's worth. Kill the maid in the lobby in front of the owner to get even more money out of him. If you do this, you can get over \$3,500! That's a hell of a lot of money!



The racket, however, is a completely different story. The Barzinis that are in the racket (there are about five or six of them) are incredibly well equipped with shotguns and the like. One or two hits from their weapons, especially at close range, and you're done. This can be a real challenge, one of the biggest in the game, and definitely the biggest in New Jersey as far as complete business takeovers are concerned. Try to be patient, use cover well, and don't be afraid to retreat to seek some medicine to heal your wounds or ammunition if you need it. As long as you don't shut the game off, the game will remember that you killed certain foes and left others living. Eventually, you can get to the back room of the third floor racket where you can buy it out for \$4,000. In that same room, to your left, you'll also find a safe to blow open to get some extra funds. Phew, good work!



The Highway Hotel	--
Location	Observer Highway
Family	Stracci
Fair Payout	\$2,105
Racket Buyout	\$3,200
Safe Plunder	\$255 + Dynamite

New Jersey in general has a great deal of Stracci influence, so taking over something that's worth as much money as The Highway Hotel is to them can be somewhat difficult. However, with that said, it's a lucrative business/racket combo and should be on your mind as soon as you get into New Jersey. There are Stracci thugs strewn throughout the streets in front of and around this building, so be sure to use a car to ride around and kill all you can find outside before going inside. This will make the extortion process an uninterrupted one. If you kill the maid in front of the owner of the hotel, you can convince him even more that you can protect him. In this case, you can talk him up to a bit higher than \$2,000, but as we've stressed so much, don't push it much beyond that.



The racket on the top (third) floor of the building also has about four Stracci thugs within, but they are no match for well-placed and well-timed gun fire. As soon as you get onto the third floor, before you even enter the racket, be prepared to kill your first Stracci. Two more will then file out of the room at you, so stand and wait for them. Then, rush into the racket and go into the back room. To your left, you can find the final Stracci in the racket to kill, as well as a safe to blow sky high. To your right is the owner of the racket. Buy him out for \$3,200 and be ready to reap all of the profits thereafter.



Velveteen's	--
Location	Garden Street
Family	Stracci
Fair Payout	\$1,400
Racket Buyout	\$1,600
Safe Plunder	\$200 + Dynamite

Don't be deceived - Velveteen's is actually a fairly difficult establishment to overtake, which is problematic since it's not worth that much money. But for all of you completionists out there, here's how it's done! First, you'll want to scope out the outside perimeter of the business and take out any Stracci in the area. Look far and wide, though - there are three in the alleyway to the right of the building, two far left of the building where the road bends, and two more in front of the building. Depending on how it all goes, more can funnel out from inside (at least two more). This is a lot of killing, so a car is your best weapon. Once you've cleared the enemy threat, head into the building and talk to the man there to gain access deeper into the establishment, where the owner can be found. Before extorting him, equip a gun and head to the back of the room to the right of the stage, and go towards the stairs leading down. Here, you can clip one more Stracci. As far as extorting the owner is concerned, try shooting him in the leg to convince him to give you more money. We stopped at around \$1,400 - don't go much farther or he may snap.



The racket, located in the basement, will likely clear out as soon as the door is unlocked after the business has been extorted. This means you have to be ready to fight three or four more Stracci right off the bat. Let them come to you and clip them as they round the corner near the stairs. When they are all slain, you can then descend the staircase and enter the basement, where the racket is. Talk to the racket owner and buy him out for \$1,600. Then, search the rooms of the basement, one of which holds a safe for us to blow open. Take the money from within the safe, then bask in the glory of owning yet another business you had to fight hard to take!



Warehouses, Hubs & Compounds

Taking over the game's warehouses, hubs and compounds is important to attain that final stranglehold over New York industry. You can make a load of money taking these particular establishments out, but keep something very important in mind - they are the most well-guarded and difficult places to grab hold of throughout the entire game, and one or two go-throughs for each place will probably not be enough. But don't be frustrated! We at IGN Guides know that this is a difficult part of the game, so instead of doing each one individually, we've decided to give you some basic pointers to get through these parts and take over the game's hubs, compounds and warehouses at your own pace. After all, when you've taken over a few, you'll have the general idea of how to take care of the rest. However, attempt these after you've extorted all businesses and rackets and managed to build your strength, money, et cetera up to a respectable level. Low-level goons don't traditionally chill around these places... only the really important men of the families guard these important locales.

1. **Be Ready to Fight** - Guns will blaze when you approach these establishments and you'll need to be ready. In some of these places, you'll need some Bombs to take care of the final step of the mission, so make sure to cop some of those before you attempt any of these. But most importantly, have a good stock of weapons (preferably ones that are upgraded) and be packing plenty of ammunition. The best places to get this ammunition is, of course, your various safehouses. Molotovs are a good thing to have, as are automatic weapons... but remember that weapons like the Magnum pack the most punch, even if they are slow-firing and clumsy to reload. And of course, when talking about these three particular types of establishments, you can expect plenty of fighting on the streets surrounding your destination, which leads right into our next tip.
2. **Use a Motor Vehicle** - When at all possible in these events, motor vehicles are your best weapon. In a place like a family's main headquarters, there will be thugs all over the streets, in front of the buildings, and all around the area. They'll make barricades on the street leading up to their establishment to thwart your progress. Coming into these battles with just a firearm is suicide, so make sure to use a car. Fast cars are good since they are maneuverable, but a few well-placed hits with a gun and your car will be no more. This is why we highly recommend using a pick up truck. It's not the fastest vehicle in the game (in fact, it's the slowest), but it can take an incredible amount of damage, even from traditional vehicle killers like the shotgun. Try shoving the cars making the barricades into the goons to get them to the ground and finish them over by running them over. You can also bail out of your truck and use it to block enemy shots as you finish them off with a weapon of your choice. But remember - always use a motor vehicle when you can. It's a real no-brainer. It's more powerful than any weapon in the game, and allows you to avoid any damage. But when the car catches fire, make sure to get out and run away as fast as you can!
3. **Plan Your Attack** - Running through an area and dying is actually a good way of getting a sneak peek at what it is you have to do. It may be frustrating, but sometimes that's what must be done in order to really effectively take a place over with little difficulty. Try to remember enemy positions and where obstacles are located (especially the latter, which can provide some much-needed and timely cover from enemy attack), and also remember the location of items like ammunition and health bottles, which oddly enough, leads us to our next point.
4. **Exploit Your Resources** - Taking over these large-scale operations takes not only firepower and will, but time as well. If you run off to heal yourself or get ammunition there's a good chance the enemies will re-establish themselves, and you'll have to start from scratch. In that case, the only thing you'll have to deal with are the enemies (again) and a bloated vendetta level. Because of this, taking what the enemy drops is absolutely vital. They'll drop ammunition and, if you're lucky, enough health to sustain you through your mission. You'll also want to exploit ammunition and health resources that are pre-placed around the compounds, warehouses and hubs as well since they will be there each time you go through and can save you in the most dire of circumstances. Once you commit to taking over a place, make sure to see it through to completion or death. Otherwise, you've completely wasted your time for a few thousand measly respect points and will have to start again from scratch (including in many instances the car barriers outside of these places). Oh, and above all else, don't leave to save and heal at a safehouse... you'll simply ensure that you will have to do all of your hard work again.
5. And finally, **Take Your Time** - There's a simple rule to playing The Godfather, one that transcends into this particular section of the guide. You need to take your time with what you're doing. If you don't, you're not going to survive. There is no place, unfortunately (or otherwise) in this game, for rushing, so take your time. Peek around corners, make sure your gun is loaded, heal up, wait for enemies to move... the possibilities in this realm are endless. But be sure, absolutely sure, to take your time. There's no reason to rush... and haste makes waste!

Executions

Executions (or "Execution Styles") in this game are a little vague, but getting them all is necessary in order to achieve 100% completion in the game. There are 22 execution styles, all of which are listed below. Though the game doesn't tell you how to accomplish each, below is a list of how we figured you were to achieve the credit for the execution style.

Blackhand Execution	Murder with your bare hands.
Blackhand Grapple Execution	Murder with your bare hands.
Bombs Away Execution	Murder with an explosive.
Cocktail Hour Execution	Murder with a Molotov Cocktail.
Disarmed	Murder by (or after?) disarming.
Faceoff Execution	Murder by shooting in face.
Firearm Execution	Murder with a gun (?).
Grand Slam Execution	Murder with a Baseball Bat.
Gut Shot Execution	Murder with a Shotgun (?).
Hard Head Execution	Murder by slamming head against wall or table.
Hats Off Execution	Murder by shooting in the face.
Kneecapped	Murder by shooting in the knees.
Last Gasp Execution	Murder by strangling.
Over Cooked Execution	Murder in an oven.
Pistol Execution	Murder with Pistol (in face?).
Road Rage Execution	Murder with a car or truck.
Silent Assassin Execution	Murder with Garrote Wire.
Stained Glass Execution	Murder by throwing through window.
Sure Shot Execution	Murder in one shot with any firearm.
Traffic Accident Execution	Murder by pushing into traffic.
Wallpapered Execution	Murder by pounding into wall.
Watch Your Step Execution	Murder by falling.

Safehouses

A few brief words about safehouses - they are vital to your mission and you'll want to buy as many of them up as humanly possible with the funds you have in order to have a safe place to go if the going gets tough. Depending on the money you spend on the safehouse (when applicable), you're likely to find a bigger "spread" for you to take advantage of. That includes health bottles and, more importantly, weapons. The higher-priced safehouses will offer things like Molotov Cocktails and lots of high-end gun ammunition (like, say, ammo for shotguns). You may even find a bomb or two. Lower end safehouses, while serving the same purpose, will have some lesser weapons (like handguns and melee weapons like bats). There are five important reasons you should visit safehouses often though, and those reasons are outlined below:

1. **Visit to Heal** - Healing is actually one of the fundamentals of going to a safehouse, since virtually all will have a Health Bottle awaiting your return. No matter what level you're at, reaching a safehouse to heal should be common, even more common than visiting to save (see below). More notably, no matter what level you're at, a bottle of health will heal you completely. Just don't be too quick in running back outside into the fray; the light green on your health meter represents health that hasn't been fully gained yet. Being patient once healing will ensure 100% health each time. If you're hit while the light green is turning into dark green, the light green is negated and you'll be left with what you have.
2. **Visit to Save** - The only place in the game you can save is at a safehouse, so you'll naturally be visiting often to do just that. However, you may not be saving as often as you should be, and so we highly recommend that you save after each mission, after each extortion, et cetera. If you don't, you may die and have to restart from the hospital or clinic, which provides no real logistical problems, but it will build up your negative statistics like "deaths" which you don't want. By saving often, you can reset the game if you die or in some other way mess up and lose no progress while ensuring a clean record of no deaths.
3. **Visit to Avoid** - Avoiding the cops is key in the game, especially when you've agitated them to all-time high levels. Visiting any safehouse will automatically lower your shield count on-screen to two shields (which is a

minimum of cop interference in your activities). The only other ways to get the cops off of your back is to pay one off (the chief is the most effective) or waiting them out. However, with a plethora of safehouses at your disposal in the game, you will most likely want to simply run or drive to the nearest safehouse and be done with them that easily.

4. **Visit to Reload** - As aforementioned, depending on the price of the safehouse, you will have a varying array of weapons to choose from to reload all of your weapons. If you're running low on ammunition, you can undertake the tedious task of finding ammo and weapons dealers throughout the metropolitan area to reload, or you can simply drop the cash at a safehouse and have unlimited ammunition at that location. With over 20 of these kinds of locations available in the game, you can spend a lot of money, but you will also have a huge number of choices and locations to visit in order to easily reload. Definitely don't overlook safehouses as a place to do just that if the going gets tough.
5. **Visit to Regroup** - Finally, if you just need a place to relax and hang out while you browse the in-game map, or... our guide... hit up the safety of the safehouse where no enemies can get at you. Here you can do all of the above while hanging out in a place where nothing bad can happen to you! Want a really cool tip? Enter your safehouse and leave your game on. After about two hours of realtime passing, a week will have passed in the game (this is of course approximate) and you'll be paid for that week, all while hanging out and letting things cool out in your safehouse! Neat, huh?

Contract Hits

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This is our list of Contract Hits in the game. It may seem a little ambiguous at first, but in fact Contract Hits are not only vital to reach 100% in the game, but it's also a great source of money and respect, especially if you manage to follow the special orders on each hit, which give you awesome amounts of both money and respect, usually several times more than you'd otherwise receive.

It's important to realize that these hits aren't available throughout the entire game. Usually they are noted in the walkthrough and you'll be referred to this section. If worse comes to worse, keep an eye out for a yellow dot on your map or mini-map - this signifies that you can go to this dot, talk to the person there and receive a hit order. You don't have to complete all of the hits below to reach 100% on Contract Hits - only 14 of them need to be done. We've outlined all of them, however, in order not only to give you a feel for each mission so you can pick and choose which ones you want to do, but also because you really should do all of them to get as much money and respect as possible. Good luck.

Note: The numbers below don't really symbolize anything. They are numbered based on the order we did them in. With rare exception, you'll have to complete them in this order, so it should help you organize a little bit.

Hit #1 - Mikey Saleri	
<i>"Look for Mike Saleri in the alley behind Emilio's Butcher Shop in Little Italy. Saleri has been trying to intimidate Corleone shopkeepers, and has threatened to kill Emilio the Butcher if he doesn't pay the Tattaglias. Take out Saleri quickly and quietly - use your fists, if possible."</i>	
Ordered By	Tessio
Ordered Received At	Corleone Compound (Little Italy)
Respect Upon Completion	+500
Money Upon Completion	+\$500
Bonus Condition	Use hand-to-hand combat.
Bonus Respect	+5,000
Bonus Money	\$2,500

From our safehouse on Grand Street, walk east up Grand Street, swinging right onto Mulberry Street. Continue up Mulberry Street all the way until you're about to run into Canal Street. Before running into Canal Street, however, look left to find an alleyway. Run up this alleyway, and swing left at the first chance you get. Down this alley you'll run into Mikey beating on poor old Emilio the Butcher. As instructed, this is the man we must kill. The bonus on this hit requires that you kill him in hand-to-hand combat; not something that's especially difficult to do.



When you get close to him, he'll run at you. Put any weapon you have away and punch him as he comes at you. Engage him in hand-to-hand combat; depending on how strong you are, this may or may not be difficult for you. However, killing him with your hands and not with a weapon will net you a lot of money and respect, so it's totally worth it. When you've finally killed him, enjoy your first rewards on your first contract hit!



Hit #2 - Donnie Marinelli	
<i>"Donnie Marinelli was last seen at the Ambassador Social Club in Brooklyn. He has evidence that the Corleones are paying off a police chief. Donnie's blackmailing the chief, but he's getting greedy. Take down Marinelli before things get out of control - use a Baseball Bat."</i>	
Ordered By	Tessio
Ordered Received At	Embassy Club (Brooklyn)
Respect Upon Completion	+1,000
Money Upon Completion	+\$500
Bonus Condition	Use a baseball bat.
Respect Bonus	+10,000
Money Bonus	\$2,500

Out of ease, we chose to go to this hit from our safehouse at St. Sebastian Hotel on Plymouth Street. All you must do from here is go south down Plymouth Street, all the way down until it meets up with Dock Street. Go left down Dock Street and keep your eyes peeled for The Ambassador on your right. Once you arrive, get out of the car and walk on in. Then, talk to the man near the entrance to gain entrance into the area beyond the locked doors.



Once through the locked doors, Donnie Marinelli will be in your sights. He'll likely attract the attention of the Corleones in the building, but their gunfire will do little to him. To fulfill the bonus requirement on this hit, use the Baseball Bat on Donnie that was provided to you by Tessio. By doing this you will get a significant bonus in both money and respect. Fend him off and get some good hits in with the bat until he's slain. Easy, no?



Hit #3 - Tony Bianchi	
<i>"Tony Bianchi is a Tattaglia Capo, and he was a close friend of Marinelli. Bianchi's men are loyal and dangerous, so the Corleones need to get rid of him before he plans his revenge. Tessio has arranged a stay in a local brothel - sneak in, avoid the guards."</i>	
Ordered By	Tessio
Ordered Received At	Embassy Club (Brooklyn)
Respect Upon Completion	+1,500
Money Upon Completion	+\$500
Bonus Condition	Use a garrote.
Respect Bonus	+15,000
Money Bonus	\$2,500

From the Embassy Club where Tessio orders this hit, it's a short trip to your location. With your back to the Embassy Club, head right down Front Street. This'll lead you to Fleet Alley. Go down Fleet Alley and swing right onto Plymouth Street. Your goal, the St. Sebastian Hotel, will be on your right. You may be familiar with this place due to the safehouse that's within (it was our first safehouse in Brooklyn). Either way, as you know from reading the intro to this section of our guide, you shouldn't attempt this hit unless you've already extorted the business and racket at the location of the hit. As you climb the stairs to the fourth floor where Tony is located, be weary of the first of a two Tattaglia foes you'll have to kill with the garrote (if you want the bonus). Walk up behind him and follow the on-screen instructions to kill him successfully with your garrote.



Then, walk into the area ahead. There are two doors - take the one on the left. A roving Tattaglia goon will be to your right. Watch him by putting your back to the nearby wall and swinging the camera to view his movements. When he turns his back away from you and walks towards the far side of the room, follow him until he stops, then use the garrote for another silent kill. From there, you can walk left into the adjacent bedroom. This is Tony, our target. Sneak up quietly behind him and strangle him with the garrote as well. Congratulations! Hit successful!



Hit #4 - Freddie Nobile	
<i>"Freddie Nobile is the Tattaglia's Consigliere, and he knows how to stay out of sight; however, he has a weakness for the ladies at St. Martin's Hotel in Little Italy. The Corleones don't want to be implicated in the murder of a Consigliere, so make sure there are no witnesses around. Be careful - Freddie carries a special gun."</i>	
Ordered By	Tessio
Ordered Received At	Embassy Club (Brooklyn)
Respect Upon Completion	+3,500
Money Upon Completion	+\$4,000
Bonus Condition	Be patient and make sure there are no witnesses.
Respect Bonus	+35,000
Money Bonus	\$20,000

From the Embassy Club, head right down Front Street to Fleet Alley, and then proceed up Fleet Alley. Hijack a car en route. Swing a left on Plymouth Street and then a left onto Main Street. This will bring you to Tillary Lane eventually, where you should hang another left, getting onto the Manhattan Bridge into Little Italy. Once over the bridge, go forward up Canal Street for some time until you reach Broadway. Swing rightward on Broadway and look for Saint Martin Hotel on your left.



Go inside the hotel and work your way to the staircase leading both up and down. Opt to take the stairs leading down. You can work this a number of ways, and while it's most effective to be patient and wait for the Tattaglia goon and the maid to leave Freddie's side in the car garage below, you can run in there guns blazing and take out the maid, the Tattaglia goon, and then Freddie in that order. As long as you kill Freddie last, it doesn't really matter how you go about this. Just don't kill him before killing the maid and the Tattaglia goon, or you won't get any bonus money! And be weary of Freddie's gun - he's got good aim and a fairly strong sidearm.



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Hit #5 - Johnny Tattaglia	
<i>"Johnny Tattaglia is the family's Underboss. With their Consigliere dead, Johnny has been exerting more influence in the family, and he is busy plotting a Corleone blood-bath. Stop him before he puts his plans into motion."</i>	
Ordered By	Tessio
Ordered Received At	Embassy Club (Brooklyn)
Respect Upon Completion	+4,000
Money Upon Completion	+\$4,000
Bonus Condition	Make Johnny burn.
Respect Bonus	+40,000
Money Bonus	\$20,000

With your back to the Embassy Club, head leftward down Front Street. Pick up a car as you head southward down Front Street. When Front Street ends and runs into Dock Street, swing left. Take a right on Tillary Street and follow it into the circle, taking the road named Old Fulton Street out of the circle.



As you drive down Old Fulton Street, you'll eventually run into some Tattaglia resistance guarding Johnny Tattaglia himself. Park your car at their location and use it for cover as you take out some of the goons accompanying Johnny. When the car sustains enough damage that it catches fire, run leftward and take refuge along the corner of the building there, but be sure to kill as many foes as you can before this happens. Aim at and kill everyone but Johnny... when only Johnny remains, use a weak gun to weaken him to less than half strength. Then, to fulfill the bonus condition, chuck a Molotov Cocktail at him to "make Johnny burn." This will net you some serious cash and respect.



Hit #6 - Plinio Ottaviano	
<i>"Plinio Ottaviano is a Stracci madman who runs dynamite out of his warehouse in Hell's Kitchen. He's been selling explosives to a number of local gangs. You can take down Plinio directly, or show him how you fight fire with fire - use molotov cocktails or nearby explosives to make him fry!"</i>	
Ordered By	The Trojan
Ordered Received At	Corcorans Perch (Midtown)
Respect Upon Completion	+2,000
Money Upon Completion	+\$1,500
Bonus Condition	Make Plinio burn.
Respect Bonus	+20,000
Money Bonus	\$7,500

Basically, to get to this location deep in Hell's Kitchen, you're going to want to head northward on Broadway, then 4th Avenue, and then Broadway again, taking Broadway in a northern direction until it intersects with 42nd Street, at which point you should take a left. Follow 42nd Street for a little while until you come to the end of it, on 12th Avenue. Here you should swing left so that you go southward and drive into the railroad compound here. Drive eastward and then northward through a couple of tunnels (with roads going over where you are). You'll eventually see Plinio and some of his friends up ahead.



Don't rush into this and be foolish. Instead, use distance to your advantage. With several boxes of explosives all around he and his friends, you can pick them off with a powerful gun (like say, the Magnum) and start detonating boxes left and right in order to damage and potentially kill him and his friends (depending on their position.) Then you can approach them guns blazing to take out whoever's left. Remember that to get bonus respect and money here, you must have Plinio "burn"... throw Molotovs at him to finish him off in such a manner as to get these bonuses easily.



Hit #7 - Leon Grossi	
<i>"Leon Grossi is a Stracci Capo who is picking up the remains of Ottaviano's business. He's decided to go the direct route by bombing the Corleones out of business in Little Italy. Get to Leon first and stop him before he starts a mob war."</i>	
Ordered By	The Trojan
Ordered Received At	Church on 42nd Street (Hell's Kitchen)
Respect Upon Completion	+2,500
Money Upon Completion	+\$1,500
Bonus Condition	Throw Leon into the bakery's furnace.
Respect Bonus	+25,000
Money Bonus	\$7,500

From the Church on 42nd Street in Hell's Kitchen where we receive the order for this hit, we must get to Little Italy. To do so is rather simple. After leaving the church, head east down 42nd Street, which will eventually lead to Broadway. We can now take Broadway south literally into Midtown, through Midtown, and into Little Italy. When it runs into Canal Street, take Canal street eastward (by going left), and then take Canal to Mulberry Street, where the bakery called Trapani's Bakery is located.



Whether or not you've taken this establishment over, the Straccis will have a presence here. Begin the killing spree by capping the Stracci thug behind the display counter near the register. Once he's down, seek out another Stracci thug somewhere (perhaps coming from the basement) that'll give you a hard time. When he's dead, the only person left here to fight is Leon Grassi. Packing a powerful gun, it's best to aim at his arms or legs and take a shot to hopefully disarm him, and at least damage him nicely. Then, grab onto him and punch him a few times to weaken him more. To get the bonus you must bring him over to the baker's oven on the right side of the room and throw him in. This takes patience; simply hold him over the fire, and after several moments the game will automatically toss him into the oven.



Hit #8 - Oscar Zavarelle	
<i>"Oscar Zavarelle is a Stracci Capo who perpetrated unspeakable acts against an 18 year-old girl. Oscar's hiding somewhere in New Jersey; when you discover where he's located, punish him for his crimes."</i>	
Ordered By	The Trojan
Ordered Received At	Church on 42nd Street (Hell's Kitchen)
Respect Upon Completion	+3,000
Money Upon Completion	+\$1,500
Bonus Condition	Shoot Oscar in this sequence - knee, shoulder, then chin.
Respect Bonus	+30,000
Money Bonus	\$7,500

We have to go all the way to New Jersey for this hit, although it's not as far as you may think. From the church on 42nd Street where you received your order, you're going to head east down 42nd Street, and then swing southward on 9th Avenue. When you run into 34th Street, head west, and then north up Dyer Avenue to reach the Lincoln Tunnel. When out of the Lincoln Tunnel, you'll find yourself on Park Avenue. Getting to the location of the hit from here is simple. When from Park Avenue you reach 6th Street, take a right. Then, take a left onto Newark Street to find an alleyway on your left.



Follow this alleyway as it wraps around to the location of the Stracci goon we seek, Oscar Zavarrelle. With him are four Stracci goons that are packing rather powerful weapons. By approaching from this side we have permanent cover in the boxes ahead (as long as you stay crouched). From here you can target and pick off the four Stracci goons. Don't shoot at Oscar at all! When his four friends are dead, he'll spring into action. Aim at him and then shift the target to his knee. When it turns red, fire. Do the same thing for his shoulder, then shoot him in the face to finish him and get the bonus. This is harder than it sounds, especially after you get the knee shot in. If you're quick, he won't even be able to react.



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Hit #9 - Bobby Marcolini	
<i>"Bobby Marcolini is a Cuneo Soldier who killed one of Clemenza's friends. This hit is not sanctioned by the Corleones, so it must look like an accident - try throwing him off a roof or bridge."</i>	
Ordered By	Clemenza
Ordered Received At	Corleone Compound (Little Italy)
Respect Upon Completion	+4,500
Money Upon Completion	+\$1,500
Bonus Condition	Make it look like an accident - throw Bobby off a bridge or roof.
Respect Bonus	+45,000
Money Bonus	\$7,500

To find Bobby Marcolini, head south down Washington Street and meet back up with Canal Street, hanging a left on it to head west. Eventually you'll need to meet up with the West Side Highway and take it to Hell's Kitchen. You'll eventually run into the yellow dot on your map (that represents the location of the hit) while crossing a bridge on the West Side Highway. Look towards the center of the bridge to find Bobby booking it for the lower level of the bridge, leaving two of his guards to fight.



Use your car to your full advantage and run over the Cuneo resistance here. If they are on the opposite side of you simply drive to the end of the bridge and turn around. This is a better technique than getting out and fighting, to be sure, so attempt to do it this way or you may get hurt. When they're dead, look for the stairs leading down to the lower level at the center area of the bridge. Don't run down these stairs, though, before gunning down the guard down there. Then disarm yourself and run down the stairs. Bobby is waiting for you here, unarmed. Fight him a bit with hand-to-hand combat. Ultimately, to get the bonuses, throw him off of the side of the lower level of the bridge, which will both kill him and make it look like an accident. Done deal!



Hit #10 - Mario DeBellis	
<i>"Mario DeBellis is a Cuneo Capo who feels he's been slighted by the Corleones. He has a small but powerful army, and he will start a war if not properly dealt with. It's been rumored that DeBellis is recruiting thugs for his gang in New Jersey."</i>	
Ordered By	Clemenza
Ordered Received At	Corleone Compound (Little Italy)
Respect Upon Completion	+5,000
Money Upon Completion	+\$1,500
Bonus Condition	Run over Mario with a car.
Respect Bonus	+50,000
Money Bonus	\$7,500

You need to head to New Jersey from the Compound after getting the order for this hit. To get to New Jersey, it's rather simple from the Corleone Compound. Head north up Washington Street and then take Canal Street west, which will lead you directly to the Holland Tunnel. On the other side of the Holland Tunnel is New Jersey. Once out of the tunnel, take a left onto Observer Highway. Once down Observer Highway, go north on Marshall Street, which will lead into the Garden Parkway Viaduct. You're now near where the hit is to take place. Look on your left (looking for the yellow dot on your mini map, too) for a dirt opening with some train cars and such. This is where Mario and his goons are located.



Now the Cuneos here pack some serious firepower, so your car isn't going to last long. But it's vital that you use it as your weapon here for two reasons. First of all, if you kill Mario with it you get a money and respect bonus, and two, it'll make all of his friends a lot easier to handle. Drive around and run over all of them. You may or may not run over Mario and win automatically during this murder spree, but nonetheless you'll want to concentrate on the Cuneo thugs first before going for Mario himself. Then, spot Mario and run him over, killing him with your car. Remember, if your car goes on fire from all of the damage it is sustaining, you can always jump out and run back to the road to get a new one.



Hit #11 - Ronnie Tosca	
<i>"Ronnie Tosca is Cuneo's brightest Capo. He's been trying to weaken the Corleones indirectly by cutting deals with the local Black Market Sellers. Tosca is a hard man to get close to, but you may get your chance if you catch him during his haircut in Hell's Kitchen."</i>	
Ordered By	Clemenza
Ordered Received At	Corleone Compound (Little Italy)
Respect Upon Completion	+5,500
Money Upon Completion	+\$4,000
Bonus Condition	Give Ronnie a trim between the ears - kill him with a single head shot.
Respect Bonus	+55,000
Money Bonus	\$20,000

From the Corleone Compound, we must head to Hell's Kitchen like we've done so many times by now. Head north up Washington Street and then head east along Canal Street. When you run into Broadway, head north. Take Broadway all the way up to 42nd Street (it's quite the distance), and take a left on 42nd Street. Then, simply drive to 10th Avenue, going north, and then swing west on 44th Street. The barber shop where Ronnie is getting his haircut is located on this street.



Now remember, we have to kill Ronnie with a single head shot in order to get bonus respect and bonus money, so it's vital you do this right or you'll have to try again. He's also accompanied by Cuneos within the barber shop, so you'll have to deal with them first (and they pack some serious firepower). Stay outside and kill the two initial Cuneos through the window there. Then, go into the barbershop and barge into the back room. Here you'll find Ronnie along with another Cuneo. Kill his sidekick first, then carefully aim at his head and kill him in one shot. This'll net you some serious bonuses in the respect and money departments.



Hit #12 - Jack Fontana	
<i>"Jack Fontana is the Stracci Consigliere. He's known for his brutal tactics, quick thinking, and eagle-eyed bodyguards. He can spot a weapon from a block away, so make sure to play it safe by keep your firearms concealed."</i>	
Ordered By	The Trojan
Ordered Received At	Church on 42nd Street (Hell's Kitchen)
Respect Upon Completion	+6,000
Money Upon Completion	+\$5,000
Bonus Condition	Use a bare-handed strangle.
Respect Bonus	+60,000
Money Bonus	\$25,000

To complete this hit, you're going to have to head to New Jersey. From the Hell's Kitchen Church on 42nd Street where The Trojan gives you the orders, head east down 42nd Street and then swing south on 9th Avenue. Then, go west on 34th Street and north on Dyer Avenue to reach the Lincoln Tunnel headed for New Jersey. Once on the other side, the Lincoln Tunnel will turn into Park Avenue. Take it down to 5th Street, where you should swing a left, and then turn onto Park Street.



Remember to keep your guns put away as you approach this party. Jack is clearly drunk and won't be able to protect himself, but all of his goons will be able to. Walk up to him unarmed and choke him (you can kill him any way you want but choking up will net you some major bonuses). Once he's choked, you can then deal with all of his bodyguards, but the really smart thing to do is to run the hell away (his people won't give chase, either). Once you're cleared of the house and once Jack is dead, this hit has been executed successfully.



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Hit #13 - Salvatore Stracci	
<i>"Salvatore Stracci is the Don's son and the family's new Underboss. He's trying to strengthen the Stracci's ailing rackets by destroying a Corleone warehouse near Hell's Kitchen. Take him out before he blows up the warehouse."</i>	
Ordered By	The Trojan
Ordered Received At	Church on 42nd Street (Hell's Kitchen)
Respect Upon Completion	+6,500
Money Upon Completion	+\$5,000
Bonus Condition	Kill Salvatore before he blows up the warehouse.
Respect Bonus	+65,000
Money Bonus	\$25,000

Believe it or not, this hit is actually in the same place that it was ordered in (for once), meaning that it's in Hell's Kitchen... just south of the church, actually. To get there from the church on 42nd Street, head west down 42nd Street. You'll run into 12th Avenue, which you should use as a hopping point to get to the West Side Highway, which you should head south along. Get off at the Hell's Kitchen Loop and ultimately come to your destination, a warehouse on Chelsea Street (use the exit ramps to access this area from the Hell's Kitchen Loop).



This warehouse is teeming with Straccis, but they won't put up too much of a fight. Use what cover you can to kill all of the foes. Be sure to check the right side of the area near the entrance for a staircase leading up. While the door is locked, there's more foes here to kill. Then, run back downstairs to look for an open garage on the left side. Kill the foes that come out of this area and look for Stracci on the catwalk above. Keep on firing at him before he has a chance to detonate any of his explosives, and you'll win some bonus respect and money. And by some, we mean a hell of a lot.



Hit #14 - Jaggy Jovino	
<i>"Jaggy Jovino has turned against the Corleones and he is passing information to the Barzinis. He doesn't know he's a marked man, so you can catch him visiting Rosa's in Little Italy. Let Jovino know how the Corleones deal with traitors, but be careful not to injure innocent girls in the crossfire."</i>	
Ordered By	Al Neri
Ordered Received At	Corleone Compound (Little Italy)
Respect Upon Completion	+7,000
Money Upon Completion	+\$7,500
Bonus Condition	Don't injure any escort girls.
Respect Bonus	+70,000
Money Bonus	\$37,500

This hit is ordered at the Corleone Compound and thankfully the target, Jaggy Jovino, is also in Little Italy, so the trek isn't too far. From the Compound, head up Washington Street and swing a right on Canal Street. Take Canal to Bowery Street, heading north until you reach East Houston Street, which you should take a right on. Look for the shop we seek down an alleyway on your left. Then, get out of your car and enter the business.



Seems pretty peaceful, right? Well, wrong. If you go into the back room and climb the stairs, you'll run into a smokey room with a Barzini foe toting a machinegun. Quickly blast him and keep an eye out for two of his friends. One will come from the right, the other will come busting through the door from the left. Their weapons are surprisingly powerful so you'll need to be extra careful here. Once the three of them are dead, you then need to kill Jaggy himself. Remember that to get the bonus respect and money you mustn't hurt the girls he's with, and he has one of them right in front of him. With your sidearm of choice, clip him in the head to end this mission successfully.



Hit #15 - Bobby Toro	
<i>"Big Bobby Toro is a Barzini Capo who's wanted by the Corleones. The Barzinis know that there's only one place in the world where he can't be touched - the jail on Riker's Island. Stop Bobby Toro from getting to Riker's, but don't kill any police in the process. The Corleones don't need any more heat!"</i>	
Ordered By	Al Neri
Ordered Received At	Park south of 42nd Street (Midtown)
Respect Upon Completion	+7,500
Money Upon Completion	+\$7,500
Bonus Condition	Don't kill any cops.
Respect Bonus	+75,000
Money Bonus	\$37,500

The idea is to get from the park where this hit is given to you to the police station located on Third Avenue in Midtown. To get there quickly, go south down 6th Street until you reach 34th Street, and head east. You can head east along 34th Street until you reach 3rd Avenue, at which point you should begin heading north. The police station will be on your right.



As soon as you reach the police station and walk towards the entrance, they'll react to you being there and begin shooting at you. Run north and take cover behind the police car there. Coincidentally, that's where Big Bobby Toro will also be hiding. If you did this correctly you can then cap him while still being protected from the shots of the other cops. Remember that to get the bonus here you mustn't kill any cops! Once Toro has fallen, this hit has been a success.



Hit #16 - Pietro Testa	
<i>"The Corleones are losing favor with the local police chiefs, and Pietro Testa, a Barzini Capo, is the reason why. He's been earning their loyalty in exchange for special privileges at Barzini brothels. Send the Barzinis a message by assassinating Testa when he's shaking hands with the chief."</i>	
Ordered By	Al Neri
Ordered Received At	Park south of 42nd Street (Midtown)
Respect Upon Completion	+8,000
Money Upon Completion	+\$5,000
Bonus Condition	Kill Pietro when he is shaking hands with the Police Chief.
Respect Bonus	+80,000
Money Bonus	\$25,000

To get to your location from Midtown into Little Italy, you're going to need to head southward. Try using Broadway as it goes into 4th Avenue, and then continue to follow it as it turns into Bowery Street. When you get to Chambers Street, park your car and get out. Walk around to Lafayette Street and look for a tunnel where the Barzinis and the cops have met. This is where the hit will go down.



You need to approach this carefully since if the cops or the Barzini's see you the deal won't go down, and while you can still kill Pietro Testa, you're not going to get your bonus respect and money which is in this case quite considerable. Approach in a crouched position (if you have heat on you, wait it out before doing this). Ultimately, as you see in the screens, you'll want to crouch down behind the car there, though you should keep your weapon holstered until Testa shakes the Police Chief's hand. At that time, stand up and shoot like a mad man. If done correctly, Testa will bite the dust and you'll get your bonus.



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Hit #17 - Domenico Mazza	
<i>"Domenico Mazza is the Barzini Consigliere. He is independently wealthy, but deeply paranoid, and is using his money to finance an army of bodyguards. Taking Domenico out will be dangerous, so try to get one of his men to turn against him."</i>	
Ordered By	Al Neri
Ordered Received At	Park south of 42nd Street (Midtown)
Respect Upon Completion	+9,000
Money Upon Completion	+\$10,000
Bonus Condition	Bribe a bodyguard to assist you.
Respect Bonus	+90,000
Money Bonus	\$50,000

Your ultimate goal here is to head to 17th Street from 42nd Street where you received the assignment for this hit. This is basic enough, since all you need to do is take Broadway south until you run into 17th Street. At this point, get out of your car and go into the adjacent park. You should spot a Barzini who is, oddly enough, not attacking you. Talk to him and you can give him \$10,000 to help you kill Domenico Mazza. Of course, as he runs forward his friends kill him instantly so he was totally a non-equation in this fight, but at least you fulfilled the requirement to get more respect and money.



Run forward into this park hereafter and get ready to do battle with some Barzinis. Use the fountain as cover as you take them out with your weapon of choice. Domenico Mazza is running around here some place too and he's your primary target to complete the hit, but if you want some extra money, ammo and respect, you can kill his friends as well. Remember, as long as you hired the Barzini to help you before attacking, you'll get a significant bonus in respect and money once the hit is complete.



Hit #18 - Emilio Barzini Jr.	
<i>"Emilio Barzini Jr. Is the new Barzini Underboss. He's holding a funeral for their late Consigliere, Domenico Mazza. Use this opportunity to wipe out the Barzinis once and for all! Emilio is quick and smart enough to flee when he's outmatched, so make sure to stop him before he escapes."</i>	
Ordered By	Al Neri
Ordered Received At	Park south of 42nd Street (Midtown)
Respect Upon Completion	+9,500
Money Upon Completion	+\$10,000
Bonus Condition	Take out every Barzini before killing Emilio.
Respect Bonus	+95,000
Money Bonus	\$50,000

From your location, the funeral home is a stones throw away. Head south down 6th Avenue and then head east along 34th Street. When you get to 3rd Avenue, swing north. The church where the funeral is being held will be on your right. Approaching this is tricky since Emilio is bound to run when the guns start firing. However, don't be fooled - he has a gun and he's willing to use it, and he'll only really try to run away when all of his guards have completely disappeared.



Approach the cemetery next to the church from either entrance (there's one on the far side and one near the church) and be ready for a fight with well-armed Barzinis. Use the gravestones, pillars, et cetera, as cover. If you see Emilio booking it, put some lead into him to slow him down, but be sure not to kill him until all of the Barzinis in the cemetery are killed first! Only in this way can you get your bonus respect and bonus money. Thankfully, with all of the cover the cemetery provides you, this is easier than it looks, and if you manage to get the bonus requirement, you'll notice that, indeed, the bonus was well worth it.



Hit #19 - Luciano Fabbri	
<i>"Luciano Fabbri is the Cuneo Consigliere. Although there is an unsteady truce between the Cuneos and the Corleones, Luciano has been longing for a war. He is an influential voice in the Cuneo ranks, so take out Luciano before he can cause trouble."</i>	
Ordered By	Clemenza
Ordered Received At	Corleone Compound (Little Italy)
Respect Upon Completion	+10,000
Money Upon Completion	+\$7,500
Bonus Condition	Send Luciano a message by taunting him before he dies.
Respect Bonus	+100,000
Money Bonus	\$37,500

Luciano Fabbri is all the way in Hell's Kitchen, which is a considerable trek from the Corleone Compound in Little Italy. Nonetheless, what must be done must be done, so jump in a car and go up Washington Street, taking a right onto Canal Street, and then a left on Broadway. You're going to stay on Broadway for a good long while heading north, until you reach 42nd Street, at which time you'll take a sharp left and drive into Hell's Kitchen via Midtown. Eventually, on your left, you'll find Luciano and his Cuneo thugs. Jump out of your car and get ready to fight.



Sadly the cover here is scant and there's little to do other than use cars as cover as you clip the well-armed Cuneo foes. Remember that to kill Luciano Fabbri off the bat would win the hit mission but ruin your chances of getting the bonus requirements. Instead, concentrate on everyone but him until only he's left. Then, take a few shots at him to weaken him and run up to him. Talk to him to "taunt" him, and then lay into him. Only after you do this will you get the bonus money and respect as promised.



Hit #20 - Marco Cuneo	
<i>"Marco Cuneo is Underboss and son of the Don. He has an outstanding public reputation and is friendly with law enforcement. Privately, he's a brutal commander, and he is responsible for deaths of many Corleone soldiers. Find Marco and seek revenge, but be smart - try to make it look like an accident."</i>	
Ordered By	Clemenza
Ordered Received At	Corleone Compound (Little Italy)
Respect Upon Completion	+15,000
Money Upon Completion	+\$10,000
Bonus Condition	Throw Marco into a ditch or railyard.
Respect Bonus	+150,000
Money Bonus	\$37,500

From the Corleone Compound, head up Washington Street and take a right on Canal Street. Then, head north along Broadway. It's vital that you head north, since this, the last of the Contract Hits in the game, is done in Hell's Kitchen, which we'll access via Midtown. So, continue north up Broadway until you hit 33rd Street. Make a left, and then another left onto 7th Avenue, and then a right onto 33rd Street. 33rd Street is where the hit will go down.









You'll find them on a street corner ahead, Marco and his crew of powerful Cuneo thugs. Be weary of their machine guns; they are extremely powerful! Your best bet here is to eradicate the five Cuneos with Marco first, using a car (or preferably a pick up truck) to run them over from the safety of their guns. Remember, if your car goes on fire, bail out and get another one! Finally, when it's just you and Marco, try shooting him in the leg to slow him down for a minute, then run up to him and grab him. Drag him over to the drop along the bridge at the corner here and toss him over. This will net you a crazy amount of money, and an even crazier amount of respect.



Film Reels

Film Reels Navigation :: [Brooklyn](#) | [Hell's Kitchen](#) | [Little Italy](#) | [Midtown](#) | [New Jersey](#)

Film Reels in Brooklyn	
Location :: Furman Street	
	
Via Furman Street, enter the green container storage area you find there.	Follow the linear labyrinth through the green boxes, which eventually opens up to reveal some wooden crates. The film reel is here, although you may have to fight to get it safely.
Location :: Furman Street	
	
Head across the street from the entrance to the area described above.	Look behind the green bins to find the film reel.
Location :: Cranberry Street & Willow Street	
	
Head to the corner of Cranberry Street and Willow Street.	Look in the corner of the building there (on Cranberry Street) to find the reel of film.

Location :: Henry Street & Fulton Street



Head to the corner of Henry Street and Fulton Street.



Look in the corner behind some obstructions along the buildings there to find this reel.

Location :: Henry Street



Look for an alley branching off of Henry Street.



Once found, head up the alley and approach the garage it leads to. This garage, which is wide open, holds the film reel we seek.

Location :: Dock Street



Head to the end of Dock Street (where it meets up with Plymouth Street).



Here, you can find a graveyard. Search the graveyard for a large aboveground grave, where the film reel lies.

Location :: Adams Street



Head onto Adams Street via Plymouth Street.



Once on Adams Street, immediately look left for an alleyway. Head down the alleyway to the end, where the film reel is located out in the open.

Location :: Church Street



Head onto Church Street in between Adams Street and Dock Street.



Look for an alley branching off of this road, at the end of which will be the film reel.

Location :: Dock Street



Head to the business called Café Vitales on Dock Street.



Adjacent to the business is an alleyway. Traverse the long alleyway to the very end, and you'll find your film reel.

Location :: Main Street



Head to the church located on Main Street.



There's an alleyway adjacent to the church. Go down it and look behind the goods there to find the film reel. Look good, as it's somewhat hard to find.

Location :: Gold Street



Head to Gold Street, which may or may not be a Tattaglia stronghold depending on what you've done so far in the game.



There's a building on Gold Street with walls in front of it - explore behind these walls to find the film reel.

Location :: Nassau Street



There is a clinic on Nassau Street. Go to it.



Adjacent to it, you'll find an alleyway. Follow the alleyway all the way to the end and grab the film reel you find there.

Location :: Farragut Street



Look for the large house on Farragut Street (you can't miss it).



Approach the house and look on the stone walkway attached to the house. You'll find it on these stones in a corner.

Location :: Sands Street Toll Plaza



Head to the Sands Street Toll Plaza.



Search the toll booths there - one of them will be holding the film reel we seek.

Film Reels Navigation :: [Brooklyn](#) | [Hell's Kitchen](#) | [Little Italy](#) | [Midtown](#) | [New Jersey](#)

Film Reels in Hell's Kitchen

Location :: 42nd Street



Head to the Hospital on 42nd Street just on the Hell's Kitchen side of the Hell's Kitchen-Midtown border.



Don't enter the hospital, but instead look to the right of the staircase leading to the door to find the reel.

Location :: 41st Street



Head to where the business Caruso! is on 41st street.



Look in the crevasse in the buildings across the street, where the reel can be found behind some boxes.

Location :: 7th Avenue



Go to where 33rd Street runs into 7th Avenue.



Face north and head left towards the building at the meeting of these two roads, where the reel hides behind a pillar.

Location :: 42nd Street



Head eastward down 42nd Street coming from 9th Avenue.



Look right after a short time to find the film reel behind some plants.

Location :: 49th Street



Go to the business M. Powers & Sons on 10th Avenue.



Explore the alleyway adjacent to the business to find the reel.

Location :: 48th Street



Head to 48th Street and head towards 10th Avenue.



Before reaching 10th Avenue, look right into a mini-alley. Behind one of the brick walls there is your film reel.

Location :: 10th Avenue



Head to the corner of 10th Avenue and 42nd Street.



Go southward and look behind the plants on your right to find the film reel.

Location :: 34th Street



Go to the corner of 34th Street and 9th Avenue.



Go east down 34th Street from there and look north behind the brick walls along the building on the corner to find the reel.

Location :: 33rd Street



Head to where 9th Avenue runs into 33rd Street.



Face southward and head left, looking north behind some fencing (et cetera) to find the reel.

Location :: 33rd Street



Go to the corner of 33rd Street and Dyer Avenue.



Investigate a small alley/crevasse on 33rd Street at this corner to find the reel of film.

Location :: 46th Street



The business Casey Quinn's on 46th Street should be your initial target.



From there, face north and head rightward down the street. You'll eventually come to a small alleyway where you can find the film reel behind a box.

Location :: Hell's Kitchen Construction Site



Go down the sloping road from 12th Avenue headed southward into the Hell's Kitchen Construction Site.



As soon as the road turns into dirt and opens wide, get out of your car and look behind the building on your right. That's where the film reel will be.

Location :: Hell's Kitchen Rails



Head into the Construction Site and go north along some train tracks.



Going north, head through two overpasses. The third one you come to will have the film reel tucked into a corner on your right side.

Location :: Hell's Kitchen Rails



Head north up the rails from the last location mentioned.

When the rails continue northward and also split eastward, head eastward into the train car there to find what you seek.

Location :: Hell's Kitchen Loop



Take the West Side Highway to the Hell's Kitchen Loop.

Explore underneath the highway on this loop towards the south end to find the film reel.

Location :: Hudson Street



Go to where Hudson Street and Kennedy Street meet.

Look for a chain-linked fence nearby at the corner and explore adjacent to it off of the road (by going up some stairs) to find the reel.

Location :: Peter Street



Head to where Peter Street and Kennedy Street meet.



On Peter Street at this point of collision, look for stairs leading downward from a sidewalk to an area below. The film reel is down there.

Location :: West Side Highway



Drive down the horizontal part (south of the vertical part) of the West Side Highway.



If heading eastward, go against traffic and seek out this film reel on your left.







Location :: Park North of 52nd Street



Head to 52nd Street and seek out the park that's to the north of it.



Explore the northeast region of the park to find this reel of film.

Film Reels in Little Italy	
Location :: Holland Tunnel	
	
Enter the Holland Tunnel with traffic heading towards New Jersey.	Keep an eye out on your right side for an area that opens up allowing cars to park. The film reel is located there.
Location :: Canal Street	
	
Head out of the Holland Tunnel on the Little Italy side.	You'll come to an intersection. On the upper right side of the intersection (if you're facing east) is the film reel.
Location :: Hell's Kitchen Loop	
	
Although on Hell's Kitchen Loop, the film reel is indeed located in Little Italy.	Access this road via the West Side Highway near the Holland Tunnel. From the exit ramp, look leftward to find it.

Location :: Little Italy Loop



Drive westward down the Little Italy Loop.



Go into on-coming traffic as the road straightens out after bending initially, and look for the film reel along the left side wall.

Location :: Russell Street



Go to where North Moore Street meets Russell Street.



Explore the alleyway you find off of Russell Street there to grab the film reel.

Location :: Little Italy Loop



Head onto the southbound Little Italy Loop from the Little Italy Industrial Park.



Before rejoining the loop from the exit ramp, look leftward to spot a small alleyway. Look behind a stack of brick to find what you seek.

Location :: Little Italy Loop



Head to the Little Italy Loop and go through the toll booth.



Vault over the barrier on the north side of the loop onto the grass, where a film reel can be found behind the support beams of a billboard advertisement.

Location :: West Side Highway



There's a large bridge on the West Side Highway in Little Italy. Head there.



Exit your car and walk on the west side of the bridge on the walking path. The film reel can be found there.

Location :: Jude Street



Head north up Jude Street.



As you approach Morton Street, look rightward to find an alleyway where the film reel is located.

Location :: Morton Street



Head towards the east side of Morton Street.



Once east, head to the top end of the street and climb a ramp to an area surrounded by a chain fence, where the film reel can be easily located.

Location :: Christie Street



Look for an alleyway branching off of Christie Street.



When you reach the dead end at the end of the alley, you'll find the film reel sitting there.

Location :: Bleeker Street



Head to the hospital on Bleeker Street.



Approach the front entrance and look to your left once inside the gate to find the reel of film.

Location :: Bowery Street



Go to the business called Sicilian Imports Inc. on Bowery Street.



Explore the alleyway adjacent to the business thoroughly to find the film reel.

Location :: East Houston Street



Head east from the intersection at East Houston Street and Bowery Street.



Keep an eye out for a newsstand on your right - look behind it to find this film reel.

Location :: Pitt Street



Head down Pitt Street, looking for an alleyway that leads to an opening in between some buildings.



At the center of this opening are some barrels that are on fire. Keep your distance and shoot both barrels. This will reveal the sought after film reel.

Location :: Rivington Street



The Tattaglias have a warehouse off of Rivington Street.

Explore the fence on the inside of the warehouse compound to find the film reel sitting alongside it.

Location :: Prince Street



Head to Prince Street near where it intersects with Mott Street.

In this area, you can find an alleyway leading to a staircase leading to the second floor of a business. Next to this door is the film reel.

Location :: Lafayette Street & Hester Street



Head to the business called Global Trading Co. on Prince Street.

Go inside and work your way to the back end of the business, leaving through the back door. As soon as you're back outside, the film reel will be right there waiting for you.

Location :: Lafayette Street



Head to Lafayette Street and look for an alleyway.



Traverse the alleyway to the very end, where the film reel can be found.

Location :: Mott Street



Seek out an alleyway on Mott Street between Canal Street and Hester Street.



Traverse the alleyway until you come to a staircase leading downward. At the bottom of the stairs is the film reel.

Location :: Hester Street



Go to where Hester Street meets Lafayette Street.



Nearby should be an alleyway. Go into the short alleyway and look left to find the film reel.

Location :: Broome Street



Go down the dead end street known as Broome Street.



Head to the very end of the street and look behind the stuff that's down there for an easy film reel pick up.

Location :: Charles Street



Head over to where Charles Street meets Thayer Street.



Look for a gate blocking off a driveway here - the film reel should be in front of it for you to grab.

Location :: Corleone Court



Corleone Court can be found off of Washington Street.



Approach the gate into the massive Corleone mansion and look behind the left side tree there to find the reel.

Location :: Broadway Circle



Take Broadway to Broadway Circle.



Look in the corner of the circle farthest away from either road that connects to the circle. You'll find the film reel there.

Location :: Chambers Street



Look for the gigantic and elegant building on Chambers Street.



Head across the street from there to a small alleyway. Look behind the short staircase leading into the pseudo-door there to find the film reel.

Location :: Foley Square



Drive (or walk) to Foley Square and begin to look for large buildings around you with huge pillars in front of them (there are a couple).



Walk up the stairs leading up to the right building and look behind the pillars. Obscuring your view are these pillars, for there should be a film reel behind one of them.

Film Reels in Midtown

Location :: 49th Street



Head to where 49th Street meets up with Plaza Street.



Go down 49th from there towards 5th Avenue, grabbing it from behind some plants on your right.

Location :: 52nd Street



Go up 52nd Street from 5th Avenue.



Look for some plants on your left - the Film Reel is hiding behind them.

Location :: East 79th Street & Grand Army Plaza



Head to the corner of East 79th Street and Grand Army Plaza.



Head around on either street to the corner of the park at that corner to find the reel.

Location :: Columbus Circle



Go to the large brick structure at the north end of Columbus Circle.



Look behind it to find the reel you seek.

Location :: 49th Street



Go to where 8th Avenue meets 49th Street.



Look behind the ticket booth at the corner there.

Location :: Park Avenue/4th Avenue Tunnel



Go onto either lane of the Park Avenue/4th Avenue Tunnel.



Look in the tunnel in the middle of the lanes on the north side of the tunnel to find the reel.

Location :: Park Avenue/4th Avenue Divide



Head to the east side of the Park Avenue/4th Avenue Divide.



On the southern end on your left (if you're facing northward) you'll find the film reel.

Location :: Lexington Avenue



Go to Lexington Avenue between 37th Street and 40th Street head southward.



Look for an alleyway on your right and explore it to find what you seek.

Location :: 37th Street



The business Flowers of Scotland on 37th Street holds our film reel.



Explore the bedroom upstairs to find the reel.

Location :: 25th Street



Go east down 25th Street to the very end.



Right before it meets up with Hospital Street, look on the left side grass to find your film reel.

Location :: 4th Avenue



Go south on 4th Avenue towards 18th Street.



Before 18th Street, look on the right side for a small crevasse in the buildings where the film reel will be slightly obscured by a garbage can.

Location :: 17th Street



Head into the park south of 17th Street.



Running south through the park, look on your left side to spot the film reel.

Location :: 5th Avenue



Head north up Broadway and connect with 5th Avenue.

It'll be located in the park on your right along the left side wall.

Location :: Midtown Tunnel



Enter the Midtown Tunnel with cars heading southward.

Look on your right in one of the crevasses as you drive to find it.

Location :: 37th Street



Head down 37th Street to a business called Mookie's.

Explore the alley adjacent and behind the business to find the film reel at the dead end.

Location :: 40th Street



Go to J. Sizzles Steakhouse on 40th Street.



Explore the back room storeroom to find what you seek.

Location :: 34th Street



Head east down 34th Street.



About halfway down the street, look left to find the film reel hanging out in a corner.

Location :: 6th Avenue & 42nd Street



Drive to the corner of 6th Avenue and 42nd Street and exit your car.



Enter the park adjacent to you and look inside the park towards the corner we drove to.

Film Reels in New Jersey

Location :: Washington Street



Be ready to look for this film reel as soon as you get out of the Holland Tunnel on the New Jersey side.



Once past the toll plaza, get onto Washington Street and look to your right to find it in between a pair of buildings.

Location :: Hudson Street



Head to the Stracci Hub on River Road and head towards Hudson Street.



Behind the wall along the building at this road connection will be the film reel sought after.

Location :: Washington Street



Head to the large building at the north end of Washington Street (the hospital) as seen on the screen.



Approach the stairs leading into the pseudo-building and look to the left of them to find the reel.

Location :: 14th Street



Go to where Washington Street meets up with 14th Street.

From the point where those two roads meet, head left down 14th Street and keep an eye out for some walls in front of a building to your left that you can look behind to find the film reel.

Location :: Lincoln Tunnel



Head into the Lincoln Tunnel with traffic flowing back towards New York.

Keep an eye out on your left for the area shown on the screens. Get out of your car, go up some stairs to reach the side area and grab your film reel after blowing through the crate in front of it with a gun of your choice.

Location :: Park Avenue



Head up Park Avenue towards 6th Street.

Immediately before reaching 6th Street, look on your right and behind the walls you see there along the building to find the hidden film reel.

Location :: Garden Parkway Viaduct



Go southward down the Garden Parkway Viaduct as it curves once.



When a curve happens again heading slightly westward, get out of your car and look for some walls along the building to your left. Behind these walls is the reel of film.

Location :: Garden Parkway Viaduct



From the last film reel, go slightly further south down the road until it curves again in a more due south direction.



If heading south, look rightward for some more walls along a building where another film reel is obscured from vision and can be collected.

Location :: New Jersey Train Depot



Head into the Train Depot adjacent to the Garden Parkway Viaduct.



If facing north, look for a long building on your right, where the film reel can be found behind some walls adjacent to a building.

Location :: New Jersey Train Depot



From the last film reel, head north.



On the west side of the depot, look for another long weekend that you can breach the back of via some stairs. Tucked into the side of the building is the film reel.

Location :: Clinton Street



Head south down Clinton Street.



As you head south, look leftward at the buildings. In a gap between two of the buildings, this film reel will be sitting out in the open.

Location :: Garden Street



Head to the intersection at 4th Street and Garden Street.



Head north from there up Garden Street and veer rightward into an alleyway. Run up the alleyway for a short time then look to your right where the film reel will be tucked next to a building.

Location :: Washington Street



Head to the police station on Washington Street.



Approach the entrance to the building, where the film reel will be clearly visible.

Location :: Observer Highway



Go to the Highway Hotel on Observer Highway.



Head across the street and look in the gap between the buildings for the reel.

Location :: Newark Street



Head north up Newark Street.



Keep an eye out for houses on your left. Approach the first one with a porch out front and grab the film reel.

Location :: Newark Street



Go to the north end of Newark Street as it intersects with 4th Avenue.



Right before reaching 4th Avenue, head rightward down an alley and follow it to where some wooden planks are along the buildings. Look behind them to find the film reel.

Location :: Willow Street



Head down Willow Street to where it nearly intersects with 2nd Street.



Right before that time, look for houses on your left. Explore behind the brick walls in front of the houses on the yards to find the film reel.