



MAFIA III



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

PLAYER MOVEMENT

LEFT	A
RIGHT	D
UP	W
DOWN	S
STALK	X
SPRINT	LEFT SHIFT
CLIMB	SPACE
WALK	CAPS LOCK
COVER	LEFT CTRL

ABILITIES / MELEE

ACTIVATE INTEL VIEW	I
MELEE	Q
COUNTER	LEFT ALT
ADRENALINE SHOT	T
PICKUP/DROP BODY	V
WHISTLE	DELETE
MAP	TAB

WEAPONS

ZOOM	MOUSE RIGHT
ENTER SNIPER SCOPE	C
FIRE	MOUSE LEFT
RELOAD	R
AIM EXPLOSIVE	G
CANCEL EXPLOSIVE	J
PREV WEAPON	PAGE UP
NEXT WEAPON	PAGE DOWN
HOLSTER	H
HOLD BREATH	LEFT SHIFT
SWITCH AIM SHOULDER	MOUSE MIDDLE
EQUIP 1H WEAPON	1
EQUIP 2H WEAPON	2
PLANT EXPLOSIVE	B

VEHICLE COMBAT

FIRE	MOUSE LEFT
RAM	Q
CYCLE TARGETS	LEFT ALT
AIM MODE	J



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



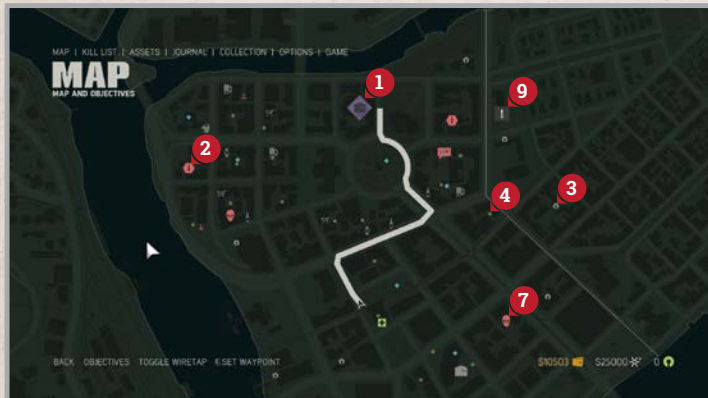
You will frequently encounter locked doors and Junction Boxes. Thankfully, Lincoln is always ready with his trusty Pry Bar:

Pressing **E** will initiate the break-in process. First, move the mouse until the indicator is small and green, then use **Left Click** to start a spinning timer. To successfully break in, you must stop the timer with **E** in the highlighted area.

The Pause Menu

Access these menu options by pressing the **TAB** button. Cycle between categories with the **MOUSE**.

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

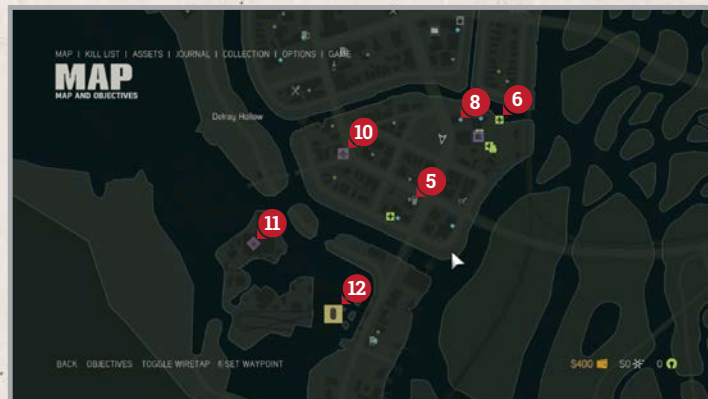
Seek and destroy these targets to dismantle Mafia-controlled rackets.

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 to increase their loyalty (and for extra Cash and Markers).

11. TRAFFICKING

These missions are performed on behalf of your Underbosses' Lieutenants – Emmanuel, Alma, and Nicki. They'll increase your Underbosses' Loyalty and earn you extra Cash.

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 out of his van. Call Jackie when you need to purchase guns, weapons, or player and vehicle upgrades out in the field.

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 **LEFT CTRL**.

Note: If a green arrow appears on the ground, Lincoln can rotate, or “orbit,” around a piece of cover by pressing **W** and pressing **LEFT CTRL**. You can also move from cover to cover by pressing **A** or **D** toward the cover you want to move to and press **LEFT CTRL**.

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 **LEFT SHIFT** and then pressing **Q** at the point of contact.

BRUTAL TAKEDOWN



After landing a punch using **Q**, press and hold **Q** to begin charging a brutal takedown move. Release **Q** 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 **Q**.

COUNTER



When an enemy takes a swing at Lincoln, press **LEFT ALT** 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 **X**. Staying low will make it much easier to stay out of sight.

TAKEDOWNS



Eliminate unwitting enemies by approaching them from behind and pressing **Q**. 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 pressing **DELETE** to bring an enemy close for a stealth kill.

INTEL VIEW



Whatever your approach, Intel View is critical to beating the odds. Pressing the **I** key 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 **Q** when hitting another car to increase the likelihood of flipping or ramming that car off the road.

Aim with the **MOUSE** and shoot with **MOUSE LEFT**. Cycle through specific targets, including tires, drivers, passengers, and gas tanks, using **LEFT ALT**. Wait until the targeting reticle turns green for a guaranteed hit.

You can also do side rams by pressing **Q**.

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 happening.



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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