

Retain the software manual and the instruction manual for future reference. Read this manual for small children and use safely.  
請仔細閱讀本軟件的「遊戲說明書」以及 PlayStation®4 的使用說明書內記載的注意事項，以了解如何正確使用，同時並請妥善保管這本「說明書」與「使用說明書」。特別是幼童，請與家長及監護人一同閱讀以安全使用。

### Health Precautions

#### ▲ Warning Seizures induced by light stimulation (Photosensitive Epilepsy)

If you have an epileptic condition or have had seizures, consult your doctor prior to playing. Some individuals may experience eye soreness, altered vision, migraine, muscle twitching, convulsion, blackout, loss of awareness or disorientation when exposed to flashing or flickering lights or other light stimulation on a television screen or while playing video games. If you experience any of the above symptoms while playing, discontinue use immediately and consult your doctor.

#### ▲ Caution Stop playing immediately when you experience the following symptoms

In addition to the above symptoms, whilst playing if you have a headache, dizziness, nausea, fatigue, similar symptoms to motion sickness, or if you feel a discomfort or pain in any body part, such as eyes, ears, hands, arms and feet discontinue use immediately. If the condition persists, seek medical attention.

#### Some people may experience discomfort while watching 3D video images or playing stereoscopic 3D games.

If you experience any discomfort, you should stop watching the 3D video images or playing stereoscopic 3D games until the discomfort ends; consult a doctor if you believe necessary.

Please refer to the support page under "http://asia.playstation.com" for the latest information.

The vision of young children (especially those under six years of age) is still under development. We recommend that you consult your doctor (such as a paediatrician or eye doctor) before allowing young children to watch 3D video images or play stereoscopic 3D games.

#### For the vibration function corresponded software's

If you have vibration sickness, please do not use vibration function.

Press PS button to display the menu, then you can switch on / off vibration function.

■ Play in a well-lit room and keep a safe distance from the TV screen. ■ Avoid use when tired or suffering

from lack of sleep. ■ When playing, to prevent injuries, take a 15 minute break every hour. ■ Discontinue use immediately if you feel sick or otherwise uncomfortable.

### 健康注意事項

#### ▲ 警告 光線刺激引發的疾病 (光敏感性感癇)

某些人可能會因受到電視螢幕中反覆閃爍的光線以及其他的閃爍光線而偶爾出現眼睛疼痛、視覺異常、偏頭痛、痙攣或意識障礙 (如昏迷) 等症狀 (光感性發作)。曾出現此類症狀的人，請務必事前先接受醫生的診療。

#### ▲ 注意 此時要立即中止遊玩

除上述症狀外，當您感到頭痛、眼花撩亂、噁心想吐、疲勞或類似暈車症狀時，以及當眼睛、耳朵、手臂、手腕、雙腳等身體的某些部分感到不適或疼痛時，請立即中止遊玩。若在中止遊玩後，症狀仍沒有減退，請接受醫生的診療。

#### 關於 3D 影像及 3D 立體遊戲

由於每個人的影像適應力各有不同，若感覺到不舒服或無法看到立體影像時，請立刻停止使用 3D 機能。若欲了解最新情報請瀏覽以下網站：  
<http://asia.playstation.com> 此外，由於兒童 (尤其是 6 歲前的幼兒) 的視覺尚處發育階段，當您的孩子在觀看 3D 影像或遊玩 3D 立體遊戲之前，請務必事前先接受小兒科或眼科專科醫生的診療。

#### 遊玩支援控制裝置動作的軟件時

若您有震動方面的疾病，請勿使用震動機能。按 PS 按鈕並開啟選項時，即可啟用 / 停用震動機能。

■ 遊玩時，請盡量讓房間內隨時保持明亮，並盡量遠離螢幕。 ■ 若您感覺疲勞或睡眠不足時，請盡量減少遊玩。

■ 為了健康着想，每遊玩 1 小時，請約休息 15 分鐘。 ■ 若您遊玩時感覺身體出現不適，請立即中止遊玩。

### ■ Use and handling precautions

This disc is PlayStation®4 format software. • Do not leave disc near heat source, in a car or other places subject to high heat or humidity. • Handle the disc with a soft cloth. • Handle the disc with care to avoid scratching its surface. The scratch on disc may make it unusable. • If PlayStation®4 is connected to a Plasma TV or projection TV (except LCD screen types), you may have a burn-in image on the screen. Do not leave a still image on the TV screen for an extended period of time, as this may leave a faint image permanently on the screen. • SIE will not be held liable for damage resulting from the misuse of discs.

#### ■ 使用時的注意事項

● 本軟件為 PlayStation®4 主機專用。● 請勿放置於靠近暖氣管或車內等高溫 / 潮濕的場所。● 要清潔光碟時，請使用乾淨的軟布輕柔擦拭。● 為避免光碟出現損傷，請您小心保管。● PlayStation®4 主機若與電漿電視 (Plasma TV)、液晶方式以外的投影電視機連接，可能會出現影像發生失真殘影現象。尤其當長時間放置，並不斷播放靜止畫面時，更容易通過此類異常現象。● 因用戶之錯誤操作而造成之損壞，本公司不負任何賠償責任，敬請見諒。

#### ■ How to set / take out a Blu-ray Disc™

When setting or taking out a Blu-ray Disc™, please be careful with your fingers.

#### ■ 如何取出 / 插入 Blu-ray™ 光碟

當您要取出 / 插入 Blu-ray™ 光碟時，請務必注意別夾傷您的手指。

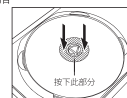


#### How to take out a Blu-ray Disc™

Press PUSH button to make the disc pop up.

取出

請按下 PUSH (推出) 按鈕，待光碟浮起後再行取出。



#### How to set a Blu-ray Disc™

Press the center part of the disc until it makes slight noise.

收藏方法

請壓動光碟，直到光碟中央洞孔的外側邊緣 (斜線部分) 出現「卡嗒」聲。

### ■ PlayStation®4 System Software Update

This disc contains update data for the PlayStation®4 system software, which is required to start the game. If a screen prompting you to update the system software is displayed when you start the game, you must update before playing.

#### ■ PlayStation®4系統軟件更新

本光碟內含啟動遊戲所需的PlayStation®4系統軟件的更新資料。若在啟動遊戲時畫面出現需要更新系統軟件的訊息，即代表必須先執行更新，才可啟動遊戲。

### ■ Trademark Information / 商標資訊

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“Sony Entertainment Network” is a trademark of Sony Corporation.

“Blu-ray Disc™” and “Blu-ray™” are trademarks of the Blu-ray Disc Association.








**See important health and safety warnings in the system Settings menu.**

## GETTING STARTED

### PlayStation®4 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the power button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the **MAFIA III** disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press the  button. Refer to this manual for information on using the software.

**Quitting a game:** Press and hold the PS button, and then select [Close Application] on the screen that is displayed.

**Returning to the home screen from a game:** To return to the home screen without quitting a game, press the PS button. To resume playing the game, select it from the content area.

**Removing a disc:** Touch the eject button after quitting the game.



**Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.



Product Support:  
<http://support.2k.com>

## Welcome Home, Lincoln.



### NEW BORDEAUX. 1968.

Lincoln Clay has returned from Vietnam, and his reception has not been kind. The Black Mob, his only family, has been wiped out by the Italian Mafia, and he has vowed revenge leaving him to fend entirely for himself.

Now, cripple the Mafia's stranglehold on New Bordeaux, one racket at a time. From the ashes of Lincoln's fallen family, it's time to build a new one.



# GAME CONTROLS

## ON FOOT CONTROLS

MOVE CHARACTER	left stick
CAMERA	right stick
FIRE	R2 button
AIM/PLANT EXPLOSIVES	R1 button
AIM	L2 button
SWITCH WEAPON	L1 button
OPEN/CLOSE WHEEL	HOLD L1 button
CLIMB	△ button
RELOAD	□ button
INTERACT	HOLD □ button
COVER	× button
MELEE	○ button
HOLSTER WEAPON	↑ button
USE ADRENALINE SHOT	HOLD ↑ button
WHISTLE	HOLD ← button
PICKUP/DROP BODY	HOLD ↓ button
INTEL VIEW	touch pad
STALK	R3 button
SCOPE	(WHILE AIMING) R3 button
HOLD BREATH	(WHILE USING A SCOPE) L3 button
OPEN MAP / OPTIONS	OPTIONS button





# DRIVING CONTROLS

STEER	left stick
MOVE CAMERA	right stick
ACCELERATE	R2 button
BREAK/REVERSE	L2 button
CYCLE TARGET	L1 button
OPEN/CLOSE WHEEL	HOLD L1 button
FIRE	R1 button
TOGGLE VEHICLE TARGETING	HOLD Δ button
ENTER/EXIT CAR	□ button
BAIL OUT	HOLD □ button
RAM	× button
HANDBRAKE	○ button
HOLSTER WEAPON	↑ button
USE ADRENALINE SHOT	HOLD ↑ button
CHANGE RADIO STATION	→ button
CHANGE CAMERA	← button
INTEL VIEW	touch pad
LOOK BACK	R3 button
HORN	L3 button







## 1. HEALTH

Represented by green bars, your health will decrease as you take damage. By obtaining certain upgrades, you can increase the number of health bars Lincoln has. Once you've run out of health, you'll respawn at the nearest Safe House.

## 2. MINI-MAP

In addition to showing an overhead view of Lincoln's immediate surroundings, your mini-map will also highlight nearby friends, enemies, objectives, and any other points of interest. While in a car, a white line will indicate the most efficient path to your next objective.

## 3. MONEY

The value on the left corresponds to the money held by Lincoln at that time, a portion of which will be lost should he fall in battle. The money shown on the right is stored in your safe and is not lost if Lincoln is defeated. Call the Consigliere from the Weapon Wheel menu to secure any money Lincoln has on hand.

## 4. CURRENT OBJECTIVE

This states what must be done to complete your current mission.

## 5. FUSES

Collecting three Fuses will let you install wiretaps in any of the game's many Junction Boxes.

## 6. PRIMARY AND SECONDARY WEAPONS

These icons represent your current weapons and their respective ammo supplies.

## 7. ADRENALINE SHOTS

Use these to restore portions of Lincoln's health. Purchase more Adrenaline Shots in the Mobile Store, or find them in Medicine Cabinets peppered throughout the world.

## 8. OBJECTIVE LOCATION

This icon points to your current objective and how far you have left to get there.

## 9. EXPLOSIVES & DEVICES

Grenades, Molotovs and C-4 are useful for taking out groups of enemies from behind cover. Restock your supplies by calling the Weapons Dealer.

Players can eventually unlock a "Screaming Zemi" vodou doll to throw as a distraction. The number contained in your inventory will also be represented here.

\*Navigational cues will also appear in the form of temporary road signs, which allow you to keep your eyes off the map and on the road.



## ENEMY AWARENESS

You may notice a white, blue, or red quarter circle appear around your crosshair. Here's what each color means:



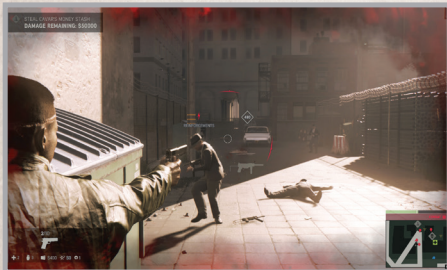
### WHITE

Be careful—nearby enemies are noticing you.



### BLUE

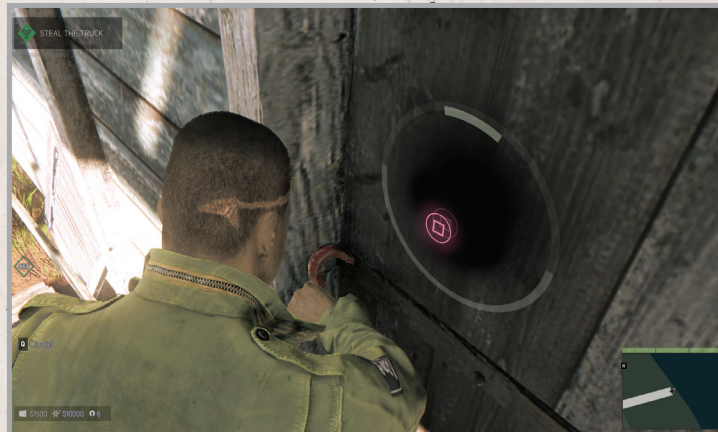
The police notice your presence and are waiting for you to do something illegal.



### RED

You're being shot by someone; look to the placement of the icon to know where your enemies are firing from.

## BREAKING AND ENTERING



You will frequently encounter locked doors and Junction Boxes. Thankfully, Lincoln is always ready with his trusty Pry Bar:

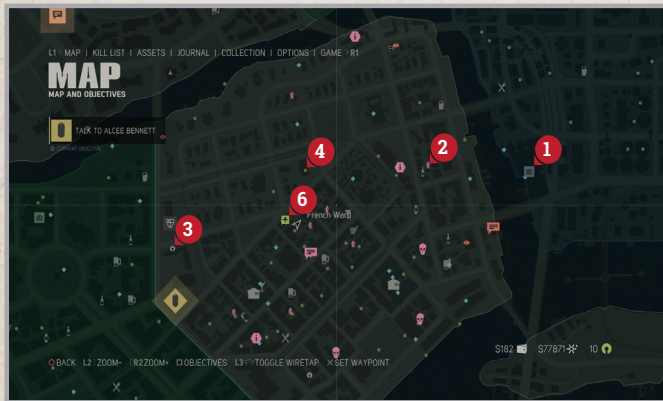
Pressing ☐ button will initiate the break-in process. First, slowly rotate the right stick until the controller vibrates or the indicator is small and bright green—then, press ☐ button to start a spinning timer. To successfully break in, you must stop the timer with ☐ button in the highlighted area.



# The Pause Menu

Access these menu options by pressing the OPTIONS button. Cycle between categories by pressing R1 button and L1 button.

## THE MAP



In addition to providing a detailed layout of the city's streets, the map contains several icons indicating available activities and collectibles.

### 1. SAFE HOUSE

Lincoln will often start from one of these locations. The number of available Safe Houses will increase as you take over new rackets.

### 2. TARGET OF OPPORTUNITY

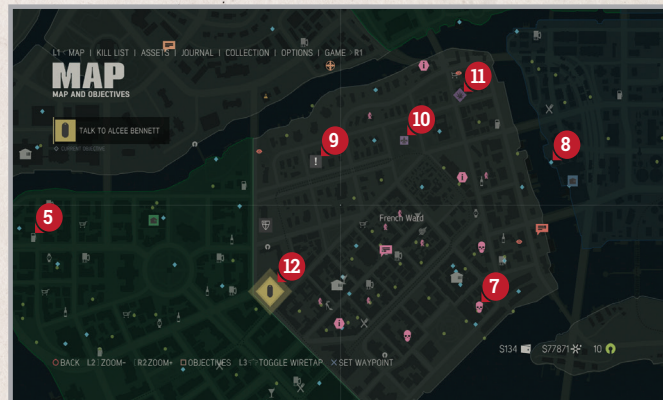
Seek and destroy these targets to dismantle Mafia-controlled rackets.

### 3. JUNCTION BOX

Lincoln can install a wiretap at any of these locations. Doing so will not only reveal collectibles for that area, but also highlight every nearby enemy in Intel View (see the "Combat" section).

### 4. FUSE LOCATION

For every three fuses you collect, you'll be able to install a wiretap at the Junction Box of your choice.



### 5. LOCAL BUSINESS

Rob any of these locations for a quick boost of Cash or other supplies.

### 6. MEDICINE CABINETS

Medicine Cabinets allow you to gather another Adrenaline Shot.

### 7. KILL LIST TARGET

These high-ranking lieutenants and capos are all valuable assets to their respective bosses. Take them out to deal significant damage to Mafia-run businesses.

### 8. COLLECTIBLES

From Playboy to Communist Propaganda, these optional collectibles are hidden throughout New Bordeaux.

### 9. CONVERSATION

Visit Lincoln's friends and contacts around the city to find out the current state of affairs.

### 10. AGENDA MISSION

Fulfill the needs of your Underbosses for extra Cash and Markers.

### 11. TRAFFICKING

These missions are performed on behalf of your Underbosses' Lieutenants—Emmanuel, Alma, and Nicki—for Cash rewards.

### 12. STORY MISSION

Complete this mission or objective to advance the story.



## OTHER INFORMATION

### KILL LIST

This list contains biographical information about your Mafia targets—alive or otherwise.

### ASSETS

Learn more about your allies.

### JOURNAL

Refer to your Journal if you need a recap of the story thus far.

### COLLECTION

Take a closer look at your Playboys, Vargas Prints, Albums, Communist Propaganda, Repent Magazine, and Hot Rod magazine collectibles.

### OPTIONS

Adjust various Control, Gameplay, Audio, and Display settings.

### GAME

From here, you can link your my2K account and check for Additional Content.

## Tearing Down the Mob



New Bordeaux is crawling with Mafia rackets, ranging from drug operations to prostitution rings. Your goal: cripple each one financially, bit by bit, before seizing the criminal enterprise for yourself.

There are multiple ways to hurt each racket's earn, ranging from destroying supply caches to killing important mobsters to stealing money stashes. Each attack on the racket has a different impact on the racket's earn, and varying levels of challenge and reward in the form of cash. Attack the racket until the Earn is reduced to \$0 in order to draw out the racket's boss. Seizing each racket in a district will grant you total control over that area.



# RULING THE ROOST

## UNDERBOSSSES

Lincoln can't establish a foothold in New Bordeaux alone, so he'll need to assign one of his three Underbosses to run and hold the newly captured rackets (and later, entire districts):



### CASSANDRA

She's the leader of the Haitian gang and Lincoln's first major ally in New Bordeaux.



### VITO SCALETTA

This former Empire Bay mafioso was the protagonist of Mafia II. Now, as a resident of New Bordeaux, he operates out of a seafood restaurant.



### THOMAS BURKE

A member of the Irish Mob, this gangster has his own axe to grind with the Italians.

Each Underboss gains income as they're assigned new territory—and as their wealth grows, so too will their loyalty toward you. Since each assignment will favor one Lieutenant at the expense of the other two, choose wisely: your decisions will inevitably ruffle some feathers.

## LIEUTENANTS

Each Underboss has a Lieutenant in his or her employ.

### Emmanuel Lazare

He manages the Haitian drug ring and is utterly devoted to his boss, Cassandra.

### Alma Diaz

Saddled with unfinished business back in Cuba, Alma is confident that Vito can help her see things through.

### Nicki Burke

She wants nothing more than to leave New Bordeaux, and Burke is her ticket out.

## ASSOCIATES



The more territory your Underbosses control, the more Associates they can recruit to your cause. Some of these associates can provide special services – for a fee (or, if you've earned a Marker, use it to bypass the charge). For each assignment you make, consider which Underboss will offer the most useful Associates.

You can access the Associates by using the weapon wheel. These Associates will arrive (or take effect) within seconds.



## CASSANDRA

### ARMS DEALER: JACKIE DUVERNAY

The government isn't too keen on black folks owning guns—let alone selling them—so Jackie DuVernay quietly runs a mobile weapon shop from the back of his truck. So when you need guns or medical supplies out in the field, Jackie's the one to call.

### SWITCHBOARD OPERATOR: JENNIFER "CLICKS" MORAN

Jennifer "Clicks" Moran, a switchboard operator, can monitor and disrupt calls on your behalf. Her services are especially useful for keeping Sentries and civilians from calling for help.

## VITO SCALETTA

### HIT SQUAD: BOBBY "DUCKS" NAVARRO

Bobby "Ducks" Navarro and his team of shooters have always "solved" problems for Vito. Give Bobby a call, and his men will show up, guns blazing, to tip the scales in your favor.

### CONSIGLIERE: BETTY JOHNSON

Betty Johnson is Vito's trusted friend and personal banker—a relationship built over several years. A portion of the Cash in Lincoln's possession will be gone after losing a firefight, so call Betty to keep your money safe.

## THOMAS BURKE

### POLICE DISPATCHER: FIONA DAVIDSON

Fiona Davidson works for the New Bordeaux police on Burke's behalf. As a radio operator, she can spread some cash around to get the heat off your tail. Even the cops have a price.

### VALET: HANK MCGAHEE

Expert car thief Hank McGahee will make his "livery" available to you. This acts as your own personal car dealership: select a vehicle from his collection and have it delivered at a moment's notice.

Increase the earnings of your Lieutenants to expand the services of their respective Associates. There's only so much money to go around, so invest the services that best suit your play style.

## Combat

Lincoln's time as a soldier in Vietnam gives him the upper hand over the Mafia's army of untrained thugs. From a variety of up-close-and-personal takedowns to ambidextrous weapon proficiency, you will have no shortage of techniques to keep you alive.

### ON FOOT



Lincoln is tough, but not invulnerable: before committing to a firefight, always consider where Lincoln can take cover with X button.

Note: If a green arrow appears on the ground, Lincoln can rotate, or "orbit," around a piece of cover by holding up on the left stick and pressing X button. You can also move from cover to cover by pushing the left stick toward the cover you want to move to and press X button.

### MELEE

Mafia III's combat scenarios require a mix of gunplay and melee techniques. Lincoln has several of the latter.



## RUNNING TAKEDOWN



To perform a running takedown, charge an unsuspecting enemy by pressing the L3 button and then pressing **O** button at the point of contact.

## BRUTAL TAKEDOWN



After landing a punch using **O** button, press and hold **O** button to begin charging a brutal takedown move. Release **O** button at the right time to instantly take down the enemy you are fighting.

## STUNNING



Shooting an enemy in the arm or the leg will make him vulnerable to a takedown with **O** button.

## COUNTER



When an enemy takes a swing at Lincoln, press **Δ** button at the correct time to counter the move and turn the tables.



## STALKING

Plan your approach according to your surroundings; in many cases, stalking enemies to thin out the herd is preferable to arriving at the scene guns blazing.

Lincoln can sneak by pressing R3 button. Staying low will make it much easier to stay out of sight.

## TAKEDOWNS



Eliminate unwitting enemies by approaching them from behind and pressing **O** button. You can choose between lethal and non-lethal takedowns by making the desired selection in **OPTIONS > Game Settings**.

## DISTRACTIONS



After conquering enough territory, a "Screaming Zemi" vodou doll will be added to your weapon wheel. Throw these distractions to catch the attention of nearby foot soldiers.

The player can also whistle by holding left button to bring an enemy close for a stealth kill.

## INTEL VIEW



Whatever your approach, Intel View is critical to beating the odds. Pressing the touch pad will highlight every enemy you've spotted in red, even when they're behind walls. And if you've wiretapped the local Junction Box, even better: doing so will highlight all nearby enemies regardless if you've already spotted them or not.



## BEHIND THE WHEEL



Press **X** button when hitting another car to increase the likelihood of flipping or ramming that car off the road.

Aim with the right stick and shoot with **R1** button. Cycle through specific targets, including tires, drivers, passengers, and gas tanks, using **L1** button. Wait until the targeting reticle turns green for a guaranteed hit. You can also do side rams by pressing **X** button and pulling left and right on the left stick.

## YOUR ENEMIES

### THE MAFIA

The Mafia's army of foot soldiers consists of several different roles. Lincoln should keep each one in mind when approaching combat situations.

- HEAVY:** Carries a shotgun and can take a lot of punishment before going down
- MARKSMAN:** Uses a rifle to keep you at a distance
- GUNNER:** Mid-range shooter who prefers automatic weapons
- TRIGGERMAN:** Uses small arms and explosives to flush the player from cover
- SENTRY:** Wily criminals who will call for Reinforcements (indicated with a lightning bolt icon) once they see you





## THE POLICE

The Police of New Bordeaux are not your primary target, but they're sure to get in your way.



Do what you can to keep from attracting unwanted attention: avoid violence with civilians when police are nearby. Breaking the law, whether you're walking around with your gun drawn or stealing a car, may attract Witness attention. These law-abiding citizens, as indicated by the telephone icon above their heads, will run to the nearest payphone or patrolling cop. Take them out quietly to keep this from happenin



The Police are the deadliest, most relentless faction in New Bordeaux. In combat, they won't stop coming after you, so your best bet is to escape them until the heat is off. To escape from the Police, stay out of their circle of attention displayed on your mini-map. Be careful: this circle will grow as you break more laws, making it even harder to lose their pursuit.



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