

The background of the cover is a collage of images related to the game. At the top, a large, close-up portrait of Vincent Vance, the protagonist, with a serious expression. To his left, smaller images of other characters, including a man in a red jacket and a woman. To his right, a hand holding a large shotgun. Below the title, a classic blue muscle car with its headlights on, and a man in a suit running towards it. The overall color palette is dark with red and blue highlights.

MAFIA III





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 **X** 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.

PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness,
- altered vision,
- eye or muscle twitches,
- loss of awareness,
- disorientation,
- seizures, or
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PS4™ system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

3D images

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides. SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person. Please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor. The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to

ensure they follow the recommendations listed above. When using any 3D enabled device with your PlayStation®4 system you should read the instruction manual for that device and check us.playstation.com/support/3D for updated information.

Notes on safety when using the DUALSHOCK®4 Wireless Controller

- Stop using the system immediately if you begin to feel tired or if you experience discomfort or pain in your hands or arms while operating the DUALSHOCK®4 Wireless Controller. If the condition persists, consult a doctor.
- The vibration function of the DUALSHOCK®4 Wireless Controller can aggravate injuries. Do not use the vibration function if you have any ailment or injury to the bones, joints or muscles of your hands or arms. If you have an ailment or an injury, do not play software titles that contain the vibration function using the DUALSHOCK®4 Wireless Controller unless you have set the vibration function to [Off].
- Avoid prolonged use of the DUALSHOCK®4 Wireless Controller. Take a break at about 30-minute intervals.
- Note that some software titles set the vibration function to [On] by default. To disable the vibration function, press the PS button of the controller, and then select [Controller Settings]>[Vibration Function]>[Off].
- If you experience any of the following health problems, discontinue use of the system immediately. If symptoms persist, consult with your doctor.
 - Dizziness, nausea, fatigue or symptoms similar to motion sickness
 - Discomfort or pain in a part of the body, such as eyes, ears, hands or arms



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
AIM/PLANT EXPLOSIVES	R1
AIM	L2
SWITCH WEAPON	L1
OPEN/CLOSE WHEEL	HOLD L1
CLIMB	△
RELOAD	□
INTERACT	HOLD □
COVER	×
MELEE	○
HOLSTER WEAPON	↑
USE ADRENALINE SHOT	HOLD ↑
WHISTLE	HOLD ←
PICKUP/DROP BODY	HOLD ↓
INTEL VIEW	TOUCH PAD
STALK	R3
SCOPE	(WHILE AIMING) R3
HOLD BREATH	(WHILE USING A SCOPE) L3
OPEN MAP / OPTIONS	OPTIONS BUTTON



DRIVING CONTROLS

STEER	LEFT STICK
MOVE CAMERA	RIGHT STICK
ACCELERATE	R2
BREAK/REVERSE	L2
CYCLE TARGET	L1
OPEN/CLOSE WHEEL	HOLD L1
FIRE	R1
TOGGLE VEHICLE TARGETING	HOLD △
ENTER/EXIT CAR	□
BAIL OUT	HOLD □
RAM	×
HANDBRAKE	○
HOLSTER WEAPON	↑
USE ADRENALINE SHOT	HOLD ↑
CHANGE RADIO STATION	→
CHANGE CAMERA	←
INTEL VIEW	TOUCH PAD
LOOK BACK	R3
HORN	L3





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



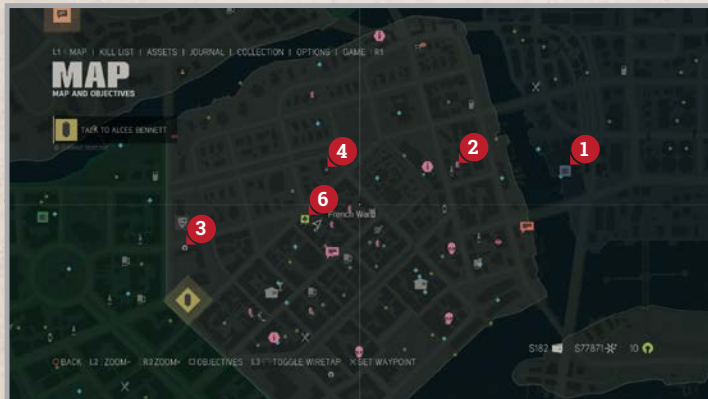
You will frequently encounter locked doors and Junction Boxes. Thankfully, Lincoln is always ready with his trusty Pry Bar:

Pressing **[R]** 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 **[R]** to start a spinning timer. To successfully break in, you must stop the timer with **[R]** in the highlighted area.

The Pause Menu

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

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

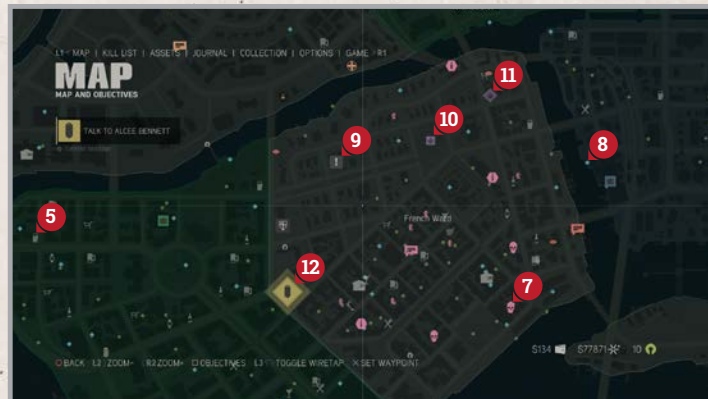
Seek and destroy these targets to dismantle Mafia-controlled rackets.

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 .

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 . You can also move from cover to cover by pushing the left stick toward the cover you want to move to and press .

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** and then pressing **○** at the point of contact.

BRUTAL TAKEDOWN



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

COUNTER



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

TAKEDOWNS



Eliminate unwitting enemies by approaching them from behind and pressing **Y**. 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 Arrow** 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** 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**. Cycle through specific targets, including tires, drivers, passengers, and gas tanks, using **L1**. Wait until the targeting reticle turns green for a guaranteed hit.

You can also do side rams by pressing **X** 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 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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