MAFIA

illusion
softworks

CONTENTS

System Requirements

Mafia requires DirectX 8.1 to be installed in order to run. (You will be prompted to install this after installing the game.)

The game requires the MAFIA DISC 1 CD to be in the CD-ROM (DVD-ROM drive) in order to run.

The supported operating systems are:

Windows 98, Windows 98 Second Edition, Windows Millennium, Windows 2000 (Workstation), Windows XP (Home and Professional)

Mafia does not support:

Windows 95, Windows NT (any version)

Minimum Hardware Requirements:

500 MHz Pentium® III or AMD Athlon processor, 96 MB of RAM, 16x CD / DVD ROM drive, 1.8 GB of free hard disk space, 32 MB video card with DirectX 8.1 compatible drivers, DirectX 8.1 compatible sound card, Microsoft compatable keyboard and mouse.

Recommended Hardware Requirements:

700+ MHz Pentium III or AMD Athlon processor, 128+ MB of RAM, 32x CD / DVD ROM drive, 1.8 GB of free hard disk space, 64 MB video card with DirectX 8.1 compatible drivers, DirectX 8.1 compatible sound card with surround sound support, Microsoft compatable keyboard and mouse.

Installation

Insert the MAFIA DISC 1 CD into you CD-ROM (DVD-ROM) drive. The installation menu window will be displayed. Select INSTALL to begin the installation of the game. If AUTOPLAY is disabled on your computer you will need to run the SETUP by double clicking the MY COMPUTER icon and then double clicking the CD-ROM (DVD-ROM) and select INSTALL from the Mafia Launcher.

Follow the on-screen instructions to install the game and insert the MAFIA DISC 2 CD and MAFIA DISC 3 CD when prompted.

Uninstall

To uninstall Mafia, click on the uninstall option in the Mafia Start Menu shortcuts or from the Windows, Control Panel – Add / Remove Programs option.

Configuration

After you have installed the game and run it for the first time, the Mafia Setup window will be displayed. The game will automatically detect your PC's specifications and select the optimum settings depending on your hardware.

NOTE: It is strongly recommended that you do not adjust these settings unless you are experiencing problems with running the game. If you experience problems running the game, ensure that you have the latest drivers installed for your hardware (video and sound cards) before contacting technical support, contact details are at the end of this manual.

Choose "Save and Exit" to continue with the game. If you wish to alter these settings later, select the Setup option on the launch window after inserting MAFIA DISC 1 or from the Start Menu shortcut.

NOTE: Ensure that no other applications are running, such as virus checkers or time activated screensavers when playing the game.

Starting the Game

When you first play Mafia you will need to create a player profile. Create the profile by entering a name and selecting OK. Each player profile saves your individual progress through the game and allows more players to play on one computer. If player profiles already exist, select one to go to the Main Menu screen.

Main Menu

NOTE: some options are not fully accessible at the start of the game. All of the options become available depending on how successful you are at progressing through the game.

Intro: Select this option to replay the Intro to the game.

Tutorial: Choose this option to learn how to control Tommy and the basic functions of the game.

New Game: Select this option to start a new game.

Load Game: Mafia automatically saves the player's progress after completing certain important tasks. Automatic saving is indicated during the game by an on-screen message. Each player's Profile (see Starting the Game) has separately saved positions, allowing several players to play on one PC. After opening the menu, the last saved position is automatically selected. Information about the selected saved game is displayed at the bottom of the window.

Free Ride: Selecting Free Ride will allow you to drive freely around Lost Heaven and the surrounding countryside. You can use the options in the menu to select the density of pedestrians, traffic and police.

NOTE: Not all of the Free Ride options are available at the start of the game.

When Free Ride is fully unlocked, you can select any car that you have collected during the game to roam freely through the city. You can collect money as a taxi driver or by fighting with gangsters and destroying cars. With this money you can pay to heal yourself at the city hospital, repair your car at Bertone's or buy weapons at Yellow Pete's gunshop.

Free Ride Extreme: This mode becomes unlocked after you complete the single player game. You can roam the city without any police patrols and complete different tasks to enable you to receive special cars like hotrods. These cars are then added to your garage and can be used in the normal Free Ride mode.

Carcyclopedia:

Here you can view all of the vehicles that are available in the game and their specifications. Scroll through the list of makes and models on the left-hand side of the screen and information about the selected vehicle will be displayed in the bottom right-hand corner of the screen.

You can view the vehicles in more detail by pressing the **"H"** key to enter Show Mode.

Options: In the Options menu you can adjust the controls and change the graphics and sound set-up according to your preferences and computer's performance.

Controls:

Here you can change the keyboard setup and parameters for effects when playing the game. Keys are set individually for controlling Tommy, driving the car, and setting the sensitivity of the mouse and joystick. Select the Player, Car or Other options to move between the different set-up windows.

To assign or change a new or different key select the relevant field and then press the desired key when the prompt appears. If you are not satisfied with the new set-up you can return to the original by clicking Reset To Defaults.

Setting up the mouse, game and peripheral options:

By selecting the Other controls window you can adjust the sensitivity of the mouse (joystick or wheel) and limit the speed of the mouse along its X-axis.

You can select how vehicles respond while driving by adjusting the Nonlinear / Linear option. This will effect the maneuverability of vehicles when driving , allowing you to control the way vehicles steer in proportion to how far an analogue device is moved to the left or the right.

Global Stick Volume:
Adjusts the Force Feedback response for all effects

Suspension: Adjusts the Force Feedback response when driving on different surfaces

Collisions: Adjusts the Force Feedback response when involved in collisions

Revs: Adjusts the Force Feedback response depending on how much the engine is revved

Tire Grip: Adjusts the Force Feedback response to wheel resistance when turning

Player Movement: Adjusts the Force Feedback response to the player's interaction with the environment

Using a Wheel or Joystick to Drive:

Ensure that you have correctly calibrated your device in Windows according to the device's instructions. To assign a function to the device select a function in the Controls menu to change and move the stick or wheel in the desired direction.

NOTE: It is advised that you define joystick and wheel controls as a secondary option.

NOTE: During the game, analogue devices are disabled until you move the device through at least 25% of its range of movement to activate it. This is so you can comfortably use the digital controls (keyboard) without having the analogue device interfere.

Audio and Video:

Adjusting the Video settings will help improve the performance of the game. Mafia will automatically set the best options depending on your computer's specifications, but these can be changed if you wish. At the top of the window you can globally set all of the options by choosing the level of graphic detail. Low is for a lower-performance computer and lowers all of the items in this menu to minimum. Medium sets medium detail and High sets all options to their maximum level.

All items can also be set individually. It is generally true that the lower the values the higher the FPS (Frames Per Second) will be during play, but the graphics will have less detail.

Level of Details	Adjusts the graphical detail of objects in the game
Draw Distance	Adjusts the level of visibility in the game
In Game Effects	Adjusts the number of effects appearing in the game at any one time
In Game Sounds	Adjusts the number of sound effects heard in the game at any one time
Shadows	Adjusts and sets the number of integrated real-time shadows from objects
Particles	Adjusts the number of particles emitted in effects e.g. sparks.
Gamma	Adjusts the brightness of the game on your monitor
Under Audio you can set the volume of individual sounds in the game.	
Sounds	Adjusts the volume of the sound effects in the game
Music	Adjusts the volume of the music in the game
Cars	Adjusts the volume of the traffic in the game
Speech	Adjusts the volume of the character's speech in the game

Credits:

Select this option to display the credits for the game.

Change Profile:

Here you can change to another saved profile if one has been previously saved on your computer. You are also able to create a new profile or delete an old profile as you wish.

NOTE: Deleting a profile will mean that the save games associated with it will also be deleted.

Quit:

Exit the game and return to Windows.

Controls

Use the mouse and keyboard to control Tommy, perform actions and interact with the environment. The default controls are listed below, these can all be redefined in the Options menus, as well as setting a secondary key if you wish.

NOTE: If you are playing the game using a Mouse with no Mouse Wheel the default keys for Cycle Up and Down (Weapon Select) are the Pg Up and Pg Down keys.

Player Controls

Action	Controls
Forwards	Cursor Up
Backwards	Cursor Down
Left	Cursor Left
Right	Cursor Right
Toggle Run / Walk	Caps Lock
Walk	Right Shift (Hold down while moving)
Turn on the spot	Right Alt (While moving)
Action Button	Right Mouse Button
Fire	Left Mouse Button
Crouch	Right Ctrl
Jump / Climb	Num Pad 0
Aiming	Mouse Axis X and Y
	(Note: this can't be redefined)
Cycle Up & Down	Mouse Axis Z (Mouse Wheel)
(Select Weapon)	
Inventory	I
Hide Weapon	H
Drop Weapon	Backspace
Reload	L
Sniper Mode	S
Objectives	F1
City Map	Tab

Car Controls

Action	Controls
Accelerate	Cursor Up
Brake / Reverse	Cursor Down
Steer Left	Cursor Left
Steer Right	Cursor Right
Handbrake	Space
Speed Limiter	F5
Manual / Automatic Gears	M
Change Gears Up	A
Change Gears Down	Z
Horn	K
Look Left	,
Look Right	.
Use Clutch	X
Change Camera	C
Replace (reposition the car during races)	Num Pad 0

Basic Actions

By using the mouse you can look in all directions. The left mouse button is used to fire a weapon or attack with an object that you are holding. If you are unarmed you will attack with your bare hands. The right mouse button is used to perform all other actions when interacting with people and the environment.

The keyboard cursor keys control Tommy's movement forward, backward and side stepping. Tommy will always run by default but you can make him walk and perform other actions listed below.

Action	Controls
Walk	Cursor Up and Right Shift
Side Roll	Double tap Cursor Left or Right
Climb Over Obstacles	Num Pad 0 (When directly next to an obstacle)

When you are in a position to perform an action, the Action Button icon **"!"** will be displayed in the bottom left-hand corner of the screen. Use the right mouse button to perform the action. Actions range from

getting into cars, opening doors, using objects or talking to other characters.

If it is possible to perform more than one action at any given time a menu will be displayed allowing you to choose which action to perform.

The Game Display

The game is played from a 3rd person perspective when controlling Tommy on foot, but the camera view can be changed when driving a car. All of the game information is displayed on-screen and will change depending on the situation that you find yourself in. ▶

▶ Tommy's health is displayed in the bottom left-hand corner of the screen. If this reaches **"0"** it's **"GAME OVER"** and the mission will have to be retried. During the course of the game you may come across First-Aid cabinets that can be used to replenish his health.

If Paulie, Sam or another character is accompanying Tommy, a picture of them and their health will also be displayed above Tommy's.

When you draw or hold a gun in your hands the amount of remaining ammunition is displayed to the right of Tommy's health meter. The ammunition is displayed as **"7/21"** for example, where **"7"** is the number of remaining rounds in the weapon and **"21"** is the total number of remaining rounds available in any magazines carried by Tommy.

Depending on the situation, status messages will be displayed above the health meters in the bottom left-hand corner of the screen.

When you have been given instructions to travel to a certain location, a compass will be displayed in the top left-hand corner of the screen. This does not indicate the route to that location, but only the direction you need to be heading in. The compass should be used in conjunction with the in-game map.

If you are given a task to complete in a certain time, a pocket watch will be displayed in the top right-hand corner of the screen. The amount of time you have in minutes is displayed by a red groove that reduces in size as time passes by. The last minute is counted down on the small central dial by the second hand.

At any time during a mission you can press the **"F1"** key to bring up a description of the task at hand.

The on-screen display will provide more information when Tommy gets into a car. A speedometer and RPM gauge will be displayed in the bottom right-hand corner of the screen. In the center of the speedometer, the

currently selected gear is displayed. Below this is a functioning odometer and beneath this a gas gauge showing the amount of gas left in the car.

In addition to this, a radar will also be displayed in the top left-hand corner of the screen. This provides an overhead view of where your car is in relation to other vehicles at your current location.

Civilian cars are represented in green, police cars are in blue, enemy or police cars chasing you are in red and trolleys are in yellow. When you are nearing a mission objective a red cross will be displayed on the radar.

NOTE: The radar can be extremely useful when involved in a car chase, as it provides information on your immediate surroundings that can be used to help evade pursuers.

City Map
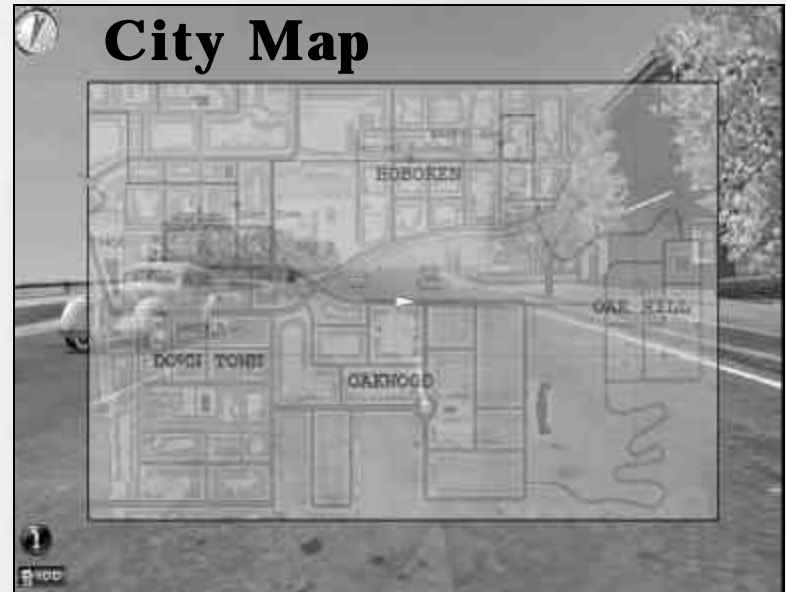
The in-game map can be viewed by pressing **"Tab"**. This will provide a scaled down overview of Lost Heaven that shows your current position and the direction in which you are travelling. The map also shows the network of the elevated railway and stations, represented in blue and also the routes that the trolleys travel along, represented in yellow. ▶

▶ During a mission, your objective will be indicated by a blue cross on the map. If the location is out of the area currently displayed, the direction in which you need to travel will be indicated by a blue arrow at the edge of the map.

Inventory
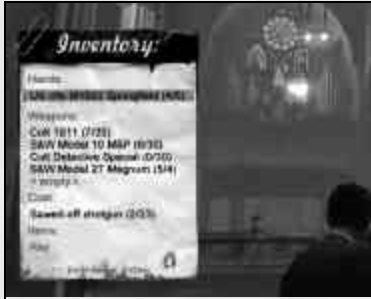
Throughout the game you are able to collect and use various objects and weapons, but you are limited to the amount that can be carried.

Weapons are classified as large or small. Small weapons (revolver, knife, sawed-off shotgun) can be stored under a jacket or in pockets, so several can be carried at once. Only one large weapon (baseball bat, Tommy gun, etc.) can be stored, so carrying a second large weapon means holding it in your hands. If you wish to use another weapon you will have to discard the weapon you are currently holding.

If you have sufficient room in your inventory you can **"HIDE"** the current weapon that you are holding by pressing **"H"**. This will leave Tommy with nothing in his hands. If you wish to discard a weapon, press **"Backspace"**.

This does not affect other objects, such as keys, packages, etc.

NOTE: The police will not tolerate weapons, so make sure that you have them hidden to avoid attention.

Combat!

There are numerous weapons that can be used in the game, from close combat weapons such as knives to fully automatic weapons such as the Tommy gun. Each weapon has its own characteristics, range, loading time, and dispersion of shots fired.

When using close combat weapons (or fighting with your bare hands), if you hold down the left mouse button a bar will be displayed at the bottom of the screen. The fuller the bar becomes before you release the left mouse button, the stronger the strike will be.

When using sniper rifles, you will need to press **"S"** to look through the sight to seek out your target.

NOTE: If you happen to be carrying a baseball bat, a strong blow from behind will lay enemies out cold.

NOTE: When reloading by pressing "L", you will lose any rounds still left in the chamber or magazine. This is not the case for the shotgun. Sometimes it may be quicker to select a different weapon if you have one rather than reloading while under heavy fire.

Using Weapons From Within Cars

It is possible to use certain weapons while you are driving. If you are carrying a small handgun such as a Magnum or Colt, select it from your inventory and press the left mouse button to aim outside of the window. To return to the camera view behind the car, press the right mouse button.

NOTE: If you are driving the car you will still need to control the direction and speed of the car to avoid crashing.

Vehicles

Cars play an important role in Mafia. In Lost Heaven a vehicle is the quickest and easiest method of getting around. Each vehicle has its own characteristics (which can be viewed in the Carcyclopedia) that effect the handling when driving. Vehicles will also behave differently depending on the number of passengers and the surface that the vehicle is currently travelling on.

When driving around Lost Heaven you should avoid collisions with other vehicles and objects, as these can damage the vehicle, yourself and any passengers that are in the vehicle. Tires can be punctured, effecting the handling of the vehicle, headlights will stop working and fall off, and having a high-speed collision could cause the engine to catch fire or the gas tank to explode. It is also possible to lose gas should the gas tank get damaged or punctured. If this happens you will notice the gas tank gauge rapidly decrease until the car comes to a halt.

NOTE: A car may seem to be a safe place to be during a gun fight, but if the gas tank is hit you're almost certainly going to go up in flames.

Obtaining Cars

Tommy receives cars for each mission from Ralph, the family's mechanic. During the course of the game more modern and powerful cars become available as the years go by. Ralph also shows Tommy how to steal the make and model of car that he provides. Once Tommy has learned how to do this he can steal these models when out on the streets in Lost Heaven.

Car Theft Rises to all time high!

To steal a vehicle, stand next to the driver's door and hold down the right mouse button.

The time it takes to unlock a vehicle varies on the make and model. A progress bar will appear at the bottom of the screen, once this is full the vehicle will be unlocked. If you move or release the right mouse button while stealing a car the progress bar will reset and you will have to start over.

It is also possible for Tommy to car-jack vehicles that are being driven on the streets by the citizens of Lost Heaven. For example, approach a vehicle when it has stopped at a set of traffic lights and open the driver's door as described above to throw out the driver. You will only be able to do this if Ralph has previously showed you how to steal that particular make and model.

NOTE: Stealing cars is an offence, so be aware of patrolling police nearby.

NOTE: While this may be necessary because of your situation, some drivers will not be happy at you trying to steal their vehicle and may retaliate.

Controlling Your Speed The default setting when driving vehicles is to have the changing of gears set to automatic. If you wish, you can switch to controlling the gears and using the clutch on a vehicle manually by pressing **"M"** to toggle between the two options. Use **"A"** and **"Z"** to change between gears and **"X"** to control the clutch, by pressing the clutch and revving the engine you can achieve a faster getaway from a stationary position.

NOTE: By switching to manual control of the gears you have the option to leave it in neutral with the handbrake off, this is shown in the gear display window in the center of the speedometer by the letter "N". This can allow vehicles to be moved without any resistance.

Speedlimiter

When driving around Lost Heaven you still have to obey the traffic laws that apply to all of the drivers in the city, these include sticking to the speed limit. Pressing **"F5"** will activate the speedlimiter that will prevent you from inadvertently breaking the speed limit. When this is activated a yellow icon will be displayed above the speedometer.

Filling Up

Each vehicle provided to you by Ralph will have a full tank of gas, but this will go down as you drive around Lost Heaven. Pay attention to the amount of gas that is in vehicles you steal, as you do not want to run out of gas when being chased by enemies or the police.

There are gas stations situated throughout Lost Heaven. To fill up the vehicle, drive into the gas station with the left side of the vehicle adjacent to the pump and then press the right mouse button to bring up the option menu to choose to fill it up. You will not be able to fill up a vehicle if you are currently wanted by the police.

NOTE: It isn't wise to play with fire or weapons when in the vicinity of gas stations.

Ralph's Garage

Vehicles that you have been provided with by Ralph or have stolen during the course of the game will be parked in the yard behind the Salieri Bar at the start of a mission. The vehicles that will be stored are those from Ralph (even if they are discarded in the city during a mission), vehicles that you have left in the yard during the course of a mission and vehicles which are being used when a mission is completed, but does not end by returning to the Salieri Bar.

NOTE: If a vehicle is destroyed during the course of a mission it will be lost and not available in the Garage for a subsequent mission.

At the end of each mission a menu will be displayed to show you the vehicles that have been added to the garage and those that have been discarded or destroyed. Only so many vehicles can be stored in the yard, if there is no more room then you will be given the option to discard a vehicle (including vehicles that you obtained during a mission) to make room for vehicles that you have obtained or are currently driving.
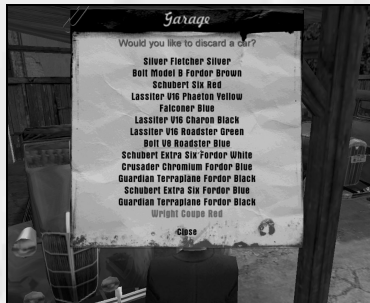
If you speak to Ralph during the course of a mission you will be presented with a menu allowing you to discard vehicles in the garage in the same way as if there was no room in the garage.

Public Transportation

Although using vehicles is the quickest and easiest way to get around Lost Heaven, it is possible to make use of the network of Trolley Cars or travel on the Elevated Railway. The stations where you get onto the trains are shown on the in-game map.

The police patrol Lost Heaven as they would in any other city, on foot and in patrol cars.

They will fine you for committing minor offences or arrest you for more serious crimes, using force if necessary.

Police

When you commit minor offences (for which you will have to pay fines) a ticket icon will appear at the top of the screen, you will need to stop and get out of your car to pay the fine. Examples of minor offences are, slightly exceeding the speed limit as displayed when using the speedlimiter option by pressing **"F5"**, driving through a red light,

hitting traffic signs and small collisions with other cars. You can try to escape and the police will follow to arrest you. The police will also attempt to arrest you if you commit four successive minor offences.

The police will also try and arrest you for serious offences. When the police are trying to arrest you, instead of

the ticket icon, handcuffs will appear. If the police manage to arrest you it's **"GAME OVER"**.

Arrestable offences include excessively exceeding the speed limit, serious collisions, car theft, violent behaviour, attacking pedestrians, and toting weapons in public.

If you try to escape, the police will chase you. If on foot they will blow their whistles to alert other officers who are near by and if they reach a phone ▶

all of the cops in the city will be alerted and a wanted bar will appear. If the police are in patrol cars they will also alert other cops by radio and the wanted bar will appear. If you manage to get out of sight of the police the offence icon will become transparent. If you continue to evade being spotted the wanted bar will eventually disappear. If you get out of your car and get into a different one, without the cops seeing you, an icon of a policeman with **"???"** above his

head will appear. This means that the police do not know your identity. Again, the wanted bar will disappear after time as long as you do not commit another crime.

If you attack a policeman, attempt to run him over or start firing in the city, the police will resort to using their weapons to stop you. When this happens, a pistol icon will be displayed at the top of the screen. If they don't manage to stop you, they will alert all of the police in the

city and start putting up roadblocks so you can't escape in a vehicle.

NOTE: If you commit an offence while driving, the police will not know your face and just follow the car. If you can find a place to get out, without being noticed, they won't follow you any more. The icon at the top of the screen will become transparent and if you don't commit further offences or drive the same car they will stop looking for you completely. This is also the case if you commit an offence on foot but are able to get into a vehicle unnoticed.

SALIERI'S BAR IN LITTLE ITALY
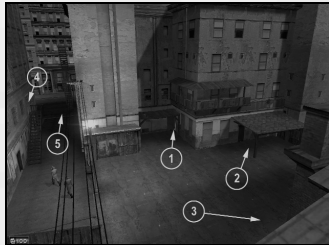
1. **Rear entrance to the Bar**
2. **Car Port**
3. **Ralph's Garage**
4. **Vincenzo's Workshop**
5. **Exit to the street**

At Salieri's bar

Most of the missions in the game will begin at the Salieri Bar. The bar serves as a base for Salieri family meetings and where the Don, or his consiglieri Frank, asign your tasks. After you have been briefed you will generally be required to collect equipment for the mission. Vincenzo works in a small workshop next to the yard and he can provide you with weapons. Ralph, the family's car mechanic, works in the yard itself and can provide you with vehicles. If you happen to have stolen any vehicles and returned them to Salieri's, these will also be stored here so you can take your pick as to which vehicle to use.

Most missions end when you return to Salieri's and enter the front or back door.

Tommy Angelo

Tom is the main character in the game. Originally a cab driver, but due to a combination of unpleasant circumstances, he is forced to join the Mafia. Tom is all in all a nice guy, but a tough childhood and life in the 1930's have changed his moral values a little. Thus, he's capable of doing things that a normal person wouldn't understand, but his conscience sometimes haunts him.

Norman

Norman is the typical example of a detective brought up through the school of hard knocks. He is a scruffy, tough guy, who acts like he hates everybody around him. Tom tells him his story, but doesn't get much sympathy.

Don Salieri

The Don is the boss of the family that Tommy works for. He's a guy who's lived through a lot and doesn't get excited too easily. He's typical of a Mafioso, who hasn't built up his position just for money and doesn't always kill to get what he wants.
He is friendly, but when he gets tough he can become dangerous. Sometimes business is more important than friendship to him.

Paulie

Paulie is Tom's sidekick, an energetic and hot-tempered guy, who sometimes behaves completely unexpectedly. If he likes somebody he is the most loyal friend you could have, someone you can always rely on; if he doesn't cause you problems that is. Tom and Paulie are the greatest of friends and often work and have fun together.

Sam

Sam is another associate of Tom's. At first sight, he just looks like an average guy with a friendly smile. He is big and sometimes clumsy. He is also shy and doesn't talk a lot. He often works with Tom and Paulie and they are good friends.

Frank

Frank is Don Salieri's best friend, associate and advisor. His main concern is family finance and the legal side of business. He is well suited to this. At first sight he doesn't seem to belong among these criminals, as he is a very quiet and inconspicuous nice guy. He does his work mainly because of an attachment to Don Salieri, as well as their mutual past. They grew up together in a poor quarter and thanks to the Don he gained most of what he has, so he can't just turn his back on him. If he'd grown up in any other place he would certainly be a successful lawyer or businessman.

Vincenzo

Vincenzo has worked for the family for a long time and it means everything to him. It's strange that such a good guy like Vincenzo found his greatest love in guns, but that's why he takes care of Salieri's arsenal of weapons and selects the best equipment for a mission.

Ralph

Ralph is excellent when it comes to dealing with vehicles. He can take apart, repair, improve and then rebuild whatever he gets his hands on, but that's about it. His world revolves around anything on four wheels, and he knows little about anything else. That's why he'll only talk about vehicles, though even conversations about vehicles aren't easy for him.
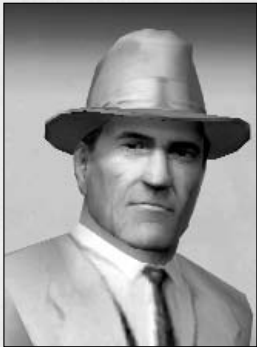
Morello

Morello is Salieri's main adversary. Where Salieri opts for negotiation, Morello uses an army of men with Thompsons.

Where Salieri punishes treachery, Morello indiscriminately shows his might. Because of this he has a big influence in the city, which he is trying to extend into Salieri family territory. He is greatly helped by his brother Sergio. However, he ultimately destroys everything he's involved in through his overly brutal behaviour.

Lucas Bertone

Lucas is a pleasant Italian of middle age and a car mechanic for the rich. He is very big-hearted even though, in view of the services he provides to the Mafia, he is no saint.

NOTE: Although not part of the Salieri family it's often worth visiting Lucas when you have spare time as unlike Ralph, Lucas's work means that he has access to some of the more luxurious and exotic cars in the city.

Credits

Gathering Of Developers Presents

A Game By Illusion Softworks

Development Director
Petr Vochozka

Producer
Lukáš Kuře

Lead Programmer
Dan Doležel

LS3D Engine Director
Denis Černý

Music
Vladimír Šimůnek

Director of Photography
Tomáš Hrebíček

Art Director
Pavel Čížek

Written and Directed by
Daniel Vávra

Level Design
David Šemík
Pavel Tretera
Pavel Brzák
Lukáš Kuře
Radek Pešl

Programming
Martin "Branner" Brandstätter

Collision, Facial Animations and Cutscene Editor
Daniel Čapek

AI Programming
Jiří Pop

Physics Engine Programming
Václav Král

Ls3d Engine Team
Radek Ševčík
Tomáš Blaho
Pavel Dlouhý

Additional Programming
Aleš Bořek

LS3D Editor Plug-ins
Marek Rabas
Miroslav Ondruš
Tomáš Štěpánek

Character Design
Roman Hladík

Special Effects
Jan Straka

3d Artists
David Šemík
Pavel Tretera
Tomáš Hrebíček
Michal Mach
Milan Šaffek
Pavel Procházka

2d Artists
Pavel Čížek
Roman Hladík
Jan Straka
Milan Šaffek

Graphic Design
Daniel Vávra
Pavel Čížek

Additional Graphics
Jan Žatecký
Benedikt Záhora
Aleš Filka
Michal Beran
Pavel Grim
Radek Marek
Eduard Doležal
Martin Duda
Michal Babjár
Karel Matějka

Animations and Cutscenes
Michal Mach
Patrik Marek
Zbyněk Trávnický
Štěpán Prokop
Roman Hladík

Storyboards
Martin Dvořák
Tomáš Hrebíček

Motion Capture Actors
Tomáš Sedlák
Josef Vašek

Additional Motion Capture Actors
Jiří Alán
Jan Konečný
Zdeněk "Denny" Ratajský
Kateřina Svobodová
Petra Hřebíčková

Stunts
Martin Šebela
Karel Malčík
Vojtěch Malčík
Jiří Puchýř

Sound Engineers
Michal Chovanec
Petr Klimunda
Jan Absolín

Ilusion Softworks Testing Unit

Lead Tester
Vladimír Nečas

Testers
Jiří Matouš
Libor Kvasnička
Michal Axmann
Josef Vašek
Viktor Procházka
Jan Kittler

External Beta testers
Jiří Vašek
František Sitárik
Vladimír Šenflok
Petr Baláš
Tomáš Bezděk
Jindřich Průša
Jiří Dočkal

Technical Support
Petr Olšanský
Tomáš Hocek

Weapons Advisor
Jan Krčmář

Music Orchestrated and Conducted by
Adam Klemens

Music Supervisor
Jiří Zobač

Sound Engineer
Vladimír Fila

Orchestra
Bohemia Symphonic Orchestra

Contractor
Jiří Křižanovský

Recorded at
Studio B
National Theatre Prague

Mixed and Mastered at
Evoo Studio

Take 2 Interactive

Producer
Andrew Morley

Development Manager
Luke Vernon

Voice Talent Production and Direction
Renaud Sebbane

Special Advisor
Joe Howell

Technical Services Manager
Sajjad Majid

International Managing Director
Gary Lewis

Business Affairs Director
Simon Little

Group Production Manager
Jon Broadbridge

Group Production Co-ordinator
Chris Madgwick

Group Design Manager
James Crocker

Design Team
Tom Baker
Selena Miffling
James Quinlan

QA Manager
Mark Lloyd

Test Supervisor & Mafia Lead Tester
Kevin Hobson

Test Supervisors
Paul Byers
Tim Bates

Testers
Andy Mason
Charlie Kinloch
Lee Johnson
Matt Hewitt
Kit Brown
Rob Dunkin
Denby Grace
Phil Alexander
Phil Deane
James Cree
Michael Emeny
Jonathan Stones
Michael Blackburn

Take 2 UK

UK Marketing Manager
Sarah Seaby

Product Manager
Gary Sims

Trade Marketing Manager
Mark Jackson

Online Marketing Manager
Julian Hoddy

PR Manager
Nick Boulstridge

Take 2 International

Vice President of International Marketing
Christoph Hartmann

International Product Managers
Gabriel Wunderlich
Jochen Till

International Materials Co-ordinator
Karl Unterholzner

Take-Two Interactive (U.S.)

Executive Producer
Sam Houser

Chief Technology Officer
Gary J. Foreman

Director of Product Development
Jamie King

VP of Marketing
Terry Donovan

VP of Publishing
Chris Mate

Producer
Brian M. McGinn

Marketing Director
Greg Bauman

Channel Marketing Manager
Mark Moon

PR Director
Jeff Castaneda

PR Manager
Anne Marie Sims

MarCom Coordinator
Chris Larkin

Production Director
Jennifer Kolbe

Art Director
Mike Snyder

Graphic Designer
Pete Muench

Video Editor
Mike Tipul

3D Artist
Mike Yeiser

Online Producers
Adam Tedman
Jeff Williams

Webmaster
Rob Fletcher

Web Designer
Futaba Hayashi

U.S. Tech Support / QA

Tech Support Manager
Phil Santiago

Tech Support Supervisor
Syd Saunders

Tech Specialist
Frank Kirchner

Tech Analysts
Patty Saneman
Andre Liggins
Kathy Young
Matt Baros
Dave Thomas
Stacey Sharpe
Mykl Ranere
Lisa Nawrot

Special Thanks to
Timothy Richardson for his research of traffic and criminal laws of the period.

Voice Talent

Tommy
Mike Sorvino

Paulie
William Demeo

Salieri
George Dicenzo

Sam
Matt Servitto

Frank
Dan Grimaldi

Vincenzo
John Tormey

Ralph
Jeff Gurner

Norman
David O'Brian

Sarah
Cara Buono

Morello
John Doman

Luigi
Paul Scannapieco

Yellow Pete
Ray de Mattis

Special thanks for additional voices by
Bill Buell, Chris Phillips, Mark Gomez, Laura Paterson, Jenny Jemison, Gillian Telling, Adam Tedman, Steve Kenzevich, Pricilla DiStacio, Joe Green, Juan Guitierrez, Steve Roberts, Mo Tayyarrah, Ignazio Alvarez, Adam Davidson, John Zurhellen, and Gean Hilgreen.

Casted by
Judy Henderson Casting, New York

Voice Over Studio Provided by
Digital Arts, New York

Sound Engineer
Axel Ericson

MAFIA MUSIC CREDITS:

"Minor Swing" Django Reinhardt and The Hot Club de France

Disc A: Paris 1937, Track 19, JSP Records

"Rhythm Futur" Django Reinhardt and The Hot Club de France

Disc B: Paris 1939-1940, Track 9, JSP Records

"Coucou" Django Reinhardt and The Hot Club de France

Disc B: Paris 1939-1940, Track 12, JSP Records

"Vendredi" Django Reinhardt and The Hot Club de France

Disc B: Paris 1939-1940, Track 18, JSP Records

"Oiseaux des Iles" Django Reinhardt and The Hot Club de France

Disc C: Paris & London 1940-1946, Track 2, JSP Records

"Belleville" Django Reinhardt and The Hot Club de France

Disc C: Paris & London 1940-1946, Track 9, JSP Records

"Lentement Mademoiselle" Django Reinhardt and The Hot Club de France

Disc C: Paris & London 1940-1946, Track 10, JSP Records

"Douce Ambience" Django Reinhardt and The Hot Club de France

Disc C: Paris & London 1940-1946, Track 11, JSP Records

"Manoir des Mes Reves" Django Reinhardt and The Hot Club de France

Disc C: Paris & London 1940-1946, Track 12, JSP Records

"Cavalerie" Django Reinhardt and The Hot Club de France

Disc C: Paris & London 1940-1946, Track 14, JSP Records

"Coquette" Django Reinhardt and The Hot Club de France

Disc C: Paris & London 1940-1946, Track 19, JSP Records

"Echoes of France" Django Reinhardt and The Hot Club de France

Disc C: Paris & London 1940-1946, Track 22, JSP Records

"You Rascal, You" The Mills Brothers

Chronological Volume 1 Track 6, JSP Records

"Chinatown, My Chinatown" The Mills Brothers

Chronological Volume 1, Track 17, JSP Records

"Tiger Rag" The Mills Brothers

Chronological Volume 1, Track 21, JSP Records

"Out For No Good" The Mills Brothers

Chronological Volume 3, Track 17, JSP Records

"Moanin' For You" The Mills Brothers

Chronological Volume 3, Track 22, JSP Records

"Caravan" The Mills Brothers

Chronological Volume Five, Track 6, JSP Records

"Long About Midnight" Louis Prima

Volume 1. 1934-35, Track 3, JSP Records

"Sing It Way Down Low" Louis Prima

Volume 1. 1934-35, Track 5, JSP Records

"I'm Living In A Great Big Way" Louis Prima

Volume 1. 1934-35, Track 18, JSP Records

"I'm Not Rough" Lonnie Johnson

Playing With The Strings, Track 9, JSP Records

"The Mooche" Lonnie Johnson

Playing With The Strings, Track 14, JSP Records

"Jet Black Blues" Lonnie Johnson

Playing With The Strings, Track 19, JSP Records

"You Run Your Mouth and I'll Run my Business" Louis Jordan and his Tympany Five

Disc A: 1938-1940, Track 16, JSP Records

JSP RECORDS (WWW.JSPRECORDS.COM) PO BOX 1584, LONDON, N3 3NW. U.K.

"Lake of Fire" by Lordz of Brooklyn appears courtesy of Tunnel Vision Media.

"La Verdine" by Latcho Drom appears courtesy of Musiques du Soleil

Thanks to:

Michal Bačík
Vladimír Čížek
Štefan
Aaron Rigby

Technical Support (US)

If you have a technical problem concerning the operation of our software, please visit our technical support website at

http://www.take2games.com/support

where you will find technical help and a list of Frequently Asked Questions for this product.

You may also e-mail our technical support representatives for assistance at esupport@take2baltimore.com. In order to help our representatives assist you as efficiently as possible, please provide them with the following information: computer brand and model, available hard drive space, amount of system RAM, type of video card, amount of video RAM, type of sound card, type of CD-ROM drive, and version of DirectX. Also, please provide a detailed description of the problem, including any error messages you receive.

Note: This information is for technical support only and representatives are unable to provide game hints or suggestions.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Illusion Softworks and Take-Two Interactive Software, Inc, (collectively, the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

Grant of Limited Non-Exclusive License. This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof.

Intellectual Property Ownership. Owner retains all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be willfully violating the copyright laws and may be subject to civil or criminal penalties.

SOFTWARE Backup or Archiving. After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the original disk(s) and/or CD-ROM (the "Storage Media") only for backup or archival purposes.

Restrictions. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or otherwise using for profit any levels, level packs, add-on packs, sequels, characters or other components or items created by utilization of the SOFTWARE's editor and/or based upon or related to the SOFTWARE or ACCOMPANYING MATERIALS. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

Limited Warranty and Warranty Disclaimers.

LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse.

CUSTOMER'S REMEDY. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner.

WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT.

NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

LIABILITY LIMITATION. To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT; INCIDENTAL; OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Product Support and Updates. This SOFTWARE is intended to be user-friendly and limited product support is provided by Owner as specified in the ACCOMPANYING MATERIALS.

Jurisdiction. NEW YORK LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH STATE'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF NEW YORK, NEW YORK. This Agreement may be modified only by a written instrument specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect.

Entire Agreement. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees.

U.S. Government Restricted Rights. The SOFTWARE and the ACCOMPANYING MATERIALS is provided with RESTRICTED RIGHTS (as found in 48 C.F.R. '52.227-7013). This provision only applies if the U.S. Government or any of its entities obtains this SOFTWARE either directly or indirectly. Owner created this SOFTWARE and the ACCOMPANYING MATERIALS exclusively with private funds. Additionally, information contained in this SOFTWARE and the ACCOMPANYING MATERIALS is a trade secret of Owner for all purposes of the Freedom of Information Act or otherwise. Furthermore, this SOFTWARE is "commercial computer software" subject to limited use as set forth in any contract that may be entered into between the seller and the governmental entity. Owner owns, in all respects, the proprietary information and proprietary data found in the SOFTWARE and the ACCOMPANYING MATERIALS.

U.S. DEPARTMENT OF DEFENSE PERSONNEL. Owner only sells this SOFTWARE and the ACCOMPANYING MATERIALS with "Restricted Rights" as defined in DFARS 52.227-7013 (also found at 48 C.F.R. '252.227-7013). Any U.S. Government use, duplication, or disclosure is subject to the restrictions including, but not limited to those found in the Rights in Technological Data clause at DFARS 52.227-7013 (48 C.F.R. '252.227-7013) that may be amended from time to time.

NON-DEPARTMENT OF DEFENSE PERSONNEL. Other governmental personnel are on notice through this Agreement that any use of this SOFTWARE and the ACCOMPANYING MATERIALS is subject to similar limitations as those stated above, including but not limited to, those stated in Commercial Computer SOFTWARE — Restricted Rights found in 48 C.F.R. '52.227-19, that may also be amended from time to time. Manufacturer is Owner at the location listed below.

U.S. Export Laws Prohibitions. By opening the sealed software packaging and/or installing or otherwise using the SOFTWARE and ACCOMPANYING MATERIALS, You also agree and confirm that the SOFTWARE or ACCOMPANYING MATERIALS and any of the SOFTWARE's direct products are not being and will not be transported, exported or re-exported (directly or indirectly through the Internet or otherwise) into (or to a national or resident of) any country forbidden to receive such SOFTWARE or ACCOMPANYING MATERIALS by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. You also agree and confirm that the SOFTWARE and ACCOMPANYING MATERIALS will not be used for any purpose that may be restricted by the same laws and regulations.

Termination. This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

Program Transfer. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement.

Equitable Remedies You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any breach(es) of this Agreement, in addition to any other available remedies.

Owner: If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:

Take 2 Interactive Software, Inc.
622 Broadway, 5th Floor
New York, NY 10012
Attn: Customer Service