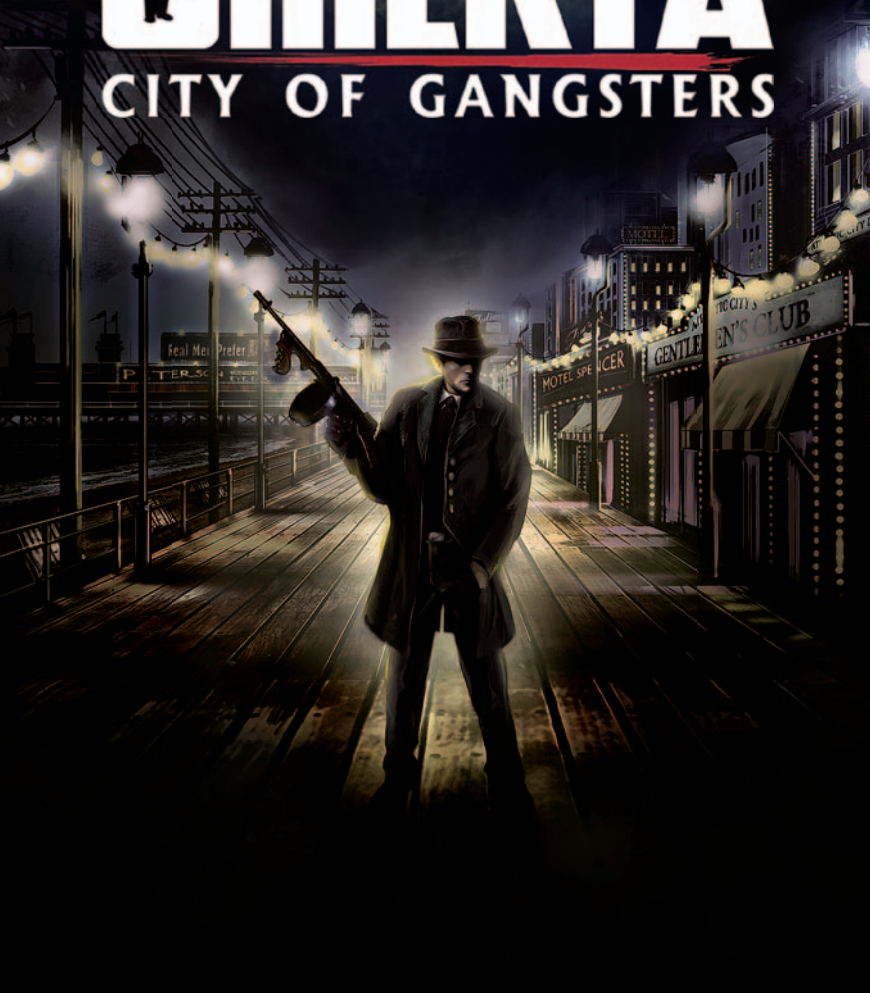





XBOX 360.

# OMERTA

CITY OF GANGSTERS





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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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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.**

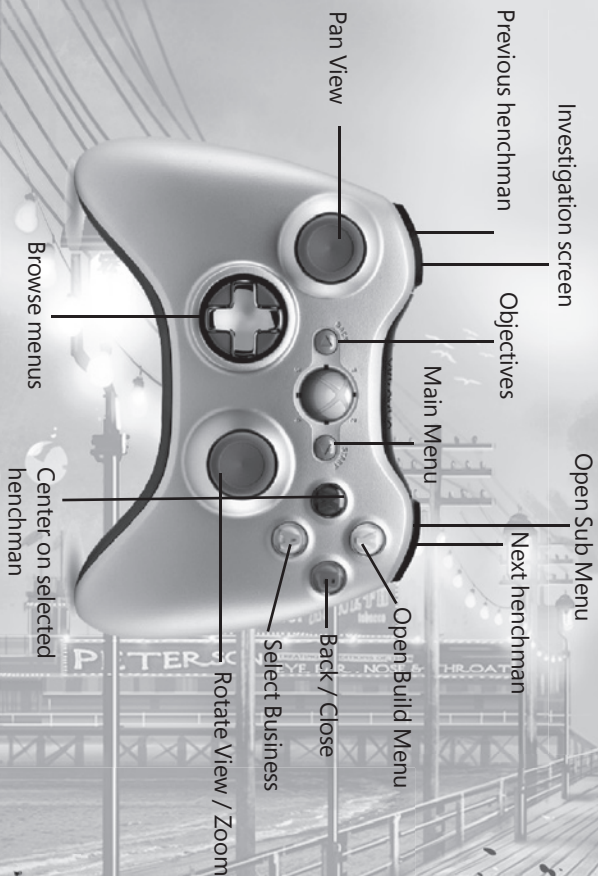
Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

# CONTENTS

<b>GAME CONTROLS</b>	<b>4</b>
<b>WELCOME TO ATLANTIC CITY!</b>	<b>6</b>
<b>CONNECT TO XBOX LIVE</b>	<b>6</b>
<b>STARTING A NEW GAME</b>	<b>7</b>
<b>CAMERA CONTROLS</b>	<b>7</b>
<b>STRATEGIC VIEW</b>	<b>7</b>
<b>RESOURCES</b>	<b>8</b>
<b>ESTABLISHING BUSINESSES AND CONSTRUCTING BUILDINGS</b>	<b>8</b>
<b>CONTROLS</b>	<b>8</b>
<b>UPGRADES</b>	<b>9</b>
<b>STOPPING WORK AND ABANDONING BUSINESSES</b>	<b>9</b>
<b>JOINTS</b>	<b>10</b>
<b>PREMISES</b>	<b>10</b>
<b>CONSTRUCTIONS</b>	<b>10</b>
<b>INDEPENDENT BUILDINGS</b>	<b>11</b>
<b>JOBS</b>	<b>11</b>
<b>FEARED AND LIKED RATINGS</b>	<b>11</b>
<b>COMBAT ENCOUNTERS</b>	<b>12</b>
<b>COMBAT ATTRIBUTES</b>	<b>13</b>
<b>WEAPON TYPES</b>	<b>13</b>
<b>LEVELING UP</b>	<b>15</b>
<b>TALENTS</b>	<b>15</b>
<b>TECHNICAL SUPPORT AND CUSTOMER SERVICE</b>	<b>16</b>
<b>LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT</b>	<b>17</b>
<b>CREDITS</b>	<b>23</b>

# GAME CONTROLS

## STRATEGIC VIEW





## TACTICAL COMBAT



# WELCOME TO ATLANTIC CITY!

*Behind every great fortune, there is a crime!*  
Charlie "Lucky" Luciano

Plunge in a world of crime, dirty money and corruption. Become the Boss and command your own crime family in the Prohibition era Atlantic City. Hire henchmen, bootleg liquor, run the numbers and extort businesses. Defend your territory and fight other gangs for control over the districts.

**Omerta - City of Gangsters** is a simulation game with tactical turn-based combat. Taking the role of a fresh-from-the-boat immigrant with dreams of the big life you will work your way up the criminal hierarchy. Build your own crime empire in the World's Playground!

The turn-based combat focuses on the tactical command of the Boss and his henchmen. Finding the best vantage point to snipe your mark, while taking cover from a hailstorm of bullets can be just as satisfying as bringing the enemy down close and personal in a brutal melee fight.

## CONNECT TO XBOX LIVE

Play with anyone and everyone, anytime, anywhere on Xbox LIVE®. Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

## Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## STARTING A NEW GAME

*It is the prohibition that makes anything precious.*  
Mark Twain

After you select "New Game" from the main menu, you will be taken to character creation. Follow the on-screen instructions to name your character, choose his looks, define his background and starting attributes.

Next you will be taken to the map of Atlantic City. Each strategic mission takes place in a different district of the city. For your first mission, select the only district that is unlocked for now.

## CAMERA CONTROLS

- To pan the camera, move the LS
- To zoom in and out, move the RS forward and back
- To rotate the camera, move the RS left and right

## STRATEGIC VIEW

*I don't even know what street Canada is on.*  
Al Capone

The strategic view offers a bird's eye perspective on the current district of Atlantic City. All simulation aspects of the gameplay take place here. You can establish businesses, construct buildings, manage resources, hire new henchmen and send individual gangsters to do your bidding.

## RESOURCES

- **Dirty Money** - most criminal enterprises will reap profits in Dirty Money, easily the most important resource in the game. Dirty Money can be spent to cover most of your expenses, or laundered to Clean Money.
- **Clean Money** - Clean Money are all your funds whose existence may be explained by your accountants in a way that will not result in a prison sentence. Clean Money are required for purchasing real estate and ordering constructions.
- **Beer, Liquor and Firearms** - those are the three commodities you can stockpile, sell and buy. Beer is the cheapest one and Firearms are the most expensive. All they require storage space, explained below.
- **Storage Space** - Your hideout provides some initial storage space. Additional storage space may be acquired by establishing a Warehouse or Hidden Storage business. If you run out of storage space, you will be forced to hold a firesale and sell your excess resources at very low prices.

## ESTABLISHING BUSINESSES AND CONSTRUCTING BUILDINGS

To establish a business, you must have an empty rented property of the appropriate type (joint or premises). To construct a building, you must own an empty construction lot.

### CONTROLS

After you rented or purchased a property, press the Y button to open the businesses menu. Select the property icon using LB and RB, then press A to open the property infopanel. With the infopanel open, press X. Select desired business type to establish the business. Rented properties require Dirty Money while construction requires Clean Money.



## UPGRADES

Each of your businesses may be enhanced with up to two upgrades. Upgrades are accessible by pressing the X button when a building is selected and its infopanel is open.

## STOPPING WORK AND ABANDONING BUSINESSES

To stop any business that you own, select it from the businesses menu (accessible the Y button, navigate selection with LB and RB) and press Y while the business infopanel is open. You can always start work again later.

Abandoning a business is a more permanent way to get rid of it. You can establish a new business in the now vacant rented property or construction lot.

## **JOINTS**

1. Speakeasy
2. Pharmacy
3. Ponzi Scheme
4. "The Don" Pizzeria
5. Weapon Store
6. Protection Racket
7. Boxing Arena
8. Loan Shark
9. Bookmaker
10. Pawn Shop

## **PREMISES**

1. Safe House
2. Brewery
3. Smuggler
4. Distillery
5. Hidden Storage
6. Accountant Office
7. Counterfeiter
8. Soup Kitchen
9. Wholesaler
10. Labor Union

## **CONSTRUCTIONS**

1. Flophouse
2. Hotel
3. Lawyer
4. Insurance Company
5. Clinic
6. Warehouse
7. Nightclub
8. Casino

## INDEPENDENT BUILDINGS

Besides your own buildings, there are many independent buildings in Atlantic City - residential flats, legal and illegal businesses and even residences of important people like celebrities and city officials.

Some independent buildings are informants - they reveal new opportunities in their neighbourhood and allow you to expand your criminal empire further.

The rest of the independent buildings present various opportunities - for example you may be able to raid them, supply them, or buy them out. To initiate one of those actions, you must send one of your gangsters there. Sometimes the gangster specialization (enforcer, grifter, mastermind, hitman or burglar) will have an additional effect on the outcome.

Keep in mind that some of those actions have additional costs and prerequisites. For example, an action may require warm relations with the building owner.

## JOBS

Jobs present various deals offered by your contacts throughout Atlantic City. To check what jobs are available, hold RT and press X. Jobs are split in five categories - Beer, Liquor, Firearms, Money and Special. Available jobs constantly change as the game progresses so don't forget to check them again every now and then.

## FEARED AND LIKED RATINGS

Feared and Liked Ratings reflect the perception of the people of Atlantic City towards you and your gang. They are modified by your buildings, actions and decisions and provide several benefits. As you become more Liked, the rent costs in the district will drop. Your Feared Rating will force the real estate prices down, thus making the purchase of new construction lots cheaper. Both ratings affect the profitability of various businesses.

There is no problem to be very Feared and very Liked at the same time. Making you more Feared usually does not make you less Liked and vice versa.

## COMBAT ENCOUNTERS

*You can get much farther with a kind word and a gun than you can with a kind word alone.*  
Al Capone

As soon as you enter a combat encounter, you will be taken to the Tactical View. Combat in Omerta: City of Gangsters is turn-based. Only one character is active each turn, the rest will act in initiative order, as shown at the top of the screen.

To end a character's turn when you are done giving orders to him, press RB.

- **Action Points (AP)** represent the ability of character to attack or use special talents. Attacks and Talents consume different amounts of AP.
- **Movement Points (MP)** represent how far a character can move during his turn. Most attacks also consume all available MP, so take care to move before attacking.
- **Health** represents the character's current physical condition. When a character is hit, he will lose health. If a character loses all his health, he will be knocked out. Your henchmen are tough and will survive being knocked out, but they will suffer injuries that hinder them until treated. If all your characters are knocked out, you will lose the battle.
- **Courage** represents the character's current mental condition and is depleted on hits similarly to health. A small amount of courage is regained every turn. If a character's courage becomes too low, he will become panicked, losing some AP and MP until he gathers his wits.



## COMBAT ATTRIBUTES

### Muscle

Muscle represent physical strength and general fitness of a character. It affects mobility and performance with melee weapons.

### Finesse

Finesse represents the dexterity and reflexes of a character. It affects performance with all firearms.

### Toughness

Toughness represents the character's ability to take hits. It affects the character's health.

### Smarts

The Smarts attribute represents the character's intelligence and allows a character to act more often.

### Guts

The Guts attribute represents the character's courage and resolve. High courage results in more Courage Points and faster reaction on the onset of combat.

### Cunning

Cunning represents the character's savvy and shrewdness. It determines AP and modifies the chance to make a critical hit.

## WEAPON TYPES

Throughout the game you will find various weapons, organized into 8 weapon types. Different weapon types grant different attack powers.

You may change the weapons of your gangsters from the Profile tab in the Team Management screen in the District View, but never during combat. Keep in mind that characters with high Finesse are more effective with ranged weapons while characters with high Muscle are better with melee weapons.

## **Pistol**

Pistols are most precise at close range and have low AP cost per shot.

## **Revolvers**

Revolvers have high AP cost per attack, but they usually fire several shots with a single attack. A character with revolvers automatically retaliates against the first enemy that attacks him with a ranged attack.

## **Shotgun**

Shotgun attacks are very effective at close range and target everyone in a cone in front of the attacker. Shotguns destroy cover objects quicker than other weapons.

## **Rifle**

Rifles are the most accurate weapons, very effective at high range.

## **Tommy Gun**

Tommy Guns are devastating auto-fire weapons, attacking everyone in a wide cone. If the character hasn't moved at all before attacking with a Tommy Gun, his attacks inflict more damage.

## **Knuckles**

Attacks with knuckles inflict low damage, but have low AP cost. Unlike other attacks, they do not deplete movement points, so a character may attack with knuckles and move afterwards.

## **Knife**

The knife has average damage and AP cost. It may be thrown at short range. Moving next to a conscious enemy character with a knife provokes an attack from him, even when it is not his turn.

## **Bat**

Attack with bats are very damaging, but have high AP cost. In addition, bat hits inflict Concussion, lowering the enemy AP for the next turn.

## LEVELING UP

Sometimes your gangsters will be ready to level up after completing a tough combat encounter or other challenge. To level a gangster up, you must go to his Profile tab in the Team Management page (District View).

Every time a character levels up, he gains one perk. You can choose from various different perks and even more will become available at higher levels.

## TALENTS

Talents are special support powers granting additional options to characters in battle. Some of them are useable at will, others only once during a combat encounter, and some are useable once, but recharge when the character knocks down an enemy.

All gangsters have at least one Talent. They gain additional talents as they level up, at levels 4 and 8.

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