

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

COMPLETE CONTROLS

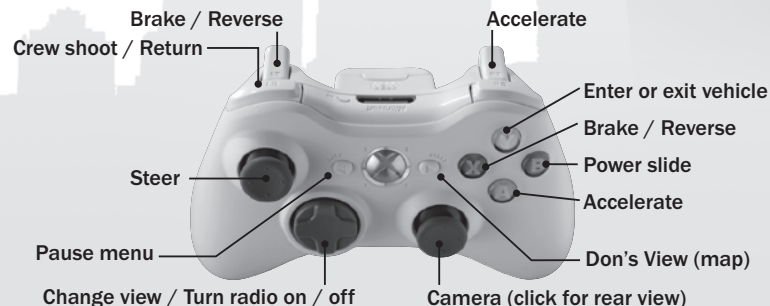


These are the default controller settings. To change your controller sensitivity, select **OPTIONS** in the main menu, then select **GAME OPTIONS**.

ON FOOT



DRIVING



IT'S ONLY BUSINESS

Fifteen years ago, Michael Corleone and Aldo Trapani waged a war against the Five Families. For Michael, it was strictly business—a decision that solidified his family's position as the head of New York's criminal underworld. For Aldo, the war was a personal vendetta against the man who killed his father.

In the years since, the Corleone family has grown into a lucrative empire with power and influence that reaches far beyond New York. Strongholds in Miami and Las Vegas have put them at the forefront of every criminal enterprise in America, but times are changing. If they are to survive, the Corleones must change as well.

Hyman Roth, the last surviving member of the Mafia's golden age, has summoned the heads of America's crime families to Cuba on New Year's Eve. The future of the Mafia lies in this small, business-friendly island nation—or so Roth believes. It is 1958, and *la revolucion* is coming...

GETTING MADE

Before you start, set up a gamer profile to save your game progress and all of your memorable achievements. You can also customize the look of your mobster until you get something that commands respect.

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play on Xbox LIVE®.

- To create a new gamer profile, press **X** to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press **A**. Create a profile name using the virtual keyboard.
- After you create a gamer profile and save it to a storage device, you can customize your profile and set personal settings. When you are signed in with your gamer profile, your achievements are automatically tracked and you can save your game progress.

SAVING AND LOADING

The Godfather II automatically saves your progress to your Xbox 360 Hard Drive or Xbox 360 Memory Unit at certain checkpoints. You can also manually save from the pause menu.

To continue a saved game, select RESUME GAME from the main menu.

PLAYING THE GAME

In *The Godfather II*, you play Dominic, a boss in the Corleone family with plans to expand the family business. Form your own family, promote your made men, take over every business in the city, and wipe out your rivals' organizations. This is the business you chose.



DON'S VIEW

The more you have, the more you have to keep track of. The Don's View is where you orchestrate your criminal empire and plan your rivals' demise.

Press **2** to open the Don's View to a map of the city. Set waypoints by pulling **4**, or zero in on your current location by pulling **1**. Scroll through the map by moving **6**, and zoom/rotate by moving **7**. Highlight any business to see their status, and press **A** to get more details.

THE OPERATION

To go deeper into your business, press **X**, or press **LB/RB**.

- Cities** Switch the map between every city you operate in.
- The Books** View your in-game stats and keep track of your money.
- Crime Rings** Check how well your takeover operations are progressing.
- Place of Interest** See where all the important places are on the map.

FAMILY TREE

YOUR FAMILY

Manage your made men, upgrade their stats, weaponry and specialties, promote them, terminate them, add them to your crew, and send them to bomb, defend, or take over businesses.

RIVAL FAMILIES

View the status of your enemies, including their known hangouts and kill conditions. Mark a rival made man for death by highlighting him and pressing **X** to find him on the map, and make sure your boys save the kill for you.

THE DON'S CONNECTIONS

This is your book for who owes you, and the favors you've done.

- Corrupt Officials** People in power who are open to the services you provide. Do them a favor, and they'll return your kindness when you need it.
- Back Pocket** View and call in all the favors Corrupt Officials owe you.
- Favors** A list of things you've agreed to do for money, intel, or influence.

THIS THING OF OURS

Don Corleone wants you to form your own family by recruiting loyal men with the skills you need, and bringing them up through the ranks. Take care of your guys, and they'll take care of you.

You can tell somebody's looking for work if they have the **1** icon over their heads. Give 'em a quick interview by pressing **7**, then decide whether to bring them in or not. Go back to businesses you've taken over to find more recruits, and keep an eye out for a few lone wolves out on the streets. It's always good policy to adopt a stray or two.

FAMILY AND CREW

The family is the entire network of earners who work for you, but only three people can roll with you at a time. To pick the guys you want on your crew, go to Your Family in the Don's View, highlight the family members you want and press **X**.

CONTROLLING YOUR CREW

Your crew is self-sufficient, but they take orders when you give some. Aim your reticle and press **B** to send 'em there. Press **X** to call them back. If you put your reticle on a person or thing that relates to one of their specialties, a message pops up to let you know. Just press **B** and they'll make it happen.

Family members who aren't in your crew can still be used to defend your interests around town, or take over rival businesses. Give them their orders on the Your Family screen.

SPECIALTIES

Every soldier you recruit starts with a useful specialty.



Arsonist

Teach somebody a lesson by getting the arsonist on your crew to torch something they like.



Demolitions

Your demo guy sets a charge, a timer counts down, boom. You'll need him to take out enemy compounds.



Bruiser

Muscle is important, and your bruiser likes to get physical with enemies, witnesses, or anyone else you point to.



Safecracker

Every business has a safe where they keep the good stuff. A safecracker turns their stuff into your stuff.



Engineer

A good engineer gives you the keys to the city, getting you into places you don't belong and cutting enemy communications.



Medic

It's a tough business, and people get hurt. A medic on the team can patch up the whole crew and keep them fighting.

SKILLS AND EQUIPMENT

Keep your family on top by upping their stats and putting better guns in their hands. Just select who you want to spend money on from the Your Family screen and press **A** to get started.

WEAPON LICENSES

You can use any weapon you come across, but your guys are restricted to the level of hardware you find them with. Take your crew online to Xbox Live® to earn better licenses so they can handle better firearms and cover your back with greater authority.

NOTE: There are some gun licenses you can only acquire by playing multiplayer matches.

PROMOTION

If your guys earn their bones, they deserve recognition. Promote your family members up from Soldiers to Capos to Underbosses, and make room for new Soldiers to come in. The higher the rank, the tougher they are and the more pain they dish out. Higher ranks can also add more specialties to their résumé.

PIECE OF ADVICE: Send a capo or underboss to protect key business interests. A higher-ranked wiseguy will defend it better than a soldier when your enemies hit back.

On the other hand, if somebody isn't working out, select his profile and mark him for death to whack him yourself.

DRIVING

Walk up to any stationary car and press **Y** to clear out any occupants, and press **Y** again to get in; your crew will automatically follow. If you run into some trouble on the road—or need to start some—press **LB** to get your guys shooting. Press **LB** again to make them lay low. Don't sweat it if you have to leave a crew member behind ... he'll catch up.

FINANCES

Everything costs, whether you're rewarding your family or sending thugs around to protect your property. Go to the Finances screen under The Books in the Don's View to see what you're earning versus what you're paying out.

FAVORS

Scratch somebody's back, and they'll scratch yours. Find people who need a favor and do it, and you'll get money, vital info, influence ... all things you need to get ahead. Once the job's done, check the Don's Connections to see what you earned.

SAFEHOUSES

Hole up from the cops, rearm, and stash your stolen goods in your safehouses. Along with friendly compounds, they're your sanctuary when things get too hot.

COMBAT

There's just one answer for people who don't show you respect.

BLACKHAND

Push someone's face in pulling **LT** and **RT** to throw left and right hooks; experiment a little and you'll discover some nasty combo moves. You can also pick up objects like bottles (press **Y**) and throw them to stun opponents.

GRAB

Pull **LT** and **RT** together to grab the guy you're pounding on. Now you've got options.

Strangle

Click and hold **R2** and **L2** simultaneously. You'll feel the pulse get weak; let 'em live or finish 'em off.

Drag

Move **L1**.

Beat

Move **R2** **↓** **↑**.

Swing

Move **R2** **←** **→**.

Throw

Move **R2** **←** **→** and release **LT** and **RT** while swinging.

Lift to Feet

Move **R2** **↓** or click **L1** and **R2** together to bring a kneeling enemy up to eye level.

Slam

Drag that worthless punk up against a wall or object, then move **L1** in its direction.

Throw over ledge

Put your enemy up against a window or railing and let him fly by moving **R2** **↑**.

Garrote

Equip your garrote, sneak up behind some chump and pull and hold **LT** and **RT** simultaneously, then click and hold **L1** and **R2** simultaneously.

Don't need 'em anymore? Click **R2** to finish 'em off, but good.

Execute

GUNPLAY

When you really mean business, press **LB** to draw your selected weapon and **RT** to fire it. Pull and hold **LT** to lock onto the target nearest your reticle.

Press and hold **LB** to open your weapon wheel, and select your piece by moving **R2**, or throwable explosive by pressing **○** and **↑** **←** **→**. Press **○** **←** **→** to cycle through all your available weapons.

COVER

Don't be stupid. If you're getting shot at, duck by clicking **L1** or take cover behind something solid by clicking **R2**. Pull **LT** to lean out and shoot back.

PIECE OF ADVICE: When you hit a rival business, some chump might use a pay phone to call for reinforcements. Plug him before anybody picks up to spare yourself some grief, or get the engineer on your crew to cut the phone lines before you pop anybody.

BOMBING A BUILDING

Close up that shop for a while either by using your demolitions guy (press **B**), or highlight the target in Don's View, then press **A** for More Info and **X** to order the strike.

GETTING WHACKED

When you die, you'll wake up at the nearest hospital, light on some cash. Try to use blue vials enemies drop to replenish your health before it gets that far.

If somebody on your crew goes down, you or your Medic's got a few seconds to revive them. Otherwise, they'll be spending some time at the hospital, and you'll have one less guy backing you up for a while.



GODFATHER2.EA.COM

RACKETS

The key to success is taking what others have and making it yours. Each racket covers a specific field—gambling, drugs, guns, smuggling, you name it. All you gotta do is waltz in, clip their muscle, and convince the owner they're under new management. Your end of that racket's profits will pay direct to you every night.

INTIMIDATION

Nothing gets done without leaning on somebody. Talk business owners into paying you instead of the other guy by giving them a few smacks, but keep an eye on the pressure meter. Push further than you have to, and they'll pay more. Push too hard, and they'll fight back. Then you might have to kill them and start over. That's no way to run a business. Or find the owner's weak spot. Maybe it's busting their merchandize or roughing up their customers, but find it and they'll pay up—big time.

MANAGE GUARDS

Naturally, you take something away from another family, they're gonna want it back. Send some guards over to protect your new interests by putting your cursor on the racket you want secured in the Don's View, pressing **A** for More Info and **X** to order up as many guards as you want. Remember, though: they'll cost ya. Or press **A** again to task a made man to babysit. Family is always more reliable, and the higher their rank, the better job they'll do.

FRONTS AND EXTORTION

You need someone legit to launder all that dough you're making. Pick a few nice, quiet civilian businesses and make them an offer they can't refuse. They'll pay you protection money, but even better, every front laundering money for you adds a multiplier to your *entire* income.

CRIME RINGS

Every family spreads each racket out over several locations; take over all these locations to establish a Crime Ring. Controlling a Crime Ring earns you a hefty income and entitles you to special bonuses, like brass knuckles or bulletproof vests. All those perks go away if even one racket in the Crime Ring is lost or bombed ... at least, until it's retaken or rebuilt.

CRIME RING	BONUS
 Adult Entertainment	 Cheaper Guards: Your daily expense for maintaining guards is significantly reduced.
 Arms Smuggling	 Carry More Explosives: Pack twice the number explosives and Molotov cocktails for when you need some extra kick.
 Chop Shops	 Armored Cars: You and your crew can roll in a four-door tank, accessible from your compound, safehouses, and airports.
 Construction	 Bombed Buildings Rebuild Faster: Any business your enemies bomb will rebuild and re-open twice as fast.
 Diamond Smuggling	 Bulletproof Vests: It ain't stylish, but adding some body armor to your entire crew cuts the damage everybody takes in half.

 Drugs	 Double Income: Your daily income from drug profits is doubled.
 Gambling	 Incendiary Ammo: Light up somebody's life for real, and double the damage your crew dishes out from firearm attacks.
 Gun Running	 Bigger Ammo Clips: Your family's weapons all get an expanded ammunition capacity.
 Prostitution	 Brass Knuckles: Put some extra pain in you and your crew's hand-to-hand attacks with this old favorite.

PIECE OF ADVICE: Play it smart and bomb a rival family's racket to break their Crime Ring before you move on them in person. That'll rob 'em of any bonus equipment.

GOING TO THE MATTRESSES

Sooner or later, you'll have to fight another family head-on. Use the Don's View to do it on your terms, planning out a strategy, bombing businesses to break up their Crime Rings, and muscling in where they're weak. Then chop their made men and hit the boss where he lives.

CALLING THE SHOTS

You can't be everywhere at once, and you don't have to be. You've got an entire family ready to take care of things on your order.

TAKEOVERS

Order your made men to take over fronts and rackets for you in the Don's View by selecting the business you're interested in and pressing **A** for More Info, then press **A** again to send your boys over to attempt a takeover. They'll let you know how it worked out.

You can also choose who to assign the job to. Chances of success go up if you put your Soldiers on it. Those chances go way up if a Capo or Underboss is in on the attack.


BOMBING

Break up rival crime rings and divert enemy resources by ordering your friends to bomb their businesses. Pick the business you want taken out in the Don's View, press **A** to view More Info, then press **X** to order the strike.

PIECE OF ADVICE: You can't take over a bombed business until it's repaired, so plan accordingly. A smart Don juggles bombings and takeovers across several rackets, so things are always moving forward.

CONTRACT HITS

Rival made men hit your rackets, ambush you when you attack a rival family's business, and bust up your Crime Rings, and any made guy who's still breathing when you attack their compound makes that job tougher, guaranteed. Best to whack them all first if you can.

Do favors for people with the  icon to find out where rival made men are and how to kill them. Each one must be "retired" according to a specific kill condition; otherwise, they'll just be out of commission for a short while.

COMPOUNDS

When you've taken everything away from a rival family, they'll retreat to their compound until you and your men show up to finish the job. Bring a demolitions guy; nothing guarantees a dead Don like blowing his place to smithereens after you've put a few slugs in him.

If a particular compound is giving you too much trouble, put out some more contract hits on their made men to soften them up.

PIECE OF ADVICE: Keep your eyes peeled for ways to use your crew's specialties. An engineer might get you in quietly, or an arsonist might create a diversion.

THE LAW

If a cop or do-gooder citizen spots you acting up in public, a crime scene radius appears on your mini-map, and the police will zero in. A yellow radius means the cops are on the lookout, so take care of any witnesses before they can finger you. If the radius turns red, the law's on to you. Getting caught will rack up legal fees, and if your crew gets pinched, they'll be in pen for a while, and unavailable to you.

Leave any crime scene fast, or find a cop with a  icon and grease his palms before you start any trouble. That way, EVERY cop will turn a blind eye to your business. For a while.


INFLUENCE

Nothing beats having a union boss, a judge, or a D.A. in your pocket. They can spring family members from the pen, rebuild bombed businesses, call off the heat when you're on the lam, or even arrest rival made guys to get them out of your hair. Check the Corrupt Officials section of the Don's View to locate them.

It's good to have friends.

WITNESSES

If some bigmouth sees you conducting business, you've gotta muzzle them before they go to the cops.

A  icon appears over a witness' head when they see you break the law. Try a little BlackHand to change their mind, or send your bruiser over to "reason" with them. You can always scratch a witness, but that might prompt more witnesses to rat you out.

MULTIPLAYER

Up to 16 players can hash out their differences online, in ranked or unranked team matches, and make a little money on the side. Any cash you earn in Multiplayer affects your finances in the Single Player campaign. So does any cash you lose.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. EA ONLINE TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT WWW.EA.COM, YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.

Quick Match

Jump right in and start busting heads in a Deathmatch.

Custom Match

Search for a specific match and mode.

Host Match

Make your own rules, and try to live by them.

You MUST select a made man from your family to play as in Multiplayer from the Family Tree menu before launching a Multiplayer match; during a match you'll be able to use that mobster's specialties by pressing **Y**.

You cannot access Multiplayer games until you've added at least one made man to your family.

MODES

Several Multiplayer modes require at least one player to have a specific specialty.

Team Deathmatch (TDE) Clip everybody on the other team. Mercy is weakness.

Demolition Assault (DMA) Send your demolitions experts to destroy three objects in enemy territory. Each target spawns only after the previous target has been destroyed. First to hit all three wins.

FireStarter (FST) Arsonists torch barrels, gas and propane tanks to rack up scoring multipliers; do a good job, and you'll literally be on fire. Kill an arsonist to steal that multiplier and bank those points yourself.

Safecracker (SCR) Bust a safe with your safecracker and hold the position for even more points. The safe in the middle of the map is the toughest to keep, and worth the most.