

PRIMA® Official Game Guide

The Godfather II



The Godfather II

PRIMA Official Game Guide

Written by Fernando Bueno

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Author Bio



Fernando "Red Star" Bueno (aka dukkhah) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and

began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *Naruto Uzumaki Chronicles 2*, *Prince of Persia: Two Thrones*, *Fight Night Round 3*, and *Stubbs the Zombie*.

In his time off he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, and EGM. When not writing for Prima, he continues to work on his craft as a poet.

We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

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Introduction

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Dedication

Every job requires a good crew. To pull off this job, I had to rely heavily on my crew. Thanks to Mario De Govia for being both my wheel man and enforcer, and to Shaida Boroumand for being the best “technician” in the biz. Without them, I’m nothing more than a lone gun. Thanks also to my black market contacts, Rony Chammas and David Woldman at EA, for providing me all the intel I needed to put this book together. Extra special thanks to Rony for immortalizing Mario and me by making us a part of *The Godfather II*’s living world ... and allowing me to finally whack Mario.

Finally, I’d like to dedicate this book to my lifelong friends (and brothers), David “Manito” Magnan and Alexis “Powerhouse” Pappas. If ever there were two people that I’d take a bullet for, it’s them. Long live the spectrum, fellas.

Welcome to the Family

You are about to become a part of something that is much bigger than you—a secret brotherhood that has many names. Whether its “this thing of ours,” the Mafia, or Cosa Nostra, the brotherhood will become your number one priority. It will become the one thing by which you set your clock and live your life. To become a Don you must carefully expand your family, guide your men with wisdom, and ruthlessly eliminate the rival families. You’re not the only aspiring Don, however, so prepare to encounter resistance. While you expand your family’s control over New York, Miami, and Havana, other families will vie for control as well. The only way to win the vicious tug-of-war is with the information contained in the following pages.



How to Use This Book

All of the following information was gathered from various black market resources. However, it's been painstakingly organized into chapters full of cased joints, rival family dossiers, and proven Old World tactics for building and expanding your empire. But first things first....

Tips, Notes, and Caution Boxes

Tip

These Tip boxes always contain useful bits of information. They might tell you about a different approach to a building or what kind of weapon to use for a particular mission. Pay attention to these—they'll make you a better Don.

Note

Note boxes also contain information. Instead of providing useful tips however, these Notes are strictly informational. They may contain tidbits of info about the world of *Godfather II* or even this book!

Caution

You may skip Tip or Note boxes if you want, but if you're going to read only one type of box, make it the Caution boxes. The sole purpose of a Caution box is to keep you from failing a mission, out of jail, or out of the hospital. So read up!

Reel Bad Men and Back Alley Tactics Boxes

Reel Bad Men

Reel Bad Men boxes won't help you as you rise to power, but they will provide interesting bits of info about the *Godfather II* movie. These boxes can contain anything from relevant movie quotes to plot synopses.

BACK ALLEY TACTICS

Whenever you prepare to take over a new business or attack a compound, look for these Back Alley Tactics boxes. They will detail alternate approaches for missions, business takeovers, or compound assaults.

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This Thing of Ours Section

The *Godfather II* game is not like other open-ended games. Though it does have a main plot to follow that is connected to specific missions, the world around you will continue to live with or without you. As you take over businesses to increase your strength and grow your family, other rival families will vie for the same power. In doing so, you will become a part of a violent struggle between you and the other families.

The This Thing of Ours chapter will detail the various strategies and intricacies of the criminal tug-of-war. As you complete plot missions (detailed in Chapter 6: The Rise of a Don), you will also have to attack, defend, and often bounce from city to city as you maintain power. Use the This Thing of Ours chapter to learn how to best attain and maintain power as you climb the underground criminal ladder.



The Rise of a Don Section

Unlike the This Thing of Ours chapter, the Rise of a Don chapter covers the main plot of the *Godfather II*. This chapter covers only the main missions, but occasionally mentions alternate options or plans of attack. Although you will often fly from city to city, the chapter will detail all of the key items, locations, and businesses as you first enter each city. So when you first arrive in Miami, for example, you will have all of the info for every business in the city before you even get started on the main missions.

When the time comes for you to take over certain businesses, you can either follow the plan of attack in the walkthrough or select your own business to attack from the beginning of the Miami section. All the while, however, you will have to use the strategy from Chapter 3: This Thing of Ours to keep with the ebb and flow of your criminal enterprise.

Crime Ring Businesses: Drugs

Drugs are a dangerous business, and some families refuse to get involved. Whoever controls this crime ring will be flush with cash, but it comes at a cost.

Crime Ring Bonus: Control 4 of 4 to double crime ring income.

Note: Ten SanicCo businesses are in Miami, the other two are in Miami.

SanicCo Incineration

Initially Controlled by: Carmine Rosato
Maximum Guards: 15
Points of Entry: Front door; rear ladder leading onto roof and into small second floor room

Daily Income: \$1,125.00

SanicCo Incineration can be breached two different ways. The easiest way is to look at the front door and sneak up on the guard that is watching TV. This path leads to the lower labyrinthine level. The second way is by means of a ladder at the rear of the building that leads to the roof. From there you can take another ladder into the building. It's a bit tedious, but it leads into a small room where you can easily be ambushed. The electrical box is in the small, second floor room (where the roof ladder leads), while the gas main is attached to the left wall of the building.

Proprietor: Jimmy De Luca
Proprietor Weak Spot: Use firearms

SanicCo Dump and Disposal

Initially Controlled by: Carmine Rosato
Maximum Guards: 10
Points of Entry: Front door; just beyond gates; rear destructible door (identifications expert required) after destroying destructible wall

Daily Income: \$1,375.00

SanicCo Dump and Disposal has two main entrances, front and rear. While the front entrance requires less force to open (it's an smoked door), the guards tend to post near the front gates, making it a bit more difficult to approach. The rear wall can be destroyed by a demo expert and is right next to a destructible door (also requires demo expert), but immediately grants access to the proprietor. The gas main is directly in front of the building, while the electrical box is in the first room after entering through the front door.

Proprietor: Jim Duncan
Proprietor Weak Spot: Threatening with firearms

The Rise of a Don

Banks

Liberty Bank

Points of Entry: Front door; back wall (demo expert required); side door (driver required)
The Take: \$10,000,000
Number of Guards: 2

Amount in Safe: \$2,800,000

Liberty Bank is not hard to take down. If you approach from the front, be sure to cut the electrical lines—located along the left wall—before doing so. That way the teller can't call the cops. To sneak up on the pair of guards inside, have a bruiser bust through the door on the building's right wall and creep in through the tellers' break room. The fastest way to take the bank, however, is to pay off the cops before approaching, then blast through the left wall (with a demo expert) directly into the vault. The gas main is to the right of the destructible wall.

Tip: Always remember to have a getaway vehicle nearby whenever robbing a bank hold.

Compounds

Carlino Compound

This is your starting compound. Before getting access to your first safehouse, you can stop here to stock up on ammo, recruit new soldiers, or pick up missions from Don Michael Corleone.

Tip: There is also a Level 2 shotgun upgrade near the compound. Order an assassin to turn the fuel tank behind the compound to find it.

Carmine Rosato Compound

Carmine Rosato's compound is surprisingly straightforward. Although there is a front door, the best method of entrance is through the destructible side door on the building's left. While entering, be careful not to get flanked by the guards in the guest house, which is just left of the main building. Use the cars in the driveway as distraction by setting them on fire when you attack.

Tip: There is a Level 2 Magnum upgrade inside Carmine's compound. The second track in the short hall containing two bruise trucks.

Coming Up: Street Smarts



Family Man

Your loyalty and hard work means your star is on the rise in the Corleone Family. As Aldo Trapani's lieutenant, you've been there to make sure the family's New York operations have continued to run smoothly. If you've learned anything, it's that complacency is no way to get to the head of the table. Sure, you've got the drive and ambition, but mastering the tricks of the trade is what will make all the difference. Whether you're managing your crew, shaking down local businesses, or eliminating the competition, you've got to know how to earn the respect of your friends while instilling fear in your enemies. Luckily, this training section teaches you how to do just that.

Caution

Spoiler Alert! This guide reveals every detail you'll need in your rise to power, including the locations of important people and objects, along with a lot of other game-changing information. Keep this in mind as you read this book.

Getting Started

The Main Menu

You can use the main menu to select from the following submenus:

New Game: Begin a new game.

Resume Game: Load any previous missions you've begun.

Play online: Take your crime spree online.

Options: The Options submenu is discussed in greater detail below.

Unlocks: Unlock useful tools of the trade. You must be signed in to your online account to access these features.

Credits: List the fine folks who created the game.

Bonus Materials: Access to trailers for upcoming games.

The Options Menu

There are four options available to you here:

Game Options: This section allows you to make adjustments to the camera and movement controls, as well as enable and disable your controller's vibration feature.

Tip

Of all your options, game controls are the most important. Find settings suitable to your play style quickly to avoid many unnecessary deaths.

Audio Options: Access this section to turn subtitles off and on, or make adjustments to the game's music and effects volumes

Video Calibration: Use this menu to adjust your brightness settings.

Controller Map: Select this menu to familiarize yourself with the game's controls.



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Starting a Game

This section details the creation of your character.

Mobface

Before hitting the mean streets, you can create your mobster through the Mobface system. This face modeling system allows you to create any type of hardened thug you can imagine.



Note

Press start to accept the default look of the mobster and jump right into the game. Once you start modifying your mobster's face, there's no going back to the default look.

The Usual Suspects: Mobface

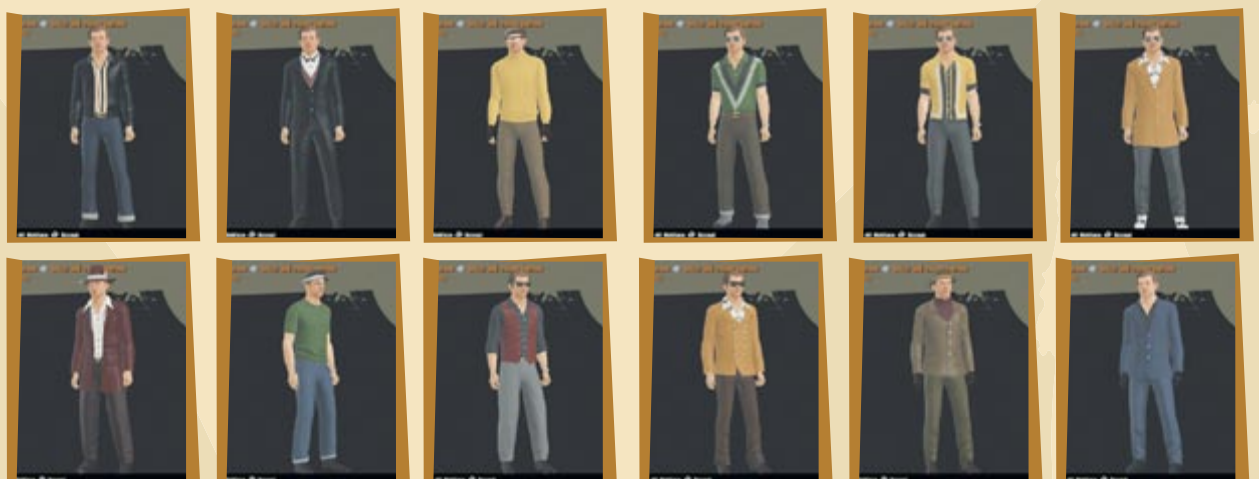


Tailoring

Whoever said that the clothes make the man must have been connected. Use the Tailoring system to add a bit of style and panache to your alter ego. Once you have a crew, you can also change their attire here.



The Usual Suspects: Clothing



Basic Controls

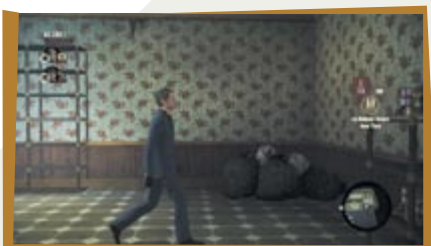
Use this section to gain a little self-control as you take to the streets in search of power, money, and respect. The control scheme varies depending on the game console you are using. Refer to the Controller Map section of the Options menu for additional details.

Walk the Walk

A man's got to know how to carry himself in this world. This section will offer details on how to go about moving through the dark underbelly of society.

You have three speeds when hoofing it:

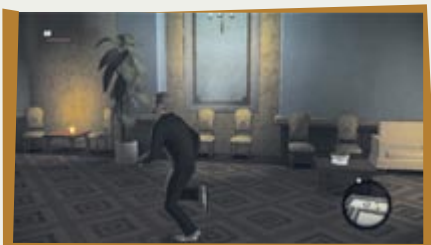
Walking: Use this pace when you're not in a rush, or when you're scoping out safe territory for the first time.



Running: Use this pace when you're in a hurry or looking to make a quick getaway.



Sprinting: This is the fastest way to travel on foot. Sprint by tapping the run button in quick succession.



Use it in any situation that requires fleet feet (such as running out of a building after bombing it, chasing down an enemy, etc.). Your speed skill determines how long you can sprint. In multiplayer, you can only sprint in short bursts.

Turning Left and Right: Use the left analog stick to adjust the direction in which you are moving.

Turning Around: Press the left analog stick in the opposite direction in which you are looking to perform an about-face.

Turning the Camera: Turning the right analog stick allows you to view your character and surroundings in a 360-degree circle. Camera turns are useful for peeking around corners or watching your own back.

The Camera Pitch: Move the right analog stick up and down to see above and below you. Use it to peer over ledges or look up at surrounding buildings.

Tip

Rather than using the left analog stick to make turns, a great way to keep your eyes on the path ahead is to adjust the camera view to the left or right as you need to make turns. Just keep in mind that this can make sprinting rather difficult.

Other Basic Moves

Crouching:

Press the left analog stick to drop down into a crouched position. Use this move to take



advantage of low cover, such as overturned tables and Jersey barriers. Of course, moving in a crouch severely limits your speed. However, firing weapons from this position makes you a much more accurate shooter.

Crouching and Moving: Moving in a crouched position is a great way to get the drop on unsuspecting enemies, as it limits the noise you make. If you're the type of assassin that likes to get up close and personal, this maneuver will prove invaluable.

Vaulting: When the front door just won't work, remember that all of the breakable windows in



stores and buildings have sills that you can vault over. You can also vault over some (but not all) low walls. If the Vault icon appears, you can perform this move.

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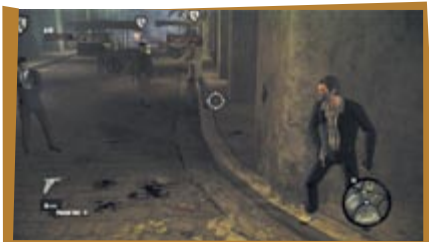
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Wall Cover:

Before a firefight, it's good to know what you're up against. During a firefight, it's good to have something

between you and your opponents (besides bullets). Wall cover is a great way to achieve both of these objectives. Just keep in mind that using wall cover can make you vulnerable if your enemies try to catch you in a rush.



Tip

Use wall cover to your advantage when taking out enemies in the distance. You can also use it to scope out a room before entering.

Behind the Wheel

In your rise to power, you'll be expected to travel to many a far-flung corner of the cities you visit. Knowing how to handle yourself behind the wheel is crucial not only for travelling from point to point, but also for making a successful getaway when the cops show up. This section tells you everything you need to know about using vehicles.

Vehicle Turning:

Similar to travelling on foot, use the left analog stick to navigate turns.



Camera Turning: Using the right analog stick, you can move the camera to take in your surroundings. Clicking in on the right analog stick allows you to look behind you.

Accelerate: Use the right trigger button to pick up speed.

Brake: The left trigger button allows you to brake. From a complete stop, you can also use this button to reverse.

Note

If using the triggers to accelerate and brake is not to your liking, you can also use the corresponding buttons to drive. Use **A** or **X** to accelerate and **X** or **■** to brake.

Powerslide: Use this maneuver to make tight turns. It's a great way to evade pursuit.

Crew Shoot/Crew Return: Press the left shoulder button to have your crew lean out and shoot from your vehicle. Press it again to recall them. Just keep in mind that, as the driver, it's up to you to position the vehicle to help line up shots.

The Heads-Up Display (HUD)

Having a good head on your shoulders is important to your success and survival as you come up in the Family. A big part of this is knowing how to make sense of your surroundings. The world is yours for the taking, and this section helps you in your climb to the top.



There's a lot of important information that shows up in the head-up display. Knowing what each of these icons represents is crucial to your success.

1. **Money:** This section indicates how much cash you have just acquired.
2. **Your Health:** The bar keeps you informed of your health. As you take damage, also pay attention to the blood spatters onscreen to note how close you are to biting the big one.
3. **Target:** This shows your current target's name, health, and—if they're a business owner—breaking point and boiling point. Pay close attention to the bottom bar while you intimidate them to not push them too far.
4. **Minimap:** This small circular map offers a view of your position. Use it to pinpoint objectives or nail down a cross-street during a getaway.
5. **Crew Details:** As you hire men into your crew, their health bars and specialty icons are listed here. A target reticle indicates that they are in a firefight while a walking outline indicates they are following you.
6. **Current Weapon and Ammo:** This icon represents your currently equipped weapon and ammo count.
7. **Reticle:** While brandishing a weapon, its corresponding reticle appears at the center of the screen. Reticle appearance depends on which weapon you're using.
8. **Special Notice:** Special notes often appear onscreen to inform you of something important.
9. **Alert Notes:** From time to time, special alerts from Tom Hagen appear here. They can range from notices of attacks on your businesses or details on a place you're currently taking over.

Using the Minimap

Knowing how to recognize certain icons on your minimap can make your rise to power a great deal easier. Learn the icon list below to know where you're going and where to go.

Green X: Mission destination (appears for critical-path missions only).

Purple Flag: Player set way point.

Red Reticle: Location of made man marked for death.

Green square: Door or entryway in floor plans.

N: Always points to north.

Family Crest: Every family has its own crest. These appear on the minimap to show that a business is controlled by that particular family.

Airplane: Airport location.

Blue Cross: Hospital location.

House: Safehouse location.

Red Eye: Witness to a crime.

\$: Bank location.

Badge: Police Station location.

Street Sign: Person of interest, Job giver, or Corrupt official (who wants a favor).



Note

The minimap will zoom out when you're driving at high speeds.

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Talk the Talk



Getting to know the city's inhabitants is a vital part of your journey through the Family ranks. In addition to learning about a city's culture, you can also track down critical information about an objective or target.

Casual Conversation: You can spark up a discussion with anyone who isn't either shooting at you, or terrified of you. This includes pedestrians, store patrons, police officers, and anyone else that has a small shield icon over their head.

Deep Conversation: Individuals that have the puppet icon over their heads can impart crucial information regarding objectives. Discussions with these individuals allow you to advance through the game.

Side Conversation: Characters with the key or money icons hovering over their heads offer you vital information or some extra cash in return for a favor—which often involves a felony of some sort.

Combat Controls

Becoming a Don isn't an honor that's just going to fall in your lap. You won't get there through charm and good looks alone. It requires that you be able to handle yourself in a scrape. Combat comes in two general forms: melee and weapon-based. This section teaches you everything you need to know about protecting yourself and dishing out some serious punishment.

BlackHanded Complement

Growing up on the mean streets has taught you a lot of useful skills. Chief among these are your hand-to-hand skills. Brutal and efficient, this fighting technique is commonly known amongst families as BlackHand combat. Though hand-to-hand combat will often be your first method for ... "bargaining" with someone, it often takes a back seat to weapons-based combat. Because that is so, consider your hand-to-hand combat a complement to your wide arsenal of skills.

BlackHand techniques, however, are often your primary method of coercion against business owners who have yet to fall under your thumb.

Tip

Target Lock is not necessary when using your BlackHand techniques. This is mainly because you're getting up close and personal with your opponent.

Punches

The left and right triggers represent your left and right hands respectively.



Pull each trigger to deliver a hard blow with the respective fist. By alternating between the triggers you can also perform special attacks like breaking a target's arm or kicking him in the leg.

Tip

Switch up your punches to keep your enemy off his guard. You'll be able to throw more punches this way.

Blocking

Like you, most of the Family members you face off against are skilled in fisticuffs.



Putting up a solid block is just as important as throwing a jab. Press and hold the block button to safely absorb incoming attacks.

Tip Blocking is a great way to create an opening during a fist fight. After you've successfully blocked an opponent's blows, sock it to him!

The Grab

Press and hold the left and right punch buttons simultaneously to grab your foe. Once you have him at your tender mercies, you have a number of options for how you go about dealing with your target.



Tip Aside from manhandling grabbed targets, you can also toss the poor saps off rooftops or into oncoming traffic. It's not the cleanest way to dispatch enemies, but no one ever said things wouldn't get messy.

Throws and Environmental Attacks

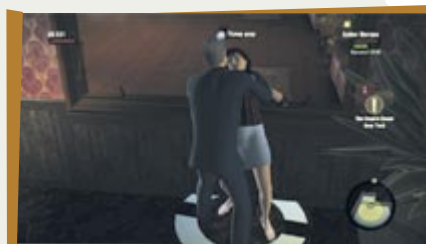
While grabbing a foe, you can push the left analog stick to the left or right while releasing both punch buttons to send your prey reeling across the room and onto the floor. This is great for getting someone out of your way or roughing up a stubborn shopkeeper.



Other effective ways to employ the grab attack include using your environment as a blunt instrument. If you have your opponent against a wall, you can press up on the left analog stick to slam him into it. If you're near a table, press the left analog stick left or right to bash him into it.



If you really want to give your enemy a fright, maneuver him to a ledge or window and push him over it (or through the window) without letting go. From here, you can either simply let him go, or toss him over the edge. Dangling an enemy over a ledge *without* killing him is an effective intimidation technique when running an extortion scheme.



Note

If playing on the PS3, you can gesture to throw and do environmental attacks once grabbed.

Strangling



A lethal counterpart to the grab attack is strangling. In addition to being silently lethal, it's a

great way to send a ripple of fear through a rival family when dispatching one of their made men. To execute this move, press in on both analog sticks while grabbing an opponent.

In addition to your own two mitts, you can use the garrote to strangle an opponent. You need to first acquire the garrote. Once you have it, equip it via the Weapon Wheel. Although the principles are the same, the technique is entirely different. When using the garrote, you need to catch your opponent unaware. To do this, go into a crouch and use the Target Lock as you approach from behind your opponent. Once in position, press in on both punch buttons to garrote your target.



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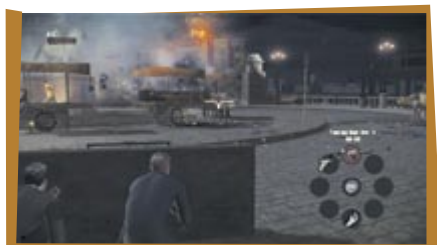
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The Way of the Gun



No matter how good your right hook might be, knowing how to handle a gun is vital to your survival. This portion of the guide gives you the lowdown on how to use the various firearms in your arsenal to maximum effect.

The Weapon Wheel



A number of weapons are at your disposal and keeping them close at hand ensures that you live to

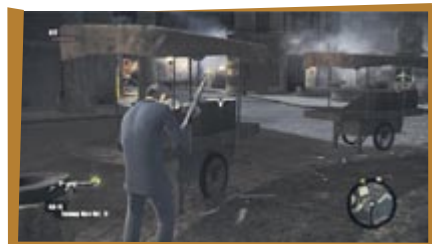
see your dreams of power come to fruition. Naturally, you can always count on your own two hands to get the job done, but certain situations may call for something more. Pressing and holding the weapon select button accesses the Weapon Wheel. While holding the weapon select button, push the right analog stick in the direction of the weapon you want to use. Once equipped, this weapon becomes your default weapon, and tapping the weapon select button again draws that weapon.

Tip

Brandishing a weapon needlessly can bring a lot of unwanted attention. In addition to sending bystanders into a panic, you'll find that cops and rival gangsters will take a keen interest in you. Keep your weapon holstered until you really need it.

Reloading

Of all of Family life's various hazards, an empty clip is one of the more fatal. Use the reload

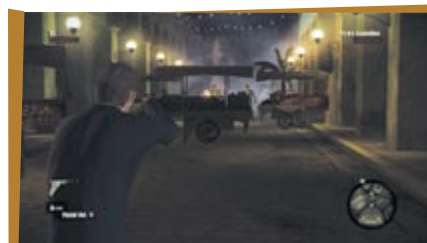


to stay in the fight at all times. Just keep in mind that reloading leaves you vulnerable to enemy fire. Try to wait for a lull in the firefight, or duck behind cover to minimize the danger. Once you're safe, tap the reload button to safely replenish your weapon's ammo.

Tip

Always pay close attention to your ammo count. If you're running low on ammo for a particular weapon, begin thinking ahead to the next weapon you'll need in the firefight. The only thing worse than reloading mid-fight is finding that you're already empty.

Fire Away



Press the right trigger to let loose with whatever heat you happen to be packing. Doing this

alone will have you shooting from the hip. It's not entirely accurate, but it's a good way to lure enemies out from behind cover.

Locking On



Pressing the Target Lock button in a firefight allows you to lock on and engage a particular

target. This method is a great deal less haphazard than shooting from the hip. If you find that you want to switch targets, simply press the Target Lock button again to focus on someone else.

While locked onto a target, your movements are dictated by your targets.' That means that if you're trying to run left while locked on to someone, you'll strafe left while facing the target on the right. Keep this in mind during firefights because you can easily run into a group of enemies if you're not paying attention.

Precision Targeting

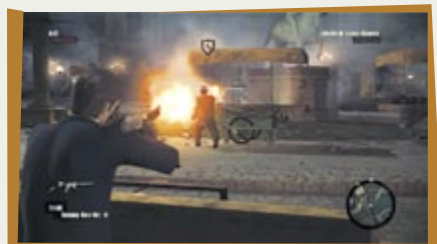
Dispatching foes quickly can often be half the battle in a shootout, so familiarize yourself with the Precision Targeting technique. While locked onto an enemy, you can use the right analog stick to target specific body parts. Headshots will eliminate your opponent quickly, however, blasting him in the knee caps will slow him down long enough for you to have a few words with him.



Similarly, putting a bullet in an enemy's weapon hand will disarm him long enough for you to finish him off, interrogate him, or take care of whatever business you have with him. To increase your accuracy, however, allow the reticle to shrink to a fine point before firing. The wider the reticle is, the wider (and less accurate) your shot will be.

Tip Firing from a crouched position also increases your accuracy.

Firing from Cover



Fire from a crouched position, using vehicles and crates for cover as you target enemies. You'll

leave cover as long as you're firing, but once you stop,

you'll return to the safety of your cover position. Try to line up your shot from the safety of cover before you open fire.

Caution

Some cover, like wooden crates, doesn't hold up well to bullets, so choose your cover wisely.



In addition to providing a safe vantage point from which to survey unfamiliar territory, you can also fire from wall cover. Like crouched firing, you can also use wall cover to line up your shots. When you've got a bead on your target, pull the trigger to leave cover and fire your weapon. Once you cease firing, you automatically return to cover.

Tip

Use the safety of wall cover to reload during a firefight. This decrease your chances of suffering acute lead poisoning.

Free-Aim Firing

As long as you have a weapon drawn, a targeting reticle will display on the screen. This reticle appears gray as long as you don't have a target in your sights. When targeting a foe, the reticle turns red. When targeting an innocent bystander or ally, this reticle appears green. You can use this to discern friend from foe in a heavy firefight.



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Free aim is an effective means of dispatching your enemies and you can use this in lieu of the Target Lock feature. Simply use the right analog stick to accurately target the opposition and let loose.

Single-Shot Versus Burst Weapons

The weapons in your arsenal are divided into two basic groups: single-shot and burst. Single-shot weapons like the Magnum serve you best when precision aiming is called for. Burst weapons like the Thompson machine gun are better for dealing with large groups of foes.



As one might expect, knowing when to use single-shot versus burst weapons can spell the difference between increasing your chances of success or a short hospital stay. Because burst weapons tend to have stronger recoil, they can be less accurate when firing. Keep in mind the strengths of both types of weapons before entering a firefight.

Single-shot weapons are great for:

- Taking down enemies one by one
- Targeting enemies hiding behind objects
- Headshots
- Precision shooting (arms, legs, etc.)

Burst-fire weapons are great for:

- Taking down larger mobs
- Firing on enemy vehicles
- Blowing up distant explosives such as gas tanks and flaming barrels
- Shredding through an enemy's flimsy cover

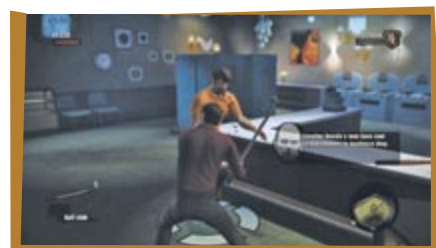
Weapon Upgrades

As you climb the ranks, improve the tools of your trade by finding weapon upgrades. Once you find the upgrade, this weapon is immediately available to you. When you're facing a particularly challenging objective, weapon upgrades often make all the difference.

You can also equip your crew with upgraded weapons. Take them online and earn honors, which will earn you weapon licenses. Once your crew have the necessary licenses, you can purchase weapon upgrades for them. From the Don's View menu, select your family, then the desired soldier you want to upgrade and buy him your weapon upgrade of choice.

Melee Weapons

Melee weapons, such as a baseball bat, work in the same way as throwing punches. Simply pull the punch



buttons and knock your enemy out of the park. Just keep in mind that you can't use the Target Lock feature when using melee weapons.

Throwing Explosives

When equipped, explosives like Molotovs can be thrown using the right punch (or fire) button, while you aim with the left analog stick. Since they are lobbed, use the Target Lock to ensure that you hit the mark. These weapons are particularly effective when dealing with large groups of enemies. Just make sure you and your crew are clear of the blast radius.

Tip

Access your explosives by using the D-pad while your Weapon Wheel is onscreen.

Here's to Your Health



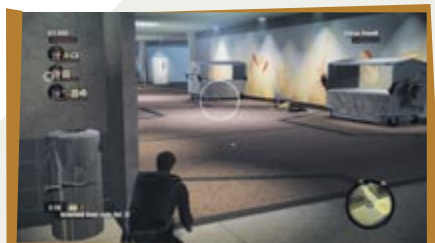
In addition to the array of weapons that you'll find scattered about an enemy compound or racket, keep an eye out for bottles of health. A good stiff drink is sure to chase that gut wound away.

The Art of War



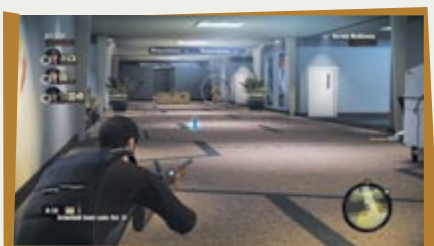
It's easy to be a blunt instrument in the thick of a firefight. It's also foolhardy. You have a crew for a reason, and it's not just to keep you company. Using your men to maximum effect is a great way to secure victory, even when the odds are stacked against you. This section helps you delegate the difficult work of becoming a Don.

Leapfrogging



Taking down a rival family's rackets or compounds is no easy feat. Not only are they unfamiliar territory, they're also heavily guarded a lot of the time. Charging in is a surefire way to get you

and your crew whacked. A better approach is to send your crew ahead. Once they've settled into position, you can push ahead beyond them. Repeat these steps as you make your way through enemy territory.



While leapfrogging may not be the fastest method of infiltration, it is preferable to rushing in guns blazing and running headfirst into an ambush. Use the leapfrogging technique to carefully and methodically eliminate all enemies as you approach a dangerous area. Leapfrogging is not good in places with little cover or wide open areas where you can be easily flanked.

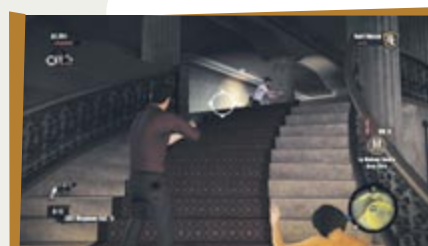
Caution

Always make sure that you're directing your crew to positions that offer cover, otherwise your foes will just turn them into mincemeat.

Divide and Conquer



your ground. This creates a great field of fire and seriously limits the cover available to the opposition.



Use the divide and conquer technique in long, wide areas where enemies can easily flank you. The more area you cover between your crew and yourself, the safer you'll be. The main drawback to this technique is that you'll often be separated from your crew. If you take too much damage or find yourself overwhelmed, your medic might have difficulty reaching you in time.

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Taking Point



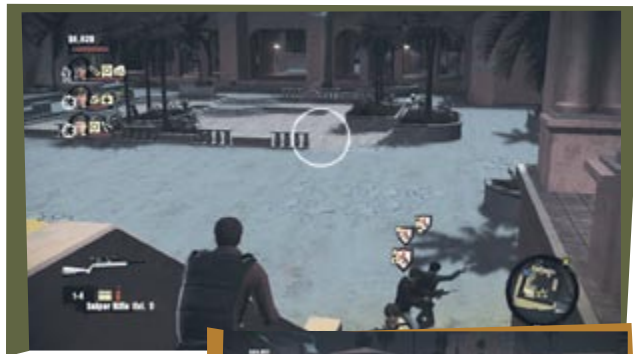
A good leader knows how to use a strategy, but he also has to know how to fight. Whistle to

your crew to have them fall in line. Once they're bringing up the rear, you are now free to lead the charge and show your men why you're the Don. Taking point is often useful in areas where you might be ambushed by sneaky enemies. If you're going into an area where you're more likely to take fire from above, take point to make sure your crew doesn't get wiped out.



Once you've established a safe approach, relinquish your lead position and send your men in using any of the other techniques. Taking point is not always the way to go, though. If you're low on health, need a specialist to take care of a job, or lack sufficient firepower, let your men take the lead instead.

Cover and Suppressing Fire



When pulling advanced maneuvers like leapfrogging and the divide and conquer technique, it's important that you keep your enemies' heads down. Whenever you send your crew ahead, lay down some heavy fire to keep the opposition busy while your men get into position. Likewise, wait for your crew to get in position and begin laying down some fire of their own before venturing into the open.



It may seem like an inconsequential thing to do, to lay down suppressing fire, but by not doing so you can leave your crew vulnerable to enemy bullets and find yourself standing all alone in the middle of a firefight. Don't underestimate the importance of laying down cover and suppressing fire!



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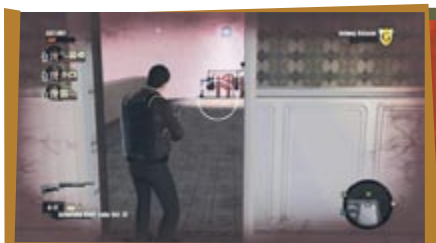
This thing of ours goes by many names—organized crime, the Mafia, Cosa Nostra, and so on. What none of those names convey, however, is the delicate balance of give and take between rival families, the violent tug-of-war where “mom and pop” businesses become valuable commodities, and the intense chess game where made men are pawns, rooks, bishops, and knights. The only way to truly experience those nuances is to put on your black leather gloves, don a trench coat, and head out into the city to make your way up the underworld ranks.

The world of the *Godfather II* is a living, breathing playground teeming with people who need dark favors, businesses begging to become fronts, and wiseguys looking for a foot in the door to this thing of ours. The following pages will teach you everything you need to know about this (under) world and how to best make your way through it.

Last Man Standing

Your goal is to be the last man standing. Each city—New York, Miami, and Havana—is home to several families that maintain control over the city’s small businesses and rackets. Though your ultimate goal is to get rid of all rival families, there are several ways for you to approach your task.

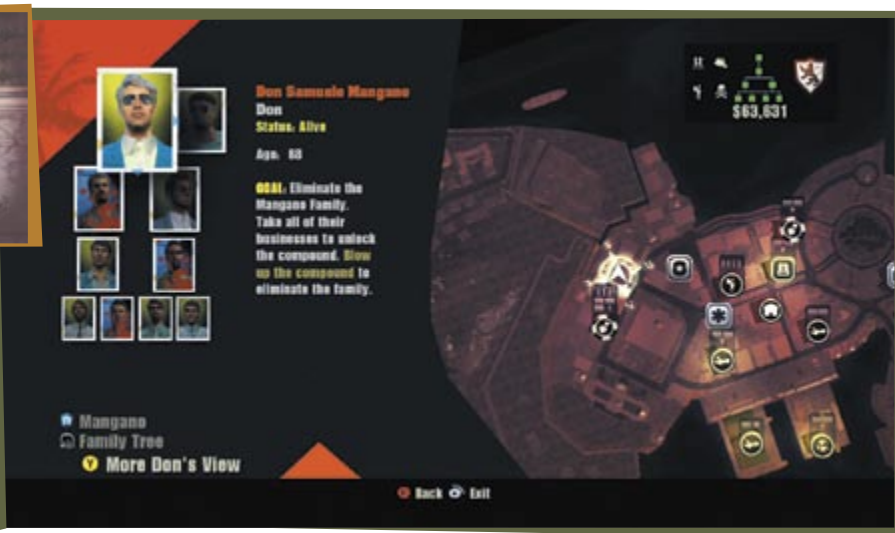
The Head of the Snake



The first and most obvious way to take down a family is to cut off the head of the snake. Storm the family’s compound, assassinate the boss, and blow up his home to permanently eliminate the rival family. The only way to make a successful attempt on a rival family boss is to assassinate him, then blow up his compound with all the skills of a demolitions expert. If you don’t have a demolitions expert in your crew, don’t bother attacking the boss at his home.

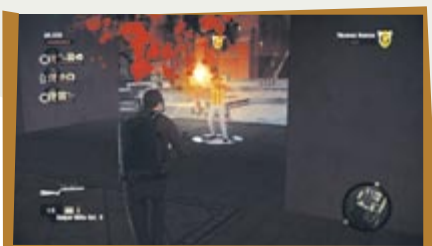
Note

The Boss’s compound only unlocks after you take away all of his venues. You don’t have to take out his made men; as long as you take over all of his businesses and rackets, his compound will open up for attack.

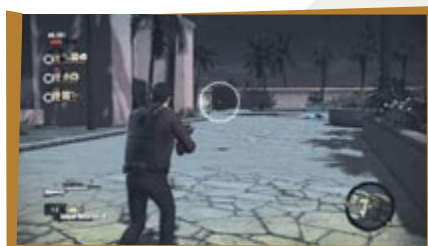


The down side to going straight for the head is that without softening up the family, your attack on the compound will be met with a lot of resistance. The rival family will have all of its crime ring bonuses and the compound will be crawling with made men ready to die for their boss.

Still, if you're hell-bent on attacking the compound right away, there are a few precautions you can take to



increase your chances of success. Begin by recruiting a diverse crew. Enlist a demolitions expert, an engineer, a bruiser, and a medic or two. The more skills you have at your disposal, the higher your chances of coming out of it alive. Once you've assigned your crew, spend a few bucks on your soldiers to increase their abilities. Upgrade their weapons and special abilities.



The second, and most obvious strategy is to plan ahead. Rather than rush the compound and infiltrate the

main house immediately, carefully circle the main house and eliminate all the guards outside. Scout the various possible entrances and only enter the main house until after you've made sure that the outside is clear.

Caution

The main house of the compound is a hornet's nest. No matter how much resistance you encounter outside the walls of the house, once you enter, the heat really turns up! If you rush in blindly, you'll get burned.

Whittle Down the Base

To take down a family, you must eliminate its boss.



Unfortunately for you, each boss always has a strong support base under

him in the form of underbosses, capos, and soldiers. If you were to attack the boss of a family at his compound, you'd run headfirst into his men, who are armed to the teeth. To circumvent this obstacle, whittle down the boss's men before attacking. To do so, you must learn the locations and kill conditions for the boss's made men.

The only way to dispatch the made men for good is to execute them by fulfilling their kill condition. If you don't fulfill the kill condition, the target will recover at the hospital and return to business as usual before long. You can seize the opportunity and attack the compound while a made man is temporarily out of commission, but you'll run the risk of allowing him to recover and rejoin the fight in time to make a difference.



Instead, find people in need of favors to learn the kill conditions for your targets. After fulfilling your end of the favor, you'll be granted all the information you need to dispatch made men for good. It may be a bit more time consuming to hunt down each of your rival families' made men, but in the end, it's the best way to make your assault on the rival compound a lot easier.

Tip

The higher the made man is on the rival family's family tree, the stronger he is. If you don't take out all of the rival made men, at the very least clip the capos and the underboss.

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Stripping Down the Defense



Taking over all of a rival family's businesses isn't just a requirement

before attacking their compound; it also strips their defenses and weakens them prior to your



attack. If a rival family's guards have bulletproof vests, for example, remove their bonus by taking the crime ring that provides them the vests. You can simply bomb one of the businesses in the crime ring to shut down the business and break up the ring.

Once the ring is yours, it is removed from the opposing family's guards at the compound, and the family's other businesses are significantly weakened. Remember that simply bombing a business will remove the bonus that business provides, but it won't change the ownership of the business. If you're trying to unlock the compound, you must take over their business.

A Little Bit of This, A Little Bit of That



By far, the most effective strategy for taking down a rival family is to take down a boss's made men and simultaneously remove the crime ring bonuses. The weaker the family is when you attack, the greater your chances of success at the rival compound. After taking out a rival family's made men and crime ring bonuses, carefully plan your assault on the compound.

Even though the compound's defenses have been weakened, that doesn't mean that you can waltz into



the compound and take care of business. You must still scope the joint to find the best entrance and prepare your crew before you attack.

Building an Empire

Although the ultimate goal is to be the last man standing, your goal at any given moment is to build your empire. That means that you must accumulate wealth, take over rackets and fronts, and strengthen your family. By building your empire, you will shrink the rival families' empires and position yourself in a way to easily eliminate all of the remaining families in the end.

Crime Rings and Bonuses

As mentioned before, controlling every businesses in a particular crime ring will grant your family a specific bonus. Controlling all four businesses in a drug ring, for example, will double your drug rackets income. Controlling all of the businesses in a diamond smuggling ring will grant your family a bulletproof vest bonus, and so on. The reasons for controlling a crime ring are plenty. Not only do you want to remove the bonuses from the rival families, but you need many of the bonuses to help you in your rise to power.

Of course, after you've taken control of a crime ring, you can lose it just as easily as you gained it. If you lose operations in only one of the businesses in a crime ring by losing it to a rival family or due to a bombing, it will break the ring and deactivate your bonus until you reacquire the business or rebuild the bombed building.



Because it's so easy to lose the bonus, it's of paramount importance that you protect your interests. Immediately after taking over a business, hire guards to protect it. If a rival family attacks and attempts to take a business from you, they'll have to eliminate all of your guards to do so. The more guards you have at a racket, the harder it will be to take over. If a family can't take over a business, they'll resort to bombing it and shutting it down. While a bombed business does you no good, it's better than the alternative—at least it's still in your control until it is rebuilt.

Tip

You can also send made men from your crew to help your guards defend a business that is under attack.

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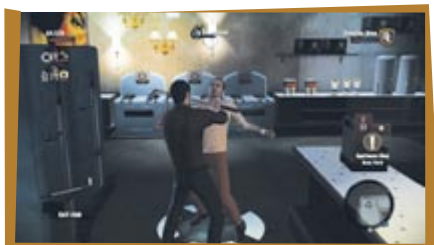
Rackets and Extortable Businesses



Rackets and fronts are the lifeblood of your criminal empire. Though every business that can be taken over is unique, all businesses have some similarities. Every business will have a proprietor with an intimidation weakness, a safe that can be cracked for extra moola, and a certain number of guards it can accommodate. The keys to success in taking over the racket are knowing the proprietor's weakness and having the right men for the job.

If a proprietor's weakness is property damage, take an arsonist and set the place ablaze (assuming the business has a flammable area). If the proprietor is hiding behind a locked door, bring a bruiser and have him bust down the door. Remember to always case the joint before you attempt to take it over.

Make no mistake about it, though. Every racket will be well guarded by the controlling family. Before you can even reach the proprietor, you should eliminate all or most of the guards. If you send men to take over a business remotely, they will kill all the guards.



Tip

While you don't have to whack every guard at a business, it does make it easier for you to intimidate the proprietor in peace.

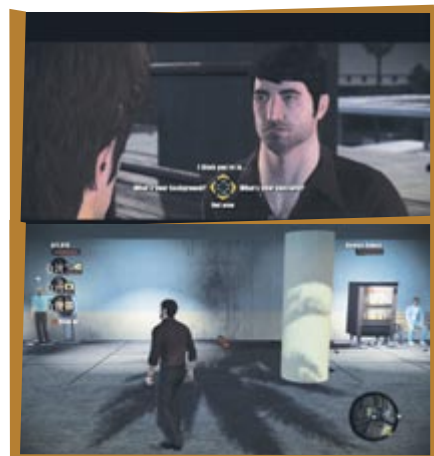
Note

Rackets contribute to a crime ring. Extortable businesses only contribute to your bankroll.

The Right Man for the Job

As your power grows, so does your family. Slowly you will be able to recruit more men and enlist them into your family. When selecting a man to enlist, consider every option. If you've already got a

safecracker, for example, hire a man with a specialty your family doesn't have. That way, whenever you approach any given situation you'll have all of the tools at your disposal to come out of it on top.



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There are six different skill specialties:



Medic: Heals fallen crew members.



Safecracker: Picks locks to doors and cracks safes.



Bruiser: Busts down certain doors, lowers chances that witnesses will call cops, specializes in hand to hand combat



Engineer: Cuts through chain link fences and phone lines to keep people from calling in reinforcements.



Arsonist: Sets fires to flammable objects and is helpful in intimidating proprietors.



Demolitions Expert: Blows up gas mains to shut down businesses, sets car bombs, destroys certain destructible walls, and is needed to blow up rival family compounds.



By having a well rounded family, you can ensure that you'll always have the right man for the right job.



Family Vs. Crew



A man in your family is ready to go at all times, but can be given a multitude of tasks via the Don's View. A man in your crew, however, is by your side in the thick of things. When attacking

a rival family business enlist men from your family into your crew and take them with you to do the job. If you're not sure what specialties you will need for the job, approach the job with a skeleton crew (a safecracker and/or medic), then call on the last man from the Don's View. If you're in the midst of taking on a business and can't get past the locked door with a fist icon on it, call on your bruiser to join the crew and he'll immediately join you at the site.

The only drawback to not having a crew with you at all times is that if you send a man in the family to bomb a rival racket, you'll have to wait for his cooldown period to expire before you can sign him up to the crew. During a heated back-and forth war with a rival family, you'll need every man you can get.



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However, your men aren't only useful while in your crew. Soldiers not in your crew can be dispatched from the Don's View to bomb rival family businesses or defend your own rackets under attack. Before sending a soldier out on a job, pay close attention to the chances of success at the top of the Don's View.

Tip

Using the Don's View, you can also send men to bomb or take over a rival family's business. After you've gained the services of Tom Hagen as your consigliere, he'll even tell you your odds of success for bombing or takeover attempts.

Favors

Lingering about town are dozens of people in need of favors—dark favors.



As you traverse the three cities, pay close attention to people sauntering around town with icons floating above their heads. Approach these people to hear what they have to say and find out what they need. Some will need you to rough someone up and will happily give you intel on a rival family's made men. Other people may need

something to be "reacquired" from a safe in another part of town and will happily pay you to get it back.

Regardless of the task, the rewards are always valuable. Do favors for people to get intel, fatten your wallet, or to get favors in return, like rebuilding a bombed business instantly or getting your men released from the hospital much faster. While favors are completely optional, the rewards you earn far outweigh any possible inconvenience in going out of your way to complete them.

There are seven different types of rewards for performing favors:



People with this icon will grant you valuable intel on a rival family's made man if you complete their favor.



People with this icon will pay you handsomely if you complete their favor.



People with this icon will help rebuild one of your businesses immediately after it has been bombed.



People with this icon will release your men instantly after they've been arrested.



People with this icon will release your men instantly after they've been hospitalized.



People with this icon will repay you by calling off the cops when they're in pursuit.



People with this icon are corrupt officials that will repay you by setting up a sting for a rival family if you complete their favor.



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Tip

Even though they're not in the favors list above, cops can also be bought. Although they can't be bought by granting them a favor, you can pay off cops with a



floating over their heads. By paying them off, they'll look the other way while you take care of business. This is especially helpful when you want to rob a bank, steal a car, or rough up someone.

Note

Once you have performed the favor one time, you can purchase those rewards from the same corrupt officials.

Moneymaking Schemes

In the world of the *Godfather II*, money is power. The more money you make, the more you'll be able to do what you want, be it upgrade your soldiers, hire guards for your businesses, and so on. However, you must diversify your moneymaking methods. Don't rely solely on one income stream, because if you lose it, you'll be at a severe disadvantage.

Rackets, Fronts, and Crime Rings



Note

By using the proprietor's weak spot while intimidating them, you'll squeeze 25 percent more income from the business!

The most obvious and bountiful supply stream for moola are all forms of extortable businesses and rackets. Whenever you take over one of the rival families' businesses, you take one of their income streams for yourself. Depending on how well you intimidate the proprietor, you can usually get hundreds of dollars more out of them if you take over the business just before reaching their boiling point.

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The more businesses you take over, the more money you will rake in. More importantly, however, are the various bonuses you can get by accumulating crime rings. The drug ring, for example, will double all of your income from that monopoly! Other bonuses will help ensure that you stay on top and keep from losing your valuable businesses. So while not all crime ring bonuses grant you more money, they're infinitely valuable in keeping the money coming in instead of going out.

Tip

After taking over the drug ring, guard it fiercely. The double drug ring income bonus can make the difference between mission success or failure! It is one of the most valuable of all crime ring bonuses.

Banks and Safes

Every city has a local bank or two. Inside are thousands of dollars begging to be snatched. Every bank is different, however, and should be approached thusly. One bank might have a destructible wall at the rear that grants you access directly into the vault. Another bank might be better suited for a more traditional heist right through the front door. Regardless of how you

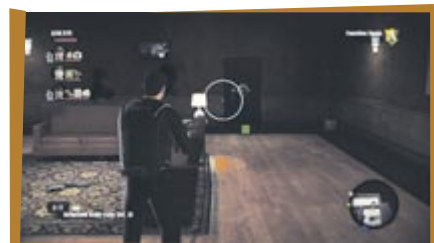


get to the money, the most important thing about pulling off a successful bank job is getting the money out.

After taking the money from the bank, rush back to your safe house to stash it. If the cops catch you after the job, you'll be arrested and the money will be returned to the bank. No two bank jobs are ever the same, but if you follow the tips below, you'll meet with success every time.

1. Always case the joint before you go for the dough. Find the best entrance that allows an easy getaway route.
2. Before entering the bank, park a getaway vehicle nearby and pointed toward your exit route. You don't want to have to make several turns out of a parking lot before you can get back on the road; it'll only slow you down.
3. Bring a safecracker to every bank job.
4. If a bank has an external phone line, have your engineer clip the lines. The bank tellers will not be able to call the cops during the job.
5. Always bring a full crew.
6. Pay off the cops before pulling a bank job. They'll look the other way and allow you more time to get away without hassle.

Aside from banks, nearly every business has a safe that can be cracked (by safecrackers only) for a little



extra cash. Safes can be found at extortable businesses, rackets, fronts, rival family compounds, and banks. The amount of money in each safe varies, so get them all.

Tip

You can crack a safe before or after you've taken over a business or compound. However, banks and other well guarded government buildings can't be taken over, so crack their safes after paying off the cops to ensure success.

Note

While it doesn't provide a constant stream of cash to your wallet like other businesses, blowing up a rival family compound will net you a significant amount of cash:

Compound	Amount
Carmine Rosato	\$10,000.00
Tony Rosato	\$20,000.00
Granados	\$30,000.00
Mangano	\$40,000.00
Almeida	\$50,000.00

Cash Favors



Not all favors pay in cash, but the ones that do can be a nice source of income. On occasion, take a break from completing critical-path missions to take care of a few favors for people around town. Just a few cash favors can increase your funds by double or more!

Craps Games and Money Drops



These last two methods of acquiring money are a bit more random than the others. Scattered across the three cities are dozens of back-alley craps games. At any given moment you could come across several young men kneeling over the ground shooting craps. As they do, their money is on the ground in plain sight. Simply walk over to their game, pick up the money and walk away. More often than not, the craps players won't appreciate you stealing from them and will give chase. If they do, have your bruiser intimidate them or dispatch them any way you see fit.

Another way to increase your funds is to simply pick up the money dropped by dispatched enemies. Any time you kill a rival made man he'll drop a few dollars on the ground. Pick up the money and it's yours, simple as that. While the amount of money they drop may not be enough for a cheesesteak at the corner shop, the dollars add up over time. Every penny counts when you're going to the mattresses.

Using the Don's View

By far, your most useful tool in reaching the top is the Don's View. By accessing the Don's View you can upgrade your soldiers, issue them orders, hire men for your businesses, and even plan your next job. Wise use of the Don's View will ensure that you're always on top of things.



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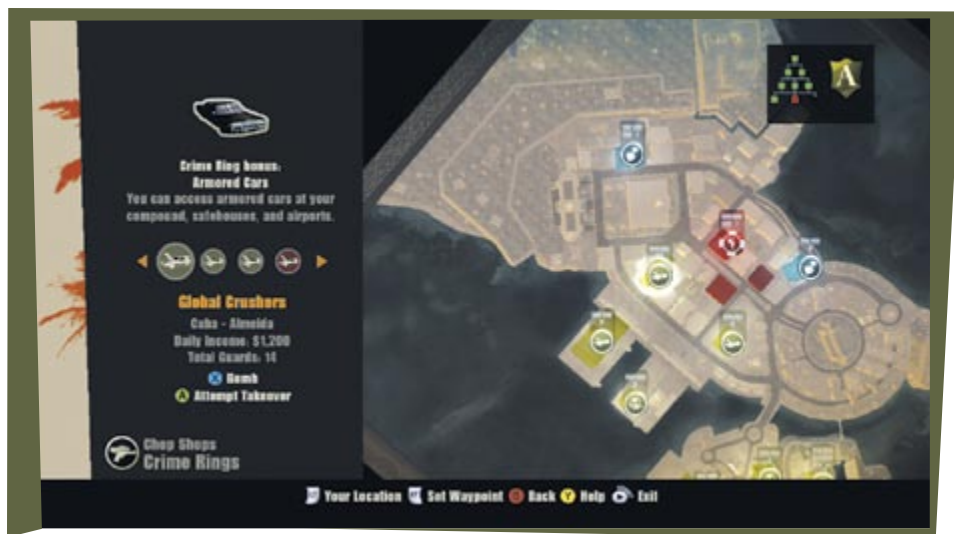
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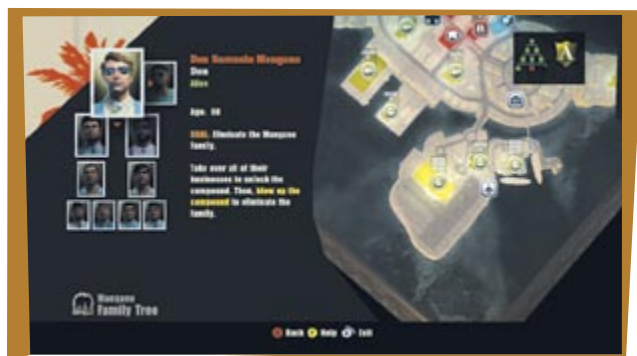
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Map

Everything you need to know is listed on the main map. Looking for the airport? How about a bank to hit? Feel like storming a rival family compound? They're all listed, in detail, on the main map. Select your desired location and the details will pop up—everything from the current controlling family, the maximum amount of guards, and even the option to set a waypoint for minimap navigation during a mission.



Family Screen



In the Family screen you can manage your men and keep track of rival families. Use your Family screen to send men to attack or defend a business, access the Upgrade screen (detailed below), and even promote soldiers to higher levels in the family. For rival families, you can use the Family screen to learn more about the family hierarchy, a made man's location, and his kill condition (provided you've completed the favor to reveal their kill condition).

Marked for Death

Use this option to fire a member of your crew. Marking your minion for death allows you to kill him yourself, freeing a spot in your family tree for you to hire a new crew member.

Upgrade Screen



In the Don's View you can also upgrade your own and your soldiers' skills. Each upgrade costs cash, so be smart in which skills you upgrade and when. Because you can piece together your crew in any order you wish and every crew can be completely different, you can choose which specialty skills to upgrade at your own pace. However, there are some specialists whose skills should be upgraded as soon as possible. Medics are one of the most valuable specialists since they will always keep you in the fight. After medics, safecrackers and demolitions experts should be upgraded as well.

Tip

You can also use the Upgrade screen to purchase new weapons, abilities, and even clothing for your men.

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Don't be fooled by its title; *The Godfather II* is about far more than just one person. The world of organized crime is made of more than just one family. Everyone, from the Don on down, has his or her own story. The following pages detail the cast of characters, their families, and their backgrounds.

Dominic



Though Dominic is actually part of the Corleone bloodline, he's not a part of the family's main branch when it comes to business. Instead, he's a part of Aldo Trapani's branch family. When Aldo falls in Cuba however, Don Michael Corleone asks Dominic to take over as head of his own family. Michael trusts Dominic and believes he has a great future in the family business.

The Families

Each city is inhabited by rival families. Though some arrive in the city later than others, all of the families detailed below will be a thorn in your side ... until you pluck it out.

Carmine Rosato's Family



Boss: Carmine Rosato

Carmine Rosato and his brother, Tony, were once capos in the Corleone Family. But after the death of the Corleone's New York boss, Aldo Trapani, they left the family to start their own gangs. Carmine Rosato is an ambitious man, but his reach often exceeds his grasp. He has a tenuous hold on a handful of rackets and fronts in New York, most of which were taken over from the Corleones. Although his business skills aren't as finely developed as his brother's, Carmine Rosato is resourceful and cunning, and knows that appearing weak can actually be one of his greatest strengths.

UNDERLINGS

UNDERLING	NAME	RANK	BIO	HANGOUT	KILL CONDITION
	Norman Rossi	Capo	Cut his chops with Pete Clamenza's gang; a loyal but misguided enforcer.	Baja Inc. construction site, New York	Execute him with a pistol.
	Jimmy Guidalatto	Soldier	Robbed a bank in Midtown when he was 16; has been on the run ever since.	Spicher Waterfront high-rises, New York	Toss him off a high ledge.
	Franklin Credi	Soldier	Compulsive gambler with a talent for craps; never rolled snake eyes his entire life.	Parking lot of the Federal Building, New York	Strangle the life out of him.
	Clyde Lando	Soldier	Nicknamed "Butterfly"; likes to use a butterfly blade to cut up his enemies.	Under the Midtown Expressway, New York	Run him over with a car.







Tony Rosato's Family

Boss: Tony Rosato



Unlike his brother, Carmine, Tony Rosato is a methodical and patient Don. After breaking from the Corleones, Tony expanded part of his empire into Florida. He keeps his crime rings well defended, and is quick to attack if he sense that his enemies have let down their guard. However, being new to Florida means that Tony Rosato is not as well-connected as his rivals, which forces his family to rely on brute strength if the chips are down.

UNDERLINGS

UNDERLING	NAME	RANK	BIO	HANGOUT	KILL CONDITION
	Leroy Castellani	Capo	Hates loud mouths; has been known to cut off a tongue for some peace and quiet.	Guardia Shipping yards, New York	Tenderize him with a melee weapon.
	Gary Lamberteschi	Capo	Old-timer who ran molasses during Prohibition; knows the best rum joints in New York.	Edgemont Park, New York	Brutalize him with a punch execution.
	Philip Giotti	Capo	Nicknamed "Eyeball"; has a glass eye from being roughed up by state police.	Corman Drive-In Theater, Florida	Toss him off a high ledge.
	Bill Ciompi	Soldier	Cared for his ailing mother for 20 years; he's now making up for lost time.	Federal housing rooftop, New York	Choke him with the garrote wire.
	Richard Ciechi	Soldier	Learned automotive repair in a prison class; now boosts cars faster than ever.	Air Cargo Int'l. storage, New York	Tenderize him with a melee weapon.
	Jimmy Vecchio	Soldier	Cuts the fingers off his victims so they can't be identified by their prints.	Murphy Heights, New York	Put a bullet between his eyes.
	Jerry Gallo	Soldier	Afraid of heights; has his men drive him across the bridge into New York.	Suncoast Hotel and Resort, Florida	Hurl a glass bottle at him for the final blow.
	Clarence Pucci	Soldier	Nicknamed "Lefty"; shoots victims in the left hand to teach them what's right.	Keystone East trailer park, Florida	Strangle the life out of him.

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The Granados

Boss: Rico Granados



Rico Granados rose to prominence as a businessman, working both sides (property, loans) of the real estate market in Miami. His business put Rico into contact with small-time crooks and thugs, who tried to extort him via threats of sabotage or union busting. Rather than be cowed by these hoods, Rico eliminated them, effectively elevating himself to Mafioso status. He has since consolidated power by becoming the top contractor and real estate purchaser in Miami, a position he protects with his small but loyal family of cons and hit men.

UNDERLINGS

UNDERLING	NAME	RANK	BIO	HANGOUT	KILL CONDITION
	Stanely Jimenez	Underboss	Carries a rosary in his breast pocket; says 20 Hail Marys after any kill.	Woldman Storage warehouse, Florida	Strangle the life out of him.
	Theodore Ruiz	Capo	Got hooked on barbiturates during the war; has deadly aim, after his fix.	Walker Mobile Home Park, Florida	Swing for the fences—kill him with a baseball bat.
	Johnny Salazar	Capo	Was a butcher's apprentice as a kid; knows all about "mystery meat."	Plaza del Mar parking facility, Florida	Serve him a Molotov cocktail.
	Anthony Espinoza	Capo	Lost two fingers in a car bombing incident, but still good with pistol.	In the lot next to Richie's Tavern, New York	Get a clean shot with a sniper rifle.
	Paul Morales	Soldier	Broke out of prison five times; on the FBI's manhunt list.	Keystone West cargo storage, Florida	Let a bruiser shank him from behind.
	Thomas Ramos	Soldier	Old-timer who fought in the First World War; a capable survivor.	Dowd's Auto Repair, Florida	Toast him with any kind of explosive.
	Harry Reyes	Soldier	Joined the Granados family after being kicked out of the police academy.	Northside Breakers Causeway	Put a bullet between his eyes.
	Bruce Rivera	Soldier	Once hacked a rival to pieces with a machete; even his own men fear him.	Jardin de Tres Flores, Cuba	Bloody him up using only your fists.

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The Manganos

Boss: Samuele Mangano



Samuele Mangano inherited his crime family from his father, and is part of a long lineage of Sicilian Mafiosos. His small empire is run like a well-oiled machine, and Mangano enforces a strict code of tradition and omertà. Mangano is deeply respected by the community, and not territorially ambitious. His family has been running Sicily for generations, and they have become enormously powerful as a result. Mangano is not complacent, though, and has stayed on top by ruthlessly (and violently) dispatching challengers to his family. His love of tradition extends to Mafia justice; the more “poetic,” the better.

UNDERLINGS

UNDERLING	NAME	RANK	BIO	HANGOUT	KILL CONDITION
	Paolo Riccitello	Consigliere	Born in New York from Sicilian parents; represent Samuele's interests in the U.S.	Mangano compound, Florida	Blow up the Mangano compound.
	Provenzano Proco	Underboss	Upholds the code of omertà; killed his brother for betraying the family.	Willis-Co. fuel depot	Teach him to fly—toss him off a high ledge.
	Giorgio Strozzi	Underboss	Speaks fluent Italian and Spanish; can talk his way out of any bad rap.	Near la Oficina Central de la Policia, Cuba	Break his bones with any melee weapon execution.
	Doffo Spini	Capo	Used to be an enforcer for Bruno Tattaglia before Trapani killed him.	Behind Merit Credit Union, Florida	Slam him into a wall until he croaks.
	Baldo Campi	Capo	Nicknamed “da Becchino”; makes his victims dig a grave before killing them.	Mantanzas Construction, Cuba	Revoke his license by killing him with a car.
	Luchino Uliari	Soldier	Believes himself to be a lady's man; is known to be a lady killer.	South Beach Hospital, Florida	Make it look like a “traffic accident.”
	Giovanni Corbinelli	Soldier	Came to America and fell in love with baseball; now uses a bat to get his way.	St. Rose Medical Center, Florida	Get a clean shot with a sniper rifle.
	Jacopo Vanni	Soldier	A skilled Italian chef; slices his garlic (and his victims) with a razor blade.	JC Junk and Crushing, Florida	Drop him with a Magnum execution.
	Guccio Ferrara	Soldier	Moved to Cuba to evade the Sicilian police; more valuable dead than alive.	Plaza de Reynaldo, Cuba	Slam him against a wall until he dies.

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The Almeidas

Boss: Esteban Almeida



Esteban Almeida is a former rebel fighter who helped overthrow the Batista government, alongside Fidel Castro, Che Guevara, and Esteban's brother Ramon Almeida. Although the new Communist regime denounces organized crime, it knows that it cannot police the entire country. It therefore gives Esteban and his criminal organization a virtual "monopoly" on crime in Cuba, with the guarantee that this new Cuban Mafia stays out of political affairs. Esteban is hypocritical—putting on a face that shows he supports the revolution and its causes, meanwhile profiting from the misery of others. He is a violent and ambitious man, and only kept in check because of loyalty to his brother, Ramon.

UNDERLINGS

UNDERLING	NAME	RANK	BIO	HANGOUT	KILL CONDITION
	Angel de la Paz	Consigliere	A businessman whose loyalty to Esteban saved him during the Revolution.	Almeida compound, Cuba	Blow up the Almeida compound.
	Payo Saaverda	Underboss	Runs a profitable smuggling operation using small planes flying into the States.	On the wall of Catsillo Antiguo, Cuba	Make some holes with a shotgun execution.
	Ramon Viente	Underboss	Almost executed during a political purge; now lives each day like it's his last.	Jerome y Chavez Transporto, Cuba	Make him kneel, then show him no mercy.
	Juan Mazon	Capo	Nicknamed "Compadre"; very connected to Cuba's power players.	Del Rio Docks, Cuba	Execute him up close and personal with a rifle.
	Raul Limonta	Capo	Fought in the Cuban Revolution, but turned to crime to satisfy his blood lust.	Plaza Quezada, Cuba	Crack his skull with any melee weapon execution.
	Jaime Fesser	Capo	Operates out of a funeral home; has been known to bury his rivals alive.	Goldenrest Cemetery, Florida	Bash his brains onto a casket.
	Pablo Benitez de Lugo	Soldier	Leaves a calling card after every hit; known by cops as "El Rey de Picas."	Just off El Camino Vedura, Cuba	Make him eat lead with any automatic weapon.
	Baltasar Barreto	Soldier	Came to Cuba after the Revolution; believes crime and chaos are blood brothers.	Mercado de Santos, Cuba	Serve him a Molotov cocktail.
	Alejandro Almeida	Soldier	A political agitator with criminal ties to Cuba; was his death covered up?	JC Junk and Crushing, Florida	Drop him off a high ledge.

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Possible Recruits

Every city is crawling with Mafioso wannabes. After you take over a business, would-be recruits begin to populate it, hoping to be noticed. Whenever you need to fill a slot in your crew, visit the various locations mentioned here and talk to potential soldiers.

Tip

Once a soldier is a part of your family, upgrade him in the Don's View menu. There you can buy your soldier new weapons as long as they've earned the weapon's license via online play.

NAME	LOCATION	SPECIALTY	HANGOUT	LEVEL
Harvey Datini	New York	Arsonist	Richie's Tavern	2
Roy Giordano	New York	Arsonist	Corleone compound	1
Tommy Cipolla*	New York	Arsonist/Medic	Corleone compound	1
Raymond Costa	New York	Demolitions	Sweet Life Bakery	2
Marvin Pucci	New York	Demolitions	Appliance King	2
Dale De Luca	New York	Demolitions	SaniCo Incineration	2
Bill Bardi	New York	Demolitions	Bridge underpass	2
Richard Rossi	New York	Engineer	SaniCo Dump and Disposal	1
Ronald Esposito	New York	Engineer	Corleone compound	1
Edward Scheraggio	New York	Medic	The Empire Room	1
Leo Rossi	New York	Medic	La Maison Rouge	2
Joe Primanti	New York	Medic	Corleone compound	1
Daniel Orbizzi	New York	Safecracker	The Empire Room	1
Walter Caini	New York	Safecracker	La Maison Rouge	2
Edward Porco	New York	Safecracker	Richie's Tavern	1
Bobby Carregi	New York	Safecracker	Corleone compound	1
Alvin Uzzano	New York	Safecracker/Medic	Northeast of Richie's Tavern	2
Clifford Vacchereccia	Florida	Arsonist	Corman Drive-in Theater	2
Franklin Fogliano	Florida	Arsonist	Basso Oil Fill & Go	2
Leon Castellani	Florida	Arsonist	Astoria construction site	3
Harold Campi	Florida	Arsonist	Basso Oil Refinery	2
Ray Fogliano	Florida	Arsonist/Demolitions	On top of building across from Corman's Drive-in Theater	3
Harvey Salvani	Florida	Demolitions	Basso Oil Depot	2
Ralph Chiaro	Florida	Demolitions	SaniCo Truck Depot	2
Henry Dandolo	Florida	Demolitions	Jersey's Sports Bar	3
Lewis Calvacanti	Florida	Engineer	Berry's Pawn Brokers	2
Leo Ruffoli	Florida	Engineer	Las Palmas	2
Jerry Palagio	Florida	Engineer	Foreplay Pictures	2
Leo Zingane	Florida	Engineer	The Aristocrat	2
Johnny Rizzo	Florida	Engineer	Ausiello's Bar and Grill	2

*This recruit is only available for those who pre-order.

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NAME	LOCATION	SPECIALTY	HANGOUT	LEVEL
Ray Compagni	Florida	Engineer	Lansky's Deli	3
Norman Petriboni	Florida	Engineer	Global Storage	2
Floyd Strazzi	Florida	Engineer	In park across from Lansky's Deli	1
Paul Porcellini	Florida	Bruiser	Elite Diner	1
Henry Strazzi	Florida	Bruiser	Las Palmas	1
Clifford Dati	Florida	Bruiser	The Aristocrat	1
Clyde Petriboni	Florida	Bruiser	Jersey's Sports Bar	1
Leon Pazzi	Florida	Bruiser	Ausiello's Bar and Grill	3
Theodore Strozzi	Florida	Bruiser	Basso Oil Express	2
Gordon Lanzi	Florida	Bruiser	ABF Ltd. construction site	2
Bernard Uzzano	Florida	Bruiser/Medic	Goldenrest Cemetery	2
Leon Pasquini	Florida	Medic	Active Electronics	2
Peter Guerra	Florida	Medic	S&L construction site	3
Lee Manticho	Florida	Medic	In park across from Lansky's Deli	2
Edward Chiaro	Florida	Medic	Ausiello's Bar and Grill	2
Glenn Rizzo	Florida	Medic	Luscious Entertainment	2
Vernon Strazzi	Florida	Safecracker	Jersey's Sports Bar	2
Gary Amidei	Florida	Safecracker	In park across from Lansky's Deli	2
Earl Buondelmonti	Florida	Safecracker	Lansky's Deli	2
Douglas Oltrarno	Florida	Safecracker	Emilio's Packing Company	2
Leroy Petriboni	Florida	Safecracker/Engineer	Las Palmas	3
James Petriboni	Cuba	Demolitions	In the courtyard behind Juan Sizzlios and Corazon De Oro	3
Tommy Mancini	Cuba	Bruiser	Wandering the world near Casino Imperial, outside	3
Alfred Ruffoli	Cuba	Demolitions	Wandering around Villa Costa Verde and the Bank	3
Robert Fogliano	Cuba	Engineer	Small fountain area in front of Battaglia Cement Factory	3
Herbert Batista	Cuba	Medic	Juan Sizzlios	3
Walter Uzzano	Cuba	Bruiser	Casino Imperial	3
Charles Visconti	Cuba	Arsonist	Corazon de Oro	3
Clyde Lamberteschi	Cuba	Safecracker	Juan Sizzlios	3
Alvin Puchi	Cuba	Engineer	Global Imports	3
Ray Ricci	Cuba	Demolitions/Engineer	Between casino and capitol	3
Peter Uffizi	Cuba	Bruiser	Wandering around Villa Costa Verde and the Bank	3
Johnny Ruffoli	Cuba	Demolitions	Battaglia Quarry	3
Wayne Sachetti	Cuba	Arsonist	Casino Imperial	3
Roy Mancini	Cuba	Bruiser/Engineer	Corazon de Oro	3
Jack Pucci	Cuba	Medic	Corazon de Oro	3
Tommy Loschi	Cuba	Bruiser	Casino Havana	3
Philip Borromei	Cuba	Demolitions	Wandering around Villa Costa Verde and the Bank	3
Albert Credi	Cuba	Safecracker	Battaglia Masonry	3
Anthony Oltrarno	Cuba	Engineer	Casino Havana	3
David Fogliano	Cuba	Arsonist	Global Crushers	3
Bruce Bindo	Cuba	Medic	Battaglia Cement Factory	3
Allen Vecchio	Cuba	Arsonist	Battaglia Cement Depot	3

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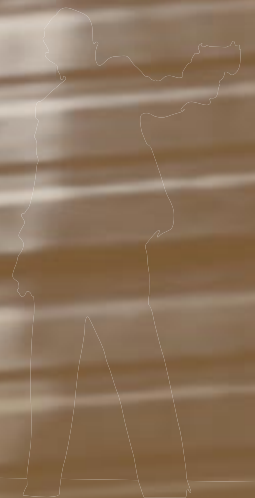
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Tools of the Trade



Whether its with a baseball bat, a Molotov cocktail, or a shotgun, you must always find a way the get the job done. Each job, however, requires a very specific approach. You can't whack a John from afar with a baseball bat, just like you can't effectively trash a joint with your sniper rifle. Read on to find out more about your weapons and how to put them to good use.

Melee Weapons

When good old fisticuffs can't quite send a message, melee weapons can. Though many of these weapons function similarly, there are some subtle differences between them.

Old Faithfuls



Pool Cue

Bat

These long, often wooden, implements of punishment are an enforcer's best friend. They're easy to carry, easy to swing, and they dish out a great deal of damage. Use these weapons whenever you need to completely obliterate someone up close and personal. Obviously, these weapons are not for dealing long-range damage, so don't bring a baseball bat to a gun fight!

Old Faithfuls (cont.)

Crowbar



Two-by-four



Golf Club



Police Baton



Tire Iron



The Assassin's Rope – Garrote



Strangling someone bare-handed is brutal. It's uncivilized. Sneaky assassins with a talent for strangulation prefer the garrote to the bare-handed choke. To use a garrote effectively, sneak up behind your target, wrap the wire around his neck, squeeze, and voilà! Instant gator food.

Rope - Garrote



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Firearms

The majority of work to be done will require a firearm. Long gone are the days when rivals would settle their differences mano a mano. Today's shady entrepreneur requires significantly more firepower to survive a day on the job.

The Quiet Killer—Silenced Pistol



PROS	CONS
High accuracy	Low damage

Learn to love your silenced pistol. In situations where you need to sneak around undetected and eliminate enemies from afar, no weapon does better than your silenced pistol. Aside from being a stealthy killer's best friend, the silenced pistol also has the highest accuracy of all pistols.

Wait until the circular reticle shrinks around your target and carefully nudge it upward toward the enemy's head. Once you've got the enemy's head targeted, squeeze the trigger and drop your target with a headshot. Aside from the sniper rifle, the silenced pistol is the best weapon in the game for headshots.

Level 1



Note

The level one pistol is not silenced.

Level 2



Level 3



The Hand Cannon—Magnum



PROS	CONS
High damage	Low accuracy

Like the silenced pistol, the Magnum is great for headshots. The Magnum, however, is most effective at mid range. Although you may be able to down or damage enemies from a great distance, the Magnum's kill range is much shorter than the silenced pistol. That does not mean, though, that it should only be used in medium- to short-range firefights.

In firefights where enemies are at a distance or behind cover, use the Magnum to weaken distant foes. If they're on their knees, they can't fire back. If enemies take refuge behind cover, the Magnum can quickly obliterate it—assuming it's destructible cover like wooden crates. The Magnum's reticle is similar to the silenced pistol's reticle, but the Magnum takes a bit longer to shrink to its most accurate.



The Shredder—Shotgun



PROS	CONS
Very high damage	Short range

Like the Magnum, the shotgun is a very powerful weapon capable of instantly killing a target with one shot. Unfortunately, it also shares the Magnum's deficiency—a short range. Though the shotgun is not very accurate, it doesn't need to be. When used at short range, the shotgun can shred through a target with ease. So while it is useless for headshots from afar, it can decapitate an enemy up close.

The shotgun's reticle is not unlike the Magnum's—slow to shrink—but covers a decent area when not going for precision aiming. Use the shotgun whenever you're leading the way and need to clear a path into a heavily guarded building. Don't be afraid to use the shotgun against multiple enemies—one shot at close range can easily drop two or three enemies.

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Level 2



Level 3



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The Riot Queller—Automatic



PROS	CONS
High rate of fire	High recoil

Automatic weapons might not be the most discrete weapons (they'll get a lot of attention in public when unholstered), but they can get you out of a pinch like no other. Whenever you're surrounded by enemies or are facing a moderate-size crowd, rely on your automatic weapon to put the crowd down. Automatic weapons won't immediately drop a foe at any range, but they can distribute damage across several targets with ease.

Of all the firearms' reticles, the automatic's is the most unconventional. Shaped like an odd-looking "T," the reticle shrinks to indicate increased accuracy, but its high recoil makes the reticle hard to read when shooting for long periods of time. To circumvent this inconvenience and maintain the highest accuracy possible with automatics, use short, controlled bursts instead of long streams of weapon fire.

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Level 3



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The One-Stop Shot—Sniper Rifle



PROS	CONS
Very high accuracy	Low rate of fire

The shotgun is great at extreme close range. Automatics are great a moderate range. And while the pistols are good for long range, no weapon matches the sniper rifle's range and accuracy. Whenever you need to take out a target from a distance, whether it is to fulfill a kill condition or clip someone and fulfill a favor without bringing down the heat, the sniper rifle is the way to go. Sure, you can use it at close range, but with such a low rate of fire, you'll more than likely stir up a hornet's nest and get yourself killed while you reload.

Instead, use the sniper rifle solely for assassinations. Even if you don't get a clean headshot on an enemy, the rifle's high damage ability increases the chances of a one-shot kill. Don't use it against large groups (more than five men) though. By the time you've reloaded for your second or third shot, the group will scatter, making your accuracy useless.

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Level 2



Level 3



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Explosives

Nothing says “burn in Hades” like a Molotov cocktail to the face. Although you won’t use explosives as often as firearms or even some melee weapons, their high damage ability makes them invaluable weapons in any fight ... especially against crowds.



Boom Boom Devices

All three explosives work similarly. Just cock your arm back, hurl your explosive at your targets, and watch them burn. The only exception are Molotov cocktails. Instead of waiting for a timer to count down as you would with dynamite or time bombs, Molotovs explode on impact and engulf everything within their range in flames. This makes Molotovs the most instantly gratifying explosives available.

Regardless of how long they take to detonate, all three explosives are extremely useful against small groups of enemies, vehicles, and for blowing up gas tanks and other explosive objects. Whenever you’re using explosives, be careful not to hurl them near your own men or to walk into a Molotov cocktail’s flames after chucking it at your rivals.

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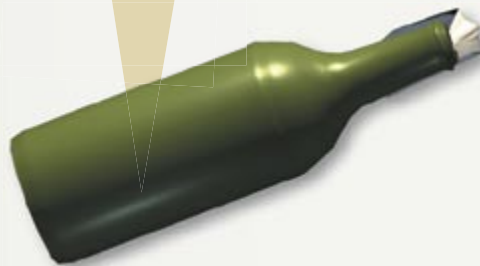
Time Bomb



Dynamite



Molotov Cocktail



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WEAPON UPGRADE LOCATIONS

WEAPON UPGRADE	LOCATION
Level 2 Pistol	On crate near stairs when rescuing Roth's associate, Florida
Level 3 Pistol	Mangano compound kitchen, on table, Florida
Level 2 Magnum	In hallway with two busts inside Carmine Rosato's compound, New York
Level 3 Magnum	Outside lighthouse near Battaglia Quarry, Cuba
Level 2 Shotgun	Behind burnable hedge in Corleone compound, New York (get arsonist to burn the hedge)
Level 3 Shotgun	Global Storage Warehouse garage, Florida
Level 2 Sniper Rifle	On roof of Emilio's, Florida
Level 3 Sniper Rifle	Almeida compound office, Cuba
Level 2 Automatic	Granados compound dining room, Cuba
Level 3 Automatic	Beneath Battaglia Masonry, Cuba



The Rise of a Don

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Prologue: Hellish Havana

Note

Your first piece of real action occurs in Cuba. And though you will eventually return, your stay here for now is short and very structured, and serves more as an introduction to the controls. Because that is the case, this first section of the walkthrough is not formatted like the rest. Maps and key locations will be detailed in the following walkthrough chapters.



Our story begins not in New York where one might expect, but amidst a turbulent time on a little island 90 miles off the coast of Miami. As the Cuban sun sets, Don Michael Corleone and his associate Hyman Roth celebrate Roth's birthday. As Mr. Roth celebrates his birthday, he also relishes in his and Don Corleone's business accomplishments in the small country. Their partnership with the current Cuban government has yielded profitable results. But all of that is going to come to a very abrupt end very soon.



As he celebrates, Mr. Roth divides his interests in the Cuban operations between his various partners for after he retires. The Hotel Capris goes to Don Corleone

and your boss, Aldo Trapani. The Granados family gets control of the Nationale and the Savilla Biltmore goes to Samuele Mangano, visiting from Sicily. The rest of the families get control of Mr. Roth's non-casino operations.

The champagne cork pops and the fireworks begin. As you mingle with the crowd, you spy Don Corleone by the balcony. Walk up to the Don and speak to him. He has big plans for the coming year and hopes that you will be a part of them. In the meantime, however, Don Corleone wants you to talk to your boss, Aldo, and make sure everything is set for tomorrow's meeting. Aldo is downstairs, so turn around and walk past Mr. Roth and Fredo, then make a right. Make another right inside the

presidential manor and take the stairs to the left of the guard to the second level.



After descending to the second level, make a sharp right and take the next set of stairs down to the bottom floor.

Tip

Pay close attention to the layout of the presidential manor. Learn as much of it as you can, you'll be visiting here again sooner or later.

The Rise of a Don

Make a left at the bottom floor and enter the ballroom where the festivities are taking place. Also Trapani is standing by a planter near the dance floor. Approach your boss and talk to him. Aldo says that everything is set for tomorrow, but he's still anxious to leave Cuba. Unlike Mr. Roth and Don Corleone, he doesn't trust that the Cuban President has the rebels under control.



After you attempt to assure Aldo that the rebels are not a threat, he tells you a story about a recent encounter he witnessed. As a rebel was being arrested, rather than be taken into custody, the rebel exploded a grenade and killed himself and the arresting soldiers. It is that kind of dedication to their rebel cause that worries Aldo. Despite the fact that it was only one rebel, Aldo still has an uneasy feeling. Sure as the sun sets, Aldo was right. The Cuban President makes a short speech announcing that he is stepping down from his office and relinquishing control of the country to the rebels!



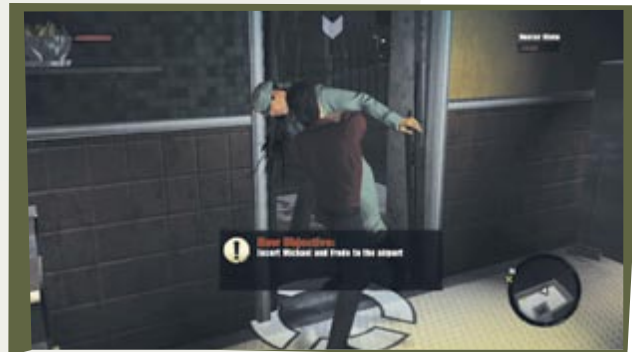
stairs and then left into the kitchen. A lone soldier guards the kitchen. Dash toward him and follow the onscreen

Before the President's speech ends, all hell breaks loose and the crowd begins to scramble. Escort Don Corleone and Fredo out of Cuba quickly! Follow the map marker back toward the

commands to execute a series of left and right punches. He's not much of a fighter, so use this encounter to practice short combinations and your grappling. After grabbing a hold of the soldier, maneuver him toward the stove and practice slamming him against other objects.



After relinquishing the soldier of his duties, approach the door at the rear of the kitchen to find another saucy soldier itchin' for a fight. Give it to him! This time however, grab him and pull him into the kitchen a bit. Once inside, use grapple attacks like knees to the groin and sternum to inflict even more damage. Exit the kitchen and carefully creep out into the courtyard.



As expected, things in the streets have gotten just as crazy as they were inside the presidential manor. The President's announcement, or rather, the Ex-President's announcement, has stirred the population to riot! The streets are ablaze and crowded with Cuban dissidents!



Follow the onscreen commands to draw your weapon, then creep out

toward the main gate. Make a right out of the gate and immediately rush to cover behind



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the small fruit wagon on the left of the street. Lock on to the soldier behind the other fruit cart, then slowly inch the reticle up. When the soldier pops his head out from behind the cart, fire off a few shots and take him down with a headshot.

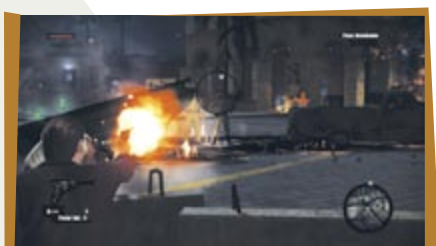
After dropping the first soldier, take aim at the second soldier behind the cart and do the same to him. If he rushes out from behind the cart, carefully track him as he moves, then open fire when you've got a clean shot. After dispatching the two soldiers, leave your cover and sneak up the street using the next few fruit carts as cover.

Tip Don't worry about your ammo count during this mission. You've got unlimited ammo. Instead, focus on your targeting skills.

Note As you take point and lead your motley crew up the street, Aldo, Fredo, and Don Corleone will follow closely behind you.

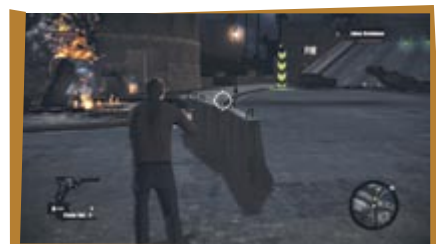


Continue dashing from cover to cover up the street. Stay low and dash toward the glowing map marker near the courtyard ahead. Don't run straight into the marker, however, as an explosion rocks the courtyard at that location as you approach. If you're too close, you'll get knocked back by the blast.



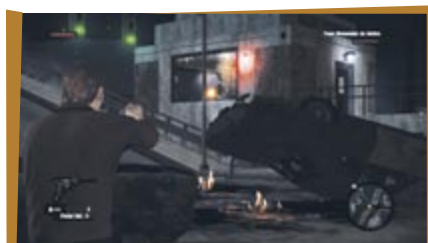
Scramble down the steps to the marker behind the barricade and target the soldiers behind the overturned car ahead. Lock on to the soldiers'

heads and pop them with a few headshots. If the soldiers duck behind cover, stay behind yours and wait for them to pop out. Be patient and take them down one by one.



Rush out of your cover after dropping the soldiers in your way and dash out toward the next glowing marker. The marker is at the edge of a bridge in the distance. As you approach the bridge, leapfrog from barricade to barricade to stay covered. At the marker, take cover behind the barricade on the left and locate the guard in the right control tower.

Tip If you need to get a better angle on the soldiers in the courtyard, shuffle from barricade to barricade to get better shots.



Lock on to the tower guard and carefully pick him off as he peeks his head out of the tower. Stay

covered and squeeze the trigger when you've got a clean shot. After eliminating the guard, the bridge lowers and



connects both sides of the street. Rush across the bridge to the next courtyard, firing on the other enemies as you go.



This time, the soldiers cower behind small fruit carts. Take aim and drop

them quickly as your crew follows behind you.

The Rise of a Don

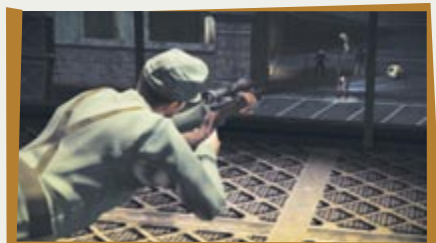
After taking out the soldiers in your way, rush to their location and pick up their weapons. Switch to a more powerful weapon, like the Tommy gun, then sprint down the street toward the airport. As you do, take aim at the large explosive tanker truck near the airport entrance and open fire. Blow up the truck before you reach it, otherwise stray bullets will detonate it just as you pass by, destroying you along with it.

Caution

After blowing up the tanker truck, wait for a secondary explosion to erupt before proceeding. Both explosions can kill you instantly.

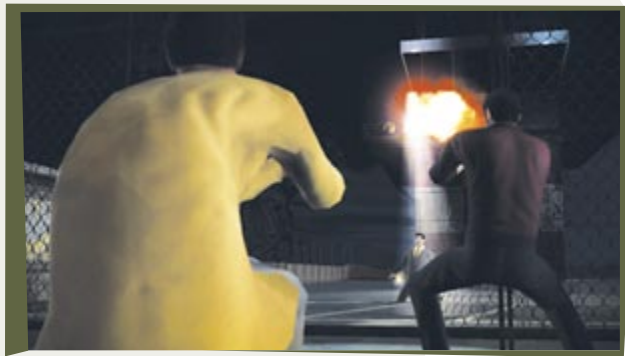


Hug the left side of the street, staying near the buildings, and storm past the fires and detonated tanks. Reach the airport entrance to complete your mission.



After you lead Aldo, Fredo, and Don Corleone to the airport, Aldo gets to work on the locked fence. He cuts

the wires while you and the rest of the crew stand guard. The fence comes down and shots suddenly ring out from the nearby airport control tower! A lone sniper takes down Aldo, but the crew reacts quickly, sending the sniper free-falling off the tower with a few well-placed shots.



Still, the damage is done. Your boss is dead. You scramble onto the plane with Don Corleone and his brother, Fredo, and quickly leave the Cuban mess behind.



The mood on the flight back to New York is somber. With Roth's plans in Cuba falling to pieces with the old government, all of the families will resume vying for control over different operations.

Don Corleone quickly extinguishes Fredo's attempt to take a more "hands-on" role with the business and instead appoints you head of what used to be Aldo's family. Aldo once held control of New York, and now that he's gone, everyone will want a piece of it. Of all of Aldo's men, Don Corleone trusts only you to lead it.

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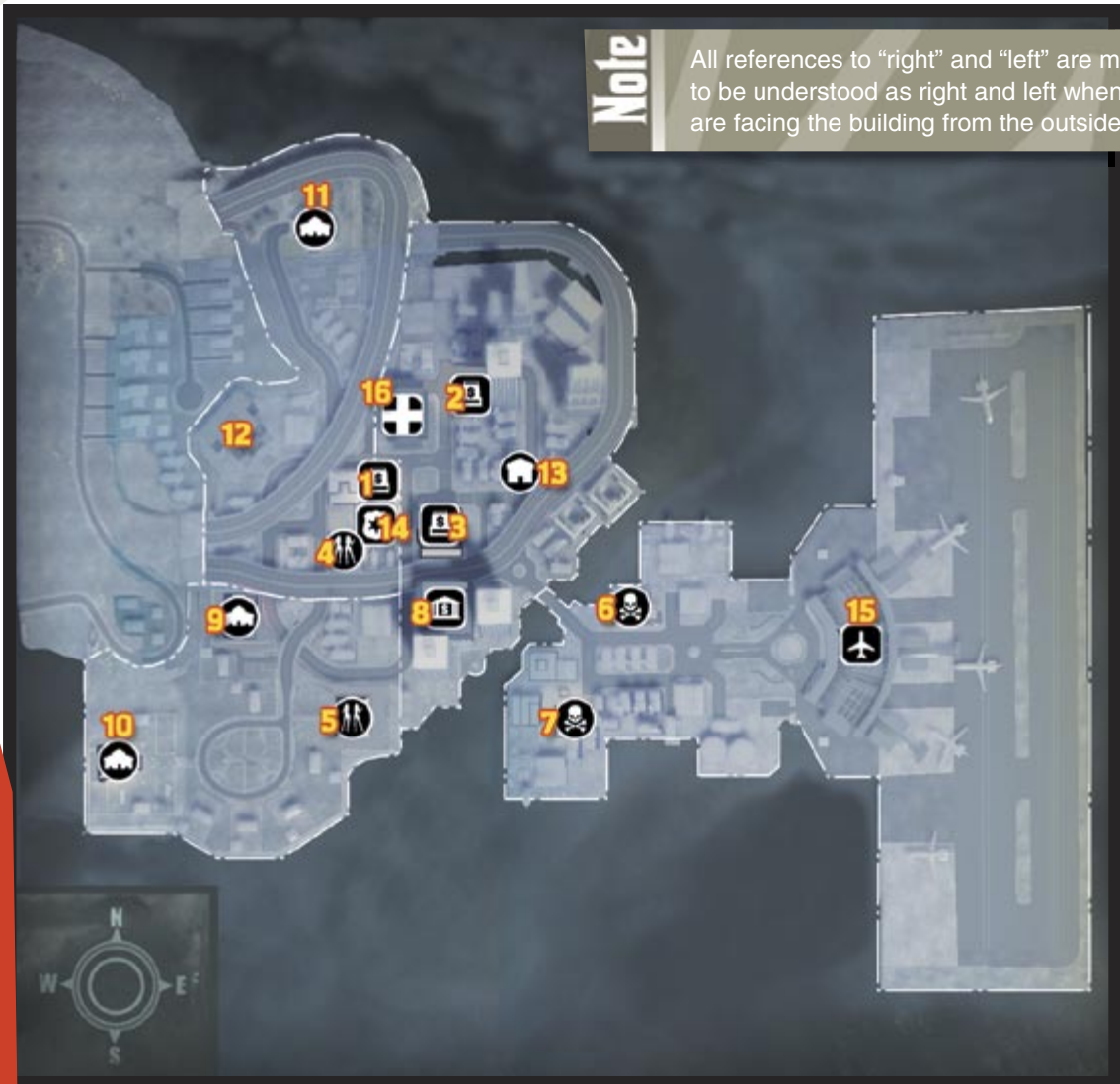
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New York

Note

All references to "right" and "left" are meant to be understood as right and left when you are facing the building from the outside.



- 1 Appliance King
- 2 Richie's Tavern
- 3 The Empire Room
- 4 Sweet Life Bakery
- 5 La Maison Rouge
- 6 SaniCo Incineration

- 7 SaniCo Dump and Disposal
- 8 Liberty Bank
- 9 Corleone Compound
- 10 Carmine Rosato Compound
- 11 Tony Rosato Compound

- 12 New York Federal Building
- 13 New York Safe House
- 14 New York Police Department
- 15 New York Airport
- 16 New York General Hospital

Airport

Compound

Hospital

Police

Safe House

Banks

Drugs

POI Fronts

Prostitutes

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Safe Locations

Location	Amount
La Maison Rouge.....	\$1,000.00
Carmine Rosato Compound	\$1,000.00
SaniCo Dump and Disposal.....	\$2,000.00
Liberty Banking	\$2,000.00
The Empire Room	\$1,000.00
Richie's Tavern	\$1,000.00
New York Federal Building	\$1,000.00
Tony Rosato Compound	\$1,000.00
SaniCo Incineration.....	\$2,000.00
Appliance King.....	\$1,000.00
Sweet Life Bakery	\$1,000.00

Extortable Businesses

1 Appliance King

Initially Controlled by:

Carmine Rosato

Maximum Guards: **6**

Points of Entry: **Front door;**
rear door from left alley

Daily Income: **\$190.00**



This little business has only two entrances and is relatively easy to take over. More often than not, a frontal assault gets the job done. If you want to bomb it while it's under the control of another family, the gas main is in the alley just left of the building. To cut the lights and telephone lines, take the stairs in the left alley to the roof of the building.

Proprietor: **Cole McClure**

Proprietor Weak Spot: **Property damage**

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2 Richie's Tavern

Initially Controlled by:

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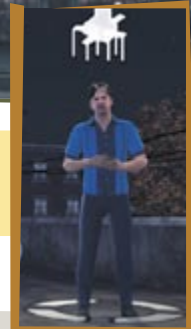
Maximum Guards: **7**

Points of Entry: **Front door; rear fire escape (after destroying wall left of building with demolitions expert); stairs along the left side of the building**



Daily Income: **\$550.00**

Like Appliance King, Richie's Tavern has more than one entrance. However, because most of the guards always pool on the roof near the proprietor, none of the three entrances offers more advantage than the others. The first way is through front door. Simply saunter in through the front entrance, ascend the steps at the rear of the bar, and move onto the roof. The other two ways in are through the exterior of the building. The easiest way to access the proprietor is by taking a flight of steps to the left of the building. The electrical box is on the roof, just left of the rear entrance. The gas main is left of the front door.



Proprietor: **Richie Discenza**

Proprietor Weak Spot: **Slams and leans**

3 The Empire Room

Initially Controlled by:

Carmine Rosato

Maximum Guards: **8**

Point of Entry: **Front door**



Daily Income: **\$340.00**

The Empire Room has only one entrance—the front door. The electrical box and gas main, however, are extremely accessible because they are attached to the building's right exterior wall. Inside the Empire Room is a bar that can be set on fire to intimidate the proprietor.



Proprietor: **Esther Moreno**

Proprietor Weak Spot: **Physical threats**

The Rise of a Don

Crime Ring Businesses: Prostitution

This crime ring is all about treating your workers right. The better they feel, the better their clientele will feel too ...

Crime Ring Bonus: Control 2 of 2 for Brass Knuckles. You and your crew will dish out pummeling damage from hand to hand attacks.

4 Sweet Life Bakery

Initially Controlled by:

Carmine Rosato

Maximum Guards: **10**

Point of Entry: **Front Door**

Daily Income: **\$550.00**

The Sweet Life, indeed. At the front is a small and humble bakery. Just beyond the kitchen, however, is a seedy nightclub where "hot buns" takes on a whole new meaning. The bakery has only one main entrance (the front door), and is relatively easy to take. After busting through the rear kitchen door into the nightclub, dash down the stairs with guns blazing. Access the electrical box by taking the stairs at the rear of the building. To blow it up, rig the gas main along the building's right wall.



Proprietor: **Warren Rizzo**

Proprietor Weak Spot: **Grabs**



5 La Maison Rouge

Initially Controlled by:

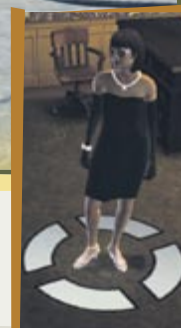
Carmine Rosato

Maximum Guards: **16**

Point of Entry: **Rear destructible door (demolitions expert required)**

Daily Income: **\$1,100.00**

The brothel is surrounded by a long circular wall with only one entry point into the yard—the front gates. In order to reach the rear door, you must first fight past the guards in the front and back yards. The only way to enter the building is to order your demolitions expert to blow up a door at the building's rear. Once it's destroyed, you can cut the wires in the electrical box just to the right and inside of the destructible door. To blow up the building, use the gas main along the building's left wall.



Proprietor: **Lady Vaughn**

Proprietor Weak Spot: **Jabs and punches**



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Crime Ring Businesses: Drugs

Drugs are a dangerous business, and some families refuse to get involved. Whoever controls this crime ring will be flush with cash, but it comes at a cost.

Crime Ring Bonus: Control 4 of 4 to double crime ring income.

Note

Two SaniCo businesses are in New York; the other two are in Miami.

6 SaniCo Incineration



Initially Controlled by:

Carmine Rosato

Maximum Guards: **16**

Points of Entry: **Front door; rear ladder leading onto roof and into small second floor room**

Daily Income: **\$1,125.00**



SaniCo Incineration can be breached two different ways. The easiest way is to kick in the front door and sneak up on the guard that is watching TV. This path leads to the lower labyrinthine level. The second way in is by means of a ladder at the rear of the building that leads to the roof. From there you can take another ladder into the building. It's a bit faster, but it leads into a small room where you can easily be ambushed. The electrical box is in the small, second floor room (where the roof ladder leads), while the gas main is attached to the left wall of the building.



Proprietor: **Jimmy De Luca**

Proprietor Weak Spot: **Use firearms**

7 SaniCo Dump and Disposal



Initially Controlled by:

Carmine Rosato

Maximum Guards: **15**

Points of Entry: **Front door just beyond gates; rear destructible door (demolitions expert required) after destroying destructible wall**

Daily Income: **\$1,375.00**



SaniCo Dump and Disposal has two main entrances, front and rear. While the front entrance requires less force to open (it's an unlocked door), the guards tend to pool near the front gates, making it a bit more difficult to approach. The rear wall can be destroyed by a demo expert and is right next to a destructible door (also requires demo expert), but immediately grants access to the proprietor. The gas main is directly in front of the building, while the electrical box is in the first room after entering through the front door.



Proprietor: **Jim Duncan**

Proprietor Weak Spot: **Threatening with firearm**

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Banks

8 Liberty Bank

Points of Entry: **Front door; back wall (demolitions expert required); side door (bruiser required)**

The Take: **\$10,000.00**

Number of Guards: **2**

Amount in Safe: **\$2,000.00**



Liberty Bank is not hard to take down. If you approach from the front, be sure to cut the electrical box—located along the left wall—before doing so. That way, the teller can't call the cops. To sneak up on the pair of guards inside, have a bruiser bust through the door on the building's right wall and creep in through the tellers' break room. The fastest way to take the bank, however, is to pay off the cops before approaching, then blast through the left wall (with a demo expert) directly into the vault. The gas main is to the right of the destructible wall.

Tip

Always remember to have a getaway vehicle nearby whenever pulling a bank heist.

Compounds

9 Corleone Compound

This is your starting compound. Before getting access to your first safehouse, you can stop here to stock up on ammo, recruit new soldiers, or pick up missions from Don Michael Corleone.

Tip

There is also a Level 2 shotgun upgrade near the compound. Order an arsonist to burn the hedge behind the compound to find it.



10 Carmine Rosato Compound

Carmine Rosato's compound is surprisingly straightforward. Although there is a front door, the best method of entrance is through the destructible side door on the building's left. While infiltrating, be careful not to get flanked by the guards in the guest house, which is just left of the main building. Use the cars in the driveway as distraction by setting them on fire when you attack.

Tip

There is a Level 2 Magnum upgrade inside Carmine's compound. It's located inside the short hall containing two bronze busts.



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11 Tony Rosato Compound

Tony Rosato's compound has multiple points of entry. Either attack via the alley on the right of the compound through a left side door (requires a bruiser), or a distractible wall (requires a demo expert) on the far left of the compound. Regardless of which route you take to penetrate the compound's defenses, prepare for a fierce firefight in the compound's backyard. It's the only way to gain entrance into the main building.



Other Key Locations

12 New York Federal Building

The New York Federal Building is where the Senatorial Hearings are being held. Inside, the large Palladian building has a concentric floor plan. At its center is a wide-open room littered with chairs. The surrounding hallway is flanked by two small rooms. The room on the far right has a safe.



13 New York Safe House

Don Corleone gives you this safehouse in New York as a gift. Use it to stock up on ammo, lie low to let the heat die down, and to finish certain favors or bank robberies. After robbing a bank or performing a favor that requires you to crack a safe, you must return to your safehouse to stash the goods. The only way to successfully complete these tasks is to return to your safehouse, so commit its location to memory!



14 New York Police Department

This is where the police gather. Always be careful around this area.



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15 New York Airport

Once unlocked, the airport will be your travel hub between all three cities.



16 New York General Hospital

Whenever you are hospitalized, this is where you respawn.



GUNS FOR HIRE

NAME	SPECIALTY	LOCATION	LEVEL
Harvey Datini	Arsonist	Richie's Tavern	2
Roy Giordano	Arsonist	Corleone compound	1
Tommy Cipolla	Arsonist/Medic	Corleone compound	1
Raymond Costa	Demolitions	Sweet Life Bakery	2
Marvin Pucci	Demolitions	Appliance King	2
Dale De Luca	Demolitions	SaniCo Incineration	2
Bill Bardi	Demolitions	Bridge underpass	2
Richard Rossi	Engineer	SaniCo Dump and Disposal	1
Ronald Esposito	Engineer	Corleone compound	1
Edward Scheraggio	Medic	The Empire Room	1
Leo Rossi	Medic	La Maison Rouge	2
Joe Primanti	Medic	Corleone Compound	1
Daniel Orbizzi	Safecracker	The Empire Room	1
Walter Caini	Safecracker	La Maison Rouge	2
Edward Porco	Safecracker	Richie's Tavern	1
Bobby Carregi	Safecracker	Corleone compound	1
Alvin Uzzano	Safecracker/Medic	Northeast of Richie's Tavern	2

Notes

As your starting location, New York offers just enough of a challenge to introduce you to your new life of crime. It has a small number of businesses, but they range from simple fronts to a partial racket to an entire racket. Before you leave New York you could potentially have one and a half rackets under your thumb.

As far as favors go, there's a great sampling of kill condition favors, corrupt officials, and cash favors to complete. The only down side to New York is that there are no bruisers for hire in the city.

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Chapter 1: A Message to Carmine



Six weeks after returning from Havana, the Corleone compound is abuzz with activity. In recent weeks, Tony and Carmine Rosato branched out on their own and have established a criminal presence in New York. While Don Corleone and Fredo don't suspect Hyman Roth to be involved in the Rosato surge, Frank Pentangeli does. He insists that Don Corleone take action on the traitorous Roth!

Instead, Don Corleone suspects that the Rosato brothers are working alone. Rather than risk his business with Hyman Roth, he prefers that you send a message to Carmine Rosato, the weaker of the two brothers.

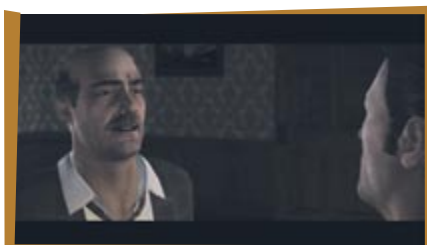
Taking the Reins

Mission List:

1. Talk to Frank Pentangeli
2. Enlist a new soldier into your family.
3. Take over the Sweet Life Bakery
4. Talk to Frank Pentangeli
5. Extort a few of Carmine's remaining fronts.
6. Find a phone to call your contact.

Reel Bad Men

"Your father did business with Hyman Roth, Your father respected Hyman Roth. But your father never trusted Hyman Roth!" —Frank Pentangeli



Before leaving the Corleone compound, talk to Frank Pentangeli to hear his

thoughts on the mysterious upsurge from the Rosato brothers. He still believes that Hyman Roth is pulling their strings, and no amount of talking will convince him otherwise. After hearing the old man out, ask him about enlisting a member into your crew. Luckily, he drove to the compound with a few good men.

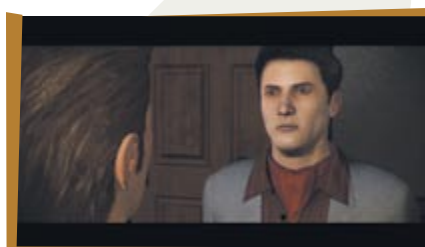


After the conversation, follow the map marker into the living room where several soldiers stand by. Tommy Cipolla, Roy Giordano, and Joe Primanti are patiently

waiting to become a part of something bigger. Talk them up and find out what they're capable of. When you've found one with a specialty that suits your needs, bring him into the family.

Tip

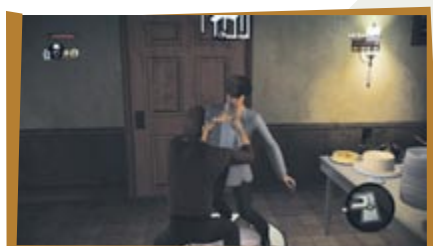
Of the three leaderless soldiers, we recruited Tommy Cipolla. He's the only soldier with two specialties: medic and arsonist. We suggest you do the same. However, Tommy Cipolla is only available to you if you pre-ordered the game. If you didn't, hire an arsonist to your family so that you can get the level 2 shotgun upgrade right away. See page 56 to learn how to get it.



With your new soldier in tow, saunter over to Don Corleone and talk to him before

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you leave. He asks that you keep a close eye on Frank Pentangeli and that you comport yourself like the boss that you are.



Leave the Corleone compound and get into the black car out front. Make a sharp left out of the gate and drive to the Sweet Life Bakery at the nearby street corner. Park the car outside and

calmly walk into the bakery. The bakery is full of sweets, but not the kind that you think. This bakery is a front for one of Carmine's prostitution ring businesses! Walk into the back room and confront Jeb, the bouncer guarding the door to the next room.

Grab a hold of the pompadoured sentry and rough him up. Practice your intimidation skills and push



him just enough to convince him to open the door. He'll resist at first, but after slapping him around a little bit, he'll come to. When he does, go through the next door and enter the room where they *really* make the dough.

In the next room make a left and follow the steps down to the lower level. Make a right at the bottom of



the steps and enter the door on the far wall. Inside is the Sweet Life Bakery's proprietor, Warren Rizzo. Grab him by his jacket (his weak point) and thrash him around a bit until he's ready to hand over the racket to you.

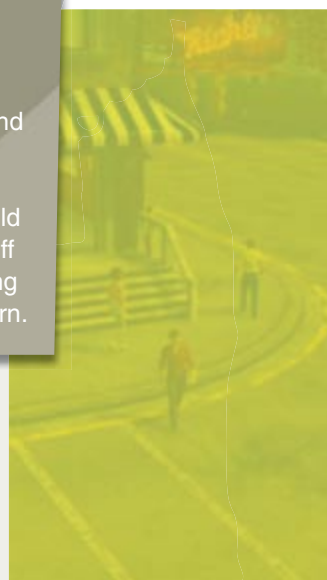
Caution

Don't push your luck with Warren. You can squeeze about \$1,000.00 from him, but anything more than that and you risk hitting his boiling point and ruining your chances of completing this mission successfully. You don't want to disappoint the Don on your first mission out, do ya?

After taking control of the Sweet Life Bakery, hire some men—four ought to do for now—to safeguard your interests then go upstairs. While you were busy getting your hands dirty and your feet wet, Frank Pentangeli arrived at the bakery. He's waiting near the cash register; go talk to him. He's not happy about how the Rosatos have moved in on New York and he's eager to see you take the city back.

Note

After speaking to Frank, your mission is to take more of Carmine's fronts. You can extort Richie's Tavern, Appliance King, and the Empire Room in any order you like. Since we could always go for a stiff drink, we're starting with Richie's Tavern.



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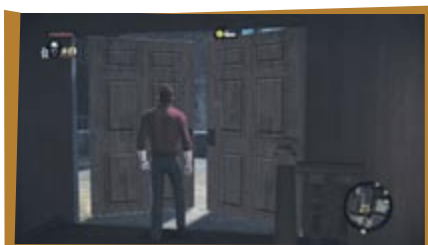
Leave the bakery and use the Don's View to locate Richie's Tavern. Hop in a car and drive to the tavern.



BACK ALLEY TACTICS

You've got two solid points of attack on Richie's Tavern. The first is an all out assault from within. Because the proprietor is actually on the roof of the tavern, you can enter from the main entrance then take the stairs at the rear of the tavern to the roof.

The other point of entry is to sneak around the rear of the tavern and take the fire escape stairs. Sneak up the steps and immediately open fire on the guards surrounding the tavern's owner. The following section will detail the first method of entry: through the bar.



Go in through the front door and walk past the bar. Go up the steps at the rear of the bar and

open the door. Grab the goon on the immediate right

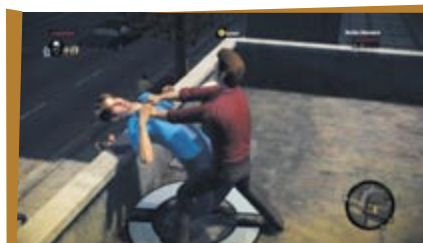


and throttle him with a few good knees to the groin and sternum. The guards on the roof are far enough apart that you can drop them one by one with melee attacks, rather than having to take out your hand cannon. Besides, you've got back up. While you fight one man, your crew member will take on another.

Keep business nice and quiet by handling things mano a mano. If you take out your pistol, Carmine's men will respond in like fashion and before you know it the place will be swarming with coppers. Instead, use your fists to battle your way across the roof, taking down all four of Carmine's men as you go until it's just you and the proprietor, Richie Dissceza.

Tip

More often than not, the guards won't respond with guns until you do. Whenever you can, use your fists as long as possible before having to resort to lead. Unless it's a lead pipe ...



Grab Richie and put the heat on him. After you've got him in your clutches,

maneuver him toward the edge of the building and lean him over the side (his weakness).



He instantly starts to cooperate. Pull him back away from the ledge, then just as he begins to think he's safe, lean him over again to put another few points of pressure on him. Keep doing this until he's ready to put the racket in your hands.

Hire some guards—another four if you can afford it—to protect Richie's Tavern after you take it over.

Tip

Just as before, don't get too greedy yet. You've got plenty of time to extort shop keepers for big bucks later. For now, focus on the mission at hand and squeeze a solid grand out of Richie.

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Leave Richie's Tavern and use the Don's View to locate the Empire Room. Another of Carmine's fronts, the Empire Room is always bustling with clientele. Arrive at the club and approach the front door. There are other ways of taking control of the Empire Room, but your crew is limited at the moment, so brute strength will have to do. Rush the bouncer at the door and drop him with a few quick melee strikes.

Caution

Keep an eye on the phone along the left wall! If a guard reaches the phone, he'll call reinforcements! Blast him down before he can make it. In fact, keep guards away from the phones at all business takeovers. It's the safest way to go about your business without having to deal with rival families' reinforcements.

Once he's down, sprint inside and immediately take cover behind the large planter near the front center of the room. Take out your pistol and immediately begin taking down Carmine's soldiers with headshots. They're carrying high-powered weaponry so stay behind your cover or they'll shred you. While you're whittling down their numbers, order your soldier to set fire to the bar (only if he's an arsonist). If your soldier isn't an arsonist, direct him to cover and let him join in the firefight. When the room is clear, use grab the proprietor, Esther, and use physical threats to convince her to hand over the racket. With the Empire Room in your control, hire some guards to protect it.

Caution



Carmine isn't too happy about losing his rackets to you. If you take too long in the Empire Room, he'll send reinforcements, so act quickly!

Tip

For alternate entry points to the Empire Room, check out the Empire Room's listing at the beginning of this chapter. You can't use these alternative routes yet because you don't have the manpower, but if you ever lose the racket to a rival family and need to retake it they are there for you to consult.



After taking both Richie's Tavern and the Empire Room from Carmine, your message is sent loud and clear: New York is yours. Walk over to the phone on the wall left of the bar and call the compound. Don Corleone calls you back to the compound for a sit down about Carmine, so get in the car and get moving!

Tip

After taking down two of Carmine's operations and fulfilling the mission requirement, you can freelance for a while if you choose. The Appliance King shop is a good target if you want to take control of all three extortable businesses in New York once and for all—or at least until another family takes one from you.

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Chapter 2: A Growing Family and the Family Business



Back at the compound, Don Corleone has some words of wisdom. You've sent Carmine a message by taking a few of his rackets, but you're going to need to hold on to those businesses. Don Corleone suggests that you grow your family's ranks by recruiting more men.

The rise to power is difficult, but maintaining your seat at the top is even more difficult. Without the right people underneath you, your position of power is shaky. And with Carmine now gunnin' after you, you're going to need the muscle.

Violent Expansion

Mission List:

1. Talk to Don Michael Corleone
2. Talk to Frank Pentangeli
3. Find a place where you can recruit a soldier.
4. Take over La Maison Rouge from Carmine Rosato
5. Take over more of Carmine's businesses.
6. Find a phone to call your contact.
7. Go to a meeting at the New York safehouse
8. Speak with Don Michael Corleone.



After talking to the Don, saunter over to Frankie and talk to him. He's been around the business for a while, so he knows where to find good guys. Even though he's happy to see you doing well,

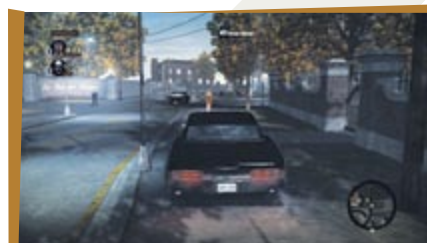


Frank is surprised to see how quickly the Don wants you to expand. He suggests that you visit some of the places you've taken over. Men looking to join the family will frequent your establishments hoping you notice them. But for now, he's marked someone special on the map for you.

Leave the compound with your other crew member in tow and boost a car. Follow the map marker to a group of wiseguys playing craps. One of the guys shooting dice is Bill Bardi, an established demolitions expert. Recruit him into the family to round out your crew.

Tip

Even though you're required to recruit Bill, you can always cut him loose later to make space for another soldier.



By recruiting Bill Bardi, you gain the talents of a seasoned demolitions expert. That means you can

blow up buildings to shut down operations or blast holes through walls. Hop back in the car and drive the crew

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to Carmine's La Maison Rouge front. The brothel is about to become a part of your family business.



Stop just outside the gates and move your men into position. There's only one entrance into La Maison Rouge's yard and that's through the front gates. With no choice but an immediate frontal assault, leapfrog your men into the courtyard as you pick off the guards with headshots from the safety of the perimeter walls.

Reel Bad Men

"Stupid thugs. People behaving like that with guns." —Hyman Roth



Even though you can enter the first set of doors, the second set of doors leading into the building are locked. Instead, ignore the front door and sweep around the back of the building.



Even though you can enter the first set of doors, the second set of doors leading into the building are locked. Instead, ignore the front door and sweep around the back of the building.

At the rear, order Bardi to blow up the door, then immediately

take cover to shield yourself from the blast. Dash in through the now-demolished



doorway and pop the first two men that rush you. Whistle to your men to follow, then stop at the second door before entering the main room of La Maison.

Your men aren't crack shots yet, but they can still lay down the law with their pistols and, better still, draw fire away from you. Order your men into the room ahead of you to draw the guards' attention, then rush in behind them to provide support.



After clearing out the lower level, order your men up the right steps while you swing around and go up the

left. As you approach the top, squeeze in on the guards upstairs and take them out in a crossfire.

Let your men wipe out the rest of the men up the steps, then carefully approach the door on the left side of the hall.



Swing the door open and lock on to the guards inside. Pop them with headshots while they cower behind the bed, then step inside to reload on ammo.

After cleaning out the house of all Rosato scum, enter the room at the end of the hall. Inside is Lady Vaughn, the owner of La Maison Rouge. Use your BlackHand coercion tactics to soften her up with a few jabs and punches (her weakness) and take control of the brothel.

Note

By taking control of La Maison Rouge while you control the Sweet Life Bakery, you earn your first crime ring bonus, brass knuckles!

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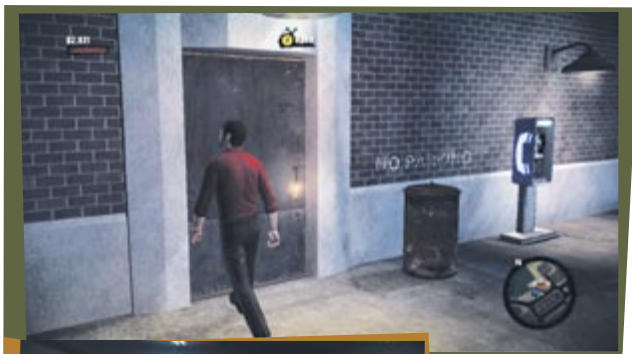
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Tip

By now, Carmine will want some of his old businesses back and will begin attacking. Double-check the number of guards at your rackets to make sure they're well guarded. If you feel like you might need more muscle at a particular joint, hire some more guards.



Taking La Maison Rouge away from Carmine is a blow; he's beginning to

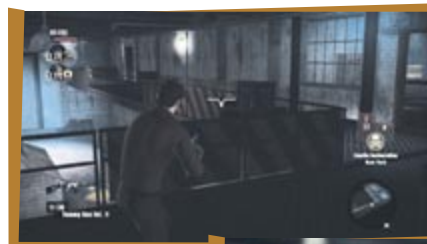
weaken. Maintain momentum by taking over more of his businesses. Of the remaining rackets still in Carmine's control, SaniCo Incineration is an easy hit. You can choose between either SaniCo location, but we're taking a quick buck over a bloody one, so the following will detail the takeover of SaniCo Incineration.

Leave La Maison Rouge and get back in your ride. Mark SaniCo Incineration on the map and follow the map marker to the building. Upon reaching the building, sneak in through the front door and slowly creep down the hall into the first guarded room. Inside is a lone guard watching the boob tube. Creep up behind him and either pop him with a headshot or strangle him.

Turn right and send your men through the door just as you did at the brothel. Rush in behind your men, guns blazing, and take out the guards on the right.



When you do, slowly back up into the left of the room so that the men above and behind you can't get a clean shot at you.



After taking out the men in the lower level, rush to the right side of the room and sweep

left and up the stairs. Trundle up the steps and crouch behind the covered railing. Calmly



follow the catwalk around, taking out more of Carmine's goons as you go. Duck into the small room at the corner of the walkway and restock on ammo. When you're freshly stocked, exit the room and continue following the catwalk to its end.

Enter the room at the end of the hall and immediately turn right. Use the large stacks of snow as cover and pick off the proprietor's guards at the room's opposite side. When the room is clear, take out your weapon with the lowest damage and pop the proprietor, Johnny DeLuca, in the foot. Using firearms against him is his weakness. He'll instantly crumble and happily hand over the racket to you.

Caution

Don't get overzealous with the pistol! If you shoot docile DeLuca too many times, he'll die and you won't be able to take over the racket.



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Now it's time to check in with the Don. Find a phone to call him, then do as he says and attend the meeting at the New York safehouse.

Hop in a car and follow the map marker to its location.

When you arrive, Frank Pentangeli has some good

news for you. The safehouse is yours! Go upstairs and talk to the Don. The apartment safehouse is his gift to you. It used to belong to Luca Brasi and now it's yours.



Don Corleone agrees with you that you must make Carmine pay for his recent attacks on your businesses. The only way to make him pay and weaken him at the same time is to go after one of his made men.



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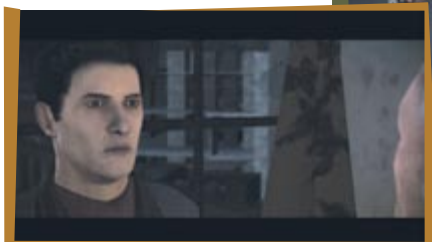
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Chapter 3: To the Mattresses

Your next step is clear. If you're going to continue to grow your family and expand your business in New York, you must take it away from Carmine Rosato. Of course, the only way to remove Carmine from power is to whittle his strength down, then strike.

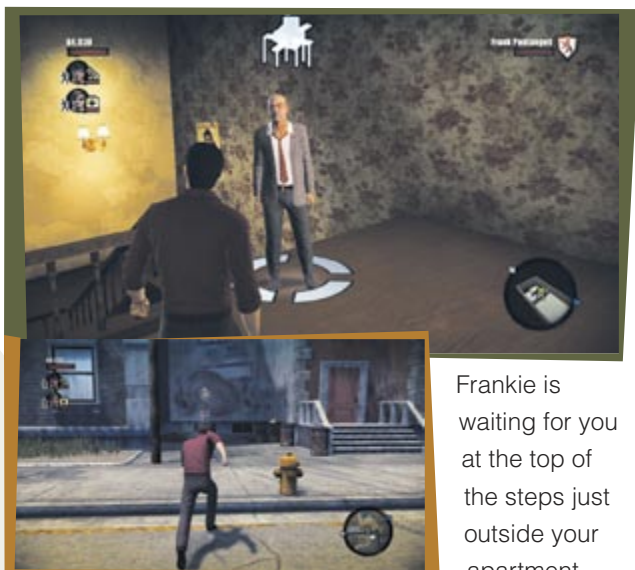


Begin by clipping the men underneath him. Rosato's made men are the source of his strength. If you take them out, Rosato's defenses will weaken and you'll be able to go after the head of the snake. After speaking with the Don, exit the safehouse and go to Frank Pentangeli.

Cutting the Strings

Mission List:

1. Talk to Frank Pentangeli.
2. Find someone who needs a favor.
3. Beat up the target to complete the favor.
4. Find and kill one of Carmine's made men.
5. Find a phone and call your next contact.
6. Meet with Carmine at Richie's Tavern.
7. Escape the crime scene.
8. Fight your way through the cops.
9. Vault through the window.
10. Find a phone to call your next contact.



Frankie is waiting for you at the top of the steps just outside your apartment.

Frank agrees with taking out a contract on one of Rosato's men. In fact, he wants to go after all of Rosato's men! You have to handle them one at a time, however. Pentangeli explains that you can't just whack a made man. You have

to do it in a way that will send a message to the other men in his family. So first, gather intel on your targets.

The only way to locate a made man and find out his kill condition is to ask around. People won't cough up the info easily, however. They'll only tell you what you need to know if you do them a favor first. Leave the safehouse and cross the street. A shady character named Wayne Ferrara is skulking about in an alley. Talk to him to accept a favor request.

Reel Bad Men

"No Sicilian can refuse any request on his daughter's wedding day." —Tom Hagen

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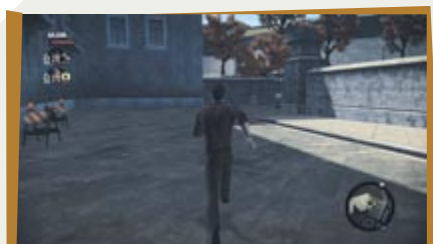
Tip

The only way to ice a made man once and for all is to do so by following his kill condition. If you don't, he'll just keep coming back. Always fulfill a target's kill condition to get him out of your hair forever.

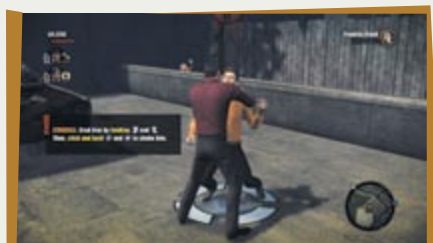
Wayne wants you to rough up a contractor he's been having trouble with. Find a car and boost it. Follow the map marker to the target's location around the corner.



The target's name is Philip Aldobrandi. Find Philip at a telephone booth at a nearby building. While he's using the phone, sneak up behind him and grab him by the collar. Shuffle to the side, away



from onlookers, and slam him against the wall. If that doesn't fulfill the favor request, cut him loose and soften him up with a few jabs and punches. Once he's got the message loud and clear, go into the Don's View and check the Carmine Rosato family tree.



Granting Wayne a favor yielded great results. Wayne gave you choice intel on Franklin Credi,

one of Carmine's low-level soldiers. Franklin isn't far from your current location, so don't bother boosting a ride. Instead, sprint toward the map marker. When you reach

the side entrance to the parking lot where Franklin is, slow down and carefully approach the chain link fence.

Franklin is working on his car all by himself. As you walk up to him, he'll take notice and spring to his feet. Don't panic. Keep your cool and continue walking toward him. When you're within reach, grab him and strangle the life out of him to fulfill the kill condition.

Tip



If there are witnesses nearby, they will panic at the sight of Franklin's demise and attempt to call the cops. Intimidate the witness to keep them from bringing the heat down on you.



After whacking Carmine's soldier, find a phone to call your next contact. On the other end of the line is Carmine Rosato. He apologizes for his men's attacks on your business and proposes a meeting at Richie's Tavern. He wants a truce.

Get in a car and drive to Richie's Tavern.

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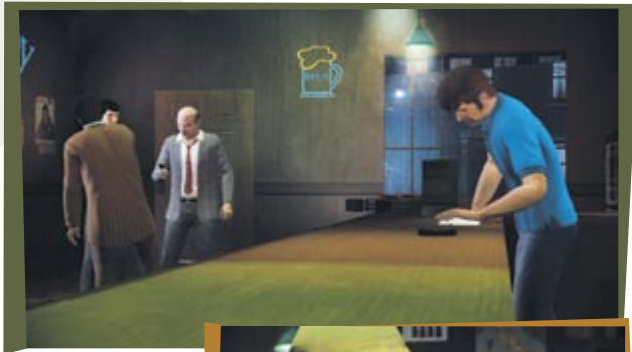
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Double-Crossed



Outside the tavern, you meet up with Frank Pentangeli. You enter the tavern and Carmine

greeted you with a lucky C-note for the truce. When you tell him that the C-note is insulting, Carmine brushes it off. During the sit-down, Frank is in good spirits.

But it doesn't last long. Suddenly, some of Carmine's men rush in behind you and grab you. One of them slips a garrote around Frankie's neck and drags him away into the back room. As the men attack, one of them mutters, "Michael Corleone says hello."



Reel Bad Men

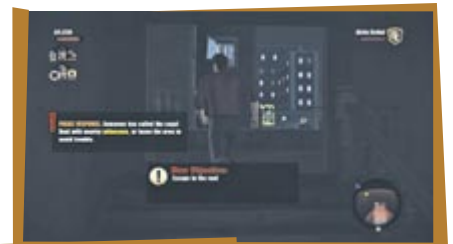
In Francis Ford Coppola's *Godfather II*, it was this moment that later came back to haunt Michael Corleone. Prior to the attack on Frank Pentangeli, there had been an attempt on Don Corleone's life at his compound. During the attack on Frankie, however, the alleged message from Michael Corleone made it seem as if the Don blamed Frankie for the attempt on his life.



Before Carmine's men can drag you away, however, a cop strolls into the tavern and witnesses

the assault. He tries to stop your captors but Carmine charges him with his shoulder and knocks the copper down before he can open fire.

When the cop interferes with the attack, you manage to break free.



Carmine and his men flee the scene. Do the same before more cops swarm the

place! Dash up the stairs at the rear of the tavern and exit through the roof. When you do, a glowing green marker appears near the fire escape.

Sprint to the green marker and another one appears. Continue following the markers up the fire escape to the next building. Cops try to stop you, so draw your weapon and pop them as you go. If you run into a cop, put away your gun and, instead, toss the him over the edge of the stairs to dispatch him quickly.



When you reach the roof of the next building, a copper climbs up the ladder on the left and opens fire. Rush him as he climbs atop the roof and knock him off

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with a running punch. After taking him down, draw your shotgun and crouch.



Slink across the wooden planks onto the next building and blast the

cop waiting to ambush you. Make a left at the next building and pop the next two cops standing in your way. Turn right at the corner and blast past the next police officer.



Rush onto the fire escape at the far end of the building and carefully go down the steps. One more cop tries to take you down. Eliminate him, then rush to your safehouse's window and jump through.



Back in your safehouse, use the phone to call your next contact. It's Don Michael Corleone on the other end of the line. He wants you to meet him at the compound immediately!

Tip

Before leaving your safehouse, stock up on ammunition.



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Chapter 4: Killing Carmine



After you took out one of Carmine's made men, he struck back by taking out a hit on you and Frank Pentangeli. During the hit, though, the attackers hinted that Don Corleone was behind it. Shortly after escaping the botched hit, you made it back to your safehouse and got a call from Michael Corleone.

Leave your safehouse and head to the Corleone compound.

War Preparations

Mission List:

1. Talk to Don Corleone at the compound.
2. Recruit another soldier.
3. Take over all of Carmine Rosato's businesses.
4. Find a phone to call your next contact.
5. Meet with Michael Corleone at your safehouse.
6. Go to Carmine Rosato's compound.
7. Destroy Carmine Rosato's compound.
8. Escape the compound.
9. Find a phone and call your next contact.

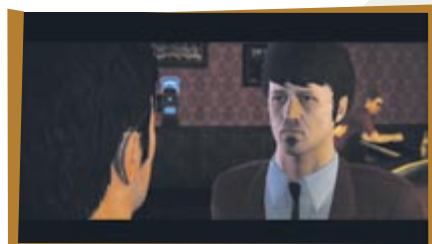


Back at the Corleone compound, Michael insists that the message was not true. That it was Rosato's way of covering his ass in case the hit went wrong. Michael would never betray his family. Your next plan of action is clear, rub out Carmine Rosato at his compound.



After surviving the hit, another slot in your family tree opens up. Leave the Corleone compound and prepare for war by hiring a new button.

After leaving the Corleone compound, set out to visit your various businesses and rackets. Several men are there waiting to be found. Talk to each one and find one that helps round out your crew.



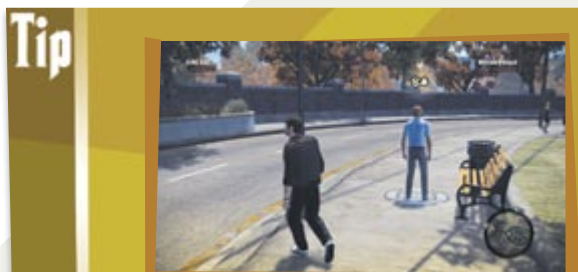
Tip

Our crew has a medic/arsonist and a demolitions expert. For that reason, we're recruiting a safecracker to round out the crew's skills. However, if you haven't already enlisted a demolitions expert, now is the time to do it.

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After recruiting another soldier, go around town to all of your businesses and crack open the safes to rake in a little more scratch. Use the dough to upgrade your crew by increasing their abilities and getting them new weapons.



You can also do favors to fatten your wallet. Like the wannabe soldiers, people who need favors done will hang out at your businesses.



Once you've pulled off enough jobs to increase your funds and you've upgraded your

soldiers, head back to your safehouse. Stock up on ammo for all your weapons and save your progress. With your guns loaded, leave the safehouse, round up your crew, and drive to Appliance King.



Note

If you've followed the walkthrough so far, the only remaining businesses in Carmine's control are Appliance King and SaniCo Dump and Disposal.

Tip



To weaken Carmine Rosato before you attack the compound, you can also do favors for people around New York and learn the kill conditions of more of Rosato's men. Take out more of Carmine's made men to make your attack on the compound more manageable.

Reclaiming New York



In order to take the fight to Carmine, you must first unlock his

compound by taking over all of his remaining businesses. He's no chump though, so expect to defend your own businesses while attacking his. Luckily, the two remaining businesses are relatively easy to take.

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Begin at the easier of the remaining two, Appliance King. Send in your men ahead of you and rush in behind them. Walk up to the jukebox machines on the right and start busting them up. While you do, your soldiers will pummel the guards in the tiny shop. If any guards try to interrupt your smashing frenzy, let them have it with a melee combo or a baseball bat to the head.



Make a sharp left and follow the proprietor into the back room through the door on the far left of the wall. If any other guards remain, take out your pistol and put them down. Otherwise, calmly walk up to the proprietor, Cole, and smash his shop up while he watches.

Wait until he's ready to cave and take over the small business. After taking over Appliance King, hire some muscle to watch over it, then gather your men in the car. Open the Don's View and set your waypoint to SaniCo Dump and Disposal.



Drive to SaniCo Dump and Disposal and exit the car just before reaching the main gate.

Hop out of the car near the security room and take out your pistol. Send your men toward the main gate



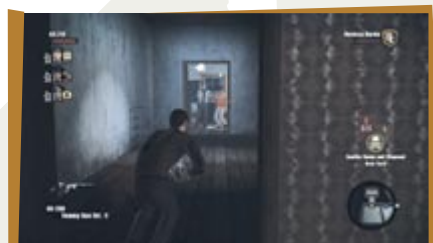
to create a diversion. When they do, pop the guard in the security room, then vault through the window.

Stay by the door and take out rest of the guards just outside the security room. Once the coast is clear, rush out into the yard and make a left toward the main building. Call to your men to join you, then storm through the unlocked door into the SaniCo building.



Turn left and carefully infiltrate deeper into the building. Blast past the next two guards in the billiard room on the left, and make a right toward the next door.

Use the pool tables as cover while you slink toward the next room, popping out of cover only to take out the guards in your way. Take out the remaining guards in the room ahead by staying clear of the door and popping them as they pass by door frame.



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Enter the cleared room, then make another right and sneak toward the door on the far right. The door leads to a small hall. Dash through the hall into the final room and drop the last guard. Finally, turn your attention to the proprietor and threaten him with your firearm. Take over the business and claim the last of Carmine's businesses.



Use the phone in the SaniCo building to call Michael, then rush back to your safehouse. Talk to the Don, then get in the car and drive to Carmine's compound.

Tip

As a show of good faith, Michael gives you three Rapid Recovery favors! To cash them in, go to the Don's View after your soldiers have been hospitalized.

A Rosato Roast

Carmine's compound has one main entrance. Park your car at the main gate and exit the vehicle. Direct your men to move ahead of you and use the pillars in the courtyard as cover. Create a diversion in the courtyard by having your demolitions expert blow up the cars parked nearby.



Any of Carmine's soldiers seeking cover behind the cars blow up along with them.



Make a left at the courtyard entry and take aim at the soldiers on the balcony of the guesthouse in the distance. Hug the left wall and slowly turn right and exterminate the other soldiers in the courtyard.

Fire on the large gas tank on the far left of the courtyard and keep a safe distance as it catches fire and explodes.



BACK ALLEY TACTICS

Though you can also attack the compound by storming in through the front door, we're taking an indirect approach. By attacking through the side door, we pass through an ammo cache in the dining room.



When you reach the break in the left wall, duck behind it and take cover. Pop out from cover and take out the guards on the compound's top floor. As you do, direct your crew around the courtyard to give them better angles of fire on the attacking soldiers.

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After your crew has whittled down the soldiers in the courtyard, leave your cover and rush to the left side of the house near the now-exploded tank. Pick off the last few soldiers on the left of the compound and set your demolitions expert to blow open the door on the compound's left side.



Cover your man while he sets the explosive, then take cover yourself while the explosive counts down. If you're near the door when the bomb goes off, you'll be blow away and will have to restart the attack after a short hospital stay.



Rush in through the side entrance and make a sharp left. Take cover behind the doorway and pop Carmine's soldiers inside. Slowly fight your way inside the next room and grab all of the ammo on the dinner table.



With your weapons locked and loaded, direct your men into the next room—a billiards room.

Blast through the men inside and exit the room into the compound's main entry room. Turn left and take the stairs up to the second level.

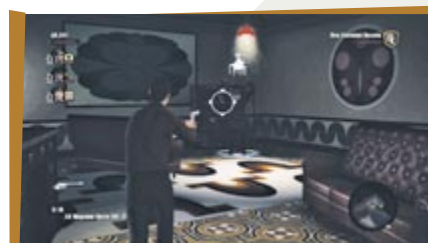


Atop the stairs, turn left again and carefully approach the room at the end of the hallway. Lead with your Magnum and blast all of the men inside. Stay near the door, picking guys off as you direct your men into the room.

Tip



After gunning down Carmine's guard in the short hall leading to his office, look down and to the left to find the .44 Magnum Force (Level 2) upgrade. Grab it before you enter Carmine's office.

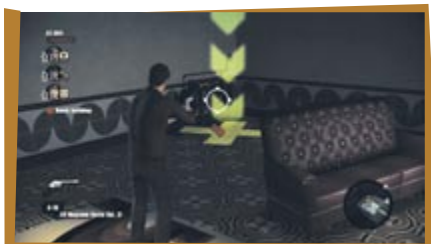


Enter the room behind your men and storm into Carmine's room. Drop his bodyguard with one well-placed shot to the head, then turn your gun on Carmine. Pop Carmine once in the head.

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Tip

If your crew includes a safecracker, order him to crack Carmine's safe before setting the compound ablaze.



Now that Carmine is rubbed out, make sure he doesn't come back. Order your demolitions expert to blow up the gas main in Carmine's

room. While he sets the bomb, begin to backtrack out of the compound! Call your men to join you as the bomb counts



down and escape before the bomb goes off!



The explosion rocks Carmine's compound, taking out the rest of his men and effectively wiping out the entire family. Carmine Rosato is out of the picture. Now gather your men and go find a phone to call your next contact.

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Note

All references to "right" and "left" are meant to be understood as right and left when you are facing the building from the outside.



- | | | |
|---------------------------|-------------------------------|------------------------------------|
| 1 Elite Diner | 12 ABF Ltd. Construction Site | 23 Global Storage |
| 2 Active Electronics | 13 Astoria Construction Site | 24 Security First Savings and Loan |
| 3 Las Palmas | 14 Basso Oil Fill & Go | 25 Merit Credit Union |
| 4 Corman Drive-In Theater | 15 Basso Oil Refinery | 26 Granados Compound |
| 5 Barry's Pawn Brokers | 16 Basso Oil Express | 27 Mangano Compound |
| 6 Luscious Entertainment | 17 Basso Oil Depot | 28 Florida Safehouse |
| 7 The Aristocrat | 18 Ausiello's Bar and Grill | 29 Florida Police Department |
| 8 Foreplay Pictures | 19 Jersey's Sports Bar | 30 St. Rose Medical Center |
| 9 SaniCo Hauling | 20 Bertolli Thrift Company | 31 South Beach Hospital |
| 10 SaniCo Truck Depot | 21 Lansky's Deli | 32 Florida Airport |
| 11 S&L Construction Site | 22 Emilio's Packing Company | |

- | | | | | |
|---------|--------------|----------|-------------|------------|
| Adult | Chop Shop | Diamonds | Gun Running | Police |
| Airport | Compound | Drugs | Hospital | Safe House |
| Banks | Construction | Gambling | POI Fronts | |

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Safe Locations

Location	Amount
S&L Construction Site	\$2,500.00
Astoria Construction Site	\$2,500.00
ABF Ltd. Construction Site	\$2,500.00
Foreplay Pictures.....	\$2,500.00
Global Storage	\$2,500.00
The Aristocrat.....	\$2,500.00
Basso Oil Express	\$2,500.00
Basso Oil Depot	\$2,500.00
Basso Oil Refinery	\$2,500.00
Basso Oil Fill & Go	\$2,500.00
SaniCo Truck Depot.....	\$3,500.00
Ausiello's Bar and Grill	\$2,500.00
Jersey's Sports Bar.....	\$2,500.00
Elite Diner	\$2,500.00
Las Palmas	\$2,500.00
Bertolli Thrift Company.....	\$3,500.00
Berry's Pawn Brokers	\$2,500.00
Active Electronics	\$2,500.00
Lansky's Deli	\$3,500.00
Security First Savings and Loan	\$2,500.00
Emilio's Packing Company.....	\$3,500.00
Corman Drive-In Theater	\$2,500.00
Luscious Entertainment.....	\$2,500.00
SaniCo Hauling	\$3,500.00
Merit Credit Union	\$2,500.00
Florida Airport	\$2,500.00
Mangano Compound.....	\$2,500.00
Granados Compound	\$2,500.00

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Extortable Businesses

1 Elite Diner



Initially Controlled by: **Rico Granados**

Maximum Guards: **8**

Point of Entry: **Front door**



Daily Income: **\$210.00**

This diner only has one entry point. Blast past the guards outside and storm in through the front door. The gas main is on the left wall. Just beyond the gas main is a ladder that leads to the roof, where you can access the electrical box. Taking down this diner is as easy as pie ... diner pie.



Proprietor: **Franklin Dudley**

Proprietor Weak Spot: **Intimidate him with the grill**

2 Active Electronics



Initially Controlled by: **Rico Granados**

Maximum Guards: **8**

Points of Entry: **Front door; rear door**



Daily Income: **\$225.00**

Active Electronics is a small electronics shop with two entrances. The front door leads into the front of the shop, while the rear door leads to the back-room office. The gas main is on the right side of the building and the electrical box is on the roof, accessible only by ladder.



Proprietor: **Miguel Perreria**

Proprietor Weak Spot: **Property damage**

The Rise of a Don

3 Las Palmas

Initially Controlled by: **Rico Granados**
Maximum Guards: **12**
Points of Entry: **Front door; rear door**

Daily Income: **\$200.00**

This swanky club comes alive at night! Either enter through the front door, which leads directly onto the dance floor, or sneak in through the back. The rear entrance leads to the bar. Once inside, sneak up the stairs toward the proprietor. The gas main is outside, on the right wall and the electrical box is at the rear.

Proprietor: **Aaron Talon**
Proprietor Weak Spot: **Slams and leans**



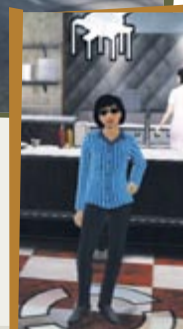
4 Corman Drive-In Theater

Initially Controlled by: **Rico Granados**
Maximum Guards: **10**
Points of Entry: **Side door; front door**

Daily Income: **\$300.00**

The Corman Drive-in Theater's main and only building is at the very center of a large circular lot with several movie screens. The front door faces the rear screen and grants access directly into the concessions stand. The side door leads to the back room of the food stand. There's no real trick to taking the theater, just choose an entrance and go in strong. The majority of the guards will be surrounding the building, so if you get past them, the rest is as easy as cake. If you want to cut the electrical lines, the box is on the right wall. The gas main is on the left wall.

Proprietor: **Ethel Bush**
Proprietor Weak Spot: **Threatening with firearms**



Tip

The theater is always busy at night, which means there will be more witnesses should you chose to attack then. Instead, go when it's not as busy—during the day.



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5 Berry's Pawn Brokers

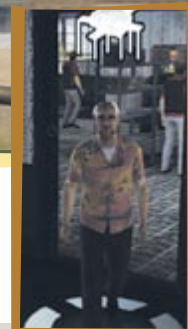


Initially Controlled by: **Rico Granados**

Maximum Guards: **8**

Point of Entry: **Front door**

Daily Income: **\$190.00**



Berry's Pawnbrokers only has one entrance, but it's the only one you need. Walk in through the front door and battle your way into the back room where the proprietor awaits. The gas main is on the left of the building and the electrical box is on the roof, which is accessible by a small flight of steps on the left.

Proprietor: **Glenn Gomez**

Proprietor Weak Spot: **Property damage**

Crime Ring Businesses: Adult Entertainment

The adult entertainment business operates on the edge of legality. Under constant watch by police and politicians, owners need to be connected to stay afloat.

Crime Ring Bonus: Control 4 of 4 for cheaper guards. Your daily expense for maintaining guards is significantly reduced.

Note

There are three adult entertainment locations in Miami. The fourth is in Havana.

6 Luscious Entertainment



Initially Controlled by: **Rico Granados**

Maximum Guards: **30**

Point of Entry: **Front door**

Daily Income: **\$1,750.00**



Luscious Entertainment is a unique business. Although it has only one entry point—the front door—you'll still need a bruiser to break through the next door to go deeper into the building. Once you're inside, climb the ladder inside the second-level room to reach the roof, where you'll find the electrical box. Then take the steps at the rear of the roof to climb all the way back down to the building's backyard. There, you will find the proprietor. The gas main is located on the front of the building.

Proprietor: **Jerry Lemaur**

Proprietor Weak Spot: **Physical threats**

The Rise of a Don

7 The Aristocrat

Initially Controlled by: **Rico Granados**

Maximum Guards: **16**

Points of Entry: **Front door; rear gate (engineer required) to back door (bruiser required)**



Daily Income: **\$850.00**

The Aristocrat has two points of entry. The first is through the front door and requires no specialists. It also leads directly into the main room of the club. The second is through the rear and requires an engineer and bruiser to get into the rear of the club. Once inside, run upstairs to find the owner. The gas main is on the left of the building. There is no electrical box.

Proprietor: **Shelby McGee**

Proprietor Weak Spot: **Physical threats**



8 Foreplay Pictures

Initially Controlled by: **Rico Granados**

Maximum Guards: **16**

Point of Entry: **Front door**

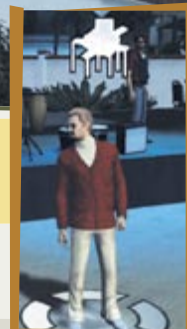


Daily Income: **\$900.00**

Don't be fooled by the racket's exterior. It may look like a house up front, but in the back it's all business. After storming through the front door, wend your way through the small rooms until you reach the production set in the backyard. To shut down the operation, use the electrical box on the left of the building or blow up the gas main on the right of the house.

Proprietor: **Austin Sharp**

Proprietor Weak Spot: **Slams and leans**



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Crime Ring Businesses: Drugs

Drugs are a dangerous business, and some families refuse to get involved. Whoever controls this crime ring will be flush with cash, but it comes at a cost.

Crime Ring Bonus: Control 4 of 4 to double crime ring income.

Note

Two SaniCo businesses are in New York, the other two are in Miami.

9 SaniCo Hauling

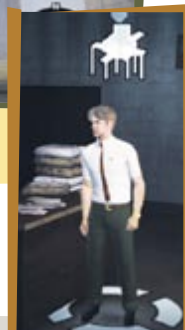
Initially Controlled by: **Tony Rosato**

Maximum Guards: **20**

Points of Entry: **Front door; side door that leads to a small room with locked door (bruiser required)**

Daily Income: **\$1,050.00**

SaniCo Hauling has two entrances. The first is a front door that can only be reached by sweeping around the rear of the building, starting on the building's right alley. The second way in is a side door that is along the right alley and is, by far, the better of the two entry points. After sneaking in through the side door, order your bruiser to bust through the next door and you're in. The electrical box is in the room with the bruiser-only door, and the gas main is on the building's right side.



Proprietor: **John Garcia**
Proprietor Weak Spot: **Grabs**

10 SaniCo Truck Depot

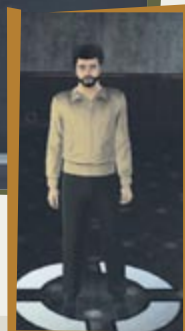
Initially Controlled by:

Maximum Guards: **25**

Points of Entry: **Rear opening**

Daily Income: **\$2,025.00**

The SaniCo Truck Depot is very easy to infiltrate. With no locked doors, destructible walls, or fences to cut through, taking it is just a matter of walking down the left or right side of the building and dashing into the building through its rear entrance—a large, wall-sized opening. Once inside, sprint up the stairs and into the manager's office to find the proprietor. The gas main is along the right wall and the electrical box is on the front wall.



Proprietor: **Stanley Herrera**
Proprietor Weak Spot: **Grabs**

The Rise of a Don

Crime Ring Businesses: Construction

This lucrative crime ring is where many mobsters first made their bones. Whether it's skimming from the top or ripping off unions, construction has its privileges.

Crime Ring Bonus: Control 3 of 3 to rebuild bombed businesses faster. All of your bombed businesses will rebuild and reopen twice as fast.

11 S&L Construction Site

Initially Controlled by: **Tony Rosato**

Maximum Guards: **24**

Point of Entry: **Gap in wall on right side**



Daily Income: **\$875.00**

The construction site has only one entrance: through a gap on the right side of the facility. Sneak around the site, hugging the right wall until you reach the main gate. Just in front of the gate is the security office with the gas main and the electrical box. As you forge deeper into the site, duck into the portable office building to find the site manager.



Proprietor: **Earl Mazzinghi**

Proprietor Weak Spot: **Use firearms**

12 ABF Ltd. Construction Site

Initially Controlled by: **Tony Rosato**

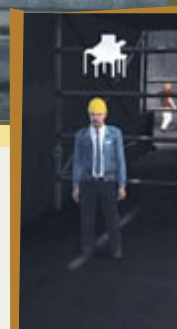
Maximum Guards: **30**

Points of Entry: **Front gate left (engineer required); window to security room on front right side; far left and right corners of the fence (engineer required)**

Daily Income: **\$1,800.00**



There are several entries into the ABF Ltd. construction site. While the two front entries lead you into the most resistance from guards, they also lead you to the gas main and electrical box (the gas main is in front of the office on the front of the site while the electrical box is behind it.) To reach the proprietor fastest, take the rear, right-corner entrance (requires an engineer to cut through a fence) and proceed directly to the stairs leading up to the top of the site. Dash across the roof, then back down the stairs into the basement level, where you'll find the proprietor.



Proprietor: **Lee Dunlap**

Proprietor Weak Spot: **Threaten with firearms**

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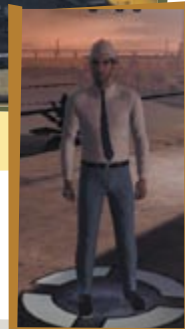
The Block Market

13 Astoria Construction Site



Initially Controlled by: **Tony Rosato**
 Maximum Guards: **26**
 Points of Entry: **Front left doors; fence on front right (engineer required)**

Daily Income: **\$875.00**



The Astoria Construction site has two entrances. Luckily, both lead you exactly where you need to go. Once inside the site, take the steps on the right up to the multilevel building. Circle around each level, climbing as you go, until you reach the proprietor. The gas main and electrical box are both attached to the small office on the exterior of the site.

Proprietor: **Alvin Luna**

Proprietor Weak Spot: **Slams and leans**

Crime Ring Businesses: Gunrunning

There are enough small-time crooks out there to create a huge market for untraceable guns. Controlling this crime ring means never needing to worry about ammunition.

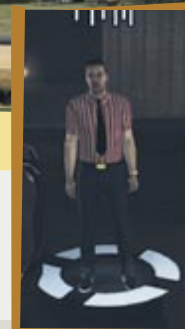
Crime Ring Bonus: Control 4 of 4 to carry twice as much ammunition. Your family's weapons will have an expanded ammunition capacity.

14 Basso Oil Fill & Go



Initially Controlled by: **Rico Granados**
 Maximum Guards: **24**
 Points of Entry: **Right side entrance (engineer required); front door to second door (demo expert required); left entrance (engineer required)**

Daily Income: **\$1,190.00**



The Basso Oil Fill & Go is a small business, but can still be tough to take down. The many entrances lead almost directly into the backyard where most of the guards wait to ambush you. The safest path is actually through the front door. Bust through it, then order your demo expert to burn down the second door leading to the proprietor's office. The gas main is on the left side of the building and the electrical box is at the rear.

Proprietor: **Gene Garza**

Proprietor Weak Spot: **Physical threats**

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15 Basso Oil Refinery

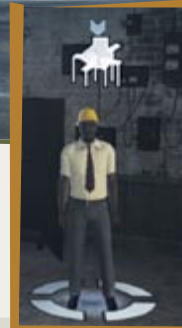
Initially Controlled by: **Rico Granados**

Maximum Guards: **24**

Points of Entry: **Fence at far left (engineer required); front gates**

Daily Income: **\$1,750.00**

The Basso Oil Refinery can be very confusing to navigate with its many ladders, stairs, and walkways. To enter the labyrinthine complex, either cut the fence at the far-left side of the facility (which leads to a small room with the electrical box), or burst through the main gates. The proprietor is in a room at the rear of the complex, on the second level. Although the gas main is on the front wall of the parking area, you can also have an arsonist blow up the many gas tanks in the refinery.



Proprietor: **Alexander Escobedo**

Proprietor Weak Spot: **Strangle**

16 Basso Oil Express

Initially Controlled by: **Rico Granados**

Maximum Guards: **24**

Points of Entry: **Front door; side door; rear staircase to roof**

Daily Income: **\$1,125.00**

The Basso Oil Express has multiple entrances, but all you really need is one approach. The front door leads into the building, but the proprietor is atop the roof. Sneak past the guards and the electrical box on the right wall, then dash up the stairs to where the owner is. The gas main is on the left wall of the building.



Proprietor: **Fred Medina**

Proprietor Weak Spot: **Slams and leans**

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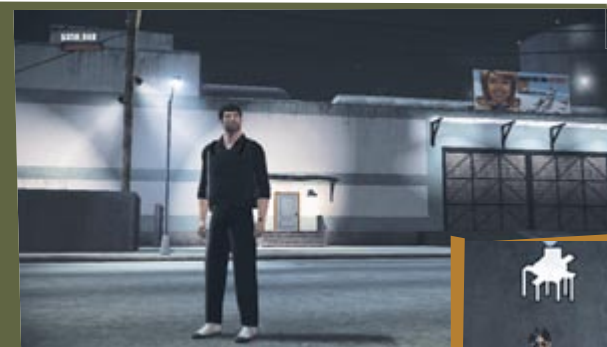
17 Basso Oil Depot

Initially Controlled by: **Rico Granados**

Maximum Guards: **28**

Points of Entry: **Front door leads to small room with a door (bruiser required); side passage on left past steps to rear entrance**

Daily Income: **\$1,900.00**



The oil depot has two entrances, but like the SaniCo Truck Depot, the large entrance is at the rear of the building. If you break through front door, have your bruiser bust through the second door to gain access to the main building. To get the drop on the guards, sneak around the left side of the building, over the stairs into the backyard. The gas main is on the left side of the building, atop the flight of stairs. The electrical box is inside the small room immediately after entering through the front door.

Proprietor: **Franklin Vargas**

Proprietor Weak Spot:

Threatening with firearms

Crime Ring Businesses: Gambling

Cheap booze, live music, short skirts—what's not to like? Keep the customers happy, and no one will notice that every game is rigged.

Crime Ring Bonus: Control 4 of 4 to carry incendiary ammunition. You and your crew will dish out twice the damage from firearm attacks.

Note

Two gambling fronts are located in Florida, the other two are in Cuba.

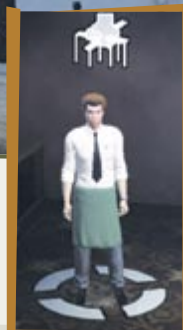
18 Ausiello's Bar and Grill

Initially Controlled by: **Tony Rosato**

Maximum Guards: **20**

Point of Entry: **Front door**

Daily Income: **\$750.00**



With only one entrance to the restaurant, Ausiello's is an easy job. Bust in through the front door, scour the rooms as you blast through the guards, and then reach the owner at the bar. The gas main is on the right side of the building and the electrical box is at the rear.

Proprietor: **Jesse Lara**

Proprietor Weak Spot: **Use firearms**

The Rise of a Don

19 Jersey's Sports Bar

Initially Controlled by: **Rico Granados**

Maximum Guards: **12**

Points of Entry: **Front door; destructible left-side wall (demo expert required); destructible right-side wall (demo expert required) leads to side door, rear fence on right (engineer required) leads to side door**

Daily Income: **\$800.00**

Jersey's Sports bar has several points of entry. Either storm in through the front door, blast through the left-side wall, or sneak in through the side door on the right after blasting through the front right wall. You can also cut through the rear fence to reach the side door. Once inside, scramble up the stairs to reach the proprietor's office. The gas main is just behind the right destructible wall and the electrical box is on the roof, which is accessible only by a ladder at the rear of the building.

Proprietor: **Vernon Scheraggio**

Proprietor Weak Spot: **Property damage**

Crime Ring Businesses: Diamond Smuggling

Moving and trading stolen diamonds is a business rich with opportunity. But the potential to lose millions in a single bust is a constant threat to this crime ring.

Crime Ring Bonus: Control 3 of 3 to use bulletproof vests. You and your crew will receive half damage from firearm attacks.

20 Bertolli Thrift Company

Initially Controlled by: **Rico Granados**

Maximum Guards: **18**

Points of Entry: **Front door; rear gate (engineer required)**

Daily Income: **\$875.00**

Although you can attack through the front door, you'll have to cut all the way across the building to reach the rear. Once there, climb the stairs to the roof where you'll find the proprietor. Instead of doing that, cut through the gate at the rear to gain direct access to the stairs. The gas main is on left side of the front entrance. The electrical box is underneath the stairs leading to the roof.

Proprietor: **Eddie Alvarez**

Proprietor Weak Spot: **Property damage**



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21 Lansky's Deli



Initially Controlled by: **Rico Granados**
 Maximum Guards: **16**
 Points of Entry: **Front door; side door**



Daily Income: **\$1,250.00**

Lansky's Deli has two entrances. The front door leads to a small room with a second locked door (safecracker required). The rear door leads directly to the deli's warehouse where the proprietor goes about his business. There's fire escape at the rear that leads to the roof, but there's nothing up there of consequence. The gas main is on the right. There is no electrical box for this business.



Proprietor: **Jack Garcia**
 Proprietor Weak Spot: **Slams and leans**

22 Emilio's Packing Company



Initially Controlled by: **Rico Granados**
 Maximum Guards: **20**
 Points of Entry: **Side door; rear entrance after climbing ladder**



Daily Income: **\$1,950.00**

Emilio's isn't owned or operated by Emilio at all! Go figure. Regardless, this business is easy to infiltrate, but slightly harder to figure out once you're inside. Either take the ladder at the rear to the small room inside the building, which also contains the electrical box, or butt through the side door into the main building. Once inside, carefully wend around the piles of debris until you reach the stairs leading into the upper levels. Harry Cruz, the proprietor, can be found roaming the upper levels. The gas main is on the right side of the building.



Proprietor: **Harry Cruz**
 Proprietor Weak Spot: **Strangle**

The Rise of a Don

Crime Ring Business: Chop Shop

Buy low, sell high—that's the motto for chop shops. Except that with this crime ring, the prices are so low, they're practically criminal.

Crime Ring Bonus: Control 4 of 4 to use armored cars. You can access armored cars at your compound, safehouses, and airports.

Note

Three of the four chop shop locations are in Cuba. This is the only chop shop in Florida.

23 Global Storage

Initially Controlled by: **Samuele Mangano**

Maximum Guards: **18**

Points of Entry: **Main gate; room on front right; garage on front left (engineer or demolitions expert required)**

Daily Income: **\$1,975.00**

The Global Storage facility is a tricky takeover. Although there are multiple points of entry, only one is really useful. The small garage on the front left of the facility leads directly into the main building and then the rear of the complex, where the proprietor cowers atop a tall crane. However, to lower a bridge to the main building and to flush out the proprietor, you must have an arsonist set the large gas tank on fire. The building on the front right houses the electrical box and hides the gas main on the right wall.



Proprietor: **Jim Bob Hancock**

Proprietor Weak Spot: **Slams and leans**

Tip

The small room in the lower-right corner of the complex has the Level 3 shotgun upgrade!

Banks

24 Security First Savings and Loan

Points of Entry: **Front door; side wall (demolitions required)**

The Take: **\$9,000.00**

Number of Guards: **2**

Amount in Safe: **\$2,500.00**

Don't take this bank without cutting the lights first. Cut through the fence at the rear of the building, then go up the fire escape to the roof. Cut the wires on the electrical box, then blow open the side wall leading directly into the vault. As always, be sure to have a getaway car waiting nearby.



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25 Merit Credit Union

Points of Entry: **Front door; left side wall (demolitions expert required)**

The Take: **\$10,000.00**

Number of Guards: **3 inside, 1 patrolling exterior**

This bank is very much like the others. The destructible side wall leads directly into the vault. Unlike other banks, though, this one doesn't have an electrical box to cut the power. The gas main is on the right of the building.



Compounds

26 Granados Compound

Rico Granados's compound is a large Spanish villa-style complex with a wide open courtyard in the center. At the far right side of the villa is the main building. You can access the building either by going through the middle, sweeping around the left side toward the rear, or cutting through the center to the right.



27 Mangano Compound

Of all the rival family compounds, the Manganos' compound is by far the most modern. Set against an ocean backdrop, the compound is very angular and nearly impenetrable save for one long passageway on the complex's left. A frontal assault would only lead to ambush as the front door is locked, and the right of the complex is tightly hugged by the shore.



The Rise of a Don

Other Key Locations

28 Florida Safehouse

Hyman Roth grants you this safehouse shortly after you arriving in Miami. He used it as a safehouse during Prohibition.



29 Florida Police Department

This is the Miami police hub. Be careful when pulling jobs nearby.



30 St. Rose Medical Center

If you are hospitalized in the northern part of the city, this is where you respawn.



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31 South Beach Hospital

If you are hospitalized near the south side of the city, this is where you respawn.



32 Florida Airport

Although this is your travel hub in Miami, you are also required to complete a few missions at the airport. Get to know it well.



Tip

This is the only airport with a safe.



The Rise of a Don

GUNS FOR HIRE

NAME	SPECIALTY	LOCATION	LEVEL
Clifford Vacchereccia	Arsonist	Corman Drive-in Theater	2
Franklin Fogliano	Arsonist	Basso Oil Fill & Go	2
Leon Castellani	Arsonist	Astoria Construction Site	3
Harold Campi	Arsonist	Basso Oil Refinery	2
Ray Fogliano	Arsonist/ Demolitions	On top of building across from Corman's Drive-in Theater	3
Harvey Salvani	Demolitions	Basso Oil Depot.	2
Ralph Chiaro	Demolitions	SaniCo Truck Depot.	2
Henry Dandolo	Demolitions	Jersey's Sports Bar	3
Lewis Calvacanti	Engineer	Berry's Pawn Brokers	2
Leo Ruffoli	Engineer	Las Palmas	2
Jerry Palagio	Engineer	Foreplay Pictures	2
Leo Zingane	Engineer	The Aristocrat	2
Johnny Rizzo	Engineer	Ausiello's Bar and Grill	2
Ray Compagni	Engineer	Lansky's Deli	3
Norman Petriboni	Engineer	Global Storage	2
Floyd Strazzi	Engineer	In park across from Lanky's Deli	1
Paul Porcellini	Bruiser	Elite Diner	1
Henry Strazzi	Bruiser	Las Palmas	1
Clifford Dati	Bruiser	The Aristocrat	1
Clyde Petriboni	Bruiser	Jersey's Sports Bar	1
Leon Pazzi	Bruiser	Ausiello's Bar and Grill	3
Theodore Strozzi	Bruiser	Basso Oil Express	2
Gordon Lanzi	Bruiser	ABF Ltd. construction site	2
Bernard Uzzano	Bruiser/Medic	Goldenrest Cemetery	2
Leon Pasquini	Medic	Active Electronics	2
Peter Guerra	Medic	S&L construction site	3
Lee Manticho	Medic	In park across from Lanky's Deli	2
Edward Chiaro	Medic	Ausiello's Bar and Grill	2
Glenn Rizzo	Medic	Luscious Entertainment	2
Vernon Strazzi	Safecracker	Jersey's Sports Bar	2
Gary Amidei	Safecracker	In park across from Lanky's Deli	2
Earl Buondelmonti	Safecracker	Lansky's Deli	2
Douglas Oltrarno	Safecracker	Emilio's Packing Company	2
Leroy Petriboni	Safecracker/ Engineer	Las Palmas	3

Notes

Florida is the largest location comprised of three islands. Because the city's businesses are spread across three islands, you can take different approaches; either take all the businesses on one island at a time, one racket at a time, or just as the mood strikes your fancy. The safehouse can be distant depending on what you're running from; keep that in mind when pulling a job. There are many rival families in Florida so you'll always have to contend with one family or another.

Also, with two banks in the city, you'll always have a chance to score some extra cash.



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Chapter 5: Reunited with Roth

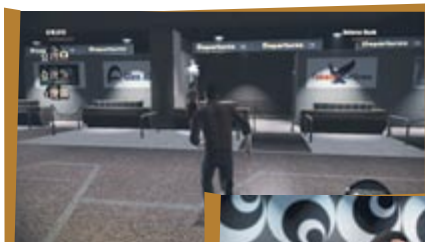
Your rise to power has been quick. After hiring a few soldiers and executing a successful hit on Carmine Rosato, your stock has risen. In fact, you've made enough noise in New York to be noticed all the way down in Miami. Shortly after the hit on Carmine, you received a call from Hyman Roth.

He wants you to meet him down in Florida to talk about business opportunities.

Change of Scenery

Mission List:

1. Go to the airport and book a ticket to Florida.
2. Meet with Hyman Roth at his home.
3. Rescue Roth's associate from the Granados kidnappers.
4. Call Hyman Roth.
5. Meet with Hyman Roth at his Florida safehouse.
6. Promote a soldier to capo.
7. Speak with Fredo.

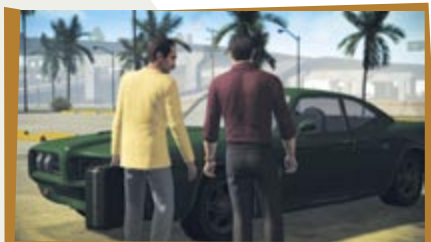


Hop in a car and follow the map marker to the New York airport. Walk



into the airport main terminal and talk to the travel agent at the counter to catch a flight to Florida.

Fredo Corleone is waiting for you when you arrive in Florida. As you walk to the car, Fredo fills you in on Roth's issues in Florida. While you've been busy eliminating Carmine Rosato's family in New York, Hyman Roth has been at war with Rico Granados's family in Florida. That's why Mr. Roth called you to Florida.

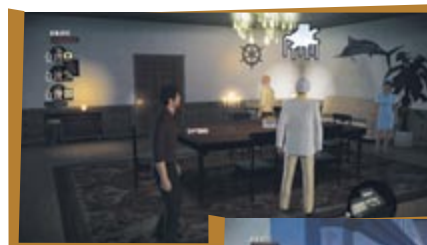


Have a little chat with Fredo to get some more info about the situation in Florida, then

hop in the car and follow the map marker to Hyman Roth's house.

Tip

There's no need to wait to get your hands dirty in Miami. As soon as you land, you can begin to expand your business enterprises in town.



At Hyman Roth's, the grizzled old man praises you for the great job

you've done in New York. Word is that you're a great boss and very capable of



wiping out an entire opposing family. While he would like to handle the Granados family here in town, their boss, Rico, has taken one of Roth's men as a hostage. He can't make a move until his man is safe ... but you can.

The Rise of a Don

Gather your men and get back in the car. Roth's kidnapped associate is being held at a gas station across town.

A Sneaky Rescue

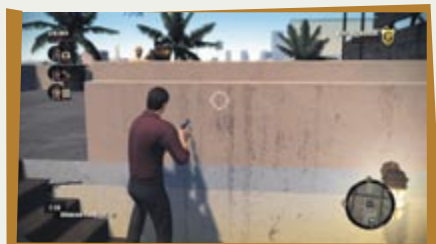


At the gas station, sneak into the alley at the rear of the building and grab the garrote on the

chair at the base of the steps. Select the garrote as your weapon, then crouch and sneak up the stairs. Stop at the top of the stairs and locate the lone guard on the roof.

Watch the guard as he keeps his back to you, then sneak up behind him and use the garrote to strangle him.

After taking down the first guard, sneak to the edge of the building and locate the next solo guard. Once again, sneak up behind him, wrap your garrote around his neck, and choke him.



Direct your men ahead of you to blast through the next two guards, then walk up the stairs to the small

shack at the center of the roof. Before you go all the way up, though, stop, equip your Magnum, and locate the kidnapper and Roth's associate around the corner.

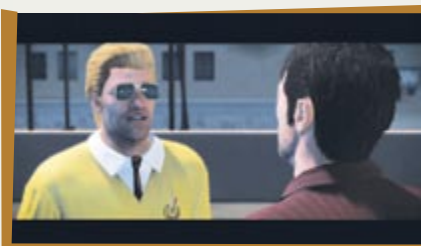


When the kidnapper spots you, he gives you 10 seconds to back away before he kills Roth's

man. When he does, pop out of cover, lock on to the kidnapper's head, and take him down with a headshot!

Caution

Granados and his men are wearing bulletproof vests! If you try to shoot him in the chest, he'll have enough time to rub out Roth's man.



Talk to Steven Ciccoricco, Roth's associate, to get the info on Granados's schemes.

According to him, the Granados family is planning on smuggling in some high-caliber weaponry that will help them take over and control the city! When they found out Ciccoricco was working the inside for Roth, they took him hostage. Now that he's free, he can get the word to his boss, Mr. Roth.

Leave Ciccoricco and go find a phone to call Mr. Roth.

Tip



Before leaving the building where Steven Ciccoricco was being held captive, grab the silenced pistol Level 2 upgrade sitting on the crate at the base of the steps.

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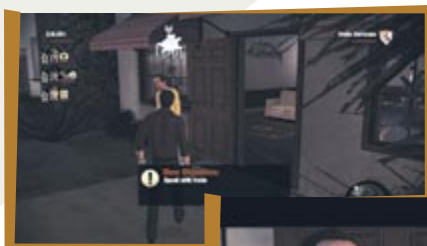
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Follow the map marker back to Mr. Roth's place and talk to



him. In a show of appreciation for saving his associate, Mr. Roth gives you the Florida safehouse for your own personal use! But

that's not the only thing on his mind. He suggests that you promote one of your soldiers to *caporegime*.

After speaking with Hyman Roth, saunter over to Fredo and spark up a conversation. Get more info on Rico Granados and his connections. Apparently, Rico has a lot of corrupt officials on his payroll, which makes him tough to take down. Lucky for you, the corrupt officials are for hire at the highest price.

Tip

After promoting one of your men to capo, fill his empty spot in your family tree with another soldier.

Chapter 6: Making a Dent



The Granados family and Tony Rosato aren't going anywhere ... unless you force them to. Not only is Tony looking for revenge for his brother's death, but your involvement in Hyman Roth's beef with Rico Granados has put you directly in Rico's crosshairs. Your businesses here and in New York will begin to take frequent attacks unless you do something proactive.



Tip

If you have the muscle, split up to save time. Send some of your men to take over one business while you take on another solo (or with a medic).

Make the first move by taking one of their crime rings. Leave the safehouse and set out into the city.

Taking On Tony

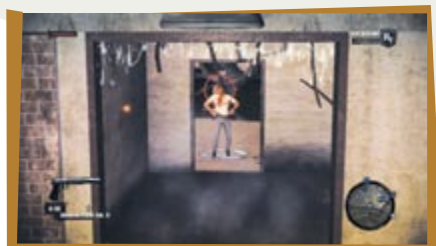
Mission List:

1. Weaken the Granados and Tony Rosato. Take over one of their Florida crime rings.
2. Take over S&L construction site.
3. Take over Astoria construction site.
4. Take over ABF Ltd. construction site.
5. Find a phone to call your next contact.
6. Meet with Hyman Roth at his home.

Tip

Your next task is to weaken both the Granados or the Rosato family by taking one of their crime rings. While you have your choice of several locations, we're taking over Tony Rosato's construction businesses.

The Rise of a Don

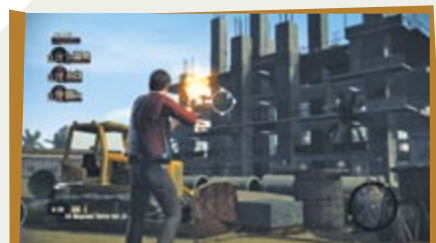


Tony Rosato's S&L construction site is the perfect place for your first attack. Open the Don's View

and set a map marker on S&L construction site. Park on the street before you reach the entrance to the cemetery and get out of your car. Sneak into the construction site through the side entrance and circle around the site toward the front entrance.

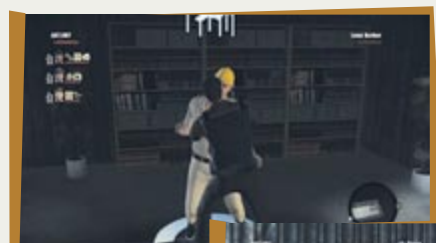


When you reach the small security shack, hug the shack's left wall and poke through the window out the opposite door. Take out the guards nearby, then order an engineer in your crew to cut the phone lines.



Leave the security shack and hug the far concrete wall. Take aim across the construction

site and pick off Rosato's men as they patrol the various levels of the building.



After picking off more of Rosato's men, continue edging deeper into the

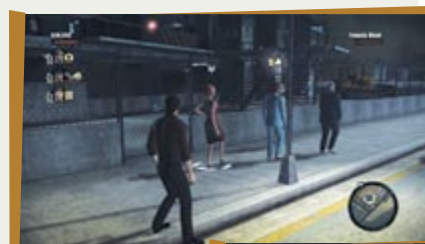
construction site as you hug the left wall. Rush into the small trailer at the end of the site and put the screws on the site manager, Earl Mazinghi.



While you put the pressure on Earl, set your safecracker to open the safe in the trailer. After taking over the construction site, hire a few guards to keep it safe, then open the Don's View and mark your next target, the Astoria construction site, with a waypoint map marker.



Leave S&L and boost a passing car. Gather your men inside, then follow the map marker to the Astoria site.



At the Astoria Construction Site, order your engineer to cut the phone lines before

sneaking in. After cutting the lines, walk into the small trailer near the phone lines and



crack open the safe. Nab the \$1,250.00 and then hightail it out of there. Make a left outside the trailer and find the entrance to the construction site. If any of Rosato's men show up, pummel them to death, then order your engineer to cut through the chain link fence.

Go up the stairs beyond the fence and take out your weapon of choice. Slink left along the site's second level and take the steps to the third level. Continue going up the levels and killing Rosato's men as you go. Use the large pillars as cover as you advance.

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At the site's top level, use the various crates and pillars to cover your attack. Take out the remaining men and grab Alvin Luna, the site manager. Shuffle Alvin to the nearby railing and lean him over (his weak spot). Once he's ready to cough up the racket, take over the second of Rosato's construction businesses.

Note

Always remember to hire guards for your rackets immediately after taking over.



Two down, one to go. Enter the Don's View and set your waypoint to the ABF Ltd. construction site—the last of Rosato's construction crime ring businesses. Regroup your crew and get back in the



car. Follow the map marker to the ABF site and stop just outside the main gate. Park the car at the corner of the street where the security room meets the construction site fence.

Hop out of the car and vault through the security room window. Exit the security room into the main construction site and make a left toward the office trailer on the far end. Sneak inside and set your safecracker to work. Pocket the green, then exit the trailer back into the construction site interior.

Hug the far right fence and follow it to the rear of the site. When you reach the rear where the site meets the shore, turn right and trundle up the stairs to the top floor.



Sneak around the site, moving from pillar to pillar as you clip Rosato's men. Sweep to the right of the floor

while you order your men to sweep left. Stay behind cover and clean the top floor of all guards as you and your men meet at the far side.



After taking out all of the guards on the top level, edge up to the center of the floor and peer down onto

the lower levels. Circle around the center of the site and pick off more of the guards on the lower levels.



When you've whittled down the number of guards on the lower levels, take the stairs at the opposite side of the floor and go down to the lower levels. Dash around the floors, scrambling from pillar to pillar as you take down more guards.

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Continue blasting your way down and around the construction site until you reach the

second floor. When you reach it, take the stairs near the front of the floor plan to the site's first floor. Make a quick right and dash through the doors leading into the basement levels.



Carefully creep down the long ramp into the lower level and lead with

your weapon. As you approach, more of Rosato's men pour around the corner. Send your men ahead of you to absorb the brunt of their attack, or take them down one by one yourself with well-placed head shots.

At the base of the ramp, let your men rush around the corner to provide you with a moving wall of protection. Fight your way past the remaining guards until you reach Lee Dunlap, the site's manager. Threaten him with a firearm (his weakness) to put the pressure on, and take over Tony Rosato's third construction crime ring business.

Note

By taking over the construction crime ring, your businesses will rebuild and reopen two times faster after being bombed!



After weakening Tony Rosato by taking one of his crime rings, find a phone—there is one on a pillar on the second floor—and call Mr. Roth. He wants you to meet with him at his home, so get back in the car and get moving.

Tip

You don't have to stop after taking one crime ring. Your goal is to be the top dog, remember? Even though your task is completed for now, taking over a few more businesses will make things easier in the long run.



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Chapter 7: A Foothold in Florida

Back at Hyman Roth's house, the wily old man suggests that you not only increase your businesses but also the size of your family. A new slot opens up in your family tree, allowing you to hire a new soldier and add to your specialties. After you hire some new muscle, Mr. Roth suggests that you continue to whittle down the rival families by whacking some of their made men.



Tip

Before setting out on your new task, talk to Fredo. He's got some choice words on how to protect your rackets.

Tip

Just as with many other missions, you can choose to do things a bit differently. If you've already taken out some of the rival made men, then execute any two made men. Because the people who provide intel on made men wander about the city, we can't tell you exactly where to go to pick up a few favors. Instead, refer to the Meet the Families section of this book to find out the locations and kill conditions of all made men for every family.

To take out two of the rival families' made men, you must locate them and find out their kill conditions first.

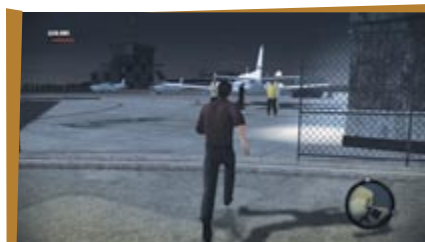
That means doing some favors for people around Miami. After taking out the two rival made men, head down to the



Restoring Order in the Community

Mission List:

1. Hire some new muscle. Recruit a new soldier.
2. Weaken the Granados or Rosato families: Eliminate at least two of their made men.
3. Head to the airport.
4. Speak to Fredo outside the airport.
5. Speak with Hyman Roth.
6. Speak with Henry Mitchell.
7. Interrogate the airport strike leader (Perry Olsen).
8. Kill Alejandro Almeida.
9. Meet with Michael Corleone in New York.
10. Speak to Tom Hagen.



airport to take care of some business first. Leave Hyman Roth's house and gather your crew into a car.

Speed to the Miami airport where you'll find Fredo waiting across the street.

While you were handling your own, the airport workers decided to go on strike, shutting down the airport. That means that you can't go back to New York until the airport is reopened! Fredo suggests that you speak to Mr. Roth to get more info on the situation. Turn around and follow the map marker to Mr. Roth and his associate just left of the airport's main terminal.

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Mr. Roth's associate is named Henry Mitchell—an agent with the CIA. Mitchell believes that the strike is the work of a man named Alejandro Almeida—a Cuban-American Communist. Though he doesn't say so outright, the message is clear: Mitchell wants Almeida out of the picture. If you can accommodate him, you'll earn yourself a new ally and the airport will reopen.

Turn around and walk to the picketing crowd. As you approach, spot Perry Olsen, the strikers' leader, and carefully follow him out of the crowd as he saunters away. Corner Perry near the bushes and interrogate him with physical threats (his weakness) to find out where Alejandro Almeida is hiding out.

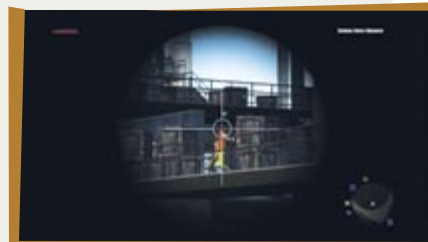
Tip

Perry has a very high tolerance for pain, so feel free to smack him around a bit to speed up the interrogation. As long as you don't push him to his maximum, he'll cough up Alejandro's location in a jiffy.



Olsen reveals that Almeida is hiding out at the old junkyard not far from the airport. Boost a ride and head to the junkyard.

Sneak into the junkyard via the far left entrance near the highway and take out your rifle with the scope.



Shoot the guards on the far left side, then hug the left edge of the junkyard. As you trek deeper into the yard, turn your rifle right and pick off the guards on the walkway one by one.



Send your men ahead of you to take down the guards in your way as you bring up the rear, sniping guards from a safe distance. When you reach the far end of the yard, switch to a smaller, more powerful weapon like your shotgun or silenced pistol and pop the rest of the guards with some headshots.



Before heading up the stairs to reach Alejandro, pop the flaming barrels with your gun to make them explode. Any guards foolish enough to be near them will go up in smoke along with the barrels.

Caution

If you use the crates on the walkway for cover, don't stay behind them for too long. They'll shatter when shot and leave you completely exposed!

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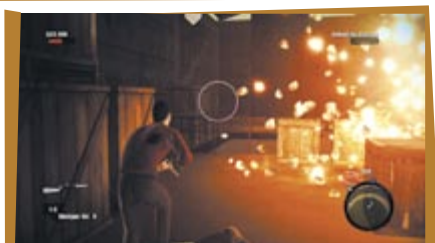
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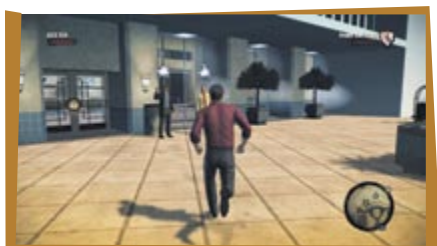


Turn right at the far end of the yard and slowly walk up the steps onto the walkway.



If any guards are on the stairs, clip them as you go. Take the stairs all the way up, then turn toward the large warehouse. Stop at the door before entering and send your crew inside to begin clearing the way.

Make a left inside the door and follow the wall around the warehouse toward the stairs on the opposite side.



Alejandro is at the top of the stairs. Send your boys up and follow close behind them.

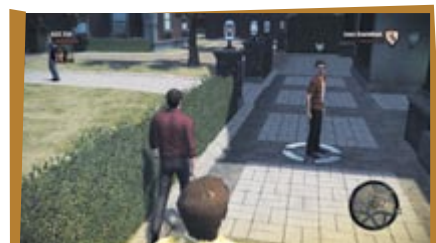
As they distract

Alejandro, rush toward him and grab him with both hands. Lean him toward the railing and toss him over the side to send his people a message.

Home Sweet Home



After dropping Almeida to his death, speed back to the airport—which is now open—to book a flight



back to New York. Upon arriving at the airport, you find that Fredo and Agent Mitchell are there waiting for you. Speak to them both. Fredo sends Michael warm wishes, and Mitchell assures you that you've made an ally in him. He believes that your interests aren't different from his, and hopes that continued cooperation between the two of you will go smoothly.

After catching up with your new friend, book that flight to New York and head home. Back in New York, get a car and follow your map marker back to the Corleone Compound.



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When you reach the compound, Don Corleone is waiting for you. He explains that he has

recently come under investigation. Senator Pat Geary has been keeping a close eye on all of his businesses and as a result, he must now keep a low profile.



To make matters worse, the government has slowly built a case against Michael and even found someone that could testify against him—Frank Pentangeli! As it turns out, Frank didn't die during Carmine's botched hit. In fact, he survived and he is now fueled by the thought that Michael Corleone betrayed him!

To keep Tom Hagen out of the government's eye, Michael reassigns Tom to be your consigliere.

Speak to Tom Hagen and welcome him into your branch of the Corleone family. He's your right-hand man now. Hagen has a lot of information on Senator Pat Geary and knows exactly how to get him to bend to the family's will—with your help of course.



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Chapter 8: Government Issues



Tom Hagen is a smart man. He's one step ahead of Senator Geary and already has a plan for getting Geary in the Corleone family's pocket. According to Tom, the senator has a taste for expensive women. Tom believes that using the senator's weakness (sex) against him will grant the family leverage over the investigation into Don Corleone. Your next task is to get some leverage on the senator.

Note

Even though this is the Miami chapter, the following events take place in New York. Refer to the New York section of the walkthrough for all vital information. Don't worry, after a slight visit with your family back home, you'll need to return to Miami.

Dark Indiscretions

Mission List:

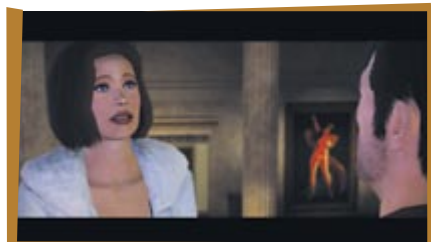
1. Meet with Rosa at La Maison Rouge in New York.
2. Destroy the evidence at the New York Federal Building.
3. Speak with Rosa.
4. Speak with Tom Hagen.
5. Meet with Senator Geary at the Empire Room.
6. Meet with Tom at La Maison Rouge.
7. Talk to Senator Geary.
8. Speak to Tom Hagen.
9. Go to the airport and book a flight to Miami.



To set up the Senator, you must first speak with Rosa at the local brothel, La Maison Rouge. The brothel is not far. In fact, it's just across the street from the Corleone compound. Hightail it out of the compound and go talk to Rosa.

Before you arrived, Tom filled Rosa in on the plan to set up the Senator. She's willing to help, but knows she's paying a high price. If she's going to sacrifice one of her girls for the Corleones, then she wants a favor done first.

Rosa has also come under investigation by the government and demands that you help her out first. To get



her to cooperate, you must destroy the logs and books that are going to be used as evidence against her in trial. If that evidence sees the light of day, many powerful politicians will be ruined and they'll come after Rosa to make sure that doesn't happen. Her life is in danger.



Gather your crew and steal a car large enough for everyone. Drive to the Federal Building and

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park the car just outside, facing the street. The building is well guarded, but can be easily compromised,



as long as you have a few extra bucks to spend on the corrupt security guards and cops.

Before entering the building, locate the cops outside and pay them off. As you enter the building, do the same with the security guards, then calmly walk into the flanking rooms. Don't rush, but do keep a quick pace to make sure you steal the evidence while the authorities are looking the other way. Order your safecracker to pop the safe open and grab the evidence, then rush outside to your waiting getaway car. Speed to your safehouse to stash the evidence and complete the favor for Rosa.



Drive back to La Maison Rouge to tell Rosa that you've taken the evidence, then speak

to Tom. While you were getting Rosa's evidence, Tom set up a meeting between you and the senator at the Empire Room.



Get back in your car and follow the map marker to the Empire Room. Approach Senator Geary at the nearby table and talk to the crooked politician. Try not to upset the senator, and steer the conversation toward his interests.

Tip

If you upset the senator, it makes the conversation a bit tougher to steer back in your favor. To keep everything copacetic, follow this conversational path:

1. "Business"
2. "You'll get a cut."
3. "Don't insult me, Senator."
4. "Respect."
5. "Just you and me."

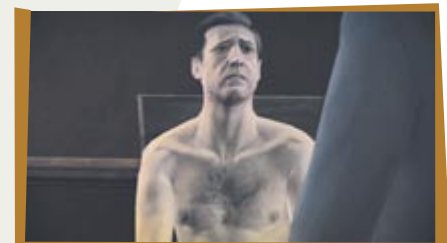
After the above exchange, Senator Geary takes a liking to "your style" and even asks about other "possible benefits" to your new undertaking. You'll automatically offer him a free stay at La Maison Rouge and the trap is set!

After your meeting with Senator Geary, he wastes no time in taking you up on your offer and heads directly



to La Maison Rouge. As expected, the senator finds a girl to cozy up with and Tom's plan is set into motion.

Before Geary "entertains" his lady friend, one of your men will slip him a Mickey to slowly knock him out. When Geary wakes up, he'll find that his lady of the night has met with an untimely and incredibly bloody end. And since he will be passed out when it happens, he'll have no recollection of the events. Surely, he'll want to keep that mess out of the papers.



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Shortly after your conversation with Geary, you get a call from Tom Hagen. He summons you to La Maison Rouge, where things have gone according to plan and the senator is in a very compromising situation.



Talk to Senator Geary and reassure him that everything will be okay. He's extremely panicked

and unstable. Convince him that his loss of memory is a good thing and get some info about his investigation into organized crime. His investigation has revealed that a new family, the Manganos, is moving into Florida.



With this new piece of intel, it's time to head back to Florida. Speak with Tom to make sure that he keeps the pressure on Geary, then drive back to the airport to catch a flight back to Miami.

Tip

Before leaving New York again, make a sweep of your businesses around the city to make sure everything is taken care of. Speak with a few of the soldiers for hire to find your next possible recruit.

You can also take care of a few made men lingering around the city while you're here.

Chapter 9: Extending An Olive Branch



Senator Geary's intel about the Manganos is not welcome news. In fact, the arrival of another family in the United States can only complicate the already tenuous situation even more. Regardless of what they might or might not be up to, your presence is needed in Miami. You could run things from New York, but a lot of matters will most likely need your first-hand attention.

A Sit-Down with Mangano

Mission List:

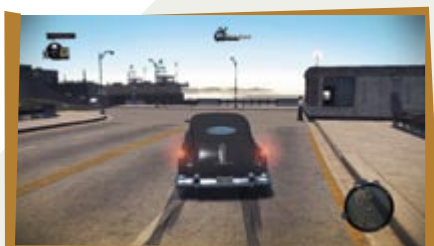
1. Speak with Michael at the airport lounge.
2. Meet with Don Mangano and form an alliance.
3. Expand and defend your criminal empire.
4. Find a phone and call your next contact.
5. Meet with Fredo at your Florida safehouse.
6. Talk to Fredo.



Upon arriving in Miami, an airport employee informs you that Michael is waiting for you in the lounge.

Walk to the opposite side of the top floor to find Michael and a few of his men in the lounge. Speak with him to get more information on the Mangano family. Ironically, Michael believes that the Mangano family's presence in Miami is a good thing. Their strong business ties to Sicily could make them a very valuable ally.

Before the Manganos can get settled in Miami, Michael suggests that you meet with Don Mangano

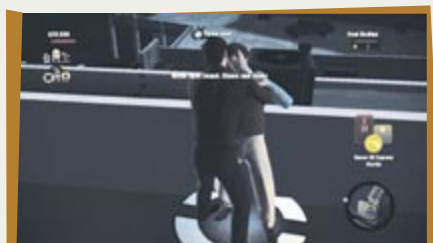


and form an alliance. However, if Don Mangano refuses, he suggests that you let it be and not cross him. Gather your men and leave the airport. Follow the map marker to Don Mangano's location in Miami.



At the bridge, get out of your car and walk up to Don Samuele Mangano. Speak to the Don and form

your alliance with the Mangano family. Samuele Mangano has purchased a nearby warehouse from which to do business, but he will only do so with your friendship and support. Agree to support him, then leave the Don to his business ... for now.



After meeting with Mangano, your next goal is to expand your empire in Miami. You have

your choice of businesses to hit. We've chosen to take one of the Granados' Basso Oli businesses. The larger

ammo clip bonus is far too valuable to leave in Granados's hands.

The Oil Business



The first of Granados's oil businesses to fall will be the Basso Oil Refinery.



Open the Don's View and set a waypoint on the Basso Oil Refinery business. Get in the car and drive there. When you reach it, park the car just outside the main gate and get out. Granados's men immediately take notice, but that's okay. When they open the gate and rush out to attack, lob a Molotov cocktail at them and set them ablaze. It's a surefire way to get around their bulletproof vests.

When the men start to scatter, equip a weapon with accurate fire and carefully pick them off. Direct your crew to rush past the gate, then follow behind them. Turn left just past the gate and leapfrog deeper into the refinery. Watch the building interior as you approach to make sure you're not ambushed by more of Granados's goons.



walkway, and pick off Granados's men as you advance.

Take the small flight of steps on the right and trundle onto the walkway. Make a sharp turn, following the

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Dash up the ladder along the far wall, then immediately turn left. Order your men left,

across the walkway toward the far building. As they go, take cover behind the covered railing and provide fire support for your crew. Carefully edge across the walkway toward the next building, as you maintain cover and provide support fire.

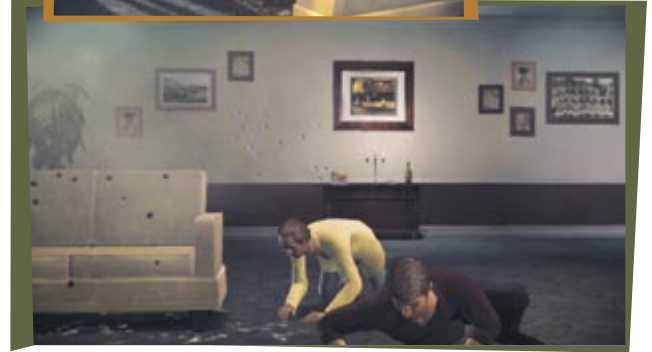
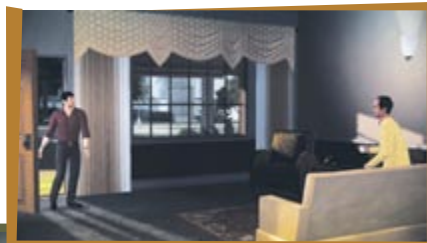


Once you've reached the other side, vault through the window and into the control room to find

Alexander Escobedo, the owner of Basso Oil Refinery. Squeeze him until he grants you control of the refinery. When he does, hire some guards and crack the safe in the room for some extra cash.



After taking the refinery, leave it and find a phone to call your contact. When you get to a phone, it's already ringing. Fredo is on the other line and wants to meet with you at your Florida safehouse.



Back at your safehouse, Fredo greets you with a look of concern. He begins to ask you something about Michael and Mr. Roth back in Cuba, but before he can finish, a car pulls up and opens fire on your suddenly not-so safehouse. You see the attackers approach and manage to dive tackle Fredo out of harm's way in the nick of time.

When the shattered glass settles and the smoke clears, Fredo is okay. Speak with him one more time to hear his thoughts on who might have been behind the attempt on your lives. Fredo believes that Mangano, your new ally, was behind the hit. According to him, the word on the street is that Mangano wants sole control of Florida. You're being played the fool! Like his hot-blooded brothers, Fredo immediately wants revenge. He suggests you promote another soldier before taking the war to Mangano. Sounds like a good idea.

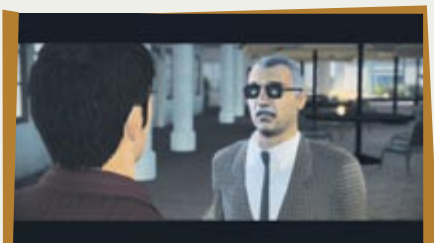


Chapter 10: An Eye for an Eye

Convinced by Fredo that your new ally, Samuele Mangano, has betrayed you, your only course of action is to retaliate. If Mangano has the stones to go after you, you've no choice but to take him out. Michael won't like it, but it has to be done.



Unfortunately, Mangano is secure in his compound. Instead of going straight after Mangano in his home, begin by taking down his warehouse, his base of operations in Miami. Collect your crew and leave your safehouse. Cram your crew into a car, then follow the map marker to Charlie Green, one of Fredo's confidants.



Talk to Charlie Green to gain access to the bridge leading to Mangano's warehouse. When you mention that you're Fredo's friend, Charlie immediately sniffs out your intentions. You want something from him. Don't deny it; answer "I need a favor." Before he grants you your favor, however, he needs something done. Green needs you to make his competitor, Hector Santos, disappear.

Talk to Charlie Green to gain access to the bridge leading to Mangano's warehouse. When you mention that you're Fredo's friend, Charlie immediately sniffs out your intentions. You want something from him. Don't deny it; answer "I need a favor." Before he grants you your favor, however, he needs something done. Green needs you to make his competitor, Hector Santos, disappear.

Building Bridges

Mission List:

1. Meet with Charlie Green to gain access to the warehouse.
2. Assassinate Hector Santos.
3. Use your union connections to access Mangano's warehouse.
4. Take over Mangano's warehouse on Industrial Island.
5. Find a phone and call your next contact.
6. Attend a sit-down with Don Mangano.
7. Talk to Fredo.
8. Meet with Hyman Roth about the Manganos.
9. Talk to Agent Mitchell.
10. Go to the airport to book a ticket to Cuba.



Luckily, Hector Santos isn't far at all. In fact, he's walking around the same small courtyard where you meet with Charlie. After accepting the favor request from Charlie, calmly walk up to Hector Santos and grab him. If there are too many people around, drag him away to a quiet corner away from the crowd. Once you've got him cornered, whack him any way you see fit.

Tip

If you whack Santos in plain view, make sure to have a bruiser in your crew. That way, he'll intimidate any gawkers and keep them from calling the fuzz.

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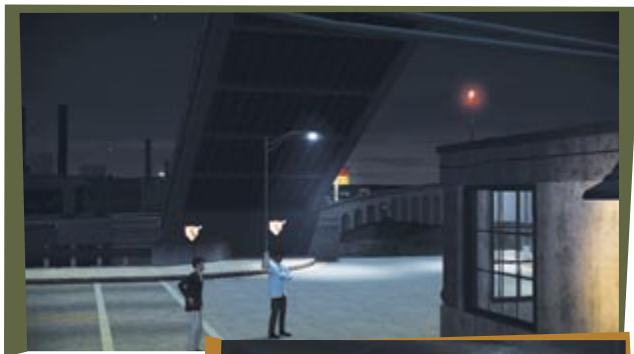
Having fulfilled your end of the bargain, Charlie Green's union contacts are now yours as well.

Regroup at your car and drive back to the bridge leading to Mangano's warehouse. Though the bridge is still up, the bridge operator is now in your pocket, thanks to Charlie Green. Saunter up to the bridge operator and talk to him. He lowers the bridge with no hesitation, granting you passage onto the small island that Mangano calls his home away from home. Because he has yet to get a solid foothold in Miami, this is Mangano's only racket. If you take it, he should fall.

Tip

If you haven't filled up all the empty slots in your family tree, do so now, before attacking Mangano. Find soldiers with specialty skills your family lacks.

Burning Bridges



As the bridge comes down, so does the brief friendship between your two families.

The events that soon follow will either strengthen your foothold in Miami or tarnish your reputation. No matter the consequences, your mind is resolved and the attack on Mangano's warehouse is but a few moments away.



Once the bridge is lowered, slowly lead your crew across and sneak into the control building on the right, immediately after crossing. Order your engineer to clip the power lines inside the room. When your engineer finishes his task, back out of the room, take aim across the large driveway and blast Mangano's men on the opposite building.

BACK ALLEY TACTICS

There are several ways to launch an assault on the warehouse. You could sneak through the room with the phone lines, move down the far-right edge of the complex, then pick the lock on the far-right building. Another method is to sneak in through the far-left room (opposite the room with the power lines) and then work your way along the complex's left side.

We're going to take a more dangerous route down the center driveway, between the two buildings. This way we can make sure to take out all the guards in the complex and keep them from ambushing us as we approach.

After sweeping the far-left building, hug the left edge of the driveway and order your men ahead of you.



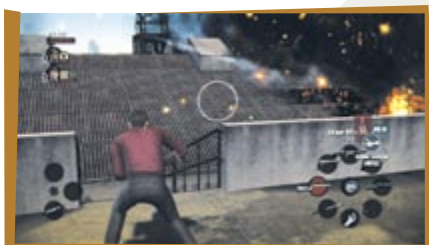
Direct them toward the building on the left and order your demolitions expert to blow up the two garage doors. If your demolitions expert is occupied, send your engineer to cut a hole in the fence just behind the same building.

The Rise of a Don

While your men do their job, send your arsonist to blow up the large gas tank just right of the next building farther down—the main warehouse building. As soon as the tank blows up, quickly duck into the small garage, either from the rear door after cutting through the fence, or through the smoldering garage door opening. Inside, rush up the steps, and onto the roof.

Tip

You must blow up the gas tank to force the warehouse manager out of hiding. The explosion also rocks the warehouse and lowers a bridge from the garage onto the main warehouse.



Walk from the garage rooftop across the lowered bridge and onto the roof of the main warehouse.

Caution



Don't rush onto the rooftop. The explosion sets off a series of smaller eruptions that can easily knock you off your feet and inflict some damage.

Walk toward the center of the warehouse roof to find a large opening with a ladder leading into the building.



Circle around the opening and pick off Mangano's men from above. Don't rush down into the building until you've taken out most of Mangano's goombahs. Once the coast seems clear, rush down the ladder to the walkways below.

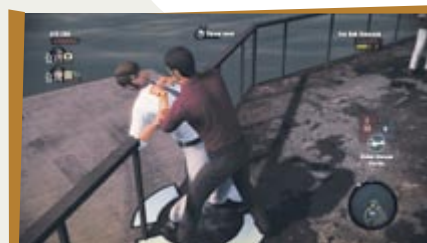
Rush down the steps to the warehouse floor as you finish off the rest of the warehouse guards, then exit the burning warehouse to the rear of the complex.



Dash toward the crane and climb up the ladders.

At the very top of the crane is the warehouse manager, Jim Bob. Grab him by the jacket and shove him into the railing.

Dangle him high above the complex floor and coerce him into relinquishing Mangano's warehouse into your control.



Caution

Don't push your luck with Jim Bob. If you fail this mission by pushing him to his boiling point or accidentally killing him, you'll stall a critical mission and will have to wait until the warehouse reopens to proceed.

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Tip



Before leaving the complex, break into the small room at the far right corner of the complex to find a Schofield Semi-auto Level 3 upgrade.

Gun fire breaks out and the warehouse explodes in a fierce firefight!



When all the dust settles, Paulo and his crew escape. Shortly thereafter, you find yourself back at your safehouse, where Fredo waits. Talk to him. He strongly suggests keeping Michael out of your war with the Manganos and suggests you speak with Mr. Roth.



Leave the warehouse complex and drive back to your safehouse. You can use the phone there to

call your next contact, and stock up on ammo while you're there. When you arrive at your safehouse, the phone is ringing. Pick it up to find Samuele Mangano on the other end. He's not very happy with you and denies ever trying to clip you. He asks for a sit-down with you.



Gather your crew and drive to Mangano's sit-down location. When you arrive, you find that Mangano isn't there. Instead, he's sent his consigliere, Paulo. Paulo contends that Mangano was not behind the botched hit! As the conversation heats up, things get out of hand.

Note

Shortly after the sit-down with Mangano's consigliere, the Manganos took over many of your rackets. You've been weakened and now you're at war.

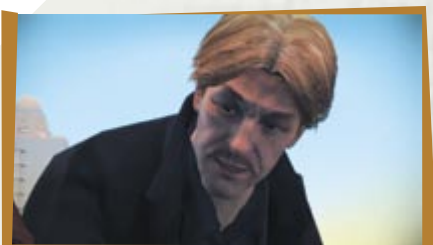


The Rise of a Don



Drive to the pier and talk to Mr. Roth. Sure enough, Mr. Roth's friend, Henry Mitchell is there, too. Roth advises that you back off to let some of the heat die down while he settles things with Mangano. Before he intercedes with Mangano for you, however, he needs you to do something for him ... in Cuba.

Even though the government in Cuba fell, Roth still hasn't given up on his plans for the small island.



He and Mitchell both need to get someone into Cuba to assassinate Castro. That's where you come



in. If you can take out the tyrant, Roth will straighten everything out for you in Miami.

Talk to Mitchell to learn of their plan. You'll need to build connections with Castro's current ruling regime to get in close enough to take him out. Once Castro is out of the way, Mitchell will help reinstall the previous president and it'll be back to business as usual. Once you're set on the plan, drive to the airport and book a flight to Cuba.



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Note

All references to "right" and "left" are meant to be understood as right and left when you are facing the building from the outside.

- | | | |
|--------------------------|------------------------------------|-----------------------------------|
| 1 Juan Sizzlio's | 7 Global Towing | 13 Almeida Compound |
| 2 Casino Havana | 8 Battaglia Cement Depot | 14 Safe House |
| 3 Casino Imperial | 9 Battaglia Quarry | 15 Cuban Police Department |
| 4 Corazon De Oro | 10 Battaglia Masonry | 16 Cuban Airport |
| 5 Global Imports | 11 Battaglia Cement Factory | 17 Cuban Hospital |
| 6 Global Crushers | 12 Banco de Cuba | |

- | | | | |
|----------------|-----------|------------|------------|
| Adult | Banks | Gambling | Police |
| Airport | Chop Shop | Hospital | Safe House |
| Arms Smuggling | Compound | POI Fronts | |

The Rise of a Don

Safe Locations

Location	Amount
Casino Imperial	\$4,000.00
Casino Havana	\$4,000.00
Global Crushers	\$4,000.00
Global Towing	\$4,000.00
Global Imports	\$4,000.00
Corazon de Oro	\$4,000.00
Juan Sizzlio's	\$4,000.00
Battaglia Cement Depot	\$4,000.00
Battaglia Quarry	\$4,000.00
Battaglia Masonry	\$4,000.00
Battaglia Cement Factory	\$4,000.00
Banco de Cuba	\$4,000.00
Almeida Compound	\$4,000.00

Extortable Businesses

1 Juan Sizzlio's

Initially Controlled by: **Esteban Almeida**

Maximum Guards: **12**

Point of Entry: **Front door**



Daily Income: **\$340.00**

Juan's bar is a very modest business. With only one point of entry, the front door, there is little need for creativity when taking it over. If you want to access the electrical box, look no further than the left wall. Along the right wall you'll find the gas main.



Proprietor: **Juan Sizzlio**

Proprietor Weak Spot: **Property damage**

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Crime Ring Businesses: Gambling

Cheap booze, live music, short skirts—what's not to like? Keep the customers happy, and no one will notice that every game is rigged.

Crime Ring Bonus: Control 4 of 4 to carry incendiary ammunition. You and your crew will dish out twice the damage from firearm attacks.

Note

Two gambling fronts are located in Cuba, the other two are in Florida.

2 Casino Havana

Initially Controlled by:

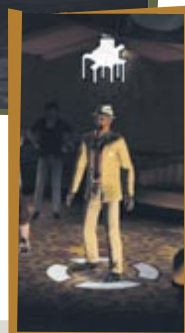
Samuele Mangano

Maximum Guards: **12**

Points of Entry: **Front door; right-side door (safecracker required)**

Daily Income: **\$1,450.00**

For being such a small casino, the Casino Havana sure is hard to take down ... as far as small businesses go. The front door leads to a small entry room, then to the main casino. Downstairs is the vault, which requires a safecracker and demo expert to access. If you have a safecracker in your crew, you can infiltrate through the right-side door, which gives you immediate access to the electrical box. To reach the proprietor, you also need a bruiser to bust through a door. All in all, to completely take down this casino, including the safe, you must have a bruiser, a safecracker, an engineer, and a demolitions expert. The gas main is located along the right wall.



Proprietor: **Pili Bas**

Proprietor Weak Spot: **Grabs**

3 Casino Imperial

Initially Controlled by:

Samuele Mangano

Maximum Guards: **30**

Point of Entry: **Front door**

Daily Income: **\$2,375.00**

Casino Imperial is very similar to Casino Havana. Their layouts are extremely similar, with the vault downstairs and the proprietor barricaded upstairs behind a bruiser-entry-only door. The only difference between the casinos is that the Imperial doesn't have a side door. Instead, the electrical box is just outside the right wall, while the gas main is along the left.



Proprietor: **Pepe Socarras**

Proprietor Weak Spot: **Using firearms**

The Rise of a Don

Crime Ring Businesses: Adult Entertainment

The adult entertainment business operates on the edge of legality. Under constant watch by police and politicians, owners need to be connected to stay afloat.

Note

This is the only adult entertainment business in Cuba. The others are in Florida.

Crime Ring Bonus: Control 4 of 4 for cheaper guards. Your daily expense for maintaining guards is significantly reduced.

4 Corazon De Oro

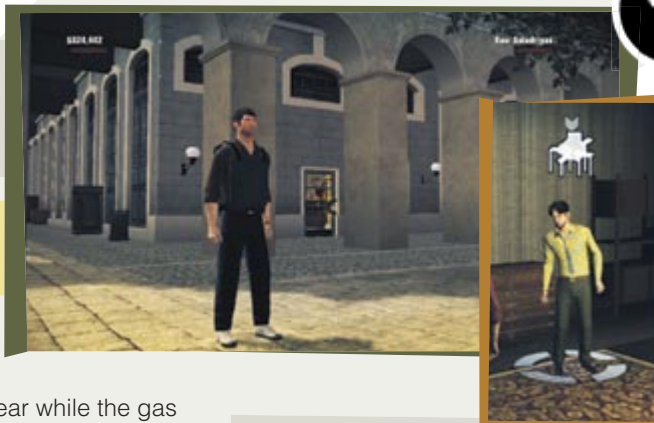
Initially Controlled by: **Esteban Almeida**

Maximum Guards: **16**

Point of Entry: **Front door**

Daily Income: **\$1,560.00**

The Corazon de Oro (or “Heart of Gold” in English) is a small business with a layout similar to the Cuban casinos. The electrical box is located at the building’s rear while the gas main is along the right wall. When attacking it, take a bruiser and a safecracker to get the job done. There are no rooms downstairs, like at the casinos, so don’t worry about going down there unless you need to save a fallen ally.



Proprietor: **Maximo Mones**

Proprietor Weak Spot: **Physical threats**

Crime Ring Businesses: Chop Shops

Buy low, sell high—that’s the motto for chop shops. Except that with this crime ring, the prices are so low, they’re practically criminal....

Note

There are three chop shops in Cuba. The fourth is in Florida.

Crime Ring Bonus: Control 4 of 4 to get armored cars.

You can access armored cars at your compound, safehouses, and airports.

5 Global Imports

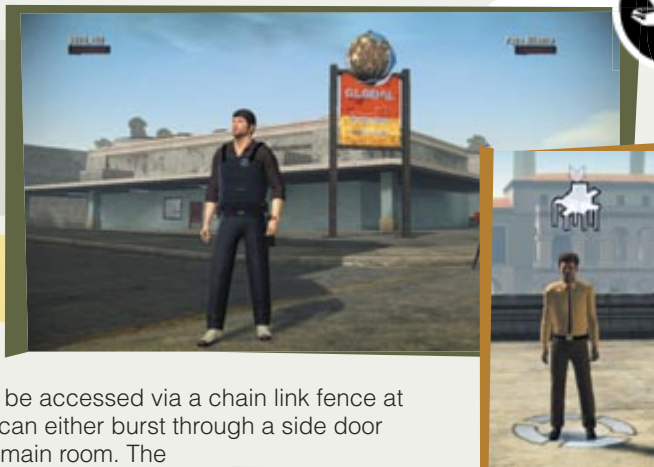
Initially Controlled by: **Esteban Almeida**

Maximum Guards: **12**

Points of Entry: **Front door; rear gate (engineer required) and leads to rear wall (demo expert required)**

Daily Income: **\$1,450.00**

For being such a small business, Global Imports is surprisingly complex. Aside from the front door, the business can also be accessed via a chain link fence at the rear. Once you’re past the fence, you can either burst through a side door or blow up a wall leading directly into the main room. The electrical box is just inside the rear room. To reach the proprietor, however, you must climb up the ladder at the side of the building. The gas main is found along the right wall.



Proprietor: **Ruben Bruzon**

Proprietor Weak Spot: **Jabs and punches**

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6 Global Crushers

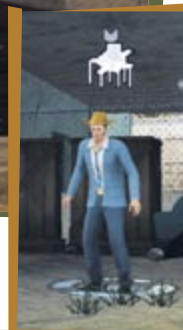
Initially Controlled by: **Esteban Almeida**

Maximum Guards: **24**

Points of Entry: **Front door; right-side alley; left-side destructible wall (demo expert required)**

Daily Income: **\$1,200.00**

Global Crushers can be easy to take, as long as you don't get lost in the small junk maze in the back yard. You could easily crash through the front door and fight your way into the back yard. Silvio might be in the yard or inside the second room. To breach the rear room directly, blow up the building's left wall, then demolish the door on the right. The final path is by far the easiest: simply have an engineer cut through the gate on the right and you're in the back yard! The electrical box is in the rear room and the gas main is located on the front right corner of the building.



Proprietor: **Silvio Cervantes**

Proprietor Weak Spot: **Grabs**

7 Global Towing

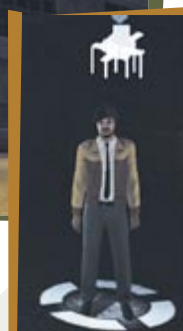
Initially Controlled by: **Esteban Almeida**

Maximum Guards: **24**

Point of Entry: **Side door on the right**

Daily Income: **\$750.00**

Even though Global Towing looks like a large warehouse, the building interior is actually very small. The side door and following room lead directly to the second level of the building, where the proprietor can be found immediately. Bring a safecracker to get through the second-story door and into the safe room. The electrical box is inside, on the second-level walkway. The gas main is just outside, near the front wall.



Proprietor: **Mongo Mora**

Proprietor Weak Spot: **Jabs and punches**

Crime Ring Businesses: Arms Smuggling

With the world becoming more connected and more dangerous, arms smuggling is a lucrative business. Everyone knows a little firepower can be very persuasive.

Crime Ring Bonus: Control 4 of 4 to carry twice as many explosives. You can carry twice as many explosives and Molotov cocktails.

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8 Battaglia Cement Depot

Initially Controlled by: **Esteban Almeida**

Maximum Guards: **20**

Points of Entry: **Right alley to building; left alley to courtyard**

Daily Income: **\$1,625.00**

The main facility has two entrances: one long alley on the right that leads into the wide-open garage-like building, and another long alley on the left that leads toward the open yard near the front of the building. Either way is just as dangerous, although the electrical box can be accessed from the right path. If you want to take out the gas main, take the left path.



Proprietor: **Pedro Gonzalez de la Vega**

Proprietor Weak Spot: **Jabs and punches**

Tip

The Level 3 Magnum upgrade is just in front of the lighthouse in the far-right corner of the Battaglia Quarry complex.

9 Battaglia Quarry

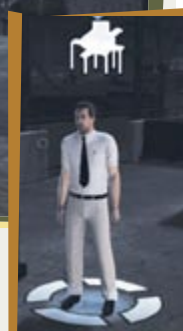
Initially Controlled by: **Esteban Almeida**

Maximum Guards: **28**

Points of Entry: **Small gap in fence on front right side of complex leads to rear door (bruiser required); small garage on far-left corner of complex (engineer or demo expert required)**

Daily Income: **\$2,625.00**

Taking over the Battaglia Quarry can be a very daunting task if you prefer frontal assaults. After taking a long winding road behind Battaglia Masonry to the front gate of the quarry, you must then decide on which circuitous route to take to infiltrate the place. The main gate, located at the front of the complex is locked, forcing you to either break in through the small garage on the left, or sneak in through the small gap in the fence on the right. Of the two paths, the right path is fastest, as it leads you almost directly to the proprietor. Just be sure to take a bruiser with you to smash through the door. The electrical box is in a building near the front right side of the complex, while the gas main is behind the small garage on the far left.



Proprietor: **Ernesto Tolon**

Proprietor Weak Spot: **Jabs and punches**

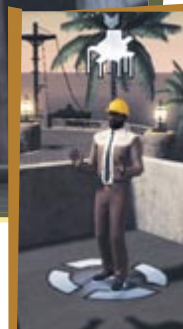
10 Battaglia Masonry

Initially Controlled by: **Esteban Almeida**

Maximum Guards: **12**

Points of Entry: **Front door; destructible side wall (demo expert required)**

Daily Income: **\$1,750.00**



Battaglia Masonry is the easiest of all Battaglia locations to infiltrate. With two easily accessible entrances—one through the front door, the other just along the left wall of the building—you can quickly rush into and through the building to reach the ladder at the rear. Take the ladder up to the roof, where you'll find the proprietor. The gas main and electrical box are both located along the building's front wall.

Proprietor: **Pepe Noriega**

Proprietor Weak Spot: **Jabs and punches**

Tip

Battaglia Masonry has a basement that can be accessed by a ladder in the rear room, just before exiting to the rear of the building. Go down to find a Level 3 automatic weapons upgrade!

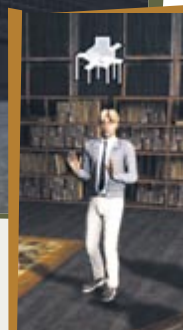
11 Battaglia Cement Factory

Initially Controlled by: **Esteban Almeida**

Maximum Guards: **28**

Points of Entry: **Locked side door (safecracker required); front door**

Daily Income: **\$2,350.00**



The Battaglia Cement Factory is a large warehouse with a few small rooms along the building's right side. After entering either through the front or side, take the stairs up to the upper level and follow the walkway toward the near-right corner of the building. Descend the steps to the lower level again, having circumvented the many pieces of concrete that blocked your path, then go up the stairs in the far-right corner to reach the proprietor. The gas main is just outside the front wall, while the electrical box is in the first room after entering the locked side door.

Proprietor: **Baltasar Trelles**

Proprietor Weak Spot: **Slams and leans**

The Rise of a Don

Bank

12 Banco de Cuba

Points of Entry: **Front door; back door (bruiser required); side wall (demolitions expert required)**

The Take: **\$10,000.00**

Number of Guards: **1 inside, several outside**

Amount in Safe: **\$4,000.00**

Don't be fooled by the seemingly lax security at the Banco de Cuba. While there is only one security guard inside, the rest patrol the perimeter. Luckily, their hands are always out, ready to accept the green. Bribe the guards before attempting to take the bank. The bank itself has three points of entry: the front door, which leads directly into the main bank; the side door (requires a bruiser), which leads into the break room; and the side wall, which can be blown up to gain access directly into the vault.



Compound

13 Almeida Compound

The Almeida compound is the only rival family compound in Cuba. Still, it's very heavily guarded and only has one entrance: the main gate. Once you make it inside the compound walls, the main building can only be reached by traveling through a long, narrow shooting gallery.

Tip

Esteban Almeida has the Level 3 sniper rifle upgrade. Pick it up from his desk before you blow up his compound.



Other Key Locations

14 Safe House

The final of your three safehouses is given to you by Agent Henry Mitchell shortly after you arrive in Cuba. Its central location makes it easily accessible and perfect during a getaway.



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15 Cuban Police Department

Just as you would expect, the Cuban police gather here. However, don't think for a second that the police *only* gather here. Given Cuba's recent state of government upheaval, the Cuban police and military forces are constantly patrolling the city streets, making Havana a very tense place to live.



16 Cuban Airport

This is your travel hub in Havana. Come here to fly to Miami or New York.



17 Cuban Hospital

This is where you respawn after being hospitalized.



The Rise of a Don

GUNS FOR HIRE

NAME	SPECIALTY	LOCATION	LEVEL
James Petriboni	Demolitions	In the courtyard behind Juan Sizzlios and Corazon De Oro	3
Tommy Mancini	Bruiser	Wandering the world near Casino Imperial, outside	3
Alfred Ruffoli	Demolitions	Wandering around Villa Costa Verde and the Bank	3
Robert Fogliano	Engineer	Small fountain area in front of Battaglia Cement Factory	3
Herbert Batista	Medic	Juan Sizzlio's	3
Walter Uzzano	Bruiser	Casino Imperial	3
Charles Visconti	Arsonist	Corazon de Oro	3
Clyde Lamberteschi	Safecracker	Juan Sizzlio's	3
Alvin Puchi	Engineer	Global Imports	3
Ray Ricci	Demolitions/Engineer	Between casino and capitol	3
Peter Uffizi	Bruiser	Wandering around Villa Costa Verde and the Bank	3
Johnny Ruffoli	Demolitions	Battaglia Quarry	3
Wayne Sachetti	Arsonist	Casino Imperial	3
Roy Mancini	Bruiser/Engineer	Corazon de Oro	3
Jack Pucci	Medic	Corazon de Oro	3
Tommy Loschi	Bruiser	Casino Havana	3
Philip Borromei	Demolitions	Wandering around Villa Costa Verda and the Bank	3
Albert Credi	Safecracker	Battaglia Masonry	3
Anthony Oltrarno	Engineer	Casino Havana	3
David Fogliano	Arsonist	Global Crushers	3
Bruce Bindo	Medic	Battaglia Cement Factory	3
Allen Vecchio	Arsonist	Battaglia Cement Depot	3

Notes

Havana is small and easy to get around. The great thing about Havana is that nearly all businesses are close together, making for easier assaults. Better still, your safehouse is at a central location in the city. So when you want to dash back to safety, you rarely have to go far. Havana's main drawback is that it is teeming with military, so be carefully. This is a one-family city, meaning you only have one compound to take over.



Chapter 11: Cuban Connections



Dispatch the Dissidents

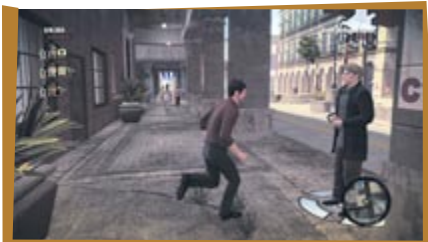
Mission List:

1. Find a phone to call your next contact.
2. Meet Agent Mitchell at his safehouse in Cuba.
3. Assassinate the dissident leaders.
4. Find a phone to call your next contact.

You've taken New York back for the Corleone family. You've even made your mark on Miami. Unfortunately, not everything has been as smooth as you had hoped. Rival families in Miami have made things very difficult to maintain a balance. Just when you thought you'd made an ally in the Manganos, things took a turn for the worst. Now that you're in Cuba, the scenery has changed, but it's business as usual.



Your return to Cuba since Castro's coup is bittersweet. You've returned as part of the Corleone family, but all of the Family's plans were dashed during the revolution. Now, it's up to you to set things back



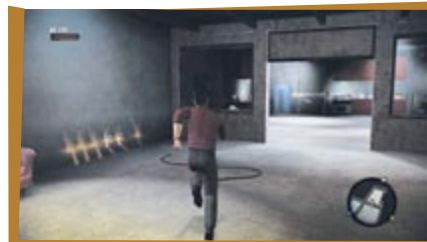
in motion for yourself, your Family, and your partner, Mr. Roth. Immediately upon arriving in Havana, find a phone to call your contact. When you reach a phone, you get in contact with Agent Mitchell. He asks that you meet him at his safehouse.

Follow the map marker to the safehouse and rendezvous with Mitchell. Before you arrived, Mitchell used his connections to spread the word about an important American (you) in Cuba who supports the revolution. To further ingratiate yourself with the current Cuban government, you must eliminate a number of dissidents. When the government takes notice, they'll

hopefully invite you to the Capitolio where you can betray them by assassinating Castro. But first things first....

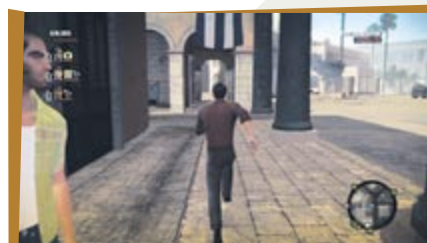
Note

After speaking with Mitchell about your task in Cuba, he hands over the keys to the Cuba safehouse.



With Mitchell's intel, you have the locations of all dissident leaders. While your task is to eliminate

them, you don't have to do it by meeting any specific kill conditions. All you have to do is whack the dissident leaders to get the government's attention. Leave Mitchell and visit your new safehouse to stock up on weapons.



There are several dissident leaders at nine different locations: near the Cuban police station,

near the Capitolio, near the Banco de Cuba, several more near the airport on the Plaza de Oro island, and the last

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one at the airport control tower at the airport. Your first pair of targets are northeast, near the Capitolio. Sprint toward the dissidents' location by following the map marker near the Capitolio.

Caution

You're new in Cuba, so don't draw any unwanted heat on yourself by boosting a ride. Instead, just hoof it to your destination.



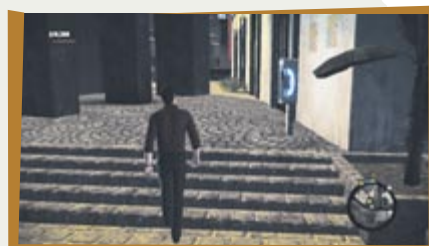
When you reach the dissidents' location, circle around the building until

you find a pair of ladders leading up to the second story. Quickly dash up a ladder and sprint up the stairs on the balcony. Just before you reach the roof, crouch and draw your weapon. There are plenty of innocent bystanders on the roof, which can make it difficult to locate the dissidents and their followers.

From the safety of your cover, draw your weapon—a shotgun is very effective here—and take aim at the nearest dissident. Pop him in the head, then rush out from your covered position onto the roof. Order your men toward the other dissident's guards while you approach the crowd with your gun blazing. The key to making this a successful hit is to be fast. Rush toward the group and wipe them out before they know what hit them.

Calmly climb back down to the Havana streets and holster your weapon. No need to draw attention to

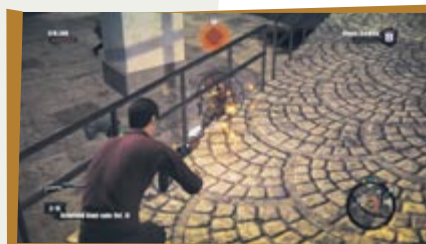
yourself after the hit. Whistle to your men to follow and calmly lead them toward your next set of targets near the Police Department.



When you reach the police station, circle around until you reach the alley leading behind the main building. As the dissidents engage the



authorities in a firefight, sneak up behind them and take the



advantage. Draw a Molotov cocktail and hurl it at the dissidents as they huddle close together. Once their corner of the alley is engulfed in flames, direct your men into the alley to add some pressure.

Rush in behind your men, draw a pistol and wipe the alley clean of all dissidents.

BACK ALLEY TACTICS

There are two entrances to the alley where the dissidents are engaging the cops. If you want a more challenging approach to this hit, direct your men through one entrance, then circle around to the other. Squeeze the dissidents from both sides. This approach also increases the risk of catching the cops in a crossfire, however.

Caution

As you approach, be very careful not to hit any of the police officers. If you do, they'll turn on you like bees on honey. If you do draw some heat, rush back to your safehouse to wait it out before resuming your dissident cleansing.

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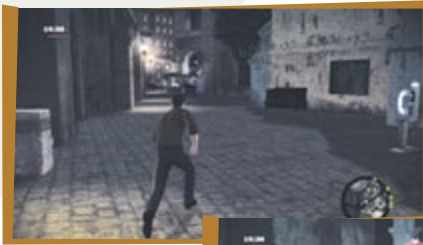
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Your next two groups of dissidents are near the Banco de Cuba. In



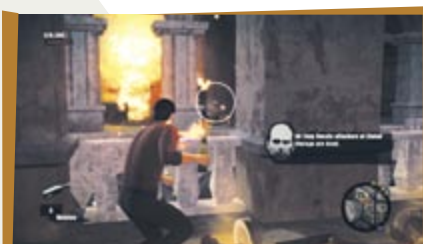
fact, they're so close together, you can take them out from one location.

Sprint toward their location by following the map marker toward the Banco de Cuba. When you get close, enter the first building by taking the steps directly across from the small food vendor carts in the alley. At the top of the steps, make a right into the building and sneak all the way up until you reach the balcony.

On the balcony, slowly circle right around the corner as you draw your shotgun. Just around the corner are two of the dissident leaders. Immediately open fire on them from behind and take them both out.



As soon as you drop the dissident leaders on the balcony, take cover behind the pillars and protect yourself from the gunfire coming from the balcony on the nearby building.



The other group of dissident leaders is on the balcony opposite yours. Wait for a lull

in their weapons fire, then pop out of your cover and toss



a Molotov cocktail onto their balcony. As the men on the building burn or get back to their feet after falling down from the explosion, draw a rifle and strafe up and down your balcony as you pick them off. When all the dissident leaders on the opposite balcony are dead, holster your weapon and leave the building to avoid drawing the Cuban police's attention.

Visit your safehouse to restock on ammo, then head toward the airport in Plaza de Oro.



This dissident is alone in the airport control tower. Enter the tower through the doorway at its base and

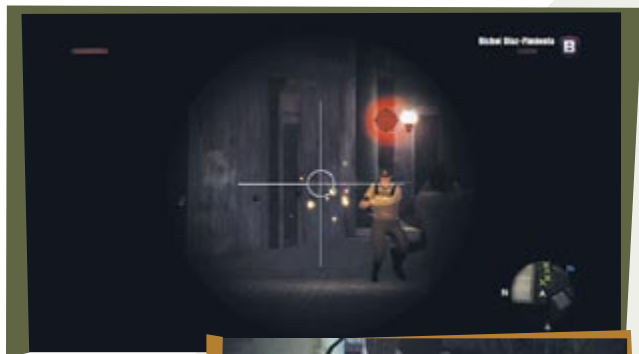
then slowly climb up the steps. When you reach the exit door leading onto the tower walkway, stop and wait. The dissident is packing heat and can take you out with one or two quick headshots as you exit.

Instead of walking into a turkey shoot, wait and peek out to make sure the coast is clear. Once you're sure it is, sneak out in a crouched position to muffle your footfalls and locate the dissident and his friend as they patrol the tower. Sneak up behind them and immediately open fire to take them out.

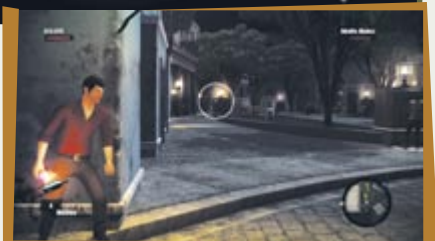
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Rush back down the steps and leave the airport.



As you exit the airport, head directly across the street into the small open courtyard. Take



cover behind the first pillar leading into the courtyard and locate the first of the dissidents. Order your men to charge into the courtyard down the opposite walkway as you pop out of cover and open fire on the dissidents ahead.

Slowly move from pillar to pillar as you take down the dissidents. When you reach the end of the courtyard, take out an explosive, like a Molotov or pipe bomb, and hurl it at them. As the revolutionaries burn, continue to direct your men around the courtyard to sweep the area clean of all dissidents.

After you've eliminated all the dissidents, rush back to your safehouse to let the heat you attracted from your firefights out in the open die down.



Back in your safehouse, grab the phone and call your next contact. The lady on the other end of the line is Maria Torres.



She's calling you from the office of the president and is interested in working with you. She invites you to the Presidential Palace as an honored guest. Mitchell's plan is working.

Chapter 12: A Presidential Invitation

Everything is falling into place. Not only have you become a powerful man in New York and Miami, but you've made a name for yourself in Havana as well. In Cuba, however, you're not working as part of the Corleone family, but rather with the CIA's Agent Mitchell. After settling into Cuba and removing the dissident leaders, you're called to the Presidential Palace. It's all part of Mitchell's plan.

Hunting Castro

Mission List:

1. Go to the Presidential Palace.
2. Find Fidel Castro.
3. Assassinate Fidel Castro with the sniper rifle.
4. Escape the palace.
5. Get to the airport.



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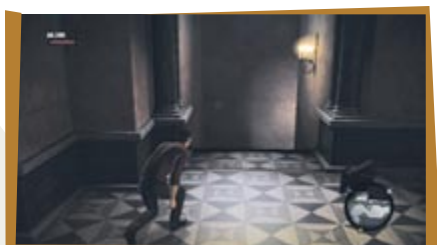
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By eliminating the dissident leaders, Castro's regime took notice of you and invited you to the Presidential Palace. Leave your safehouse and honor his request. When you reach the palace, Maria Torres is waiting for you at the front steps. She welcomes you to the palace and escorts you to your room. As she walks with you she explains the reason for your visit. Castro wants an American partner with your "connections" to help his revolution. Little does she know your true purpose for being in Cuba.

When Maria leaves you in the room, she warns you not to wander the palace at night. As soon as she leaves, disobey her and exit the room. Crouch and sneak out into the darkened palace walkways. Sneak toward the large green marker on the balcony ahead and locate a perfect sniper spot on the balcony across the palace.



Back out of the small balcony and quietly sneak down the stairs behind you.

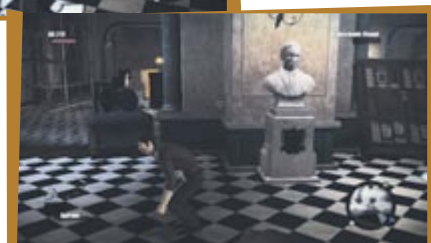
Note

Watch the guards as you sneak around the palace. If they're facing your direction, there's a greater chance that they'll spot you. Always use the shadows to your advantage as well. Stay in the shadows!



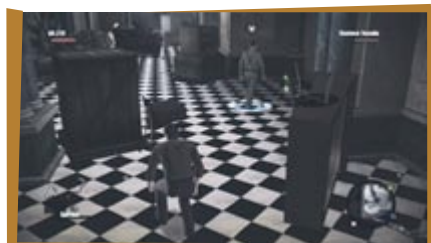
Halfway down the stairs take out your garrote. As you reach the bottom level, wait for

the guard at the base of the stairs to turn around and sneak up behind him. Quickly slip the garrote around his neck and squeeze! When the guard falls, turn left and follow the shadows down the hall.



Stop just as the hall turns right and locate the next guard just around the corner. Stay cloaked in shadow as he does his rounds. When the guard turns right down the hall, rush out behind him and take him out with your garrote.

With two guards down, continue sneaking around the palace halls. Sneak around the debris in the halls to the next corner where another guards patrols.



Duck behind the large pieces of overturned furniture and wait for him to begin walking



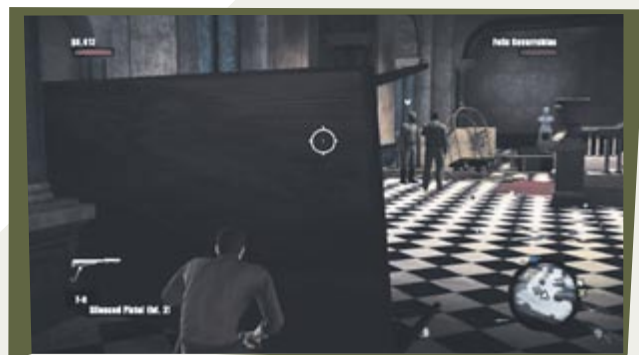
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away. When he does, rush out of your cover and strangle him. Quickly duck back into the shadows as his body hits the floor.

Turn right and prepare to sneak down the hall past several vigilant guards. Stop, wait, and watch. Examine the guards near the center of the palace. Because the hallway circles around the center area where several guards wait, there is a greater risk of being spotted as you sneak around them. Stay in the dark and dash across the hall while the other guards aren't paying attention. When you reach the end of the hall, sneak into the next room and choke the guard by the room entrance.

Tip

The guard drops the Level 2 silenced pistol upgrade. Grab it before you continue.



Stay hidden behind the large overturned table and locate the pair of guards at the base of the steps. Take aim at their heads with your silenced pistol and pop them both before they can alert the other guards. When you do, a third guard comes running down the steps to investigate and a timer appears onscreen. Pop the third guard before time expires and then rush up the steps.

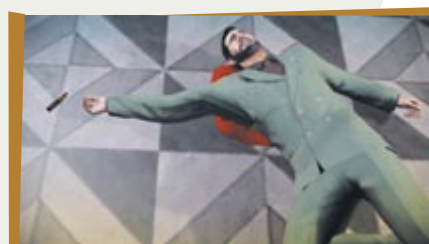


Make a left at the bend in the stairs and take out another guard. Finally, eliminate one more guard at the top of the steps before exiting the room back into the top level walkways of the palace.



Make a left into the hallway to find the balcony with the sniper rifle propped up nearby.

Draw the sniper rifle and take aim at the area below. Wait for Castro to walk out and stand still. When he stops walking draw the reticle up to his head and pull the trigger!



As soon as his body hits the ground the palace erupts in a flurry of commotion.

One of Castro's high-ranking officials immediately realizes that you must be behind the hit and addresses you specifically, though he doesn't know where in the palace you are hiding.



Castro's man sands at the center of the palace screaming into the darkness at you as his men begin to circle the palace walkways in search of the triggerman.

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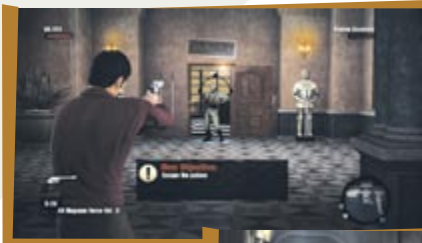
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Rush from the balcony into the small room across the hall and refill your ammo. Creep



to the door and peek your head out. Open fire on the men that approach just as they cross the hall. Turn right just out the door and drop the guards as they approach, then make a sharp left and head back down the stairs to the lower level.



Make a left at the base of the stairs and exit back out to the U-shaped hall. Sprint to the end of the hall

and make a left. When you're halfway across the short bend in the hall, exit the palace through the double doors on the right wall.

Once you're outside the palace, get in the green truck in the driveway and speed to the airport!

Tip

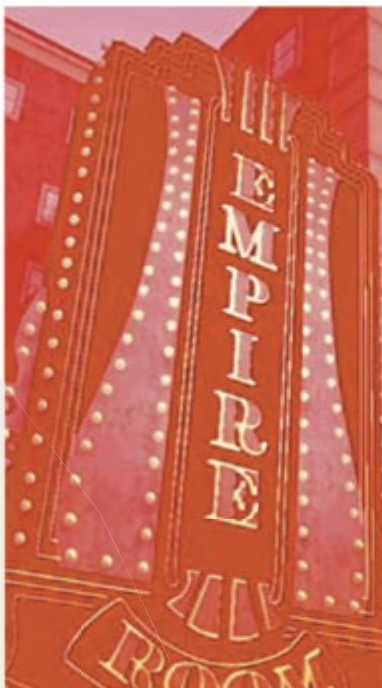
Several army cars pull up next to you to try and stop you. Use your truck's large size to your advantage by ramming the trucks into other cars, walls, and pillars.



You reach the airport just in time to hop into a small aircraft and escape Cuba. As your

airplane takes off, another vehicle pulls up at the airport carrying Mr. Roth. He learns

that your hit on Castro wasn't successful, but manages to put on a facade for Castro's men. Roth assures them that he won't let you get away with the attempt on Castro's life. Is he playing both sides or putting on a show for them?



Epilogue: Setting Things Right



Things haven't gone quite the way they were planned. You survived two attempts on your life, but possibly were betrayed both times. Your friend Frank Pentangeli survived an attack as well, but turned on the Family. You made an ally in Mangano only to be betrayed. Mitchell's plan for Cuba worked, but Castro lived. Now you're back in New York ready to make things right.



Things in New York haven't been going well while you were gone. Use



the telephone by the airport to call your next contact, Don Corleone. Michael calls

you back to the New York safehouse, so do as he says and meet him there. When you do, he tells you he isn't happy about how things turned out with Mangano. Even so, he now has bigger fish to fry. Frank Pentangeli is alive and well, and he's ready to talk with the Feds!

Michael, as always, has a plan. He's brought Frank's brother, Vincenzo stateside to "convince" Frank not to talk. He wants you to meet up with Vincenzo at your safehouse, so head back to your place. When you arrive at your safehouse, you find that Vincenzo isn't there, but his body guards are ... dead!

A Missing Piece of the Puzzle

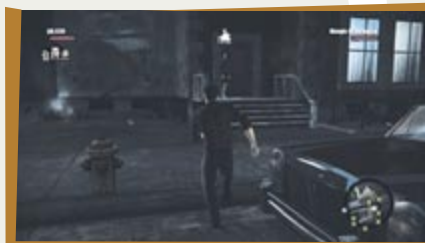
Mission List:

1. Find a phone to call your next contact
2. Meet with Michael and Fredo at the compound.
3. Meet with Vincenzo Pentangeli at your New York safehouse.
4. Call Tom Hagen.
5. Investigate Vincenzo's disappearance.
6. Find Vincenzo's kidnappers—but where?
7. Interrogate Vincenzo's kidnappers.
8. Rescue Vincenzo Pentangeli.
9. Talk to Tom Hagen.
10. Meet with Michael in the defense chambers.



Go downstairs and use the phone right outside your safehouse entrance to call Tom Hagen.

Tom suggests that you investigate Vincenzo's disappearance by asking around. There are eight



people in the neighborhood who might have helpful information. Some have been paid off

by the kidnappers, while others are true witnesses. Ask around and corroborate the witnesses' statements by comparing their responses.

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Follow the map markers to all eight witnesses and speak to them. The witnesses have the following information:

Witness 1, Margie Scheraggie (across the street from the safehouse): Confirms that she saw Vincenzo in and around the apartment.

Witness 2, Philip Aldobrandi (down the street from safehouse, at corner): Saw two Italian men arguing with Vincenzo at a cafe.

Witness 3, Edward Corsini (around the corner from the safehouse): Heard several voices shouting from Vincenzo's apartment—at least three men.

Witness 4, Wayne Ferrara (in alley with Roy Nardo on opposite side of the block from your safehouse): Saw two Italian men driving with Vincenzo toward the Southside Docks.

Witness 5, Roy Nardo (in alley with Wayne Ferrara on opposite side of the block from your safehouse): Saw three strange men approach Vincenzo at a cafe.

Witness 6, Josephine Uffizi (on the street, southwest of safehouse): Saw Vincenzo and three men go to La Maison Rouge.

Witness 7, Gene Russo (across from Richie's Tavern): Tells you some information ... in Spanish.

Witness 8, Janice Alberti (down the street from Richie's Tavern): Says she saw him last night before going to bed.

Note

Gene Russo actually gives you a bit of useful information in Spanish. He says that he recently saw three men in the large red building (and you know that La Maison Rouge is French for "the red house").



After talking to all of the witnesses, you've two possible locations to investigate, the

Southside Docks or La Maison Rouge. Southside Docks is a dead end. If you investigate that location, you'll find two very angry Mangano men with no information on Vincenzo. Instead, head to La Maison Rouge.



Drive to La Maison Rouge and go inside. The kidnappers are in the room upstairs.



Lead your men to the second floor and burst through the door. Use your shotgun to take down two of the three men, leaving the man with the puppet icon over his head untouched. Lean on him until he coughs up Vincenzo's location, then whack him.

The cowardly kidnapper revealed Vincenzo's location to be a nearby "safehouse." Leave the brothel and drive your men toward the map marker. The safehouse is actually a small room inside a construction site by the water. When you arrive at the construction site, drive through the main gate and exit the car.

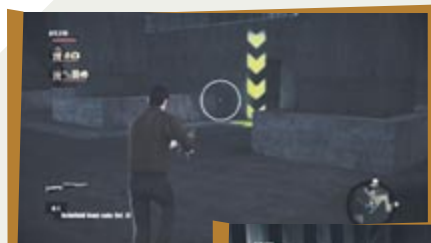
Veni, Vidi, Vincenzo



Follow the small ramp into the basement level of the construction site and stop before entering the main room. Take cover at the end of the ramp and turn left. Send your men ahead

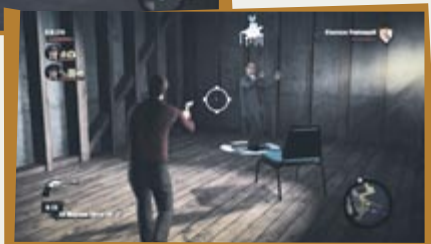
of you to draw the kidnappers' fire, then rush out behind your men to join the firefight.

Use the tall pillars for cover as you dash into the room and blast through the cowering goombahs. If they take cover behind the large slabs of concrete, wait for them to pop out of cover, then take them down with headshots.



Turn left at the corner and locate the door against the far wall.

Gather your men by the door, then enter. Slowly stalk down the short hall and open fire on the kidnappers foolish enough to come charging out. Send your men into the room to draw the fire, then rush in after them and take out the remaining kidnappers. Vincenzo is in the room, alive and well. Talk to him to make sure he's okay.



Luckily, you rescued Vincenzo just in time to transport him to the Senatorial Hearings.

A Strange Turn of Events



You arrive at the Federal Hearing on Organized Crime just as Frank Pentangeli is about to take



the stand and implicate Michael Corleone as the Don of the family. When Frank sees you escort his brother to a seat next to Michael Corleone, he immediately begins to panic. When he is questioned about his associate, Michael Corleone, he changes his tune.

When Frank refuses to implicate Michael as the head of a criminal organization, the hearing explodes in a flurry of activity. Michael is off the hook and the committee isn't happy about it.

Talk to Tom Hagen, then with Michael, to find out what's next for the Corleone family.



When you approach Michael in the defense chambers, you find that he's with Senator Geary.

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The men have recently learned that Agent Henry Mitchell has disappeared. The word is that Mitchell is working with a different family now. If he's jumped ship, the Family is in trouble. Agent Mitchell worked very closely with Mr. Roth, so anything that Roth knows about the Family and Geary, Mitchell knows as well.



Michael immediately decides that everyone must be eliminated—Mitchell, the Almeidas—all of his enemies must fall.

unauthorized

Tying Up Loose Ends

Michael isn't known for his compassion. In fact, when it comes to vengeance, he's very heavy-handed. With Agent Mitchell and the other families in the way, there are only a few things left to "fix" before the Corleone family can go back to business as usual.

Cut Ties with the CIA

Mission List:

1. Talk to Michael.
2. Kill Henry Mitchell in Cuba.



Talk to Michael Corleone. He wants every one of his rivals dead, beginning with

CIA Agent Henry Mitchell. To learn more about Mitchell, talk to Senator Geary nearby. Geary believes that Mitchell is hiding out with a rival family in Cuba.



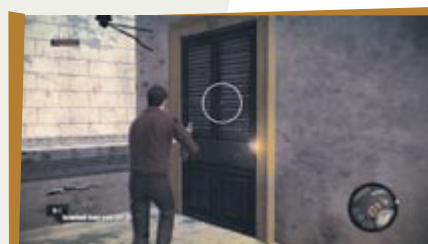
Leave the federal building and drive to the airport. Book a flight to Cuba and go to your safehouse to stock up on ammo. When you arrive in Havana, Henry Mitchell's location is already marked on your minimap. No need to hunt him down.



Once you're fully stocked on ammo, leave the safehouse and lead your men toward the map marker. When

you arrive at the building with the map marker—there are two buildings separated by a small courtyard, Mitchell is in the one on the right—several of Mitchell's new friends will attack. Beat them to the punch ... or bullet, rather, by

opening fire as you approach the building. You might get some panicked bystanders, but it's better than getting bullet spray in the face.

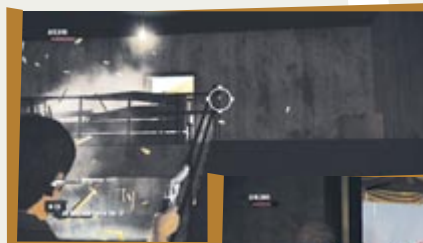


Clear the small courtyard between the two buildings, then dash up the flight of stairs to the green door with the yellow door frame. Sneak into the building with your gun leading the way and blast through the guards on the first floor.

Take the steps up to the second floor and exit onto the small walkway surrounding the building.



Make a right at the balcony and dash back into the building



via the door on the right. Once again, take aim



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at the guards in the room and blast them. Follow the stairs to the top floor and stop at the door before exiting onto the roof.

Wait for your men to catch up with you and swing open the door once you've regrouped. Open fire on the men just outside the door, then send your men out onto the roof. Follow behind them and sweep around the roof to locate Mitchell.



When you locate Mitchell on the roof, whack him any way you see fit. He is carrying a shotgun and ready to defend himself, so don't underestimate him.

With Mitchell out of the way, the only things left between the Corleone family and their criminal empire are the rival families.

Caution



Mitchell is well-guarded. He even has guards on the roof of the opposite building. Don't be blindsided by their fire!



Taking Power

With Agent Mitchell out of the picture, there is nobody left to expose the Corleone family for what it is—one of the most powerful crime families in the world. But that still doesn't sit well with Michael. It doesn't bother him that the Corleones are still associated with organized crime. It bothers him that the Corleones aren't *the most powerful family* in organized crime. That's where you come in. It's time to eliminate all the competition.

One by One

Mission List:

1. Eliminate every rival family.



Note

There are several ways to go about accomplishing this task (see Chapter 3: This Thing of Ours), so by now you've probably taken many of the rackets and possibly eliminated many of the rival families' made men. Because every game plays out differently, we're going to focus on infiltrating and blowing up all of the rival family compounds. If you've already take out one, two, or a few of them, then simply jump to the section detailing the compounds you've yet to burn down.



Before taking on any compounds, rush back to your safehouse and restock on ammo and explosives. You'll need every bit of firepower you can muster.

Tip

To increase your chances of success, take rival family compounds after you've acquired the gunrunning, gambling, diamond smuggling, and arms smuggling crime ring bonuses. With all four bonuses, you'll be nearly unstoppable.

Tony Rosato Compound, New York



There are two ways to take down Tony Rosato's compound (see the Back Alley Tactics box), but an assault from the rear is a surefire way to eliminate all of Rosato's men. Drive up to Tony

Rosato's compound and park your car before reaching the compound's main gate. Locate the chain link fence near the far right side of the compound and order your engineer to break through it.

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Take point and lead your men down the side alley until you reach the steps leading into Rosato's back yard. The yard will be heavily guarded, but its many hedges and concrete retainers provide cover. Before rushing up the steps, pop out of cover and take out the guards on your side of the yard.



Toss a Molotov cocktail to make sure every enemy near you is down, then rush up the steps into the backyard with your men in tow.



At the top of the steps, make a sharp right toward another small

flight of steps. Go up and take cover behind the small concrete barrier on the left. Use the barrier as cover while you periodically peek out and pop nearby guards.

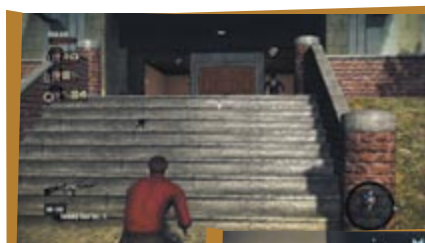


After dropping the men closest to you, send your crew beyond your position into the backyard to sweep the rear of the yard. When they do, rush out behind them and turn left toward the house. Toss a few Molotov cocktails ahead of you to burn down the guards between you and the house, then lead your men to the compound's rear entrance.

Tip



Use your sniper rifle to take out the men on the rear balcony of the compound.



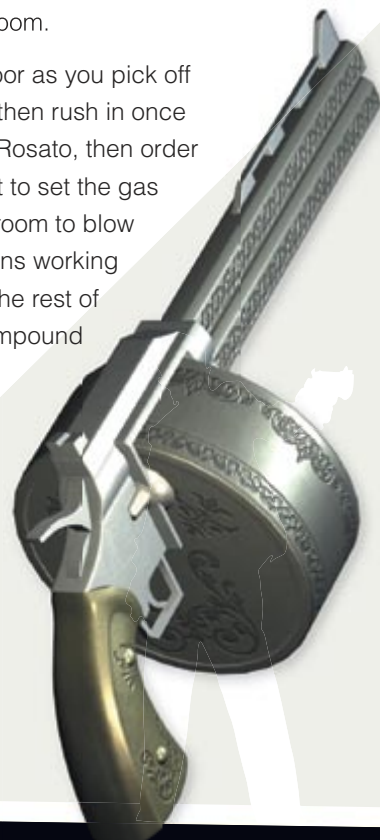
Sneak into the main house through the dining room and enter the small

television room. Make a right and go through the next door. Follow the stairs down to the lower level



and order your safecracker to bust open the safe in the corner. Wait until he's done, grab the loot, then open the door at the rear of the room.

Stay outside the door as you pick off Tony's remaining men, then rush in once they're dead. Take out Rosato, then order your demolitions expert to set the gas main at the rear of the room to blow up. As soon as he begins working on the gas main, lead the rest of your men out of the compound before it blows up!



BACK ALLEY TACTICS



Aside from infiltrating through the right alley, you can also lead a frontal assault on the compound. Once you make it past the main gates, make a left and either order a bruiser to bust down the door on the left, or tell your demolition expert to blow up the wall. Then, beyond the main barricade, battle your way through the backyard toward the dining room entrance just as you did above.

Granados Compound, Miami



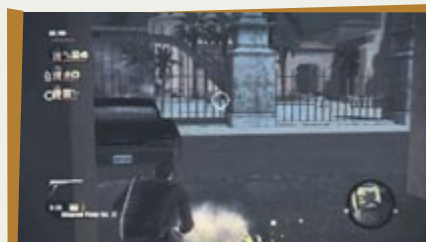
Rico Granados's compound in Miami requires a more careful approach than the Rosato compound.



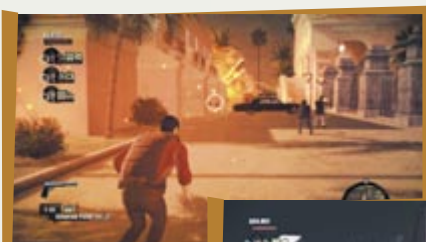
Built with a wide-open courtyard at the center of the compound, Granados's HQ features to its left a

long multicar garage. In the far right corner is the main building with several entry points. Because we prefer to be cautious and leave no rival man unbloodied, we're taking the slightly longer, left route to sweep around the back. Begin by setting your arsonist to create a diversion by blowing up the car at the front left gate.

While he does this, sneak in through the right gate where the two cars are parked. Once inside the compound, turn left and flank the guards on the left and blast your way toward the multicar garage.



Between you and the courtyard on the left is a long iron gate. This keeps the men in the courtyard from rushing toward you as you fight your way through the garage ports, which have minimal number of guards.



Order your arsonist to blow up the gas tanks near the first garage opening.

This flushes out the guards and burns the ones close enough to the explosion.



Slink through the garage with your attention to the men just beyond the gates on the right.

When you reach the end of the long multicar garage, turn right and take the steps leading into the complex interior.



Circle around the steps until you reach the stairs leading to the center courtyard and stop. Order your men down the steps while you stay at the top and cover their descent with your sniper rifle.

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When they're safely in the center of the courtyard, go down the steps and make a left U-turn to

rear of the compound. Call your men to follow behind you and make a right as you reach the rear patio. Storm right, along the patio, until you reach a flight of steps leading to a door with a bruiser icon. Order your bruiser to bust through it, then sneak inside.

Immediately after entering the main building, follow the right wall to a door that leads into the room with the safe. Crack it, then go through the door on the same wall as the safe. Take the stairs up to the next floor, go into the next room, then through door on the left.



Inside the next room, take the door on the far left to a small balcony with the gas main. Order your demolitions

expert to blow it up, then rush out of the building into the courtyard before it blows up!

BACK ALLEY TACTICS



Another method of entering is to sneak into the courtyard through the front gates. Instead of sweeping around to the back, go up the staircase in the front left side of the compound just beyond the two arches in the building. Once inside, dash across the long balcony, order your safecracker to pick the lock and you're inside!

Mangano Compound, Miami



The Mangano compound seems far more straightforward than most ... while your

crew is infiltrating it. Once inside, however, it is far more complex than the other compounds. Approach the compound by vehicle and park it near the front gates. Immediately after exiting the vehicle, dash left along the wall to gain some cover. Once you've got good cover, take aim at the sniper in the balcony and take him out with a sniper shot of your own.



The Rise of a Don

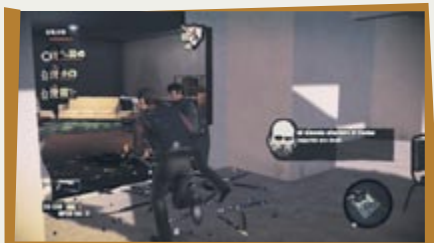
Turn left and order your men to sprint toward the garage area. Wait for them to take cover, then leapfrog past them into a long open walkway behind the garage. Turn right as you approach it and immediately begin firing on the approaching guards.



Leapfrog your men down the long, pillared walkway until you reach its end. At the end are several more guards. Blow them up with explosives and then turn your attention to the area just right of the walkway. Several more of Mangano's men are patrolling the rear of the compound.



Carefully creep out into the back patio area and snipe enemies as you go. If they're too close for comfort, drop them with a few shots of your pistol. Clear a path for your demolitions expert, then send him in to bomb the back wall of the compound.



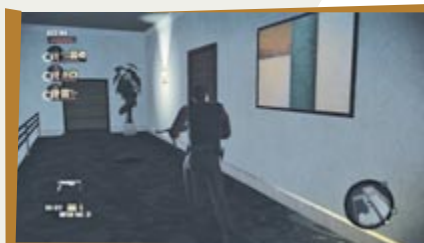
As soon as the wall is demolished, dash into the building and go through the door on the left.

Tip



Before going up the steps, duck into the kitchen on the left and pick up the pistol Level 3 upgrade from the kitchen table. Make a left inside the kitchen and go through the door. Follow the steps down to the lower level where you'll find the safe. Crack it, then run back up the stairs, through the kitchen, and to the room with the long staircase.

Make a right into the room with the long staircase, and sprint up the steps. Keep your pistol aimed high and take down any guards foolish enough to rush toward you on the stairs.



Turn right sharply at the top of the steps and go through the door at the end of the hall. Use either door in the next room to exit onto a balcony with the gas main and blow away the men protecting it. Set your

demolitions expert to work, then rush back out before the bomb goes off!

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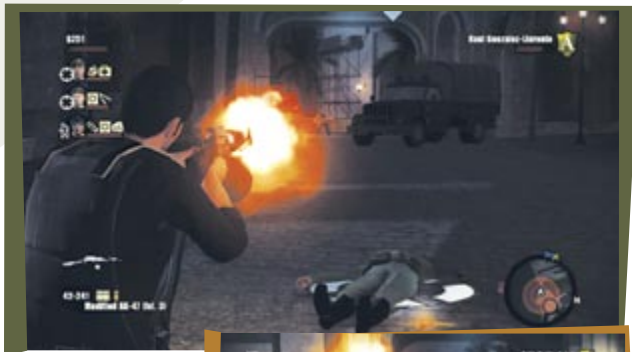
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Almeida Compound, Havana



The Almeida compound is similar to the Mangano compound in that it has essentially one entry point. The entire compound is enclosed by tall brick walls with only one small gate. Sneak up to the far, left corner of the compound where the gate is open and position your crew directly parallel to you as you approach the entry.

Blast your way into the compound and turn right as soon as you enter. A long passageway blocked off by trucks and lined by arches leads toward the main building. Take cover and open fire on the guards as they approach. Lead your men down the passage and past the trucks, using the archway pillars as cover.



The passageway leads to a small circular courtyard. Take cover and send your men in ahead of you, directing them toward cover behind a truck.

Once they're safely behind cover, rush in after them, turn left and sprint up the steps along the far wall toward the main building.




Launch a Molotov cocktail or two at the men atop the stairs, then



dash past their burning bodies into the building through the door along the wall to the left. Shred the guards in the first room with your shotgun, then go through the door at the room's opposite end. Order your safecracker to unlock the door on the far-left corner: It will be your exit soon, when the gas main is about to blow.

Follow the right wall to another door and take the steps in the next room up to the second floor. Just inside the room at the top of the steps is the safe. Crack it, take the loot, then turn left to blast Don Almeida in the face.

Tip



Before continuing, grab the sniper rifle Level 3 upgrade from Almeida's desk.

The Rise of a Don

Just behind Almeida's desk is a doorway leading to the gas main. Order your demo expert to blow it up, then backtrack to the door downstairs that your safecracker unlocked to exit the compound before it blows up!



The flames and billowing smoke from Almeida's burning compound signify only one thing: all rivals are dead.



The Final Task

You've set things right, finally. And better still, you've gotten rid of all the rival families. There is, however, one thing left to do: Find a phone and call Michael to tell him the rival families are dead. He'll call you back to Florida.

Hunting Hyman Roth

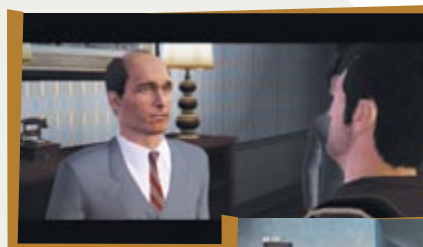
Mission List:

1. Find a phone to call your next contact.
2. Meet Michael Corleone at your Florida safehouse.
3. Go to the Florida airport.
4. Get through the security checkpoint.
5. Hunt down Hyman Roth.
6. Assassinate Hyman Roth.
7. Outrun the police.

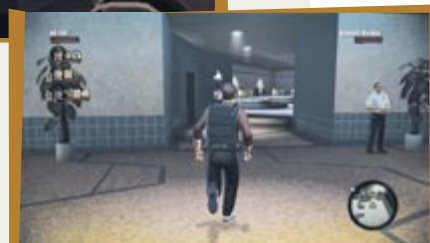


Meet with Michael at the Florida safehouse and talk to him. Michael wants to make sure

that no one is left that can cause him any trouble. He wants you to whack Hyman Roth. Senator Geary recently had Roth extradited and will soon be arriving at the Florida airport.



talk to Tom to get a few ideas on circumventing the first line of security at the airport. After speaking with him, stock up on ammo, gather your best men in a car, and drive to the airport.



Before leaving the safehouse to carry out your final mission,

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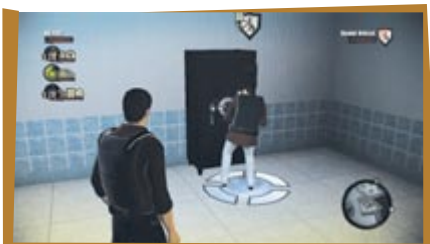
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You can't very well saunter into the airport and past the security checkpoint with a load of weapons on your person, so follow the map marker to the security guard by the checkpoint and talk to him. Make things easy on yourself by bribing him. With a fattened wallet, the guard turns a blind eye.

Go through the door on the left and walk up the steps, bypassing the security checkpoint.



Crack the safe before you go all the way up.



Make a right at the waiting room and slowly creep toward the food stands on the other side of the airport. If any of Hyman Roth's security servicemen spy you as you approach, take out your pistol



and put them down. Send your men toward the food stands as you cover their approach.

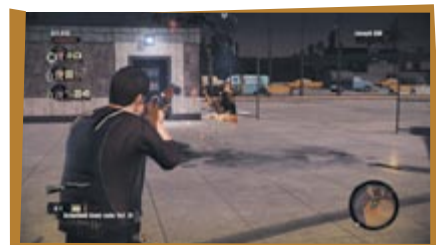
Sprint behind your men and turn right to face the intersecting hallway. Take cover behind one of the concession stands and pick off the guards down the long hall.

Leapfrog down the hall using the abandoned carts as cover and slink into the adjoining terminal to get some cover. Toss a Molotov cocktail ahead of you to clear the way, then circle around the waiting area back to the main hall.



Follow the hall to its end and find Roth cowering by a window facing the tarmac. Do what must be done: Assassinate Roth any way you see fit.

As soon as you assassinate Roth, the police descend on the airport like mad dogs.



Jump down to the tarmac and dash right, hugging the airport wall. Sprint back toward the parking area (follow the map marker). Blast through the first few cops, and duck into a vehicle immediately.

Tip

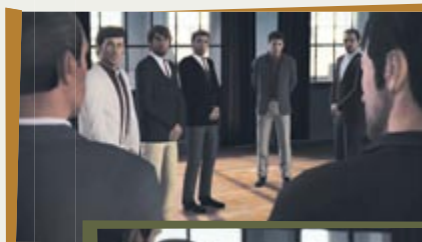
There's an armored car parked in front of the airport. Use it to stage your getaway!

Turn right outside the airport and hop on the freeway. Order your men to fire back at the cops to keep them at bay as you swerve out of the way of oncoming police vehicles. Follow the freeway south, keeping the water on your right and exit when you see the sign that reads South Island Causeway.

The Rise of a Don



Turn right as you exit the freeway and head directly for Mangano's former compound. Get out of the car and make a mad dash to the front door to escape the cops.



When you reach the compound, Michael, Tom, and the rest of the family are there waiting for you. Michael congratulates you and thanks you for proving him right about you. You've earned his respect and become a valuable part of the Corleone family.

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Mobbing Online

LEADER

Note

Thanks to Pratik Patel, Michael Krakowski, David Scott, Joel Eckert, Michael Peterson, Nicholas Williams, and Florian Meneses for taking time out of their day to show me around the various online modes and levels all the while sharing their valuable tips.... and killing me over and over and over again.

As you rise to power in the single-player game, you can practice your skills and develop your crew by taking the power struggle online. Play *The Godfather II* online multiplayer modes and become the true Don of Dons. Take your money, weapons, and crew from your single-player experience online and wage mob warfare against players around the world. Whether you're playing as a medic, an engineer, or as one of the other

specialists, put your best strategies to the test as you take over territory and strike back at rivals. You can even take your hard-earned winnings back to your single-player experience. The following chapter will provide you with useful tips on how to succeed in multiplayer battle.

Modes

There are four modes in multiplayer online battle: Fire Starter, Team Deathmatch, Demolition Assault, and Safecracker.

Fire Starter Mode



So instead of getting 5 points for a barrel, it'll be worth 10. The more explosions you detonate in succession, the higher your point multiplier will be. You can gain up to a 10x point multiplier. The higher your multiplier, the more "on fire" your character will be ... literally.

In Fire Starter mode, each team is tasked with detonating several explosive tanks, gas pumps, and barrels. For each explosion you detonate in succession, you gain a point multiplier. Ignite two explosions, and you'll gain a 2x point multiplier, making your third explosion worth two times its initial value.

Tip

Since each of the three types of explosive items are worth different points, knowing which type to target and when are the keys to success. Barrels (shown in yellow on your minimap) are worth 5 points. Gas pumps (orange on the minimap) are worth 10 points, and large gas tanks (pink on the minimap) are worth 20 points.



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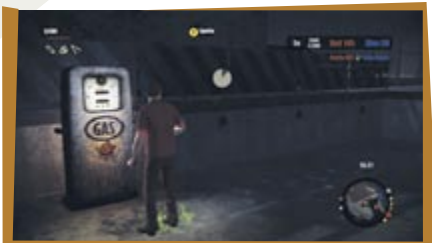
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Keep the following tips in mind during a Fire Starter mode to increase your team's chances of success:

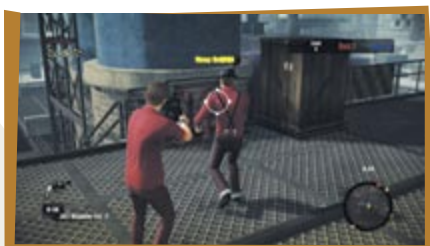


- Always try to bring as many arsonists as possible to a Fire Starter match.
- Medics are almost as vital as arsonists. Arsonists/medics are the most valuable specialists in this mode.
- If you see a rival engulfed in flames, kill him! You'll take his multiplier.
- Similarly, if you are on fire, you become a target for the other team; they will try to take your multiplier. So be careful!
- Guard your teammate with a multiplier! Escort him from explosion to explosion as you rack up the points.
- Explosive points respawn. Don't forget to return to previous explosive points to detonate them again.
- If you find several unguarded explosive points near each other, bounce back and forth between them, blowing them up, as you build up your multiplier.
- Keep an eye on the 20-point explosive tank. It is usually out in the open. If a rival tries to blow it up, pick him off while he's unguarded.

Tip

If you have a multiplier and take someone else's, their multiplier gets added to your own!

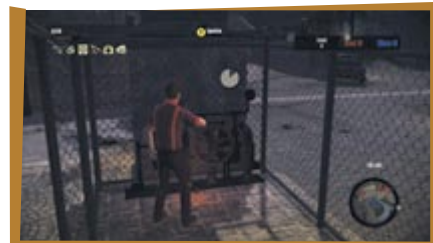
Demolition Assault Mode



The objective of Demolition Assault mode is to blow up three gas mains, in proper order, deep in the

rival team's territory. Meanwhile, you must also protect gas mains in your territory from the opposing team. The trick, however, is that the gas mains must be detonated in a specific order, meaning you can't blow up the second gas main until the first is ablaze. As you might expect, the most important crew member in this mode is a demolitions expert. Unlike Fire Starter mode, however, Demolition Assault mode doesn't have any multipliers.

To succeed in Demolition Assault mode, follow these proven tips and strategies:



- Demolitions experts are of vital importance. Keep as many as possible on your team.
- Just as in Fire Starter mode, medics are equally vital. Try to bring demo/medic specialists.
- Demolition points are fixed in every map. That means the demo points on every map are always in the same spot and in the same order. Use this to your advantage.
- Success requires equal parts assault and defend. If you don't leave a few men to defend your demo points, you'll be quickly overrun by the opposite team.
- Plan ahead. Keep one or two men near the next demo point. Once the first demo point is taken, quickly move in with the team waiting near the second demo point.
- While the second demo point is being taken, move a team near the third point.
- After each team loses 2 demo points, the game boils down to which team can protect their third demo point the best. Keep your strongest players near your weakest position!

Safecracker Mode



Safecracker mode is a lot like Fire Starter mode. Your team's task is to crack as many differently

valued safes in the time allotted. After taking a safe, your team will get points over time as long as your team remains in control of that safe. The more safes you crack and keep, the more points you score. Though there is no point multiplier in this mode, the team with that holds the most safes the longest wins. As expected, each team should have plenty of safecracker specialists on their team in order to ensure that they can open the safes. As always, the next most important specialist is the medic.

Tip

Unlike the explosive points in Fire Starter mode, safes are not color coded, and are all of equal value, except for the one in the center.



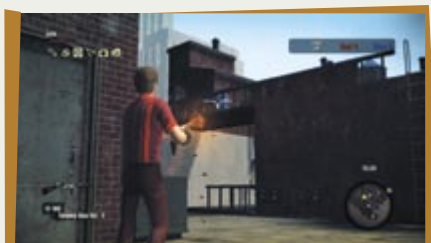
Safecracker mode can become very hectic. With so many safes to crack, one can easily

find oneself in a series of intense shoot-outs. Keep the following tips in mind to make the best of your safecracking run:

- Travel in pairs or small three-man cells. Keep at least one safecracker in each group.
- Pair each safecracker with at least one medic to keep your handyman safe and on his feet!
- Move quickly! Don't stay behind to protect safes of lower value. You can always retake them if necessary.
- The safes with the highest value are usually near the center of the map and have a mirror safe nearby. Take one, then rush across the center of the map to take its sister safe. Once you have both, leave one or two men behind to protect them fiercely.
- Taking a safe away from the opposite team will take twice as long as cracking an unclaimed safe. Be ready to defend yourself while you do!
- Speed is of the essence. If you can crack the majority of the safes quickly, the opposite team will have to play catch up for the rest of the round.

Team Deathmatch Mode

Team Deathmatch is just as it sounds—a bloody confrontation between two



teams until one team has a higher kill count than the other. There are no special objectives or demolitions points to worry about; simply take out more of the opposite team members before they can take you out. Depending on the map, these matches can often boil down to shotgun fragfests or slow and intense sniper duels.



Even though there are no special objectives for Team Deathmatch, that doesn't mean you can't approach this mode with a specific mindset to increase your chances of survival:

- Of all the specialists, bruisers are the most effective in this mode. Their increased melee damage capacity ensures that you'll have the upper hand in hand-to-hand combat. Two good whacks of the baseball bat and your opponent is out!
- Keep the medics on your team safe! They can often be the difference between life or death, and in this mode that's the difference between gaining a point or giving a point.
- Travel in pairs or small groups. When you encounter an enemy, you can overrun them with sheer numbers.
- Know the map! Certain maps are better suited for different weapons than others. A sniper rifle can be useless on smaller maps.
- Use the garrote! By using the garrote, you can stay under the radar (literally) and get stealth kills.

Don Control

In Don Control mode, you are the Don. Every member of your crew answers to you and carries out your orders.



Just as with Cosa Nostra, you'll reap the benefits and potentially rake in the dough from your winnings. Before every Don Control match you can place a wager with the opposing Don. Your crew will share the winnings, with the majority of the spoils going into your pocket.

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Note

Dons can wager anywhere between \$0 to \$50 Gs of their cash on a Don Control match. Members of the winning crew can score between 0 and 10 percent of the take.

In Don Control each Don can oversee the entire map, issue waypoint commands to their crew, and use gadgets captured by his team. Since Don Control is a new way to play the other multiplayer modes—Team Deathmatch, Fire Starter, Safecracker, and Demolition Assault—the basic strategies for those maps and modes still apply. Don Control adds a new layer of depth, however, with the inclusion of waypoints and gadgets.

In addition to being able to issue and remove waypoints for his crew, the Don can also issue commands via voice communication.

Waypoints

To issue waypoints hold the top left shoulder button to bring up the waypoint wheel, then use the right control stick to select waypoints from the following options:

- Medic
- Engineer
- Bruiser
- Arsonist
- Demolitions
- Safe Cracker
- Generic Waypoint
- Trash Can

Once you've selected the desired waypoint, tap the top right shoulder button. Dons can also "tag" certain players to link them with specific waypoints. Once tagged, the tagged player will be followed by a waypoint icon.

Tip

Tag good enemy players with waypoints to highlight them for your crew!

Gadgets

Gadgets are helpful contraptions that Dons can use to help their crews and harm the opposing team. Before you can use the gadgets, however, you must first use the appropriate specialist to capture it. Engineers can capture all Don Gadget types.

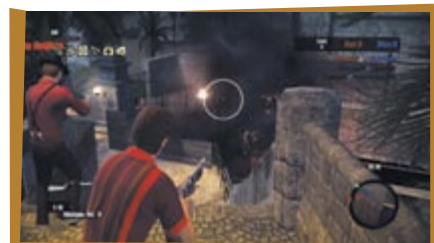
There are three kinds of Don Gadgets that may be activated by either Don if they have been captured for the team.

- **Heal:** Heals all players in the displayed radial effect. Must be captured by the Medic.
- **Give Vest:** Gives a Bulletproof vest to all players in the displayed radial effect. Must be captured by the Bruiser.
- **Detonate:** Blows up and kills all players in the displayed radial effect. Must be captured by the Demo Expert.

After a Don Gadget is used it is deactivated for a limited time. When the Gadget is reactivated it will be neutral and can once again be captured by either team.

General Tips

Even though there are six different maps and four different multiplayer modes, there are several universal



tips you can keep in mind to increase your chances of success in any online contest.

- On large maps, get to know the sniper points. If you're out in the open and hear a bullet zip by, look to the sniper points for the culprit.
- While running out in the open, remember to zigzag to make yourself a hard target to hit.
- After spawning, your body will glow for five seconds. During this time, you are invincible and cannot be killed. Use the boost to your advantage!
- During an execution, you will be invincible for a split second. Remember this while you're tapping a rival in the back of the head.
- You only become visible on the minimap after firing a weapon. To stay under the radar, stop shooting! You can then sneak around the map at your leisure until an enemy spots you.

- No matter the mode, a medic is of infinite value!
- When on the verge of death, have a teammate shoot you till you're on your knees, then revive you. You'll be revived with full health!
- Always travel with a buddy. The buddy system isn't just good for crossing the street, it's also perfect for watching each other's back!
- Executions are great for scoring major points and are brutal to watch, but can often leave you exposed if you aren't careful. Execute enemies carefully! The split second of invulnerability will only get you so far.
- Know your maps and plan accordingly! Smaller maps like Rooftops are great for shotguns and Tommy guns, but horrible for sniper rifles.
- All maps are color coded. Look to the surrounding architecture for clues as to which camp you're in. If the buildings nearby have blue highlights and you're on the red team, you're in enemy territory!
- Upgrade your crew skills like "Improved Specialties" for a significant advantage.

Map Tips

Keep the following map info in mind before a match starts! If you run into a

Jungle Fortress

The Jungle Fortress map is a small to moderately sized map.

Battles here will often be close-

quarters fights using shotguns and Tommy guns. While the size of the map lends itself best to close-quarters combat, snipers can still be somewhat effective. As long as the sniper is highly skilled and takes a perch deep in his own camp, he might be able to get a few good kills in. In Team Deathmatch modes, it's best to abandon sniping attempts. Only use snipers in this level where the enemy will visit fixed points on the map, like demo points or explosive objects.



Mall

The Mall is moderately sized. It's long and predominantly one-storied.

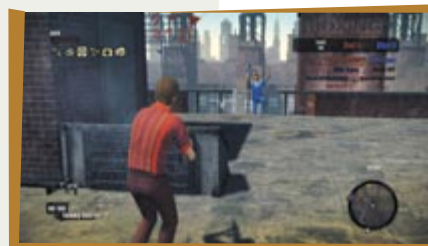
So, while it's large enough for snipers, weapons with a decent kill range like the Magnum, Tommy gun, or even the pistol work best. If you must use the sniper, stay at the sniper rifle spawn point and keep your rifle sights trained toward the center of the mall. Use the building interiors to duck out of the line of fire and put the sandbags at the building entrances to good use. To sneak around the map undetected, use the back alleys. These alleys are especially helpful during Fire Starter matches where several explosive points are also located.



Rooftops

By far the smallest of all the maps, Rooftops is a shotgun lover's dream. The map

favors close-quarters combat using shotguns, Magnums, and Tommy guns. As you might expect, sniper rifles are of little use here. Though small, the map is split into two stories, the rooftops being the top level and the winding stairways providing most of the lower level. Use the staircases to navigate the small map, then sneak up on enemies via the staircases near the rear of the map. If you climb the ladders near the center, however, be ready to defend yourself as soon as you reach the top ... that is, if you haven't been greeted with a shotgun blast to the head as you climb.



Oil Refinery

Just like Rooftops is a shotgun lover's dream, so is Oil Refinery a sniper's

favorite. The Oil Refinery is one of the larger maps in the multiplayer modes. With several high catwalks, and



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hidden nooks and crannies on the lower levels, the Oil Refinery can be one of the most dynamic maps in any online mode. Snipers can often stay in their own base and have a clear view across the entire map, or they can risk the climb to the large crane near the center of the map for an even better view. Unfortunately, the crane offers even less protection for a sniper than his own base and can make rescue attempts a risky proposition for medics. Otherwise, players can stay on the bottom levels and use the intricate catwalks to sneak around the complex. While traversing the ground floor, use the empty warehouse buildings and large stone pillars for cover as you move.

Shipyard

Like the Oil Refinery, the Shipyard can be a great map for a sniper.



Although it is slightly smaller than the refinery, the Shipyard can make for some very heated sniper battles. At the center of the map is a large walkway connecting both camps. In objective-based multiplayer battles, this can often become the center of intense firefights. Keeping a sniper at each end of the walkway ensures each team has a fighting chance at controlling the center of the map. Still, clever players will use the underground tunnel connecting the rear portions of both enemy camps to sneak past the rival team's defenses.

Family Compound



Modeled after the Granados compound in Miami, the Family Compound map is larger

than Shipyard and nearly as big as Oil Refinery. Just like the Shipyard, though, both enemy camps are connected by a large courtyard. Players can sneak around the garage lining the sides of the compound, or they can rush across the center, using the various pillars and bushes as cover. Snipers can take a position at the rear of their base and get a clear view of the map's center, or they

can stay perched at the sniper rifle spawn point to get a better, slightly raised vantage point. For objective-based multiplayer battles, players are advised to use the side garages to penetrate deep into enemy territory while securing safes, igniting fires, or hitting demo points.

Online Honors



By performing admirably in online battles, your chosen specialist can accrue special "Online Honors." While these honors are dependent on what you do in online battles, they often translate into special cash bonuses and skills that can be transferred into the single-player game! Honors are also key to carrying upgraded weapons for your crew.

The Online Honors and their requirements are as follows:

HONOR	REQUIREMENT
Top Player	Player with the most cash earned on the winning team.
Team Honor	Player with the most cash earned on the losing team.
Fire Starter	Ignite 10 fire starter points in one game.
Safe Cracker	Crack 10 safes in one game.
Wrecking Ball	Successfully demo 10 demo items in one game.
Tactical Wizard	Cut through 10 engineering fences in one game.
Medic	Heal five downed teammates in one game.
Bruiser	Perform 10 executions as a bruiser in one game.
Steady Hand	Get 10 head shots in one game.
Hot Streak	Kill five players in a row without dying in one game.
Assist Player	Get 10 assist kills in one game.
Winning Demo	Perform the winning demolition in a game (must be the third demo point).

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The following chapter is a checklist of goals to complete as you rise through the criminal underbelly of New York, Florida, and Cuba.

Xbox 360 Achievements

CHECK-BOX	ACHIEVEMENT	DESCRIPTION	GAMERPOINTS
	MobFace	Create a mobster using MobFace.	5
	Getting Made	Recruit your first soldier.	5
	First Crime Ring	Control one crime ring.	15
	Fortified Venue	Max out all guards at a venue.	5
	It's Not Personal	Eliminate a rival family by successfully bombing their compound.	20
	Contract Killer	Eliminate five made men with the appropriate kill condition.	15
	Lockpicker	Crack five safes.	5
	Enforcer	Complete 10 execution styles.	15
	Bank Job	Heist your first bank.	5
	Let Me Upgrade You	Upgrade one of your made men's skills or weapons.	5
	Three Crime Rings	Control three crime rings.	40
	Five Crime Rings	Control five crime rings.	50
	Organized Crime	Control all crime rings.	75
	Shakedown	Control all extortable businesses.	25
	Accept This As A Gift	Earn one of each type of Favor reward.	30
	Executions in Style	Complete all execution styles.	75
	Bag Man	Heist each bank once.	20
	Safecracker	Crack all safes.	75
	Torch the Joint	Send men to bomb a venue from the Don's View.	5
	Pulling the Strings	Send your men to attack a venue from the Don's View.	5
	25 Massacred	Kill 25 mobsters.	10
	100 Whacked	Kill 100 mobsters.	15
	250 Iced	Kill 250 mobsters.	20
	500 Empty Suits	Kill 500 mobsters.	25
	1,000 Sleeping With The Fishes	Kill 1,000 mobsters.	30
	BlackHand Brutality	Kill 25 mobsters using only BlackHand attacks.	10
	Full of Lead	Kill 150 mobsters using only firearms.	10
	Gun Smuggler	Find a Level 2 firearm upgrade.	10
	Modified Firepower	Find a Level 3 firearm upgrade.	20
	Welcome To The Gun Show	Collect all Level 2 and Level 3 firearm upgrades.	30
	Right Hand Man	Promote one of your made men to capo.	10
	Second in Command	Promote one of your made men to Underboss.	15
	This Thing of Ours	Recruit a full family tree.	25
	The Counselor	Accept Tom Hagen as your Consigliere.	25
	CIA? DOA	Kill Henry Mitchell.	25
	Double-Crossed	Eliminate two rival families.	20

XBOX 360 ACHIEVEMENTS (CONT.)

CHECK-BOX	ACHIEVEMENT	DESCRIPTION	GAMERPOINTS
<input type="checkbox"/>	Vendetta	Eliminate three rival families.	30
<input type="checkbox"/>	Ambush	Eliminate four rival families.	40
<input type="checkbox"/>	Last Family Standing	Eliminate all five rival families.	50
<input type="checkbox"/>	Paying Tribute	Unlock all safehouses.	10
<input type="checkbox"/>	It's Only Business	Eliminate Hyman Roth.	75

Checklists

The following checklists can also be found in the Don's View, but we've added them here for easy check off.

EXECUTION STYLES

ENVIRONMENTAL KILLS

<input type="checkbox"/>	High-fall kill
<input type="checkbox"/>	Low-fall kill
<input type="checkbox"/>	Table slam
<input type="checkbox"/>	Wall slam
<input type="checkbox"/>	Road rage
<input type="checkbox"/>	Traffic accidents
<input type="checkbox"/>	Oven kill

WEAPON KILLS

<input type="checkbox"/>	Headshot
<input type="checkbox"/>	One-handed firearm, standing
<input type="checkbox"/>	One-handed firearm, kneeling
<input type="checkbox"/>	Two-handed firearm, standing
<input type="checkbox"/>	Two-handed firearm, kneeling
<input type="checkbox"/>	Magnum, standing
<input type="checkbox"/>	Magnum, kneeling
<input type="checkbox"/>	Tommy gun, standing
<input type="checkbox"/>	Tommy gun, kneeling
<input type="checkbox"/>	Rifle, standing
<input type="checkbox"/>	Rifle, kneeling
<input type="checkbox"/>	Kneecaps

EXECUTION STYLES (CONT.)

EXPLOSIVES

<input type="checkbox"/>	Molotov cocktail
<input type="checkbox"/>	Explosion kill (time bombs and dynamite)

HAND TO HAND

<input type="checkbox"/>	Garrote
<input type="checkbox"/>	Strangle
<input type="checkbox"/>	Punch
<input type="checkbox"/>	Punch while grabbing
<input type="checkbox"/>	Disarm
<input type="checkbox"/>	Neck snap kill
<input type="checkbox"/>	Melee, standing
<input type="checkbox"/>	Melee, kneeling
<input type="checkbox"/>	Barehanded, standing
<input type="checkbox"/>	Barehanded, kneeling

OBJECTS

<input type="checkbox"/>	Nightstick, standing
<input type="checkbox"/>	Nightstick, kneeling
<input type="checkbox"/>	Bottle kill
<input type="checkbox"/>	Bat kill

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SAFES

LOCATION	AMOUNT
La Maison Rouge	\$1,000.00
Carmine Rosato Compound	\$1,000.00
SaniCo Dump and Disposal	\$2,000.00
Liberty Banking	\$2,000.00
The Empire Room	\$1,000.00
Richie's Tavern	\$1,000.00
New York Federal Building	\$1,000.00
Tony Rosato Compound	\$1,000.00
SaniCo Incineration	\$2,000.00
Appliance King	\$1,000.00
Sweet Life Bakery	\$1,000.00
S&L Construction Site	\$2,500.00
Astoria Construction Site	\$2,500.00
ABF Ltd. Construction Site	\$2,500.00
Foreplay Pictures	\$2,500.00
The Aristocrat	\$2,500.00
Basso Oil Express	\$2,500.00
Basso Oil Depot	\$2,500.00
Basso Oil Refinery	\$2,500.00
Basso Oil Fill & Go	\$2,500.00
SaniCo Truck Depot	\$3,500.00
Ausiello's Bar and Grill	\$2,500.00
Jersey's Sports Bar	\$2,500.00
Elite Diner	\$2,500.00
Las Palmas	\$2,500.00
Bertolli Thrift Company	\$3,500.00

SAFES (CONT.)

LOCATION	AMOUNT
Berry's Pawn Brokers	\$2,500.00
Active Electronics	\$2,500.00
Lansky's Deli	\$3,500.00
Security First Savings and Loan	\$2,500.00
Emilio's Packing Company	\$3,500.00
Corman Drive-In Theater	\$2,500.00
Luscious Entertainment	\$2,500.00
SaniCo Hauling	\$3,500.00
Merit Credit Union	\$1,250.00
Florida Airport	\$2,500.00
Mangano Compound	\$2,500.00
Granados Compound	\$2,500.00
Casino Imperial	\$4,000.00
Casino Havana	\$4,000.00
Global Crushers	\$4,000.00
Global Towing	\$4,000.00
Global Imports	\$4,000.00
Corazon de Oro	\$4,000.00
Juan Sizzlio's	\$4,000.00
Battaglia Cement Depot	\$4,000.00
Battaglia Quarry	\$4,000.00
Battaglia Masonry	\$4,000.00
Battaglia Cement Factory	\$4,000.00
Banco de Cuba	\$4,000.00
Bertolli Thrift Company	\$4,000.00

WEAPON UPGRADES

UPGRADE	LOCATION
Level 2 Pistol	On crate near stairs when rescuing Roth's associate, Florida
Level 3 Pistol	Mangano compound kitchen, on table, Florida
Level 2 Magnum	In hallway with two busts inside Carmine Rosato's compound, New York
Level 3 Magnum	Outside lighthouse near Battaglia Quarry, Cuba
Level 2 Shotgun	Behind burnable hedge in Corleone compound, New York (get arsonist to burn the hedge)
Level 3 Shotgun	Global Storage Warehouse garage, Florida
Level 2 Sniper Rifle	On roof of Emilio's, Florida
Level 3 Sniper Rifle	Almeida compound office, Cuba
Level 2 Automatic	Granados compound dining room, Cuba
Level 3 Automatic	Beneath Battaglia Masonry, Cuba

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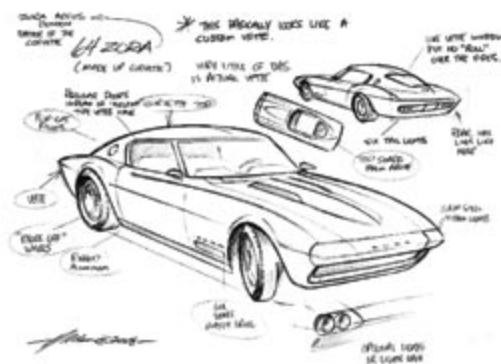
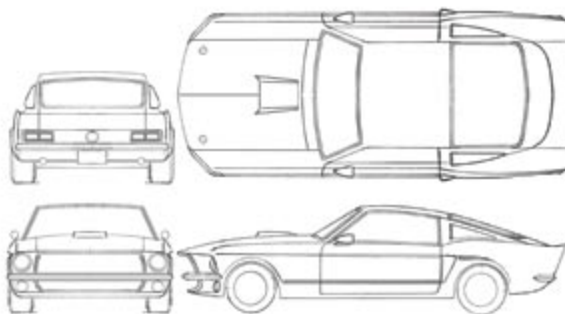
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CUBAN
OFFICIAL, V1



HONORABLE
1, V1



HONORABLE
2, V1



DON
MANGANO
V1



DON
MANGANO
SOLDIER, V1



DON
GRANADOS
V1



GRANADOS
SOLDIER, V1



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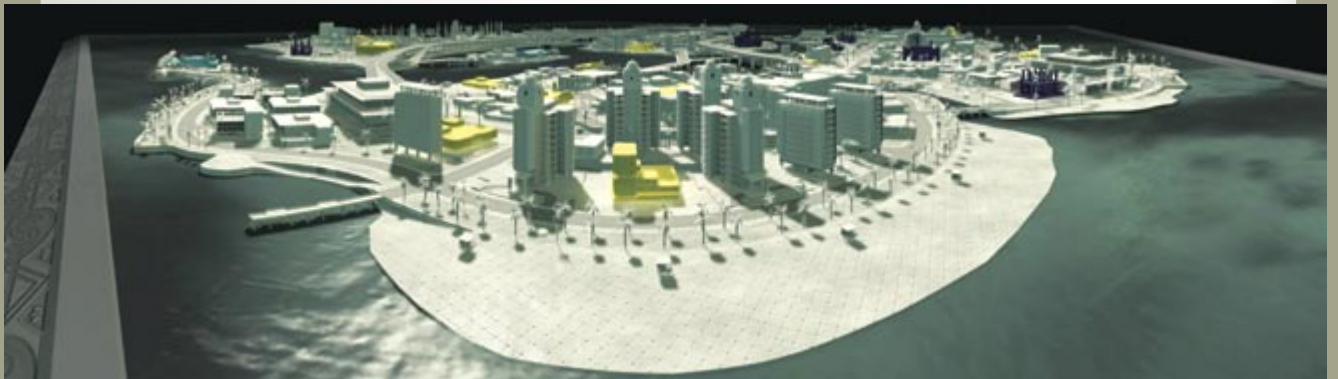
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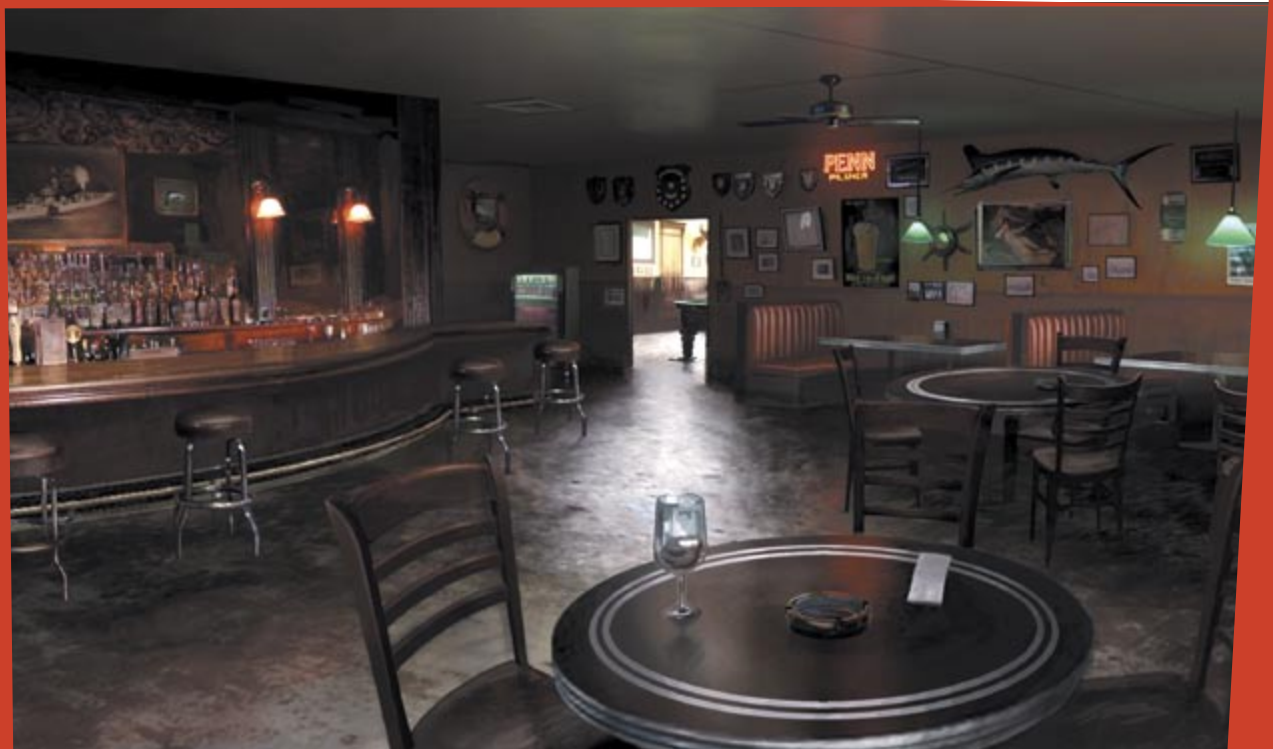
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