



The Godfather: The Game

Stick with us, kid - we're going to show you how to run New York City. The world is yours



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GETTING STARTED

CONTROLS

- Left Analog Stick:** Player movement
- Right Analog Stick:** Camera, Weapon Aiming, Fighting
- D-Pad Up:** Reveal and Reload Weapon
- D-Pad Down:** Hide Weapon
- D-Pad Left/Right:** Swap Weapons
- Back (Xbox)/Select (PS2):** Objectives
- Start:** Pause/Menu
- Y (Xbox)/Triangle (PS2):** Talk, Open Doors, Extort, Enter/Exit Vehicles
- X (Xbox)/Square (PS2):** Wall Cover, Block
- B (Xbox)/Circle (PS2):** Duck
- A (Xbox)/X (PS2):** Sprint
- Left Trigger (Xbox)/L1 (PS2):** Lock on
- Right Trigger (Xbox)/R1 (PS2):** Fire Weapon
- White Button (Xbox)/L2 (PS2):** Free Aim
- Black Button (Xbox)/R2 (PS2):** Execute

WELCOME TO THE FAMILY

INTRODUCTION

The Godfather: The Game requires you to do quite a bit of freeform playing. There is a normal story mode, but it pales in scope compared to the other point of the game: becoming Don of New York City. You're going to have to take over rival businesses, destroy the other families, kill mobsters and rob armored trucks in order to make it to the top. This open-ended gameplay allows you to ignore the story mode more or less completely and simply travel around doing whatever you like. It is completely up to you how to play the game. Progressing in the story mode has its bonuses. You'll gain ranks in the Corleone family, access to their ammo and health, and extra money and respect.

HEAT AND VENDETTA

Heat is what happens when you make cops mad, while Vendetta is the mobster equivalent. Heat goes away after a while when you lay low and do no wrong. Vendetta takes a little longer, but too much of it will ignite a mob war. This is a bad thing, because

it will either end in you being forced to bomb a rival family or be killed yourself. You might lose a business, and therefore some cash flow. No good. Kill at will, but be smart about it. Don't focus on one family too hard unless you have the ability to take them out with extreme prejudice. Once you go all the way, you're going to have to see it through to the end.

Avoiding Heat, however, is easy as pie. If you're extremely paranoid, you can simply bribe a cop. However, you can get through most of the game without worrying about that. You only end up with too much Heat when you go around killing civilians. You can get through most of the missions, save for the last one, with one bar of Heat or less. Just avoid collateral damage, be it through exploding cars or dead civilians.

If the Vendetta gets to be too much, find an FBI agent. He can quiet down the mob violence for you. They're pretty hard to find, but sometimes you'll get a mysterious phone call about a man who wants to meet with you...

A PLACE FOR MY HEAD

Your base of operations is called a "safe house." You start with one, but there are a number of them scattered throughout the city. If you can afford one, buy it. It'll give you a place to save, and a place to refill your health and ammo. It's also a good spot to hide out from cops and annoyed mobsters. The more you have, the less time you have to spend driving to the closest save point. Sometimes, having a nearby safe house can mean the difference between life and death. Eventually, you'll get a free safe house in the form of the Corleone mansion.

MY WAY, OR THE HIGHWAY

New York City is huge, sprawling and can easily be confusing. The trick is to check your map whenever your objective isn't clear. There are a few roads to keep in mind that serve as direct routes to various areas. Broadway runs north-to-south and is invaluable for getting around. If you need to get to the Corleone compound quickly, a good idea is to check your map and find the nearest route to Broadway. Broadway crosses Canal Street, 42nd and features easy access to basically every area in the game. Canal Street is your easy access to the Corleone compound, and offers a quick route to Brooklyn via the Manhattan Bridge. Using 42nd will give you a quick route through the middle of Hell's Kitchen and will let you get close to the docks.

Use your map as often as possible. Don't just drive blindly, because you will not only get lost, but you will end up possibly going in the wrong direction from where you want to go. Don't be afraid to pause and plot out your routes. There's usually a number of ways to get to one place, but one way will be quicker. If you have to get to the Corleone compound from Hell's Kitchen, you may find that it's much quicker to go down 42nd and turn south on Broadway, and then onto Canal.

There's no such thing as too fast, either. You're a Corleone and your car horn demands respect. Press in on the left analog stick to honk the horn and watch the traffic part before you. Be careful, though, because some cars are slower to turn off the road than others. Try to drive directly in the middle of the road, so that when the cars move, you can zoom right by. Driving in the right-most lane and honking your horn will only make cars cut into your lane and run you off the road.



Another way to keep your speed up is to use your handbrake to swing around corners. It will cause you to brake a little bit, but you'll be able to instantly accelerate once you complete the turn. This is invaluable in a car chase. Trying to turn normally will only get you run off the road by the pursuing cops or gangsters. The trick is to use your horn as usual, but then try and cut past the civilian cars as closely as possible. If you do it right, the cars to your side will hit the civilian cars head on and slow down. If you do it more than once, you've got a good chance of setting the pursuers on fire, and from there it's only a matter of time before they explode, hopefully taking their buddies with them.

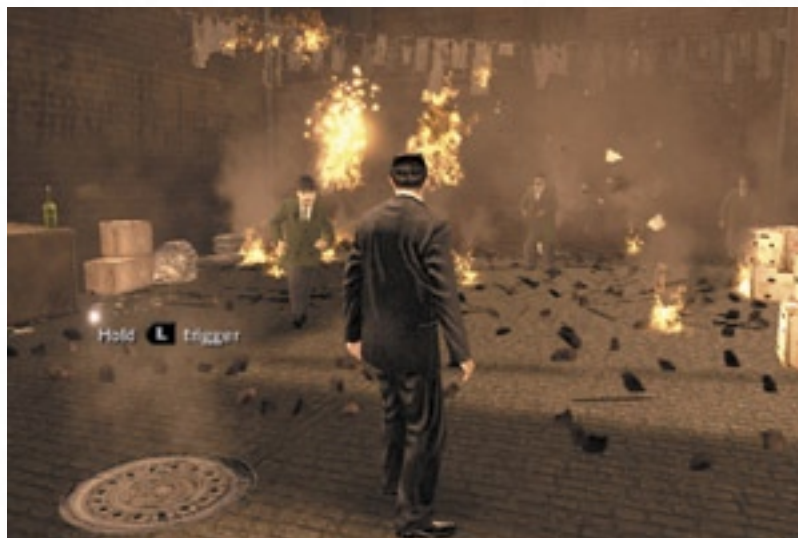
In the same sense, if your car catches fire, stop immediately and get out. You only have seconds to get out of the car. Once you get out, sprint away. Being next to an exploding car is a one-way ticket to the graveyard. Once you're on foot and there are cars chasing you, you're in trouble. Aim for the nearest sidewalk and run for it. You'll eventually find a parked car to steal and begin the chase again. Try to avoid driving on the sidewalk, though, because running over civilians will only make cops mad.

UPGRADES

As you progress through the game, you'll earn respect. Think of respect like experience points. Once you gain enough, you'll go up a level. This lets you spend one skill point on a certain skill, allowing you to increase your health, accuracy, speed or fighting

skill. How you upgrade is ultimately up to you, but there are a few things to keep in mind. Early in the game, it's an excellent idea to pour points into health and shooting. You'll be in gunfights more than anything else throughout the game, so upgrading your shooting skill will be extremely helpful in that respect. Upgrading your health is pretty self-explanatory: more health means a longer life. Street Smarts is also a good category to upgrade, as that will make it easier to shake down businesses. Upgrade Street Smarts enough and you'll be able to steal parked cars with no increase in Heat, which is extremely valuable.

Black market dealers, indicated on your map by a dark outline of a gun or stick of dynamite, do two things: sell you ammo and upgrade your weapons. Your guns have three levels, and it costs money to upgrade them each time. Expect to pay a pretty penny for each level-three upgrade, but it is definitely worth it. The stopping power of your guns increases exponentially whenever you upgrade them. They can make the difference between a long, protracted gunfight against a dozen goons and a cakewalk where one shot equals one kill. If you have the money to upgrade your guns, you have absolutely no reason not to do so.



WALKTHROUGH

PRICE OF LOYALTY

You start out playing as your father. This is a simple and straightforward tutorial that just shows you the basics. Fight off the goons and enjoy the cinema. Once it's done, create your character. Take your time, as you'll be seeing a lot of this guy. Make him look like someone you won't mind looking at for hours on end. Once you're done, you'll be introduced to the city, the family and the game. The scene takes place nine years after the introduction, and you may just recognize it from the opening of *The Godfather*.

THE ALLEY

Luca Brasi is going to rescue your player from getting his head kicked in, as well as show you how to play the game. Beat up the punks as instructed, then speak to Luca. Your next objective is to make it to your safe house. You can either sprint there or walk there. No matter which you choose, take a look around the city as you move. Head for the blue X on your mini-map. Now would also be a good time to get familiar with the map and learn what the symbols mean. You can pull up the map and a legend from the pause menu, so take a moment and get acquainted.

Once you hit your safe house, you'll be given the option to save, given a bit of money and then given a new respect level. I hope you've paid attention, because now you're into the big leagues.



THE ENFORCER

Listen to Luca's words. They are important to both the plot and the atmosphere of the game. Your mission is to go "have a word with Emilio." He's paying money to the wrong people, so you need to set him straight. Once you're clear on what you need to do, enter the butcher shop across the street and get busy.

You are almost definitely going to have to rough up either the butcher or his store. The store is easier, so look for items that you can target and bust them up. Once the butcher folds, he'll unlock the back door and give you a chance to take over the racket upstairs. You'll get a weekly income from the casino after you take control. Head downstairs and bribe the cop so he'll look the other way. Return the cash to Luca Brasi and the mission will end. Did you pay attention? You just learned how to do the core mechanics of the game. You'll be doing this many more times.

Go see Paulie Gatto at the Falconite Social Club. That's the blue dot on your radar. Enter the club for the next mission.

A GRAVE SITUATION

Your next mission is a piece of cake. A few college boys did a bad thing to a good girl, and you have to avenge her honor. This doesn't involve killing anyone. You just have to beat them up real bad for their sins. Watch the cinema and then rush the college boys. One of them will foolishly run near a wall. Grab him, throw him against a wall, and turn his lights off. His buddy ran into the graveyard. Toss him around like a rag doll until he's done. You'll get your mission complete and be given a chance to move freely around town again. Talk to the nearby Corleone for your next objective: meeting Luca in the Bowery. Go to the blue dot once again by either car or by foot.

SLEEPING WITH THE FISHES

Luca is going to teach you how to shoot. He'll hand you a revolver and give you a crash course. After, you have to drive him to Midtown so he can do a job at the Luna Bar. You have four minutes, so brave the New York traffic and make it there on time. You have a car horn, so make sure and use that to

make traffic get out of your way.

Drop Luca off and watch the cinema. Your next mission is avenging Luca's death. Use your gun and kill everyone in the vicinity. Using your gun up close results in executions, which lead to extra points, so do what you can, but do it with style. Finish that grisly bit of business up, then run to your safe house. You've got three minutes. Run outside, grab the first car you see, and hightail it back to your safe house, watch the plot develop, and you'll have completed the mission. If you haven't been doing it already, make a habit of going to your safe house after every mission and saving your game.

Go out and extort some businesses. The money and respect will come in handy. Even better, once you capture a new area, return to your safe house for a meeting. A man will tell you to meet Monk at the barbershop, so get the lead out and dash over there. Enter the blue circle and get ready for the next mission.

THE DON IS DEAD

Luca is dead and the Corleone's consigliere is missing in action. Within minutes, you watch the Godfather get shot down. You have to protect Frankie, so kill all the goons outside, and then move on the man who's holding her hostage with a pistol. Use your free aim to shoot him dead and rescue the girl.

Next up, you have to follow the ambulance to the hospital and protect the Don's last remaining bit of health. Stick close to the ambulance or you'll fail the mission. Dodge the cars that



are chasing you as best you can, and by all means keep up with the ambulance. Handbrake your way around corners, cut across sidewalks, do whatever you have to do. Do your best to avoid hitting pedestrians, though. You already have mobsters on your back; you don't need the cops, as well.

Once you hit the bridge, you're going to have a standoff. The goons are going to rush you as they please, but you'll have plenty of time to take them down. Go for headshots if you can, and make your way down the bridge. Interrogate the capo so that you can find out exactly what's going on - and by "interrogate" I mean "beat the snot out of him until he talks."

After he spills, drive the ambulance

to the hospital. Do not crash and do not kill anyone. It's a short and mostly straight drive, so book it as fast as you can. Your character will give the important info to the right man once you get there, and he'll tell you to head over to Corleone Compound. After that, mission complete. Hijack a car and drive to the compound. Enter, and meet Tom in the office, and you'll be promoted to Enforcer. You'll be told that Clemenza is looking for you at the Falconite and gain a new objective. On your way out, you'll get an order for a hit. Your first hit is Mikey Saleri. He's in the alley behind the butcher shop that you took over. You'll get \$500 for killing him, and \$2,500 if you use your fists. Grab a car from the driveway and head out to kill him. He's simple to take out, so do your business, and then go visit Clemenza. Talk to everyone in the club, and then head to the Don's hospital.

INTENSIVE CARE

Your next mission starts up once you arrive at the hospital. Watch the somewhat unlucky flirting with Frankie, then check in with the guard. Head to Monk's room and take out the oncoming assassin. You're going to be told to clear the basement of assassins, so get to it. Just keep on the move and use cover wisely. Grab the shotgun from the security guard's office that you passed as you entered, but don't use it unless you have to. If you can run up on someone and kill him, do that instead.

There'll be some health in a room partway down the hallway, so grab that





Once you head back downstairs, Rosa will tell you to head back to the compound and pretend like nothing happened. That is a very good idea, but you should make a few stops first. Take over a venue or three. Gather up more money, and restock your ammo. There's a particularly nice safe house right about where you exit the brothel. Build up your reputation a bit, then return to the Corleone compound to become an Associate. After that, head to Clemenza's place in Brooklyn to get the next mission.

DEATH TO THE TRAITOR

Paulie Gatto is the man who setup the Don. He needs to take a fall. Enter the restaurant as instructed, and kill the two men menacing the chef with headshots. Go down and speak to the chef, and he'll open up the locked door upstairs so you can get more ammo and full health. Exit the restaurant and run to the next objective. Follow your partners to the bar you need to blow up and then enter.

Go in guns blazing. Everyone dies in this mission. There's some health in the downstairs office if you need it, but this is extremely straightforward. If it isn't Corleone, it's dead. Run upstairs, plant the bomb and then run outside. If someone tries to stop you, throw him against a wall and run.

Paulie will pull the car over when he's asked to, but then he suspects that something is up and runs off. Follow him into the storage yard. Watch out for the marked boxes, as they will most definitely explode. Track him down, and then shoot him dead. Next up is a hairy driving sequence. You have to escape the cops and get to Paulie's apartment for some "clean-up." Drive to Paulie's apartment and park your car in his garage. That'll give you your mission complete.

You guys will regroup in Paulie's apartment. Go outside and gather up more venues, kill more mobsters and generally make a ruckus. Once you do enough, go answer a phone for

if you're running low. Shortly after that, you'll reach the end of the basement. Frankie will drive off and instruct you to go find Michael. Go directly up the stairs, kill the last few goons and then you'll meet up with Michael, and then you'll have to head out the front entrance. You'll watch a bit of police brutality, and then be bailed out by the Corleone attorney. You've just completed the mission! You'll find a Corleone outside of the hospital, and he'll tell you that Clemenza wants to meet at the shop on Mulberry. Go to your safe house, save and then get over there. Speak to him and get the low down on how to make new contacts. You need to go to Rosa's party in Little Italy.

FIREWORKS

Once you're at Rosa's party, speak to her and head upstairs. Flirt with the prostitutes for an easy Respect boost, and then speak to Sonny, Paulie and Monk. After a bit, a cinema will kick in. Yes, my friends, the cops are raiding the joint. After it's done, you have to get past the police who're watching the place. Easier said than done, right? Not really. You're facing off against a

rookie first. Grab him and toss him out of a nearby window. Creep downstairs, and use the garrote if you have it to take out the next cop. If you don't, take him out in the usual manner.

Next up, you have to sneak down the alleyway without being seen by the cops. This means stealth. You're given instructions on how to strangle someone once you enter the alley, so make use of it. Make your way down the alley as slowly as you can, taking out cops as you go. If you get spotted, don't worry. Run for cover so that the timer stops, then strangle the cop when he comes around the corner.

Once you kill the last cop, enter the nearby door and clear that room of police officers. Run upstairs, and the corrupt sergeant will dash off to the roof. You have to kill him, and it has to look like an accident. Well, let's think about this. He wants to fight you on the roof. You're a couple stories above ground. Anyone could trip and fall right off the ledge, couldn't they? There you go. Rough him up, and then toss him over. Really, he had it coming. Rosa will follow to be sure that it looks like an accident, and you've won the mission.

a pointer as to what you need to do next. Go meet Monk at the Perch in Midtown. Once there, you're told to go meet Tom Hagen at the Corleone compound. Before you leave, speak to Monk to get the latest gossip on you and his sister. You can even pick up a hit while you're there. If you do, go do the hit first, then hit the compound. Talk to Tom and get the next mission.

HORSEPLAY

Get ready to pay a visit to a certain Mr. Woltz. He doesn't take kindly to Tom's proposition, so you have to deal out a warning. Creep behind Rocco and stay low. You're going to follow Rocco around the house and get some background information, and then you're going to go to work. Once you

reach the horse, Rocco is going to, ah, handle it while you stand guard. If a guard comes running in, strangle him.

Now you need to find the bedroom. Play it safe. Advance slowly and strangle only when you're certain you won't be spotted. Enter the door just above the stairs to the stables and make a point of not killing any civilians. Wait for the butler to leave the kitchen before advancing. Take the door he doesn't enter and pass through. Head to the right, kill the guard, and go up the stairs. Kill this guard as well. Creep up to the door and wait for the maid to go through the door on the far wall. Come out just enough so that you can hear the security guard hit on her, and then wait for her to leave. You need to kill this guard. Once you take him out, wait for Rocco. He'll come to you when the maid leaves. Once that's complete, you'll see the classic scene of Woltz waking up to a horse's head in his bed. That is Horseplay's end, so mission complete!

You'll arrive back in the Corleone compound after you're done. Speak to the man in front of you to find out that you need to meet up with Tom in Midtown. Go to the second floor of

the hotel that Tom is in and speak to him. Even better, he's going to give you a new apartment. Enter your new place and speak to Frankie. Take a look around and then head back to the compound.

A RECIPE FOR REVENGE

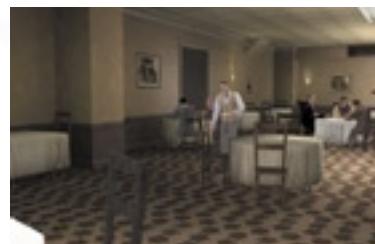
This is going to be cake. You have to plant a gun for Michael Corleone in Louis' restaurant. You have four minutes to get there, so put the pedal to the metal. The quickest way to get there is to head north on Broadway, then hang a right onto 25th, then a left onto Third. Drive into the blue circle to get started. Creep around the back of the restaurant, killing the two guards as you go. Speak to the man at the door to get inside. You may have to rough him up a bit to loosen him up. Sneak into the bathroom, plant the gun and then enjoy the cinema.

Once it's done, clear out the restaurant and run to Michael's position. Kill as many baddies as you can, then drive to the docks. Take a left onto 42nd, then drive straight to 12th and take a right. Drive into the blue line to drop off Michael on the freighter. You'll get another brief cinema, then a mission complete.

Speak to the man just outside the docks to hear that the family is gathering over at the Falconite. Get over there. The West Side Highway will probably be quickest, so take it south towards Canal Street. Enter the club and you'll be promoted once again. You're now a Soldier. You're one of the family. Afterwards, speak to the Don, and then everyone else in the building. Get all caught up on the story, and then hit the lobby. Answer the phone to speak to Frankie, who's got an indecent proposal or two for you. Head for the Midtown apartment and enter the blue circle.

NOW IT'S PERSONAL

A rival family is here to ruin your fun. You've got to protect Frankie and get out alive. That, of course, means that



you need to put every single one of them six feet deep. Head downstairs, killing as you go, then beat on the capo until he tells you where Frankie is. Get over to the phone and activate it, then drive to 40th and Lexington to get Monk. Drive into the blue circle, and he'll hop in.

Now, you need to make it to St. Michael's church in Brooklyn. Follow the map and get there fast. Drive into the blue line, then hop out and follow Monk to the crypt. He'll back off and tell you to go first. It's time to earn your keep and save the girl, so pull your favorite gun. Kill everyone you see with Monk backing you up, and then search for your girl. Bad news: they've killed her. You and Monk will share your grief, and then your mission is complete.

You need to make Bruno Tattaglia pay for her murder. Before you can do that, you need to get to Stromboli's in Hell's Kitchen. It's a long drive.

THE SILENT WITNESS

Once you get there, talk to Sonny. He tells you that there are laughs to be had. A Tattaglia capo is inside the nearby room and you have to make him talk. Hit him with bats, pipes, fists, whatever you like. The capo will hit you with a particularly nasty insult, and then Sonny will stop you. Don't worry, though, he'll get his just desserts.

The Tattaglias will cremate the newly dead capo, so get to the funeral home in Midtown. Drive into the line as usual, and then head inside. Kill the mobsters, including the one in the garage, then head downstairs via the



elevator. There's health in the office by the elevator if you need it. Defeat Bruno's guards, and then dump the sorry jerk into the cremator.

SONNY'S WAR

Head to your nearest safe house, save and then drive to the Corleone compound. You're going to go to war. If you're up for it, you can also take on a contract to take out the Tattaglia family permanently by destroying their compound. That may be better left until after the endgame, however. Speed to Lucy's bar in Midtown and hit the blue circle. Speak to Sonny and then hop into the Corleone's car. Drive to Cuneo's bar in two minutes or less to complete this objective. It's on 41st, so take 42nd to get there fast.

Enter the bar and be ready for war. The first mobster will immediately start shooting at you. Take him out and clear the rest of the bar. You can score some health in the kitchen. Go downstairs and shoot the explosive boxes to take out the entire room of goons. Go in and interrogate the target, then get on the road after the racket boss. You know the drill. It's car chase time. Go as fast as you can, but drive carefully too. You don't want to catch fire before you kill this guy. You'll follow him to a train yard, and then have to enter a building. Clear it of the very few goons in the building, and then head upstairs and interrogate the boss.

After that, you've got two minutes to find the fat man. Head north to the docks. Kill all comers (Molotov cocktails work particularly well here) and then interrogate Artie. Convince him to do business with you and you'll have a completed mission and some free time. You can either run around and wreak havoc or head back to the compound to meet Sonny.

CHANGE OF PLANS

Enter the compound and meet with Sonny. Follow Sonny's car. This is going to be a long and frustrating chase, if only because you have to fight the traffic and keep pace. Once you reach a tollbooth, you're going to watch Sonny catch a particularly bad way to die. Next, you have to track the assassins. Don't worry about running them off the road; simply drive. If you wreck, hijack a new car and rush after the assassins. They're fairly hard to



lose, though, but don't risk it. Watch for the flashing blue arrows that signify exits you need to take.

Once you hit the warehouse, you'll only have a few bad guys to kill. Interrogate the tollbooth attendant and he'll tell you that the people who ordered the hit were on their way to a club on the west side of town. Get to the Tunnel Club in Hell's Kitchen ASAP. You have five minutes, and a northbound route is your best bet. There are definitely going to be roadblocks once you hit 9th Street, but just barrel through them and you should be fine. If you need to, sprint the rest of the way.

Once you get to the club, you need to find and interrogate the underboss. He's lurking about downstairs, so kill his cronies and get down there. Kill enough of them and the door to his room will be unlocked. Interrogate him and he won't fold. Threaten the girl, and he may bend. He reveals that Don Barzini is behind it all. Head back to the Corleone compound in five minutes or less. Enter the compound and deliver the bad news. Peace will be forged between the families and you'll gain a mission complete.

You'll wake up in a new hotel. If you haven't taken it over already, do so. After that, head to the compound and enter the Don's office in order to speak to Michael. You'll gain a promotion to Capo. Talk to Michael once more, and he'll tell you to go meet up with Monk in Little Italy. You need to get the low down on some FBI agents. You should be meeting him right near a safe house, so refill on health and ammo, then save and go visit him.



WHEN FINISHING OFF MONK, USE THE BAR FOR COVER - THERE'S PLENTY OF AMMO BACK THERE

ORDER TO KILL

Are you up for a bit of gun fighting? Here's hoping, because you've got a lot of it ahead of you. Monk's gone crazy, so follow him and kill whoever fires at you. There's a room on the second floor that'll hold health and ammo refills for you, so take advantage of that, and then there's

another on the third floor. Make it to the fourth floor and you'll watch Monk murder a man in cold blood. Then it really hits the fan. Jimmy shows up, Monk gets angry, and then you realize that Monk just killed a fed. Not only that, Monk's a traitor to the family.

Leave the hotel and hightail it to the next checkpoint. Steal a car and get going since you only have three minutes to spare. Once you get there, speak to Monk. He says that either you're going to let him go, or you're going to die trying to stop him. Both of those options are invalid. Fight your way to him and kill him. This mission has swarms of enemies, so be on your guard. Take it slow and steady, and use a gun that kills in two shots or less. The magnum works very well. If you've got them, use Molotov cocktails whenever you can. Track Monk down to the ballroom and shoot him dead. Use the bar for cover, since it has plenty of ammo hidden for you. Monk will have a number of mobsters accompanying him, but they go down easy. It's bittersweet, but that's a mission complete.

Speak to the Corleone outside of the building to be instructed to meet



up back at the compound. Activate the new mission, and then meet with Willie Cicci in Brooklyn.

IT'S ONLY BUSINESS

This level is short and simple, but far from easy. You're going to have to shoot up a bar full of thugs, so bring plenty of ammo. You'll be ambushed as soon as you hit the bar, so seek and destroy as fast as possible. You only have three minutes to off Tessio. As usual, there is a health refill in the kitchen. Go downstairs and chase Tessio. A good trick is to get close to any mobsters with a pistol or magnum, then execute them. They'll die quicker and you'll use less ammo. Catch up with Tessio and shoot him dead for your mission complete.

BAPTISM BY FIRE

Drive to the church and meet up with Michael. Go to the flower shop in midtown to speak to Clemenza. There is a lot of killing to be done, so move quickly. Everyone needs to be dead before the baptism. You have to escort Don Stracci to a truce meeting... or so he thinks. Drive to St. Albans in Midtown and enter the hotel. Go

upstairs and speak to the guard and he'll let you in. Keep calm and don't shoot anyone until you're in the room with Stracci. When he gets ready to leave, pop him.

After you kill him, stay in that room and kill the rest of the guards. They'll come in through the door, so you have the advantage. When you're done clearing the hotel, go speak to Clemenza. He'll tell you to get to Hell's Kitchen. Cicci will tell you to drive to the Savannah Hotel. Hit the blue circle, and stay outside. Cicci is going to trap Cuneo in the door, and then you get to blast him. Easier said than done, because Cuneo has plenty of backup. Bide your time. Once he leaves and you hear gunshots, pop him. Take out his goons, then enter the hotel and remove the rest of the thugs as well. Speak to Cicci, and he'll tell you to meet Rocco in Brooklyn.

Evade your pursuers on your way there. Switch cars if you have to, but keep moving towards Brooklyn. Try to trick the enemy cars into crashing into parked cars. Once you get there, Rocco will tell you that you have to pop Don Tattaglia. One problem: where is he? Speak to the prostitute outside of the building you just entered and she'll tell you. Hit the Saint Sebastian on Plymouth Street. Bribe the guard at the stairs, then go up and put a bullet or three into the Don.

Head back to Little Italy to meet Al Neri. You're going to have some heavy pursuit, so evade them once again as best you can. You have to cap Don Barzini. Use the police car to drive to the courthouse. Wait by the car for Al

to start shooting, and then go in guns blazing. Barzini is going to run, so get after him.

After you kill him, you have to outrun the police. Hop in a nearby car and peel out. You have two-and-a-half minutes before you're safe, so go wild. Make the cop cars crash, turn corners like crazy and just get away from them. Avoid all cul-de-sacs and dead-ends too. You're very close to Broadway, so a good idea is to cut onto it ASAP and then just speed down that road until you're clear. If you can make it, you'll have three minutes to get to the baptism in Little Italy. Grab a fresh car and zoom over there. Hit the blue square... and you've done it. Mission complete! Now, drive back to the compound. You're in the home stretch. You're promoted to Underboss, you gain a bunch of bonuses, and you've won the main story.

The only thing left to do is to remove the other families from New York City. How you choose to go about this, however, is up to you.

EXTRA MISSIONS

JUDGE, JURY, AND...

There's one trick you can do to get extra respect and cash. There are a number of different execution styles you can perform, and doing all 22 of them will net you a hefty respect and cash bonus. For some, you'll have to manually activate the execution. For others, it may be automatic. Here's a list to streamline your quest to get it done. Just keep in mind that this must be done to hostile goons or cops.

Blackhand Execution: Beat a goon to death with your bare hands.

Bombs Away Execution: Blow your target up with dynamite, a bomb or an exploding car.

Cocktail Hour Execution: Kill your target with a Molotov cocktail.

Grand Slam Execution: Beat a goon to death with a baseball bat.

Blackhand Grapple Execution: Kill a goon while holding them.

Hard Head Execution: Slam your target against a waist-high object until he dies.

Last Gasp Execution: Strangle a goon.

Over Cooked Execution: Tip a goon into a furnace.

Road Rage Execution: Run a goon over with your car.

Silent Assassin Execution: Kill a goon using a garrote.

Stained Glass Execution: Kill a goon by throwing him through the window of a one-story shop.

Watch Your Step Execution: Throw a goon off the roof or second story of a building.

Traffic Accident Execution: Throw a gangster into traffic to kill him.

Wallpapered Execution: Kill a goon by throwing him against a wall in a building.

Hats Off Execution: Beat a goon until he drops to his knees, and then execute him with a gun.

Pistol Execution: Kill a target at close range with a pistol while he's low on health.

Faceoff Execution: Approach a kneeling target and use a shotgun to finish him off.

Gut Shot Execution: Aim carefully and shoot the target in the stomach.

Disarmed: Disarm your target.

Kneecapped: Shoot a goon in the knees.

Firearm Execution: Kill a mobster with a gun.

Sure Shot Execution: Nail a goon with a single shot to the head.

CASH RULES EVERYTHING AROUND ME

Taking over a front can be rough. If you push a man too far, he'll snap and you won't be able to make any money off him. There are a few things to keep in mind when you're extorting a business owner. First, try to avoid hitting the owner unless absolutely necessary. It's way too easy to kill a business owner if you attack or shoot



IF YOU PUSH A MAN TOO FAR, HE'LL SNAP AND YOU WON'T BE ABLE TO MAKE ANY MONEY OFF HIM

him. There are ways around this, of course. Before you start to extort someone, check out his store. Look for things that you can target. After you activate the extortion sequence, a number of goons from the family that owns the store should rush in. Kill them while they're inside the store, and the extortion meter should go up. If there are customers or patrons inside, threaten or hurt them. Sometimes, you have environmental options. You can threaten someone by holding him or her over a furnace, a window or a roof. If all else fails, grab the owner and lightly hurt him. You can strangle him, punch him, throw him, but just be very careful not to kill him. Once he's properly intimidated, he'll give in. Of course, if you have enough respect, some people may hand over their business with no trouble at all.

After they give in, the back door (if available) will be unlocked. Nine times out of 10, you'll have to fight your way to the man running the racket. This is the easy part of taking over a business. Simply kill each mobster and fight your way to the boss. Speak to him and you should pay him enough money to take him over.

Each type of business shares a layout with the other businesses of the same type. This goes for bakeries, hotels, bars and everything on down to banks. Rival compounds are laid out the same, as well. Use this information to form a plan for taking the most efficient route to your objective. In the same vein, you can use the same plan to take out each rival compound, warehouse and hub.

Taking on compounds, warehouses and banks is tough, but worth the effort. It's wise to wait until later in the game, so that you can use your upgraded weaponry to take out the goons in as few shots as possible. It's the very definition of running a gauntlet, but it is doable. Use cover and pick your shots until you get to where you need to be or kill everyone in sight. For banks, be sure to find a cop outside first and bribe him. This will give you some free time to blow the safe and make out with the cash.

There's another option for moneymaking. If you see a truck, use your Free Aim to shoot it. It'll pull over and some goons will pop out. Shoot them dead, then interrogate the driver and make off with some easy money.



If you're lucky, he'll even tell you where he got his cargo. The easiest way to do this is to shoot the truck until it explodes. If you time it right, you'll kill everyone inside and still get the money. You'll still have to avoid the mobsters that show up to chase you, though, but that's easy. Once you take them down, jet back to your safe house and drop off the cash.

CODES

Enter each of the following codes at the pause menu.

PLAYSTATION 2

\$5,000: Square, Circle, Square, Square, Circle, L3

Unlock Movies: Circle, Square, Square, L3

Refill Health: Left, Square, Right, Circle, Right, L3

Full Ammo: Circle, Left, Circle, Right, Square, R3

XBOX

\$5000: X, Y, X, X, Y,
Click Left Analog

Unlock Movies: Y, X, Y, X, X, Click Left Analog

Refill Health: Left, X, Right, Y, Right, Click Left Analog

Full Ammo: Y, Left, Y, Right, X,
Click Right Analog

