

MAFIA



EmuMovies



Lost Heaven Courier

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

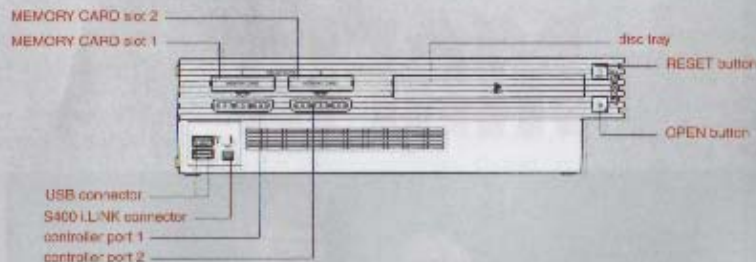
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Getting Started



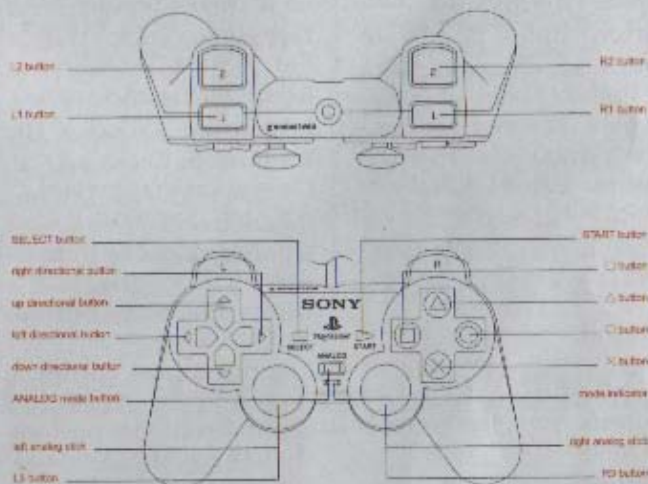
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the /RESET button. When the indicator lights up, press the button and the disc tray will open. Place the Mafia disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Note: Mafia does not support a digital controller.

Default Controls

X button: Action / Accelerate

O button: Roll / Handbrake

O button + Left analog stick

Left/Right: Roll

Δ button: Enter or exit cars / Pick lock

□ button: Reload / Brake

R1 button: Fire / Recover car (only in racing modes) / Sniper scope

R2 button: Turn to next enemy (right) / Look right (in car)

L1 button: Jump and climb / Speed limiter

L2 button: Turn to next enemy (left) / Look left (in car)

L2 button + R2 button: Look behind (in car)

Left analog stick: Walk / Run / Steer

Right analog stick: Aim

L3 button: Crouch / Horn

R3 button: Center view / Change camera (in car)

Up directional button: Next weapon

Down directional button: Previous weapon

Left directional button: Drop weapon

Right directional button: Holster / Empty hands

SELECT button: Map

START button: Pause menu / Show objectives

Options

Controls: Select the controller configuration.

Invert Y axis: Normal / Inverted

H.U.D.: On / Off

Vibration: On / Off

Screen Adjust: Adjust the screen position.

Sound Volume: Adjust the volume level of the sound in the game.

Aim Sensitivity: Adjust the aiming sensitivity.

Load and Save

Mafia is an auto save title requiring 501KB free on the Memory Card (8MB) (for PlayStation®2). When you first start a new game you will be prompted to create the profile that will be used for storing your progress through the game. When resuming a game, select your profile from the profile menu and then continue game from the main menu. Additional free space is required for each profile created.

Heads-Up Display / H.U.D.

When on foot:

- 1. Compass:** Directs you to the next mission location.
- 2. Weapon icon:** Using the Up and Down directional buttons, the player can cycle through the weapons currently in Tommy's possession.
- 3. Health meters:** Displays health levels for Tommy and anyone supporting him.
- 4. Ammo:** Displays the rounds and ammunition available for the selected weapon.
- 5. Crosshair:** To assist aiming.



Heads-Up Display / H.U.D.

When driving:

1. **Compass:** Directs you to the next mission location.
2. **Radar:**
 - White Symbol: Civilian cars
 - Yellow Symbol: Trains
 - Red Symbol: Enemy vehicles
3. **Stopwatch:** Displays the time limit in which objectives must be completed.
4. **Action symbol (!):** Is displayed when Tommy can interact with objects in the environment and/or enter and exit cars.



5. **Speedometer:** Displays the current speed.
6. **Speed limiter:** The yellow icon indicates that the speed limiter is on.



Map

The city map is displayed by pressing the SELECT button and displays information relating to the current mission. The Left analog stick can be used to move around the map and the Right analog stick can be used to zoom in and out.

Yellow Triangle: The position of the player.

Blue Cross: The location of the next objective.

Blue Arrow: Location of the next objective (if its exact location is currently off screen)

Combat

When in hand-to-hand combat, holding down the R1 button increases the strength of Tommy's hits.



When reloading you will lose any rounds left in the magazine unless you are using a shotgun.

Vehicles

Obtaining Cars

Ralph will teach you how to steal certain cars. Only after you learn the method for unlocking a specific model will you be able to steal that model on the streets of Lost Heaven. To steal a vehicle, stand next to the driver's door, press the Δ button and wait until the unlocking bar is full. If a vehicle is occupied you will pull the driver from his seat and be able to drive off with his car.

Speed limiter

Speeding will attract the attention of the police so make use of the speed limiter by pressing the L1 button



when driving to stick to the speed limit.

Garage

As you progress through the game, newer models of cars will appear on the streets of Lost Heaven. When you complete a mission you will have the option to carry forward the car you are currently driving by saving it in the garage.

Train

If you find yourself without a car you could always jump on a train to get around Lost Heaven.

Police

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 offenses or arrest you for more serious crimes, using force if necessary.

Ticket icon: The police will stop and fine you.

Handcuffs icon: You are wanted; you can evade the chasing officers on foot or in a vehicle. Keeping out of sight and changing vehicles is the best way to throw them off your tracks.

Gun icon: The police will use force, if necessary, to bring you in.

Racing Freeride

Select this option to race either single races or in a championship around various locations in Lost Heaven. As you progress through the main game more locations and vehicles will become available.

Select Free Ride to drive freely around Lost Heaven and the surrounding countryside. You can collect money working as a taxi driver or by fighting with gangsters and destroying cars. With the money you can pay to heal yourself at the city hospital or repair your car at Bertone's.

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, set you 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 for your missions.

Most missions end when you return to Salieri's.



WANTED



Tommy Angelo

Tom's 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 1930s 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's the typical example of a detective brought up through the school of hard knocks. He's 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 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's friendly, but when he gets tough he can become dangerous. Sometimes business is more important than friendship to him.



Paulie

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 him are the greatest of friends and often work and have fun together.



Sam

Sam's another associate of Tom's. On first sight, he just looks like an average guy with a friendly smile. He's big and sometimes clumsy. He's 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

He 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. 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 behavior.



Lucas Bertone

Lucas is a pleasant Italian of middle age, 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

Illusion Softworks

Development Director
Petr Vochazka

Producer
Lukáš Kufě

Lead Programmer
Dan Doležel

LS3D Engine Director
Dennis Černý

Music
Vladislav Šimůnek

Director of Photography
Tomáš Hřebíček

Art Director
Pavel Čížek

Written and Directed by
Daniel Vávra

Level Design
David Šemík
Pavel Tretnera
Pavel Brzák
Lukáš Kufě
Radek Pešíl

Programming
Martin "Brammer" Brandstätter

Collision, Facial Animations and Cutscene Editor
Daniel "Gif" Čapek

AI Programming
Jiří "Jipo" Pop

Physics Engine Programming
Václav Král

LS3D Engine Team
Radek Ševčík
Tomáš Blaho
Pavel Dlouhý
David Levinský

Additional Programming
Aleš Borek

LS3D Editor Plug-ins
Marek Rabas
Miroslav Ondruš
Tomáš Štěpánek

Character Design
Roman Hladík

Special Effects
Jan Stráka

3d Artists
David Šemík
Pavel Tretnera
Tomáš Hřebíček
Michal Mach
Milan Šaffek
Pavel Procházka

2d Artists
Pavel Čížek
Roman Hladík
Jan Stráka
Milan Šaffek

Graphic Design
Daniel Vávra
Pavel Čížek

Additional Graphics
Jan Zatecký
Benedikt Záhora
Aleš Filka
Michal Benan
Pavel Grta
Radek Mareš
Fézarad Doležel
Martin Duda
Michal Babjář
Karel Matějka

Animations and Cutscenes
Michal Mach
Patrik Mazek
Zbyněk Trávníček
Štěpán Prokup
Roman Hladík
Lukáš Homola

Storyboards
Martin Dvořák
Tomáš Hřebíček

Motion Capture Actors
Tomáš Sedláček
Josef Vašek

Additional Motion Capture Actors

Jiří Alan
Jan Konečný
Zdeňek "Demny" Ratišský
Kateřina Soubčová
Petra Hřebíčková

Stunts
Martin Šebela
Karel Malčík
Vojtěch Malčík
Jiří Pačýř

Sound Engineers
Michal Chvářec
Petr Křemanda
Jan Absolín

Illusion Softworks Testing Unit

Lead Tester
Vladimír Nečas

Testers
Jiří Matouš
Liber Kvasečka
Michal Axmann
Josef Vašek
Viktor Procházka
Jan Kirtler

External Beta testers
Jiří Vašek
František Sztank
Vladimír Šenlík
Petr Bažák
Tomáš Bradák
Jindřich Přísta
Jiří Dockal

Lead Tester PS2
Jiří Matouš

Testers PS2
Petr "Klinger" Kislínger
Ondřej "Rangoor" Kytliha
Jiří "37" Režek
Pavel "Cuřek" Staneč
Viktor "Dědare" Špička
Pavel "Krygl" Klígl
David "Segafan" Las

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PlayStation 2

CONFLICT: DESERT STORM II

BACK TO BAGHDAD



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GATHERING
622 BROADWAY 4TH FLOOR NEW YORK, NY 10012

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