

# JIMMY'S VENDETTA

DOWNLOADABLE CONTENT PACK  
FOR MAFIA® II



Play as Jimmy, a gun for hire, and get your revenge on those who betrayed you. Loads of new city based missions give you plenty of reasons to head back to Empire Bay. It's payback time.

**MAFIA II**

[WWW.MAFIA2GAME.COM](http://WWW.MAFIA2GAME.COM)

COMING SOON



XBOX 360.

XBOX  
LIVE.



© 1998-2010 Take-Two Interactive Software, Inc., and its subsidiaries. Mafia II developed by 2K Czech. 2K Czech, the 2K Czech logo, 2K Games, the 2K Games logo, Illusion Engine™, Mafia, Mafia II, the Mafia II logo and Take-Two Interactive Software are all trademarks and or registered trademarks of Take-Two Interactive Software, Inc. All rights reserved. All other trademarks are property of their respective owners. All rights reserved. KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

5247634/MAN



XBOX 360.

# MAFIA II



**! 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](http://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.

PEGI ratings and guidance applicable within PEGI markets only.

#### What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and [pegionline.eu](http://pegionline.eu)

# CONTENTS

2	Xbox LIVE .....	2	CONNECTING
		2	FAMILY SETTINGS
3	STORY		
4	QUICK START .....	4	MAIN MENU
		4	MAIN MENU OPTIONS
6	CONTROLS		
6	WALKING CONTROLS (SET I)		
7	DRIVING CONTROLS (SET I)		
8	HUD		
8	WEAPONS SELECTOR		
9	RADAR		
10	MISSION COUNTDOWN		
10	SAVING GAME PROGRESS		
11	PLAYING THE GAME .....	11	MOVEMENT & CAMERA CONTROL
		11	WALKING
		11	DRIVING
11	COMBAT		
11	MELEE FIGHTING		
12	GUNPLAY		
13	INJURIES & DEATH		
13	CARS & DRIVING		
14	DRIVING BASICS		
14	DASHBOARD		
14	CRASHING		
15	STEALING VEHICLES		
16	POLICE		
16	WANTED SYSTEM		
17	VEHICLE REPAIR, TUNING & LEGALIZATION		
17	FIX IT YOURSELF		
17	VISIT A BODY SHOP		
18	PLAYER GARAGES		
19	MAP		
19	MAP ICONS		
20	MAP CONTROLS		
20	PLACING WAYPOINTS		
21	PAUSE MENU		
22	EXTRAS		
24	CREDITS		
36	WARRANTY & CUSTOMER SUPPORT		



# Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://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](http://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](http://www.xbox.com/familysettings).

# STORY

## 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

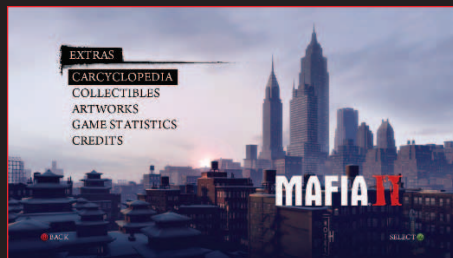
Set game difficulty to Easy, Medium or Hard, and begin the game.

### 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.



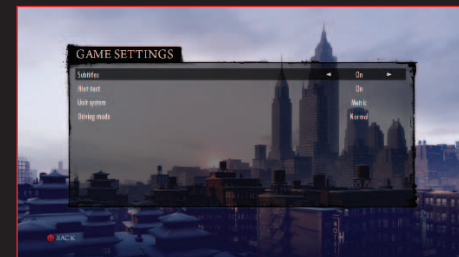
**Controls** Press  /  to toggle between Walking and Driving Controls. Press  to switch between Sets 1 and 2. Press  to view Advanced Controls, where you can set the following options:

- **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).

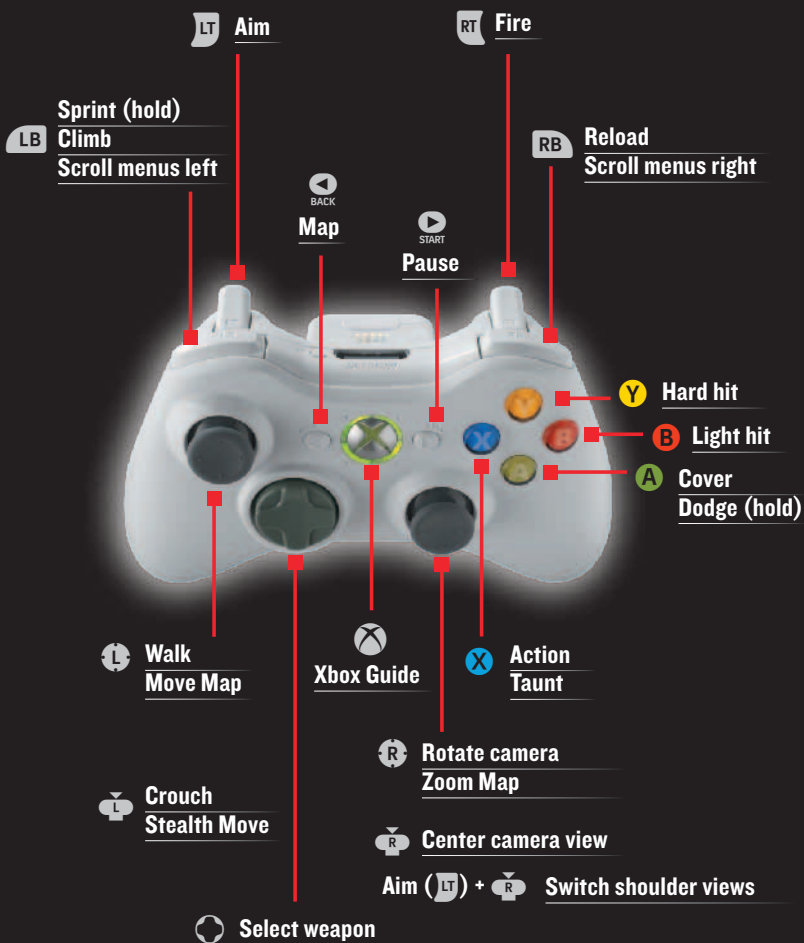


**Video** Make Gamma corrections. Adjust screen brightness to modify the contrast between dark and light areas on-screen.

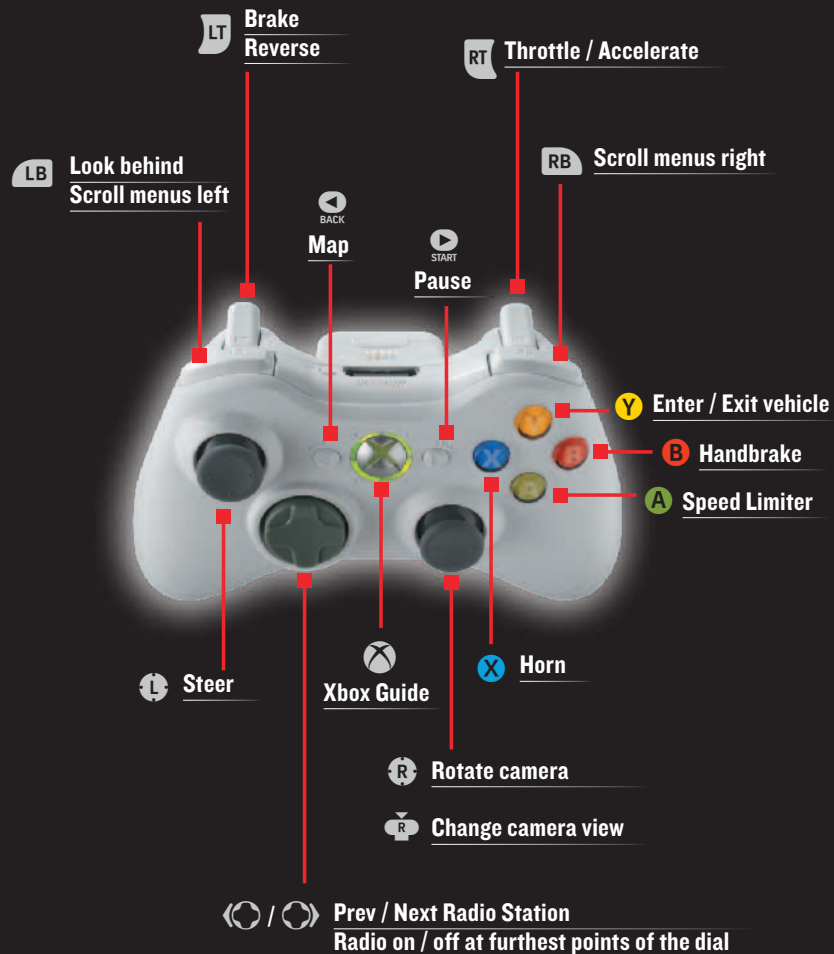
**Audio** Set sound volumes for SFX, Voices, Music, and Radio.

# CONTROLS

## WALKING CONTROLS (SET I)



## DRIVING CONTROLS (SET I)





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

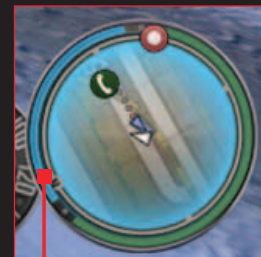
POLICE ON FOOT

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.

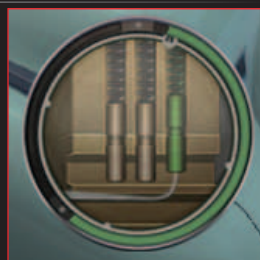
Upon restart, you will return to the last saved point in the story.



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.



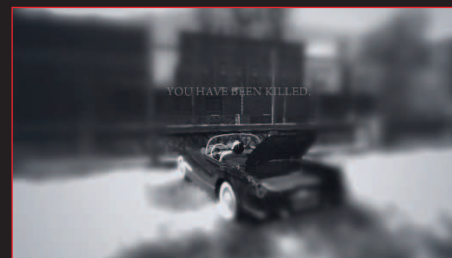
## INJURIES & DEATH

### 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.

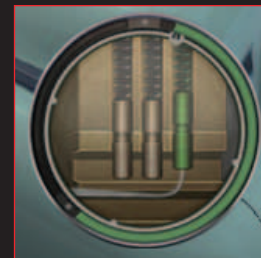
Smashing windows makes noise. If the police get wind of the car theft, they will soon be breathing down your neck.



### 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



Quests



Home



Phone Booth



Player Waypoint



Body Shop



Gas Station



Clothing Store



Bar



Food & Drinks



Gun Shop



Harry



Giuseppe



Bruski's Scrapyard



Derek's Office



## MAP CONTROLS

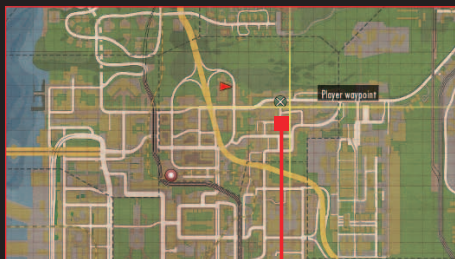
- Y** Center Map on Vito's location.
- A** Place waypoint.
- L** Move Map.
- R** Zoom Map.
- X** Hide legend.

## PLACING WAYPOINTS



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

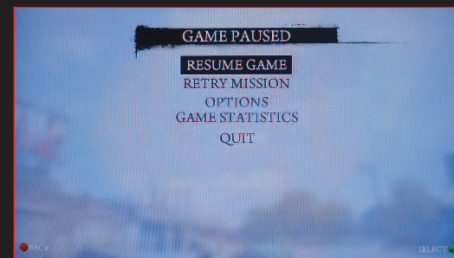
- ▶ Press **Y** to center Vito's marker (red arrow) on the Map. This also centers the yellow crosshairs over Vito's position.
- ▶ Use **L** to move the crosshairs over the position where you want to place your waypoint and press **A** to set it.
- ▶ The waypoint will also be visible on the Radar.



WAYPOINT

## PAUSE MENU

Press **START** to pause the game. Use **○** or **L** to highlight a Pause Menu option, and press **A** 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 **R** / **R** function to Normal or Inverted.
- X-Axis Set the **R** / **R** function to Normal or Inverted.
- Auto-aim Turn on / off.
- Vibration Turn controller vibration on / off.

Press **LB** / **RB** to view the Walking and Driving controller sets. Press **X** 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 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.

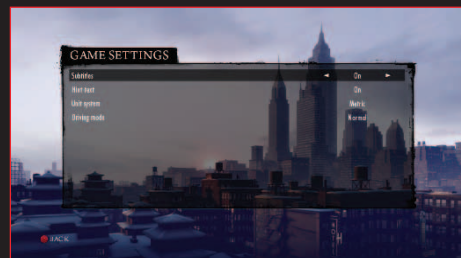


### Game Statistics

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.



# CREDITS

## 2K CZECH

President	Stéphane Dupas
Senior Producer	Lukáš Kuře
Art Director	Roman Hladík
Art Development Managers	Tomáš Roller • Jana Kaššová • Simona Ely
Lead Interior Artists	Petr Motejzík • Daniel Sklář • Petr Závěský
Lead City Artist	Tomáš Moučka
Lead Vehicle Artist	Milan Šaffek
Lead Character Artist	Ivan Rylka
Technical Artists	Jan Marvánek • Daniel Sklář • David Šemík
Concept Artists	Mikuláš Podprocký
City Artists	Petr Král • Vít Selinger • Jan Šnajdrhons • Pavel Tretera • Michal Zouhar • Jan Marvánek
Interior Artists	Jiří Bičík • Michal Lopašovský • David Motalík • Marek Suchovský • Filip Nový
Vehicle Artist	Martin Kozák
Character Artists	David Frolek • Dávid Jankes • Mikuláš Podprocký • Monika Lekovská
VFX Artists	Jan Marvánek • Filip Nový • Roman Zawada
Lead Technical Designers	Miloš Jeřábek • Martin Pítr
Technical Designers	Vojtěch Jatel • David Los
Animation Director	Tomáš Hřebíček
Animation Development Manager	Martin Zavřel
Cinematic Editors	Martin Dvořák • Jiří Alán • Petr Adamec
Cinematic Animators	Tomáš Sedlák • Michal Opitz • Pavel Hruboš
Lead In-game Animator	Michal Mach
Lead Script Animator	Radim Pech
Script Animators	Petr Janeček • Pavel Očovaj • Martin Pospíšil
Audio Director	Tomáš Šlápota
Audio Engineers	Petr Klimunda • Marek Horváth
Music Composer	Matúš Široký
Motion Capture Manager	František Harčár Sr.
Motion Capture Animators	Petr Kopecký • Daniel Ulrich • Jakub Mach • Viktor Kostik • Ondřej Marada

Technical Director	Laurent Gorga
Game Lead Programmer	Michal Janáček
Game Development Manager	Lukáš Berka
Game Programmers	Petr Soviš • Jan Bulín • Martin Hron • Tomáš Chabada • Marek Kováč
City Lead Programmer	Martin Brandstätter
City Development Manager	Michal Rašovský
City Programmers	Karel Hála • Jiří Holba • Václav Král • Jan Kratochvíl • Xavier Lemaire • Petr Minařík • Mojmír Svoboda
Lead Programmer	Dan Doležel
Technology Development Managers	Daniel Knebl • Michal Rybka
Engine Programmers	Michal Janáček • Petr Smílek • Tomáš Blaho • Martin Sobek • Ondřej Štorek • Erik Veselý • Vladimír Semotán • Jan Bulín • Jiří Vrabel
Cutscene Programmers	Ľubomír Dekan • Petr Slivoň
Physics Programmer	Aleš Borovička
Lead Tools Programmer	Radek Ševčík
Programmers	Jozef Král • Luboš Kresta • Jaroslav Gratz • Petr Minařík • Jiří Štěpín • Boris Zápotocký
GUI Programmers	Petr Man • Michal Bartoň
System Programmers	Daniel Čapek • Michal Linhart • Pavel Dlouhý
Debug Programmer	Jan Zelený
Lead Data Manager	David Šemík
Data Managers	Pavel Procházka • Michal Ševeček • Jaroslav Turna • Roman Zawada
Additional Support Team Leader	Emmanuel Beau
Additional Support Programmers	Nicolas Brault • Filip Dušek • Julien Friedlander • Jana Žďárská
Story Written by	Daniel Vávra
Senior Gameplay Producer	Jarek Kolář
Lead Level Designer	Lubomír Dykast
Gameplay Producer	Petr Mikša
Design Development Manager	Josef Buček
Game Designers	Pavel Brzák • Josef Vašek • Jiří Matouš • Jiří Řezáč • Daniel Vávra
Level Scripters	Pavel Brzák • Adam Čunderlík • Radek Havlíček • Jiří Matouš • Vít Matuška • Ondřej Melkus • Jaroslav Osíčka • Roman Pítr • Jiří Řezáč • Ondřej Vévoda • Radim Vítek



City Designers	Tomáš Grünwald • Michal Kačinec • Ondřej Nečásek • Josef Vašek
Additional Level Scripting	Pavel Černohous • Miloš Jeřábek
Dialogue Writers	Pavel Černohous • Matouš Ježek
Melee Designers	Michal Mach • Pavel Černohous
AI & Weapons Designer	Lukáš Berka
Additional Game Design	Michal Kačinec • Ondřej Nečásek • Alex Cox

## 2K CZECH QUALITY ASSURANCE

QA Manager	Ian Moore
Assistant to QA Manager	Sebastian Belton
QA Team	Bořivoj Klíma • Jindřich Holub • Jan Chalupa • Lenka Čelková • Martin Křivánek • Michal Todorov • Michal Kuimdzidis • Ondřej Chrápavý • Ondřej Papež • Roman Neuwirth • Vlastimil Görner
Additional QA	Filip Čort • Filip Rybář • Jiří Špác • Zbyněk Bašník • Zdeněk Hodulák
Translator	Vít Hýbl

## 2K CZECH NON-PRODUCTION DEPARTMENTS

Finance & HR Manager	Alena Filová
HR Department	Jana Blaháková • Kristýna Křížová • Silvie Bočková • Hana Malá • Jana Šufajzlová
PA of the President of 2K Czech	Tereza Sýkorová
IT Department	Petr Fiala • Vladimír Hora • Václav Doležal
Office Department	Tomáš Hocek • Jaroslava Krupková • Jitka Šenkýřová • Lenka Němcová • Lubomír Jančík • Petr Kislinger • Lucie Hřebíčková
Accountancy Department	Jana Romanová • Martina Komosná
Special Thanks	Petr Vochozka
2K MoCap Supervisor	David Washburn
2K MoCap Coordinator	Steve Park
2K MoCap Specialists	Jose Gutierrez • Gil Espanto • Anthony Tominia • Kirill Mikhaylov
2K MoCap Actors	Adam Callan • Andy Allo • Greg Land • Kamasu Livingston • Martin David • Matt Jackson • Raul Bustamante • Reed Daniels • Steve Park • Valerie Weak

## MoCap Actors

JAN JACKULIAK	Radim Brychta
ALAN NOVOTNÝ	Radim Koráb
ALEŠ BLAŽEJ	Roman Gemrot
DALIBOR ČADEK	Tereza Harčárová
EVA MAREŠOVÁ	Tereza Martinková
FRANTIŠEK HARČÁR Jr.	Václav Dvořák
JAKUB KADLEC	Veronika Gidová
JAN JAKUBEC	Vojtěch Blahuta
JAN SEDLÁČEK	Zdeněk Vykoukal
JANA NOVÁKOVÁ	Jarmila Matoušková
LEA ŠMAHELOVÁ	Karel Král
LENKA JANÍKOVÁ	Jitka Harčárová
MARTA PROKOPOVÁ	Michal Matěj

External Support	Adam Kuruc • Ivan Kratochvíl • Michal Vala • Ján Adamus • Ján Germala • Yann Le Tensorer • NightSight • Thomas Minet • Daniel Kamas
------------------	---

Thanks	Antonín Hildebrand • Company ABA • Élelmiszeripari és kereskedelmi RT • František Resl • Gabriela Jakabová • Christian Konieczka • Ivo Novák • Jan Pinter • János Plaszkó • Jiří Koten • Jiří Světlinský • Jiří Šejvl • Lenka Kachlíková • Lubor Černý • Lukáš Cerman • Martin Koutný • Martin Kůla • Martin Plachý • Michaela Hercogová • Milan Malich • Pavel Andrásši • Pavel Čížek • Pavel Koten • Petr Kapitán • Petr Novák • Petr Olšanský • Radim Doleček • Róbert Winkler • Tomáš Jelínek • Tomáš Palát • Václav Samec
--------	--

BIGGEST THANKS TO OUR FAMILIES, MOSTLY TO OUR WIVES (girlfriends).

Huge thanks to the Brno focus testers for your valuable opinions and insights.

New Kids Born during Development	Amélie Kotenová • Andrej Sedlák • Barbora Bulínová • Dan a Petra Kislingerovi • David a Viktor Šemíkovi • Dominik Lekovski • Jakub Fiala • Karolína Křivánková • Klára Blahová • Klára Osíčková • Klára Světlinská • Kryštof, Šimon a Vít Kneblvi • Oldřich Borovička • Ondřej Smílek • Martin Král • Matěj Hřebíček • Nataniel a Izabela Mikšovi • Tadeáš Jaromír Dvořák • Tobáš a Magdalena Klimundovi • Vojtěch Šlápota • Zuzana Brzáková
----------------------------------	--

...In memory of Vladimír Nečas

## Published by 2K Games

2K Games is a Division of 2K, a publishing label of Take-Two Interactive Software

## 2K PUBLISHING

President	Christoph Hartmann
C.O.O.	David Ismailer
VP, Product Development	Greg Gobbi
Director of Product Development	John Chowanec
Director of PD Operations	Kate Kellogg
Director of Creative Production	Jack Scalici
Sr. Producer	Denby Grace
Producer	Alex Cox
Associate Producer	Garrett Bittner
Game Analysts	Michael Kelly • Neal Chung-Yee
Production Assistants	Casey Cameron • Ben Chang • Shawn Martin • Dan Schmittou • Andrew Dutra
SVP Marketing	Sarah Anderson
VP Marketing	Matt Gorman
VP International Marketing	Matthias Wehner
Director of Marketing	Tom Bass
Senior Product Manager	Kelly Miller
Global Director of Public Relations	Markus Wilding
Senior PR Manager	Charlie Sinhaseni
PR Manager	Jennie Sue
International PR & Marketing Assistant	Erica Denning
Global Event Manager	Karl Unterholzner
Art Director, Marketing	Lesley Zinn
Web Director	Gabe Abarcar
Web Designer	Seth Jones
Community Manager	Elizabeth Tobey
Director of Marketing Production	Jackie Truong
Marketing Production Assistant	Ham Nguyen
Video Production Manager	J. Mateo Baker

Video Editor	Kenny Crosbie
Jr. Video Editor	Michael Howard
Game Capture Specialist	Doug Tyler
Director of Technology	Jacob Hawley
VP Business Development	Kris Severson
VP Sales & Licensing	Steve Glickstein
Strategic Sales and Licensing Director	Paul Crockett
VP, Counsel	Peter Welch
Director of Operations	Dorian Rehfield
Director of Analysis and Planning	Phil Shpilberg
Licensing/Operations Specialist	Xenia Mul
Sr Manager Channel Marketing	Iana Budanitsky
Director In-game Media, Promotions and Partnerships	Shelby Cox
Associate Manager of Partner Marketing	Dawn Burnell

## 2K QUALITY ASSURANCE

VP of Quality Assurance	Alex Plachowski
Quality Assurance Test Managers (Projects)	Grant Bryson • Zhang Xi Kun
Compliance Manager	Alexis Ladd
Lead Tester	Stephen "Yoshi" Florida
Lead Testers (Support Team)	Andrew Webster • Kevin Strohmaier • Sean Manzano
Quality Assurance Supervisors	Mike Gilmore • Steve Manners
Senior Testers	Joseph Bettis • Kristin Kerwitz • Greg MacCauley • Sara Lane • Nathan Bell • Justin Waller
Quality Assurance Team	Rick Alvarez • Ryan McCurdy • Keith Doran • Micah Grossman • Nathan McMahon • Matthew Saint John • Jesse Snider • Vincent Diamzon • Zachary White • Erin Reilly • Jonathan Keiser • Jorge Arevalo • Benjamin Cursi • Todd Swerdloff • Christine Adams • Yoonsang Yu • Michael Spray • Jake Muir • Patrick Kenny • Andrew Garrett • Marc Perret • Evan Jackson • Ophir Klainman • Jeremy Thompson • Davis Krieghoff • Bill Lanker • Keith Ferguson • Eddie Castillo • Daniel Jadwin • Sara Leedom • Lauriston Bristol III • Steven Bogolub • Brandon Williams • Brandon Reed • Jerico Vildoza • Anna Kholyavenko • Derek Wear-Renee • Ramon Villacorta • Jessica Wolff • Evan Sarver • Imad Haddad

## Quality Assurance Team (continued)

James Bautista • David Sepanyan •  
Jonathan Redaja • Steven Cotera • Chen Kai •  
Liang Jian Jie • Xiao Liang • Cao Feng •  
Guo De Min • Huang Shen • Song Xiao Ling •  
Tian Lei • Zhao Qi • Zhou Ji • Zhu Xiao Ming •  
Jorge Hernandez

## 2K INTERNATIONAL

General Manager	Neil Ralley
International Marketing Manager	Lia Tsele
International Product Manager	Yvonne Dawson
International PR Manager	Emily Britt
International PR Executive	Matt Roche
Licensing Director	Claire Roberts
Web Content Manager	Martin Moore
International Marketing & PR Assistant	Tom East
Design Team	James Crocker • Tom Baker
2K Territory Marketing and PR Team	Agnès Rosique • Alex Bickham • Andreas Traxler • Barbara Ruocco • Ben Seccombe • David Halse • Fabio Gusmaroli • Fabrice Poirier • Fiona Ng • Gwendoline Oliviero • Jan Sturm • Jean-Paul Hardy • Luis De La Camara Burditt • Olivier Troit • Sandra Melero • Simon Turner • Snezana Stojanovska • Stefan Eder

## 2K INTERNATIONAL PRODUCT DEVELOPMENT

International Associate Producer	Iain Willows
Localization Managers	Claire Deiler (Loc-3) • Jean-Sebastien Ferey
Assistant Localization Manager	Arsenio Formoso
External Localization Teams	Around The Word • Coda Entertainment • Synthesis International Srl • Synthesis Iberia
Localization tools and support provided by	XLOC Inc.

## 2K INTERNATIONAL QUALITY ASSURANCE

QA Manager	Ghulam Khan
QA Supervisor	Sebastian Frank
Mastering Engineer	Wayne Boyce
Lead QA Technician	Oscar Pereira
QA Technicians	Andrew Webster • Kristian Guyte

## Localization QA Technicians

Alba Loureiro • Andreas Strothmann •  
Antonio Grasso • Arnaud Lhari • Cindy Frangeul •  
Giovanni De Caro • Hugo Sieiro • Javier Vidal •  
Jose Minana • Kirstine Spinosi • Lena Brenk •  
Luigi Di Domenico • Pierre-Rolland Pochet •  
Stefan Rossi • Tabea De Wille • Tirdad Nosrati

## TAKE-TWO INTERNATIONAL OPERATIONS

Staff	Anthony Dodd • Martin Alway • Cat Findlay • Nisha Verma • Paul Hooper • Paris Vidalis • Robert Willis • Denisa Polcerova
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 INGHAM
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

## WRITERS / TRANSLATORS

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

## FILMHARMONIC ORCHESTRA PRAGUE

Conductor & Supervising Orchestrator	Andy Brick
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	<a href="http://www.mafia2game.com/musiclabels/">www.mafia2game.com/musiclabels/</a>
The Publishers	<a href="http://www.mafia2game.com/musicpublishers/">www.mafia2game.com/musicpublishers/</a>

## SPECIAL THANKS

Special Thanks to	Daniel Einzig • Christopher Fiumano • Jenn Kolbe • David Boutry • Ryan Dixon • Michael Lightner • Gail Hamrick • Sharon Hunter • Kate Ryan • Michele Shadid • Jonathan Washburn • Ashley Young • 2K IS Team • Jordan Katz • David Gershik • Take-Two Sales Team • Take-Two Channel Marketing Team • Seth Krauss • Take-Two Legal Team • Cindi Buckwalter •
-------------------	---

#### Special Thanks (continued)

Alan Lewis • Sajjad Majid • Meg Maise •  
Siobhan Boes • Access Communications • gNet •  
KD&E • Big Solutions Group • Darkside Game  
Studio • Plastic Wax • Rokkan • Concept Arts •  
Gwendoline Oliviero • Donson Liu • Keith Liu •  
Laura Harley • Tina Evanow • Dawn Redmann •  
Mike Aronis • Tom Dodd • Doug Clark •  
Brett Rothfeld • Steven "the Vaj" Selvaggio •  
Jerry Chen • Angus Wong • Hanshaw Ink  
& Image • Playboy

Uses Bink Video Technology. Copyright ©1997-2009 by RAD Game Tools, Inc. Facial animation software ©2002-2010, OC3 Entertainment, Inc. and its Licensors. All rights reserved. Uses FMOD Ex Sound System by Firelight Technologies. This software product includes Autodesk® Kynapse®, property of Autodesk, Inc. ©2009, Autodesk, Inc. Autodesk and "Autodesk® Kynapse®" are registered trademarks or trademarks of Autodesk, Inc. All rights reserved. Portions hereof ©2002-2008 by NVIDIA Corporation. All rights reserved. ©2010 Playboy. PLAYBOY, Rabbit Head Design and PLAYMATE are marks of Playboy and used under license by 2K Games.

#### NVIDIA

##### Development Support

Feodor Benevolenski • Zack Bowman •  
Johnny Costello • James Dolan • Philipp Hatt •  
Dane Johnston • Alexander Kharlamov •  
Konstantin Kolchin • Hermes Lanker •  
Monier Maher • Christopher Maughan •  
Kevin Newkirk • Jeremy Patterson •  
Lou Rohan • Miguel Sainz • David Schoemehl •  
Andrey Shulzhenko • Kyle Weeks • Aron Zoellner •  
Clay Causin • Joe Grover

##### Business Support

Bryan Del Rizzo • Rika Nakazawa •  
Leslie Pirritano • Anton Ravin • Eric Liu

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

[www.mafia2game.com/musiccredits](http://www.mafia2game.com/musiccredits)



# SPEC OPS<sup>®</sup> THE LINE

COMING SOON | [www.specopstheline.com](http://www.specopstheline.com)

XBOX 360 XBOX LIVE



© 2006 - 2010 Take-Two Interactive Software, Inc. and its subsidiaries. All rights reserved. 2K Marin, 2K Games, SPEC OPS and SPEC OPS: THE LINE, Take-Two Interactive Software and their respective logos are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. All other trademarks are property of their respective owners. All rights reserved.