

⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/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.

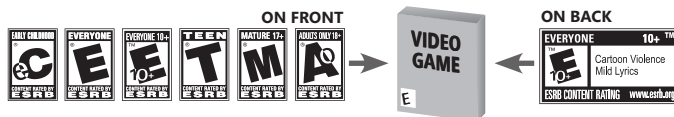
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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.

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Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

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/countries.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

MEAN ENOUGH TO TAKE WHAT YOU WANT. TOUGH ENOUGH TO KEEP IT.

Born the son of a poor immigrant, Vito is a beaten down Italian-American who is trying to escape the life of poverty that consumed his childhood. It was on the streets that Vito learned that joining the Mafia was the only route to wealth and respect for people of his standing. Wanting to escape the life of hardship that his father led, he dreams about becoming a “Made Man.”

A petty criminal his whole life, Vito, along with his childhood friend, Joe, will descend into the world of organized crime. Together, they will work to prove themselves to the Mafia as they try to make their names on the streets. Starting with low-level jobs like robbery and stealing cars, Vito and Joe escalate quickly up the Mafia family ladder...but the life as a wise guy isn't quite as glamorous as it seems.



VITO SCALETTA

Vito Scaletta is a smart, cocky young Sicilian who spent his childhood on the streets where he met Joe Barbaro, who soon became Vito's best friend. Vito and Joe, the brains and brawn behind a hundred petty crimes, watched wealthy Mafiosi swaggering around Little Italy and dreamed of the easy life.



JOE BARBARO

Brash and unpredictable, Joe Barbaro is a career criminal and lifelong friend to Vito. Over 10 years the duo developed quite a sideline in petty crime. Joe lives large—strong booze, fast cars and loose women. Moving up the criminal food chain is the perfect way for him to feed his vices.

QUICK START

MAIN MENU

Use or to highlight a Main Menu option, and press to display its submenu.



MAIN MENU OPTIONS

The Story

Set game difficulty to Easy, Medium or Hard, and begin the game.

Downloadable Content

Check here for new content.

Extras

Collectibles, Artworks and other discoveries are collected in the Extras pages after you find them in the game. More information about these fascinating finds appears in the [Extras](#) section later in this manual.



Options

Use the Options Menu to reconfigure your game controls and adjust various game settings.



Controls Press / to toggle between Walking and Driving Controls. Press to switch between Sets 1 and 2. Press to view Advanced Controls, where you can set the following options:

- Sensitivity Set controller sensitivity to Low, Medium, High or Very High.
- Y-Axis Set the / function to Normal or Inverted.
- X-Axis Set the / function to Normal or Inverted.
- Auto-aim Turn on / off.
- Vibration Turn controller vibration on / off.



Game Settings Adjusting these options affects your overall game:

- Subtitles Turn in-game subtitles on / off.
- Hint Text Turn in-game hint text on / off.
- Unit System Set to Imperial or Metric units.
- Driving Mode Set to Normal (steering and braking assists) or Realistic (no assists; acceleration is more realistic for the cars of the era).

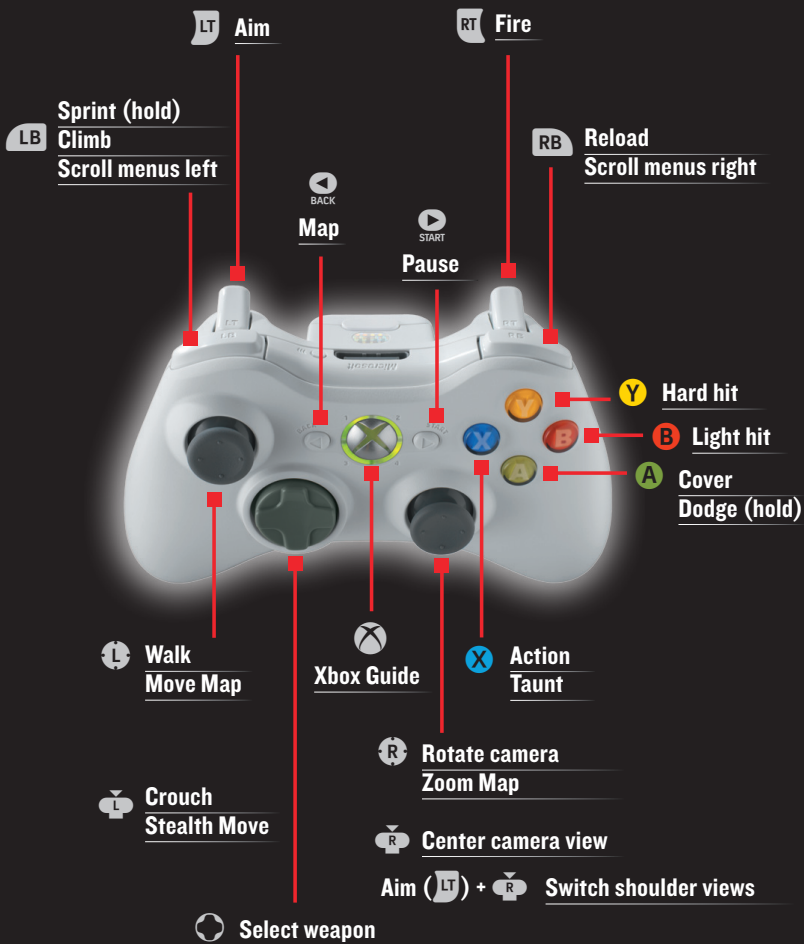


Video Make Gamma corrections. Adjust screen brightness to modify the contrast between dark and light areas on-screen.

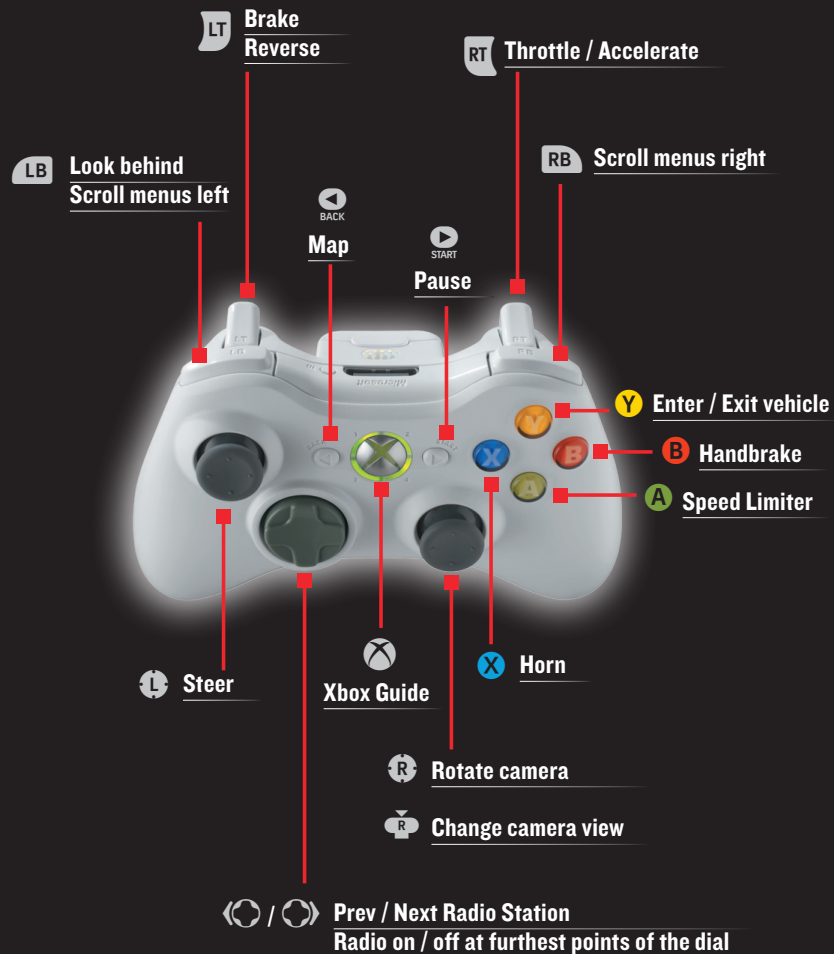
Audio Set sound volumes for SFX, Voices, Music, and Radio.

CONTROLS

WALKING CONTROLS (SET 1)



DRIVING CONTROLS (SET 1)





WEAPONS SELECTOR

MINI MAP

WEAPONS SELECTOR

All your weapons, including your fists, appear on the Weapons Selector, arranged by weapon type.

- ▶ Dots appearing under the weapon icon represent how many weapons of a certain type you have.
- ▶ The Ammo Indicator shows the number of rounds remaining in the current clip (left), and total number of rounds Vito is carrying for that weapon (right).



AMMO INDICATOR

Selecting Weapons

Use (below) to select weapons. Press the same direction multiple times to cycle through weapons of the same type, if you have them.

- Fists, grenades, Molotov cocktails.
- Handguns, including pistols and revolvers.
- Machine guns.
- Rifles, including carbines and shotguns.

RADAR

Use the Radar to navigate through Empire Bay to objectives, stores and other businesses and friendly locations. The outer edges of the Radar also serve as the Police Recognition Bar and Vito's Health Bar.

Radar Icons

Fastest Route This GPS shows the fastest route to your destination.

Police Locations These icons indicate police presence, either on foot or in a vehicle.

Vito's Location This marks Vito's location and points in his direction of travel.

Mission Marker Head toward this guide to reach the mission objective.

Neighborhood When you travel into a neighborhood, its name appears at the lower right of the screen. Other Radar icons also alert you to important Empire Bay locations. See the Map section later in this manual for descriptions of the icons.



FASTEST ROUTE



POLICE IN VEHICLE

POLICE ON FOOT

VITO'S LOCATION

MISSION MARKER

Police Recognition Bar

Watch out for the police. The blue bar on the left of the Radar begins to fill when police are pursuing Vito (on foot) or the car he is driving. The longer the bar, the closer the police are to recognizing Vito. When the whole Radar begins flashing blue, the police see Vito and are in close pursuit.



POLICE RECOGNITION BAR

Vito's Health Bar

As Vito takes injuries, the green bar at the right of the Radar shortens. When the bar turns red, Vito is critically injured; when it disappears, Vito is dead and the game is over.

Upon restart, you will return to the last saved point in the story.



VITO'S HEALTH BAR

Lock Picking Guide

When you are picking a lock, the Radar displays the lock tumbler. See the [Lock Picking](#) section later in this manual for details.



MISSION COUNTDOWN

You must complete some missions within a time limit. When a time limit is in force, the Countdown Timer appears at the upper right of the screen. Failure to accomplish the mission within the countdown means your game is over.

Upon restart, you will continue the game from the last saved point.



SAVING GAME PROGRESS

Your game is saved automatically as you progress through the story.

Important: Do not turn off your console while the game is saving. Doing so may cause your game save progress to be lost.

PLAYING THE GAME

MOVEMENT & CAMERA CONTROL

WALKING

- ▶ Use to walk.
- ▶ To sprint, hold while running.
- ▶ Use to rotate the camera view.
- ▶ Click to center the camera on Vito.

DRIVING

- ▶ Use to steer your vehicle.
- ▶ Click to cycle through different camera positions.

COMBAT

MELEE FIGHTING

Vito starts his criminal career with only his fists for protection. He learns the basics of fist fighting on the streets. As he fights tough characters, he will learn to knock 'em down so they stay down.



Basic Fighting Skills

Light Hit Press **B** to deliver a light punch.

Hard Hit Press **Y** to throw a hard punch.

Dodge Press and hold **A** to dodge opponent's punches.

Combos Combine **B** and **Y** to deliver devastating combinations. When the combo hit punch prompt appears, press the indicated buttons to perform a fatal move when your opponent is stunned!



GUNPLAY

Acquiring Weapons & Ammo

Buy weapons and ammo at Gun Shops when you can afford it. These establishments sell pistols, revolvers, rifles and shotguns.

More powerful weaponry is available from mob-connected suppliers.



Firing a Weapon

- ▶ Use **○** to select a type of weapon to use. See the [Weapons Selector](#) section earlier in this manual for specific controls.
- ▶ Press **LT** to aim, and press **RT** to pull the trigger.
- ▶ Press **RB** to reload.



Taking Cover

Position Vito behind an object or wall and press **A** to make Vito slide into a covered position. Press **A** again to slip out of cover.



INJURIES & DEATH

Healing Injuries

When Vito gets injured, the Health Bar will decrease. The Health Bar will regenerate over time, but will not refill fully (except in Easy mode), until Vito eats or drinks a beverage.

Death

Bullets and car wrecks can result in death. If Vito dies, the game is over and you restart from your last checkpoint.



CARS & DRIVING

A huge variety of cars and trucks fills the byways, alleys and garages of Empire Bay—anything from slick high-end luxury cars to big delivery trucks—and they all perform at the top of their design capabilities. A huge sedan may be powerful, but a high performance sports car corners much more effectively. A limo is much faster than a truck.

Damaged vehicles will be troublesome to drive until you get them repaired.

DRIVING BASICS

- ▶ Press **Y** to enter / exit the vehicle.
- ▶ Press **RT** to accelerate. Increase pressure gradually to speed up. You don't need to floor it.
- ▶ Press **LT** to brake. Once the vehicle stops, release **LT**, or continue holding to go into reverse.
- ▶ Steer with **L**.
- ▶ Use **R** to look around. Click **R** to change the camera view.
- ▶ Press **B** to engage the handbrake for quick cornering, fast stops and drifting.
- ▶ Use **○** to tune the radio or turn it on / off.
- ▶ Press **X** to honk the horn.

DASHBOARD

Speedometer The exterior black gauge shows speed, marked by the white needle.

Tachometer The interior white gauge shows engine RPM, marked by the red needle.

Speed Limiter Press **A** to set the Speed Limiter to ensure that you never exceed the legal speed limit (40 mph on streets; 70 mph on the freeway). A red filter appears on the speedometer to show the maximum traveling speed limit.

SPEED LIMITER



SPEEDOMETER

TACHOMETER

CRASHING

Fender benders and crashes can damage a vehicle and cause it to perform poorly or not at all. Car accidents can kill Vito.



STEALING VEHICLES

Window Smashing

Begin your car-jacking career by breaking in the driver's side window (press **B**) of a vehicle you want to steal. Press **Y** to jump in and make your getaway.

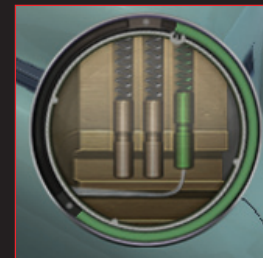
Smashing windows makes noise. If the police get wind of the car theft, they will soon be breathing down your neck.



Lock Picking

Buying lock picks can save you a lot of trouble when stealing cars. It also attracts less attention than breaking windows.

- ▶ When Vito is close to a lock that can be picked (a car door, for example), begin by holding **Y**. The **Radar** will change to display the lock tumblers.
- ▶ Move **L** to use the wrench, slowly raising the first tumbler. The moment the tumbler turns green, press **X** to use the wrench. If you are successful, the next tumbler becomes selected.
- ▶ Repeat the lock picking on the next tumbler. If you miss, the tumbler will turn red and you will go back to the previous tumbler.
- ▶ Complete the action on all tumblers to open the lock.



POLICE

WANTED SYSTEM

The Wanted System alerts you that police are on the lookout for you or a vehicle you are driving. The following icons appear on-screen to alert you to your status with the police.

Wanted Status



The police know what you look like and issue a wanted poster.



The police know what your wheels look like. Switching plates might be a good idea.

Wanted Rating



The police want you to pay a fine.



The police want to arrest you.



The police have a shoot to kill order for you.



The police have been informed to stop you by any means necessary.

Dealing with the Police

When dealing with the police, you have the options listed below. Use **1** to highlight an action, and press **A** to perform it.

Ticket

- Pay Fine
- Refuse Payment

Arrest

- Surrender
- Bribe Cop
- Resist Arrest

Remember: You can change your clothes or legalize your car to avoid arrest.



VEHICLE REPAIR, TUNING & LEGALIZATION

If you crash your car often enough, it will break down. You can repair your car on the street (temporarily) or in your own garages for a fee, or hire someone to make the repairs at Body Shops found throughout Empire Bay.

FIX IT YOURSELF

You can make a temporary repair to your car if it breaks down. Walk to the front of your vehicle and press **X** when prompted.

This quick fix should get your car moving enough to get to a Body Shop or garage.



VISIT A BODY SHOP

Use the **Map** to find a Body Shop. Drive up to the shop, honk the horn and drive in.

Using the Shop menu, browse for the kind of work you want performed on the car. Note the price to make sure you can afford it. Press **A** to make the changes to your vehicle.

Custom Plates New plate numbers are important if the police are looking for the old plates. The mechanic will give you the plate numbers you want. Use **1** to change plate numbers and letters, and move to the next or previous character position. Press **A** to confirm the plate changes.



Repair Bring the car to its fully repaired condition.

Basic Tuning Get a tune-up that pulls the best performance from your engine.

Sports Tuning Advanced tuning that dramatically improves performance.

New Paint Select a custom color.

Change Wheels Select custom wheels and tires.

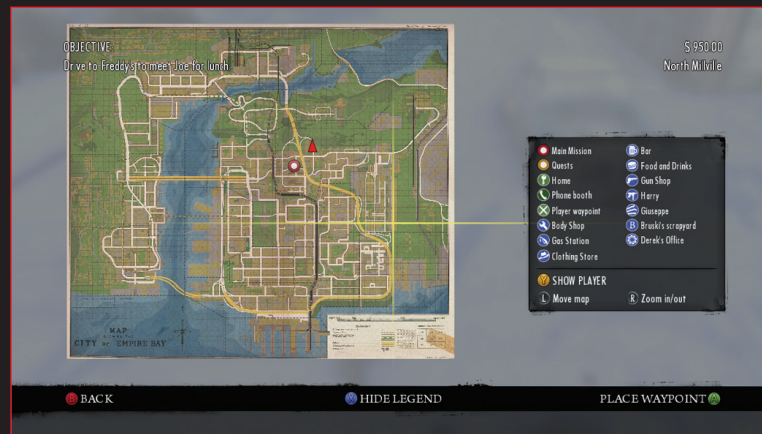
PLAYER GARAGES



All Vito's houses and apartments have garages where you can store your cars. If a car gets wrecked, it will be returned to your garage the next day. You can repair damaged cars here for a fee.



MAP



Press to bring up the Map screen. Your mission objective appears at the upper left, and your mission icon is displayed on the Map. More Map icons show up as they are discovered during your explorations of Empire Bay.

MAP ICONS

- | | | | |
|--|-----------------|--|--------------------|
| | Main Mission | | Bar |
| | Quests | | Food & Drinks |
| | Home | | Gun Shop |
| | Phone Booth | | Harry |
| | Player Waypoint | | Giuseppe |
| | Body Shop | | Bruski's Scrapyard |
| | Gas Station | | Derek's Office |
| | Clothing Store | | |

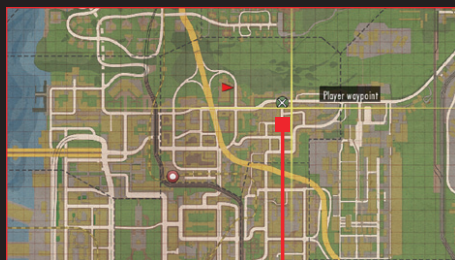
MAP CONTROLS

- Y Center Map on Vito's location.
- A Place waypoint.
- L Move Map.
- R Zoom Map.
- X Hide legend.

PLACING WAYPOINTS

Use waypoints to mark important locations you may want to find again.

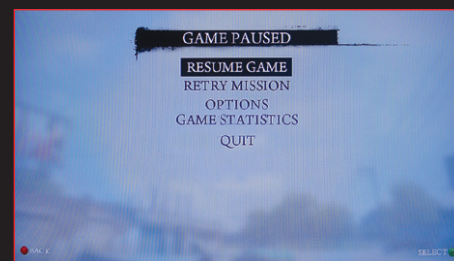
- ▶ Press Y to center Vito's marker (red arrow) on the Map. This also centers the yellow crosshairs over Vito's position.
- ▶ Use L to move the crosshairs over the position where you want to place your waypoint and press A to set it.
- ▶ The waypoint will also be visible on the Radar.



WAYPOINT

PAUSE MENU

Press to pause the game. Use or to highlight a Pause Menu option, and press to display its submenu.



PAUSE MENU OPTIONS

Resume Game

Return to gameplay at your current point.

Retry Mission

Retry the current mission from your last saved point.

Options

Controls

- Sensitivity Set controller sensitivity to Low, Medium, High or Very High.
- Y-Axis Set the / function to Normal or Inverted.
- X-Axis Set the / function to Normal or Inverted.
- Auto-aim Turn on / off.
- Vibration Turn controller vibration on / off.

Press / to view the Walking and Driving controller sets. Press to switch between Sets 1 and 2.

Game Statistics

Check on your changing game stats as Vito drives deeper into his criminal career.

Quit

Return to the Main Menu.

EXTRAS

Extras, including cars, collectibles and artworks, appear in the Extras pages after you find them in the game.



EXTRAS MENU OPTIONS

Carcyclopedia

View beauty shots of the vehicles you can drive around Empire Bay. The legend displays technical specifications for each vehicle. Use **Left Stick** to change the vehicle on view.

Each car and truck performs realistically based on type, horsepower and handling characteristics.



Collectibles

Playmates Find classic Playboy magazines during your travels and peruse the articles.

Wanted Posters View mug shots of the perps responsible for putting Mafia II on the street.



Artworks

Paintings View dramatic graphics drawn from the story chapters as you play the game.

Posters Collect art inspired by game characters and story elements.

Pinups Collect arty pinups of beautiful women and view them here. Pinups must be unlocked by defeating the missions on the Hard difficulty level.



Game Statistics

Review your changing game statistics as Vito pursues his criminal career.

Credits

Enjoy a listing of the famous and infamous who contributed to the creation of Mafia II.



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...In memory of Vladimír Nečas

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Assistant Localization Manager	Arsenio Formoso
External Localization Teams	Around The Word • Coda Entertainment • Synthesis International Srl • Synthesis Iberia
Localization Tools & Support Provided by	XLOC Inc.

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Technical Consultants	Brian Keron (Digital Extremes) • Yann LeTensorer • Massive Bear

CAST

(in order of appearance)

Vito Scaletta	RICK PASQUALONE
Joe Barbaro	BOBBY COSTANZO
Beat Cop	RAY IANNICELLI
Corporal	ROGER ROSE
Williams	DALE INGRAM
Mamma	JOAN COPELAND
Francesca	JEANNIE ELIAS
Debt Collector	BRIAN BLOOM
Cleaning Lady	CAROL ANN SUSI
Giuseppe	RICK PASQUALONE
Mike Bruski	JOHN MARIANO
Derek Papalardo	BOBBY COSTANZO
Steve	MARK MINTZ
Henry Tomasino	SONNY MARINELLI
Maria Agnello	CAROL ANN SUSI
O.P.A. Guard 1	TOM VIRTUE
O.P.A. Guard 2	JOHN MARIANO
Brian O'Neill	LIAM O'BRIEN
Luca Gurino	ANDRE SOGLIUZZO
Alberto Clemente	NOLAN NORTH
Harry	JOE SABATINO
The Fat Man	JOHN CAPODICE
El Greco	JOHN MARIANO
Detective	MALACHY CLEARY
Judge	BOB HASTINGS
Prison Guard 1	BILL LOBLEY
Prison Guard 2	LENNY CITRANO
Capt. Terrence Stone	JASON ZUMWALT
Angry Prisoner	DONALD GIBB
Leo Galante	FRANK ASHMORE
Pepé	JOHN CYGAN

Cast (continued)

Shower Rapist	STEVE BLUM
Eddie Scarpa	JOE HANNA
Eric Riley	BRIAN BLOOM
Marty	JASON SPISAK
Bones	BRIAN BLOOM
Carlo Falcone	ANDRE SOGLIUZZO
Harvey Beans	JERRY SROKA
Tony Balls	PHIL IDRISSE
Frank Vinci	LARRY KENNEY
Leon	JOEY CAMEN
Mickey Desmond	JOE BARRETT
Bruno	MICHAEL INGRAM
Mr. Wong	JAMES SIE
Tommy Angelo	MICHAEL SORVINO
Old Dockworker	KERIN McCUE
Young Dockworker	LENNY CITRANO
Gangsters	CHRIS JAI ALEX • BRIAN BLOOM • JOEY CAMEN • BRANDON ELLISON • ANDRE GORDON • RAY IANNICELLI • KEVIN KEARNS • NOLAN NORTH • PAUL PARDUCCI • RICK PASQUALONE • ALLAN STEELE • VICTOR YERRID
Civilians	CURTIS ARMSTRONG • TROY BAKER • SUSANNE BLAKESLEE • JOEY CAMEN • JOE CAPPELLETTI • TOM CIAPPA • MALACHY CLEARY • JIM CUMMINGS • ANNA GRAVES • KRISTINA HADDAD • KERIN McCUE • ERIS MIGLIORINI • JOE NIPOTE • NOLAN NORTH • JEN SUNG OUTERBRIDGE • DAVID ANTHONY PIZZUTO • CHRISTINA PUCELLI • DEE DEE RESCHER • JONATHAN ROUMIE • TITUS WELLIVER • JASON ZUMWALT
Cops	JAMES ELIOTT • MICHAEL S. KING
DJs	DAVE FENNOY • LARRY KENNEY • BILL LOBELY • JIM THORNTON
Additional Voices	KIRK BALTZ • VINCENT CORAZZA • KEVIN CHAPMAN • JON CURRY • KEITH FERGUSON • CRISPIN FREEMAN • MILTON JAMES • PHIL LAROCCA • ESTEBAN WILCOX MARTINEZ • TIMOTHY V. MURPHY • NICOLAS ROYE • DWIGHT SCHULTZ • CEDRIC YARBROUGH

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Additional Writing	Moose Warywoda • Alex Cox • Shigor Birdman • Paul Jenkins • Walt Williams • Benjamin X. Chang • Brian Shields • Dan Baile
Translators	Jirina Kyas (Czech) • Antonio Truglio (Italian)

FILMHARMONIC ORCHESTRA PRAGUE

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Orchestral Music Producer	Petr Pycha
Orchestral Music Editor	Reed Robins
Orchestral Sound Engineer	Jan Kotzman
Orchestral Studio Technician	Cenda Kotzman
Casting	Jack Scalici • Lydia Jenner
Lead Dialog Editors, POP Sound	Dante Fazio • Garrett Montgomery
Dialog Editors, POP Sound	Brett Rothfeld • Dylan Howe • Rob Weiss • Dawn Redmann • Mark Camperell • Darren Warkentin • Tom Dodd • Joe Garten
Original Dialog Recording, POP Sound	Michael Miller • Courtney Bishop • Tim West • Brett Rothfeld • Tim Hoogenakker • Mitch Dorf • Dante Fazio • Stephen Dickson • Nick Bozzone • Peter Rincon • Rob Weiss • Zak Fisher • Joe Garten • Chris Johnston • Darren Warkentin • Anthony Vanchure
Producers, POP Sound	Dawn Redmann • Susie Boyajan • Erin Reilly • Lexa Burton
Radio Commercial Production, POP Sound	Dante Fazio • Nick Bozzone • Tim West • Brett Rothfeld • Tim Hoogenakker
Lead Dialog Editor, Fox Sound	Keith Fox
Music Supervision	Jack Scalici • Rick Fox • Lydia Jenner
The Labels	www.mafia2game.com/musiclabels/
The Publishers	www.mafia2game.com/musicpublishers/

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For a complete listing of the Mafia II music credits
and overview of the soundtrack, please visit:

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