

# JIMMY'S VENDETTA

DOWNLOADABLE CONTENT PACK  
FOR MAFIA® II



MAFIA II

WWW.MAFIA2GAME.COM

Play as Jimmy, a gun for hire, and get your revenge on those who betrayed you. Loads of new city based missions give you plenty of reasons to head back to Empire Bay. It's payback time.



COMING THIS FALL



# MAFIA II



## **⚠ WARNING: 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 physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **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 PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system 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.

### **HANDLING YOUR PS3™ FORMAT DISC:**

• 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 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.

# CONTENTS

<b>2</b>	<b><u>GETTING STARTED</u></b> . . . . .	<b>2</b>	<b><u>PlayStation®3 system</u></b>
<b>3</b>	<b><u>STORY</u></b>		
<b>4</b>	<b><u>QUICK START</u></b> . . . . .	<b>4</b>	<b><u>MAIN MENU</u></b>
		<b>6</b>	<b><u>CONTROLS</u></b>
		6	<u>WALKING CONTROLS (SET I)</u>
		7	<u>DRIVING CONTROLS (SET I)</u>
		<b>8</b>	<b><u>HUD</u></b>
		8	<u>WEAPONS SELECTOR</u>
		9	<u>RADAR</u>
		10	<u>MISSION COUNTDOWN</u>
		<b>11</b>	<b><u>SAVING GAME PROGRESS</u></b>
<b>11</b>	<b><u>PLAYING THE GAME</u></b> . . . . .	<b>11</b>	<b><u>MOVEMENT &amp; CAMERA CONTROL</u></b>
		11	<u>WALKING</u>
		11	<u>DRIVING</u>
		<b>12</b>	<b><u>COMBAT</u></b>
		12	<u>MELEE FIGHTING</u>
		13	<u>GUNPLAY</u>
		14	<u>INJURIES &amp; DEATH</u>
		<b>14</b>	<b><u>CARS &amp; DRIVING</u></b>
		15	<u>DRIVING BASICS</u>
		15	<u>DASHBOARD</u>
		16	<u>CRASHING</u>
		16	<u>STEALING VEHICLES</u>
		<b>17</b>	<b><u>POLICE</u></b>
		17	<u>WANTED SYSTEM</u>
		<b>18</b>	<b><u>VEHICLE REPAIR, TUNING &amp; LEGALIZATION</u></b>
		19	<u>FIX IT YOURSELF</u>
		19	<u>VISIT A BODY SHOP</u>
		20	<u>PLAYER GARAGES</u>
		<b>21</b>	<b><u>MAP</u></b>
		21	<u>MAP ICONS</u>
		22	<u>MAP CONTROLS</u>
		22	<u>PLACING WAYPOINTS</u>
<b>23</b>	<b><u>PAUSE MENU</u></b>		
<b>24</b>	<b><u>EXTRAS</u></b>		
<b>26</b>	<b><u>CREDITS</u></b>		




# GETTING STARTED

## PlayStation®3 system

### STARTING A GAME

Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the **MAIN POWER** switch (located on the system rear) is turned on. Insert the Mafia II disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the  button. Refer to this manual for information on using the software.

### QUITTING A GAME

During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**Hint:** To remove a disc, touch the eject button after quitting the game.

### SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Data Utility" in the Game menu.

# STORY

## MEAN ENOUGH TO TAKE WHAT YOU WANT. TOUGH ENOUGH TO KEEP IT.

Born the son of a poor immigrant, Vito is a beaten down Italian-American who is trying to escape the life of poverty that consumed his childhood. It was on the streets that Vito learned that joining the Mafia was the only route to wealth and respect for people of his standing. Wanting to escape the life of hardship that his father led, he dreams about becoming a "Made Man."

A petty criminal his whole life, Vito, along with his childhood friend, Joe, will descend into the world of organized crime. Together, they will work to prove themselves to the Mafia as they try to make their names on the streets. Starting with low-level jobs like robbery and stealing cars, Vito and Joe escalate quickly up the Mafia family ladder...but the life as a wise guy isn't quite as glamorous as it seems.



### VITO SCALETTA

Vito Scaletta is a smart, cocky young Sicilian who spent his childhood on the streets where he met Joe Barbaro, who soon became Vito's best friend. Vito and Joe, the brains and brawn behind a hundred petty crimes, watched wealthy Mafiosi swaggering around Little Italy and dreamed of the easy life.




### JOE BARBARO

Brash and unpredictable, Joe Barbaro is a career criminal and lifelong friend to Vito. Over 10 years the duo developed quite a sideline in petty crime. Joe lives large—strong booze, fast cars and loose women. Moving up the criminal food chain is the perfect way for him to feed his vices.

# QUICK START

## MAIN MENU

Use the left stick or directional buttons to highlight a Main Menu option, and press the  button to display its submenu.



## MAIN MENU OPTIONS

### The Story

Set game difficulty to Easy, Medium or Hard, and begin the game.

### Downloadable Content

Check here for new content.



### Extras





Collectibles, Artworks and other discoveries are collected in the Extras pages after you find them in the game. More information about these fascinating finds appears in the Extras section later in this manual.



## Options

Reconfigure your game controls and adjust various game settings.

**Controls** Press the **L1** / **R1** buttons to toggle between Walking and Driving Controls. Press the  button to switch between Sets 1 and 2. Press the  button to view Advanced Controls, where you can set the following options:

- **Sensitivity** Set controller sensitivity.
  - **Y-Axis** Set the right stick  /  function to Normal or Inverted.
  - **X-Axis** Set the right stick  /  function to Normal or Inverted.
  - **Auto-aim** Turn on / off.
  - **Vibration** Turn wireless controller vibration on / off.
- Game Settings** Adjusting these options affects your overall game:
- **Subtitles** Turn in-game subtitles on / off.
  - **Hint Text** Turn in-game hint text on / off.
  - **Unit System** Set to Imperial or Metric units.
  - **Driving Mode** Set to Normal (steering and braking assists) or Realistic (no assists; acceleration is more realistic for the cars of the era).

**Video** Make Gamma corrections. Adjust screen brightness to modify the contrast between dark and light areas on-screen.







**Audio** Set sound volumes for SFX, Voices, Music, and Radio.










# CONTROLS

## WALKING CONTROLS (SET 1)

Move	left stick
Crouch / Stealth Move	L3 button
Sprint / Climb	 button
Aim	L2 button
Fire	R2 button
Reload	 button
Select weapon	directional buttons
Rotate camera	right stick
Center camera on Vito	R3 button
Switch shoulder views	Aim (with L2 button) + R3 button
<u>Map</u>	SELECT button
Light hit	 button
Hard hit	 button
Cover / Dodge	 button
Action / Taunt	 button
Pause	START button

## DRIVING CONTROLS (SET 1)

Enter / Exit vehicle	 button
Throttle / Accelerate	R2 button
Look behind	 button
Brake / Reverse	L2 button
Steer	left stick
Speed Limiter	 button
Handbrake / Break glass	 button
Horn	 button
Rotate camera	right stick
Change camera view	R3 button
Prev / next radio station Also: radio on / off at furthest points of the dial	directional buttons ← / →
<u>Map</u>	SELECT button
Pause	START button



WEAPONS SELECTOR

MINI MAP

## WEAPONS SELECTOR

All your weapons, including your fists, appear on the Weapons Selector, arranged by weapon type.

- ▶ Dots appearing under the weapon icon represent how many weapons of a certain type you have.
- ▶ The Ammo Indicator shows the number of rounds remaining in the current clip (left), and total number of rounds Vito is carrying for that weapon (right).



AMMO INDICATOR

## Selecting Weapons

Use the directional buttons (below) to select weapons. Press the same direction multiple times to cycle through weapons of the same type, if you have them.

- ▶ Directional buttons ← Fists, grenades, Molotov cocktails.
- ▶ Directional buttons → Handguns, including pistols and revolvers.
- ▶ Directional buttons ↑ Machine guns.
- ▶ Directional buttons ↓ Rifles, including carbines and shotguns.

## RADAR

Use the Radar to navigate through Empire Bay to objectives, stores and other businesses and friendly locations. The outer edges of the Radar also serve as the Police Recognition Bar and Vito's Health Bar.

## Radar Icons

**Fastest Route** This GPS shows the fastest route to your destination.

**Police Locations** These icons indicate police presence, either on foot or in a vehicle.

**Vito's Location** This marks Vito's location and points in his direction of travel.

**Mission Marker** Head toward this guide to reach the mission objective.



FASTEST ROUTE



POLICE IN VEHICLE

POLICE ON FOOT

VITO'S LOCATION

MISSION MARKER

**Neighborhood** When you travel into a neighborhood, its name appears at the lower right of the screen. Other **Radar** icons also alert you to important Empire Bay locations. See the **Map** section later in this manual for descriptions of the icons.

### Police Recognition Bar

Watch out for the police. The blue bar on the left of the Radar begins to fill when police are pursuing Vito (on foot) or the car he is driving. The longer the bar, the closer the police are to recognizing Vito. When the whole **Radar** begins flashing blue, the police see Vito and are in close pursuit.

### Vito's Health Bar

As Vito takes injuries, the green bar at the right of the Radar shortens. When the bar turns red, Vito is critically injured; when it disappears, Vito is dead and the game is over. Upon restart, you will return to the last saved point in the story.

### Lock Picking Guide

When you are picking a lock, the **Radar** displays the lock tumbler. See the **Lock Picking** section later in this manual for details.

### MISSION COUNTDOWN

You must complete some missions within a time limit. When a time limit is in force, the Countdown Timer appears at the upper right of the screen. Failure to accomplish the mission within the countdown means your game is over. Upon restart, you will continue the game from the last saved point.



POLICE  
RECOGNITION BAR

VITO'S HEALTH BAR



## SAVING GAME PROGRESS

Your game is saved automatically as you progress through the story.

**Important:** Do not turn off your system while the game is saving. Doing so may cause your game save progress to be lost.

## PLAYING THE GAME

## MOVEMENT & CAMERA CONTROL

### WALKING

- ▶ Use the left stick to walk.
- ▶ To sprint, hold the **L1** button while running.
- ▶ Use the right stick to rotate the camera view.
- ▶ Press the R3 button to center the camera on Vito.

### DRIVING

- ▶ Use the left stick to steer your vehicle.
- ▶ Press the R3 button to cycle through different camera positions.





# COMBAT

## MELEE FIGHTING



Vito starts his criminal career with only his fists for protection. He learns the basics of fist fighting on the streets. As he fights tough characters, he will learn to knock 'em down so they stay down.

### Basic Fighting Skills

**Light Hit** Press the  button to deliver a light punch.

**Hard Hit** Press the  button to throw a hard punch.

**Dodge** Press and hold the  button to dodge opponent's punches.

**Combos** Combine the  and  buttons to deliver devastating combinations. When the combo hit punch prompt appears, press the indicated buttons to perform a fatal move when your opponent is stunned!



## GUNPLAY


### Acquiring Weapons & Ammo

Buy weapons and ammo at Gun Shops when you can afford it. These establishments sell pistols, revolvers, rifles and shotguns.

More powerful weaponry is available from mob-connected suppliers.





### Firing a Weapon

- ▶ Use the directional buttons to select a type of weapon to use. See the Weapons Selector section earlier in this manual for specific controls.
- ▶ Press the L2 button to aim. Press the R2 button to pull the trigger.
- ▶ Press the  button to reload.



### Taking Cover

Position Vito behind an object or wall and press the  button to make Vito slide into a covered position. Press the  button again to slip out of cover.





## Healing Injuries

When Vito gets injured, the **Health Bar** will decrease. The Health Bar will regenerate over time, but will not refill fully (except partially in Easy mode) until Vito eats or drinks a non-alcoholic beverage.

## Death

Bullets and car wrecks can result in death. If Vito dies, the game is over and you restart from your last checkpoint.



# CARS & DRIVING

A huge variety of cars and trucks fills the byways, alleys and garages of Empire Bay—anything from slick high-end luxury cars to big delivery trucks—and they all perform at the top of their design capabilities. A huge sedan may be powerful, but a high performance sports car corners much more effectively. A limo is much faster than a truck.

Damaged vehicles will be troublesome to drive until you get them repaired.

## DRIVING BASICS

- ▶ Press the button to enter / exit the vehicle.
- ▶ Press the R2 button to accelerate. Increase pressure gradually to speed up. You don't need to floor it.
- ▶ Press the L2 button to brake. Once the vehicle stops, release the control, or continue holding to go into reverse.
- ▶ Steer with the left stick.
- ▶ Use the right stick to look around. Press the R3 button to change the camera view.
- ▶ Press the button to engage the handbrake for quick cornering, fast stops and drifting.
- ▶ Use the directional buttons to tune the radio or turn it on / off.
- ▶ Press the button to honk the horn.

## DASHBOARD

**Speedometer** The exterior black gauge shows speed, marked by the white needle.

**Tachometer** The interior white gauge shows engine RPM, marked by the red needle.

**Speed Limiter** Press the button to set the Speed Limiter to ensure that you never exceed the legal speed limit (40 mph on streets; 70 mph on the freeway). A red filter appears on the speedometer to show the maximum traveling speed limit.

SPEED LIMITER



SPEEDOMETER

TACHOMETER

## CRASHING

Fender benders and crashes can damage a vehicle and cause it to perform poorly or not at all. Car accidents can kill Vito.



## STEALING VEHICLES

### Window Smashing

Begin your car-jacking career by breaking in the driver's side window (press the button) of a vehicle you want to steal. Vito automatically jumps in the vehicle after smashing a window.



Smashing windows makes noise. If the police get wind of the car theft, they will soon be breathing down your neck.

### Lock Picking

Buying lock picks can save you a lot of trouble when stealing cars. It also attracts less attention than breaking windows.

- ▶ When Vito is close to a lock that can be picked (a car door, for example), begin by holding the button. The Radar will change to display the lock tumblers.



- ▶ Move the left stick to use the wrench, slowly raising the first tumbler. The moment the tumbler turns green, press the button to use the wrench. If you are successful, the next tumbler becomes selected.
- ▶ Repeat the lock picking on the next tumbler. If you miss, the tumbler will turn red and you will go back to the previous tumbler.
- ▶ Complete the action on all tumblers to open the lock.

## POLICE

### WANTED SYSTEM

The Wanted System alerts you that police are on the lookout for you or a vehicle you are driving. The following icons appear on-screen to alert you to your status with the police.

#### Wanted Status



The police know what you look like and issue a wanted poster.



The police know what your wheels look like. Switching plates might be a good idea.

#### Wanted Rating



The police want you to pay a fine.



The police want to arrest you.




The police have a shoot to kill order for you.



The police have been informed to stop you by any means necessary.



## Dealing with the Police

When dealing with the police, you have the options listed below. Use the left stick to highlight an action, and press the  button to perform it.

### Ticket

- Pay Fine
- Refuse Payment

### Arrest

- Surrender
- Bribe Cop
- Resist Arrest


**Remember:** You can change your clothes or legalize your car to avoid arrest.



## VEHICLE REPAIR, TUNING & LEGALIZATION

If you crash your car often enough, it will break down. You can repair your car on the street (temporarily) or in your own garages for a fee, or hire someone to make the repairs at Body Shops found throughout Empire Bay.

## FIX IT YOURSELF

You can make a temporary repair to your car if it breaks down. Walk to the front of your vehicle and press the  button when prompted.


This quick fix should get your car moving enough to get to a Body Shop or garage.




## VISIT A BODY SHOP



Use the Map to find a Body Shop. Drive up to the shop, honk the horn and drive in.

Using the shop menu, browse for the kind of work you want performed on the car. Note the price to make sure you can afford it. Press the  button to make the changes to your vehicle.



**Custom Plates** New plate numbers are important if the police are looking for the old plates. Use the left stick to change plate numbers and letters, and move to the next or previous character position. Press the  button to confirm the plate changes.



**Repair** Bring the car to its fully repaired condition.

**Basic Tuning** Get a tune-up that pulls the best performance from your engine.

**Sports Tuning** Advanced tuning that dramatically improves performance.

**New Paint** Select a custom color.

**Change Wheels** Select custom wheels and tires.

## PLAYER GARAGES



All Vito's houses and apartments have garages where you can store your cars. If a car gets wrecked, it will be returned to your garage the next day. You can repair damaged cars here for a fee.



## MAP



Press the **SELECT** button to bring up the Map screen. Your mission objective appears at the upper left, and your mission icon is displayed on the Map. More Map icons show up as they are discovered during your explorations of Empire Bay.

## MAP ICONS



Main Mission



Quests



Home



Phone Booth



Player Waypoint



Body Shop



Gas Station



Clothing Store



Bar



Food & Drinks



Gun Shop



Harry



Giuseppe






Bruski's Scrapyard





Derek's Office

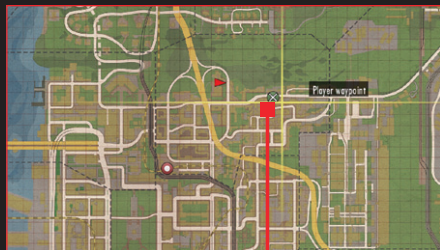
## MAP CONTROLS

- ▶  button Center Map on Vito's location.
- ▶  button Place waypoint.
- ▶ Left stick Move Map.
- ▶ Right stick Zoom Map.
- ▶  button Hide legend.

## PLACING WAYPOINTS


Use waypoints to mark important locations you may want to find again.

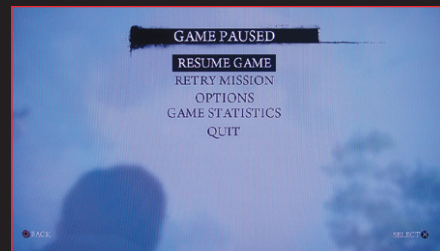
- ▶ Press the  button to center Vito's marker (red arrow) on the Map. This also centers the yellow crosshairs over Vito's position.
- ▶ Use the left stick to move the crosshairs over the position where you want to place your waypoint and press the  button to set it.
- ▶ The waypoint will also be visible on the Radar.



WAYPOINT

## PAUSE MENU

Press the **START** button to pause the game. Use the directional buttons to highlight a Pause Menu option, and press the  button to display its submenu.



## PAUSE MENU OPTIONS

### Resume Game

Return to gameplay at your current point.

### Retry Mission

Retry the current mission from your last saved point.

### Options

**Sensitivity** Set controller sensitivity.

**Y-Axis** Set the right stick  /  function to Normal or Inverted.

**X-Axis** Set the right stick  /  function to Normal or Inverted.

**Auto-aim** Turn on / off.

**Vibration** Turn wireless controller vibration on / off.

Press the **L1** / **R1** buttons to view the Walking and Driving controller sets.  
Press the  button to switch between Sets 1 and 2.



## Game Statistics

Check on your changing game stats as Vito drives deeper into his criminal career.

## Quit

Return to the Main Menu.

# EXTRAS

Extras, including cars, collectibles and artworks, appear in the Extras pages after you find them in the game.

## EXTRAS MENU OPTIONS

### Carcyclopedia

View beauty shots of the vehicles you can drive around Empire Bay. The legend displays technical specifications for each vehicle. Use the left stick to change the vehicle on view.

Each car and truck performs realistically based on type, horsepower and handling characteristics.



## Collectibles

**Playmates** Find classic Playboy magazines during your travels and peruse the articles.

**Wanted Posters** View mug shots of the perps responsible for putting Mafia II on the street.



## Artworks

**Paintings** View dramatic graphics drawn from the story chapters as you play the game.

**Posters** Collect art inspired by game characters and story elements.

**Pinups** Collect arty pinups of beautiful women and view them here. Pinups must be unlocked by defeating the missions on the Hard difficulty level.



## Game Statistics

Review your changing game statistics as Vito pursues his criminal career.

## Credits

Enjoy a listing of the famous and infamous who contributed to the creation of Mafia II.



# CREDITS

## 2K CZECH

President	Stéphane Dupas
Senior Producer	Lukáš Kuře
Art Director	Roman Hladík
Art Development Managers	Tomáš Roller • Jana Kaššová • Simona Ely
Lead Interior Artists	Petr Motejzík • Daniel Sklár • Petr Závěský
Lead City Artist	Tomáš Moučka
Lead Vehicle Artist	Milan Šaffek
Lead Character Artist	Ivan Rylka
Technical Artists	Jan Marvánek • Daniel Sklár • David Šemík
Concept Artists	Mikuláš Podprocký
City Artists	Petr Král • Vít Selinger • Jan Šnajdrhons • Pavel Tretera • Michal Zouhar • Jan Marvánek
Interior Artists	Jiří Bičík • Michal Lopašovský • David Motalík • Marek Suchovský • Filip Nový
Vehicle Artist	Martin Kozák
Character Artists	David Frolek • Dávid Jankes • Mikuláš Podprocký • Monika Lekovská
VFX Artists	Jan Marvánek • Filip Nový • Roman Zawada
Lead Technical Designers	Miloš Jeřábek • Martin Pítr
Technical Designers	Vojtěch Jatel • David Los
Animation Director	Tomáš Hřebíček
Animation Development Manager	Martin Zavřel
Cinematic Editors	Martin Dvořák • Jiří Alán • Petr Adamec
Cinematic Animators	Tomáš Sedlák • Michal Opitz • Pavel Hruboš
Lead In-game Animator	Michal Mach

Lead Script Animator	Radim Pech
Script Animators	Petr Janeček • Pavel Očovaj • Martin Pospíšil
Audio Director	Tomáš Šlápota
Audio Engineers	Petr Klimunda • Marek Horváth
Music Composer	Matúš Široký
Motion Capture Manager	František Harčár Sr.
Motion Capture Animators	Petr Kopecký • Daniel Ulrich • Jakub Mach • Viktor Kostik • Ondřej Marada
Technical Director	Laurent Gorga
Game Lead Programmer	Michal Janáček
Game Development Manager	Lukáš Berka
Game Programmers	Petr Soviš • Jan Bulín • Martin Hron • Tomáš Chabada • Marek Kováč
City Lead Programmer	Martin Brandstätter
City Development Manager	Michal Rašovský
City Programmers	Karel Hála • Jiří Holba • Václav Král • Jan Kratochvíl • Xavier Lemaire • Petr Minařík • Mojmir Svoboda
Lead Programmer	Dan Doležel
Technology Development Managers	Daniel Knebl • Michal Rybka
Engine Programmers	Michal Janáček • Petr Smílek • Tomáš Blaho • Martin Sobek • Ondřej Štorek • Erik Veselý • Vladimír Semotán • Jan Bulín • Jiří Vrabel
Cutscene Programmers	Ľubomír Dekan • Petr Slivoň
Physics Programmer	Aleš Borovička
Lead Tools Programmer	Radek Ševčík
Programmers	Jozef Král • Luboš Kresta • Jaroslav Gratz • Petr Minařík • Jiří Štěpín • Boris Zápotocký
GUI Programmers	Petr Man • Michal Bartoň
System Programmers	Daniel Čapek • Michal Linhart • Pavel Dlouhý
Debug Programmer	Jan Zelený
Lead Data Manager	David Šemík

Data Managers	Pavel Procházka • Michal Ševeček • Jaroslav Turna • Roman Zawada
Additional Support Team Leader	Emmanuel Beau
Additional Support Programmers	Nicolas Brault • Filip Dušek • Julien Friedlander • Jana Žďárská
Story Written by	Daniel Vávra
Senior Gameplay Producer	Jarek Kolář
Lead Level Designer	Lubomír Dykast
Gameplay Producer	Petr Mikša
Design Development Manager	Josef Buček
Game Designers	Pavel Brzák • Josef Vašek • Jiří Matouš • Jiří Řezáč • Daniel Vávra
Level Scripters	Pavel Brzák • Adam Čunderlík • Radek Havlíček • Jiří Matouš • Vít Matuška • Ondřej Melkus • Jaroslav Osicka • Roman Pítr • Jiří Řezáč • Ondřej Vévoda • Radim Vítek
City Designers	Tomáš Grünwald • Michal Kačinec • Ondřej Nečásek • Josef Vašek
Additional Level Scripting	Pavel Černohous • Miloš Jeřábek
Dialogue Writers	Pavel Černohous • Matouš Ježek
Melee Designers	Michal Mach • Pavel Černohous
AI & Weapons Designer	Lukáš Berka
Additional Game Design	Michal Kačinec • Ondřej Nečásek • Alex Cox

## 2K CZECH QUALITY ASSURANCE

QA Manager	Ian Moore
Assistant to QA Manager	Sebastian Belton
QA Team	Bořivoj Klíma • Jindřich Holub • Jan Chalupa • Lenka Čelková • Martin Křivánek • Michal Todorov • Michal Kuimdzidis • Ondřej Chrápavý • Ondřej Papež • Roman Neuwirth • Vlastimil Görner

Additional QA	Filip Čort • Filip Rybář • Jiří Špác • Zbyněk Bašník • Zdeněk Hodulák
Translator	Vít Hýbl

## 2K CZECH NON-PRODUCTION DEPARTMENTS

Finance & HR Manager	Alena Filová
HR Department	Jana Blaháková • Kristýna Křížová • Silvie Bočková • Hana Malá • Jana Šufajzlová
PA of the President of 2K Czech	Tereza Sýkorová
IT Department	Petr Fiala • Vladimír Hora • Václav Doležal
Office Department	Tomáš Hocek • Jaroslava Krupková • Jitka Šenkýřová • Lenka Němcová • Lubomír Jančík • Petr Kislinger • Lucie Hřebíčková
Accountancy Department	Jana Romanová • Martina Komosná
Special Thanks	Petr Vochozka
2K MoCap Supervisor	David Washburn
2K MoCap Coordinator	Steve Park
2K MoCap Specialists	Jose Gutierrez • Gil Espanto • Anthony Tominia • Kirill Mikhaylov
2K MoCap Actors	Adam Callan • Andy Allo • Greg Land • Kamasu Livingston • Martin David • Matt Jackson • Raul Bustamante • Reed Daniels • Steve Park • Valerie Weak

### MoCap Actors

JAN JACKULIAK	Radim Brychta
ALAN NOVOTNÝ	Radim Koráb
ALEŠ BLAŽEJ	Roman Gemrot
DALIBOR ČADEK	Tereza Harčárová
EVA MAREŠOVÁ	Tereza Martínková
FRANTIŠEK HARČÁR Jr.	Václav Dvořák
JAKUB KADLEC	Veronika Gidová
JAN JAKUBEC	Vojtěch Blahuta
JAN SEDLÁČEK	Zdeněk Vykoukal



JANA NOVÁKOVÁ . . . . . Jarmila Matoušková  
 LEA ŠMAHELOVÁ . . . . . Karel Král  
 LENKA JANÍKOVÁ . . . . . Jitka Harčárová  
 MARTA PROKOPOVÁ . . . . . Michal Matěj

External Support Adam Kuruc • Ivan Kratochvíl • Michal Vala •  
 Ján Adamus • Ján Germala •  
 Yann Le Tensorer • NightSight •  
 Thomas Minet • Daniel Kamas

Thanks Antonín Hildebrand • Company ABA  
 Élelmiszeripari és kereskedelmi RT •  
 František Resl • Gabriela Jakabová •  
 Christian Konieczka • Ivo Novák • Jan Pinter •  
 János Plaszko • Jiří Koten • Jiří Světlinský •  
 Jiří Šejvl • Lenka Kachlíková • Lubor Černý •  
 Lukáš Cerman • Martin Koutný • Martin Kula •  
 Martin Plachý • Michaela Hercogová •  
 Milan Malich • Pavel Andráščí • Pavel Čížek •  
 Pavel Koten • Petr Kapitán • Petr Novák •  
 Petr Olšanský • Radim Doleček •  
 Róbert Winkler • Tomáš Jelínek •  
 Tomáš Palát • Václav Samec

**BIGGEST THANKS TO OUR FAMILIES, MOSTLY TO OUR WIVES (girlfriends).**

**Huge thanks to the Brno focus testers for your valuable opinions and insights.**

New Kids Born during Development Amélie Kotenová • Andrej Sedlák •  
 Barbora Bulínová • Dan a Petra Kislingerovi •  
 David a Viktor Šemíkovi • Dominik Lekovski •  
 Jakub Fiala • Karolína Křivánková •  
 Klára Blahová • Klára Osičková •  
 Klára Světlinská • Kryštof, Šimon a  
 Vít Kneblovi • Oldřich Borovička •  
 Ondřej Smílek • Martin Král •  
 Matěj Hřebíček • Nataniel a Izabela Mikšovi •  
 Tadeáš Jaromír Dvořák • Tobiáš a  
 Magdalena Klimundovi • Vojtěch Šlápota •  
 Zuzana Brzáková

**...In memory of Vladimír Nečas**

**2K Games is a Division of 2K, a publishing label of Take-Two Interactive Software**

## 2K PUBLISHING

President	Christoph Hartmann
C.O.O.	David Ismailer
VP, Product Development	Greg Gobbi
Director of Product Development	John Chowanec
Director of PD Operations	Kate Kellogg
Director of Creative Production	Jack Scalici
Sr. Producer	Denby Grace
Producer	Alex Cox
Associate Producer	Garrett Bittner
Game Analysts	Michael Kelly • Neal Chung-Yee
Production Assistants	Casey Cameron • Ben Chang • Shawn Martin • Dan Schmittou • Andrew Dutra
Story Editor	Walt Williams
Senior Manager of Creative Production	Chad Rocco
Manager, Music & Talent	Lydia Jenner
SVP Marketing	Sarah Anderson
VP Marketing	Matt Gorman
VP International Marketing	Matthias Wehner
Director of Marketing	Tom Bass
Senior Product Manager	Kelly Miller
Global Director of Public Relations	Markus Wilding
Senior PR Manager	Charlie Sinhaseni
PR Manager	Jennie Sue
International PR & Marketing Assistant	Erica Denning
Global Event Manager	Karl Unterholzner
Art Director, Marketing	Lesley Zinn

Web Director	Gabe Abarcar
Web Designer	Seth Jones
Community Manager	Elizabeth Tobey
Director of Marketing Production	Jackie Truong
Marketing Production Assistant	Ham Nguyen
Video Production Manager	J. Mateo Baker
Video Editor	Kenny Crosbie
Jr. Video Editor	Michael Howard
Game Capture Specialist	Doug Tyler
Director of Technology	Jacob Hawley
VP Business Development	Kris Severson
VP Sales & Licensing	Steve Glickstein
Strategic Sales & Licensing Director	Paul Crockett
VP, Counsel	Peter Welch
Director of Operations	Dorian Rehfield
Director of Analysis & Planning	Phil Shpilberg
Licensing/Operations Specialist	Xenia Mul
Sr Manager Channel Marketing	Ilana Budanitsky
Director In-game Media, Promotions & Partnerships	Shelby Cox
Associate Manager of Partner Marketing	Dawn Burnell

## 2K QUALITY ASSURANCE

VP of Quality Assurance	Alex Plachowski
Quality Assurance Test Managers (Projects)	Grant Bryson • Zhang Xi Kun
Compliance Manager	Alexis Ladd
Lead Tester	Stephen “Yoshi” Florida
Lead Testers (Support Team)	Andrew Webster • Kevin Strohmaier • Sean Manzano
Quality Assurance Supervisors	Mike Gilmore • Steve Manners

## Senior Testers

Joseph Bettis • Kristin Kerwitz • Greg MacCauley • Sara Lane • Nathan Bell • Justin Waller

## Quality Assurance Team

Rick Alvarez • Ryan McCurdy • Keith Doran • Micah Grossman • Nathan McMahon • Matthew Saint John • Jesse Snider • Vincent Diamzon • Zachary White • Erin Reilly • Jonathan Keiser • Jorge Arevalo • Benjamin Cursi • Todd Swerdloff • Christine Adams • Yoonsang Yu • Michael Spray • Jake Muir • Patrick Kenny • Andrew Garrett • Marc Perret • Evan Jackson • Ophir Klainman • Jeremy Thompson • Davis Krieghoff • Bill Lanker • Keith Ferguson • Eddie Castillo • Daniel Jadwin • Sara Leedom • Lauriston Bristol III • Steven Bogolub • Brandon Williams • Brandon Reed • Jerico Vildoza • Anna Kholyavenko • Derek Wear-Renee • Ramon Villacorta • Jessica Wolff • Evan Sarver • Imad Haddad • James Bautista • David Sepanyan • Jonathan Redaja • Steven Cotera • Chen Kai • Liang Jian Jie • Xiao Liang • Cao Feng • Guo De Min • Huang Shen • Song Xiao Ling • Tian Lei • Zhao Qi • Zhou Ji • Zhu Xiao Ming • Jorge Hernandez

## 2K INTERNATIONAL

General Manager	Neil Ralley
International Marketing Manager	Lia Tsele
International Product Manager	Yvonne Dawson
International PR Manager	Emily Britt
International PR Executive	Matt Roche
Licensing Director	Claire Roberts
Web Content Manager	Martin Moore
International Marketing & PR Assistant	Tom East

Design Team	James Crocker • Tom Baker
2K Territory Marketing & PR Team	Agnès Rosique • Alex Bickham • Andreas Traxler • Barbara Ruocco • Ben Seccombe • David Halse • Fabio Gusmaroli • Fabrice Poirier • Fiona Ng • Gwendoline Oliviero • Jan Sturm • Jean-Paul Hardy • Luis De La Camara Burditt • Olivier Troit • Sandra Melero • Simon Turner • Snezana Stojanovska • Stefan Eder

## 2K INTERNATIONAL PRODUCT DEVELOPMENT

International Associate Producer	Iain Willows
Localization Managers	Claire Deiler (Loc-3) • Jean-Sebastien Ferey
Assistant Localization Manager	Arsenio Formoso
External Localization Teams	Around The Word • Coda Entertainment • Synthesis International Srl • Synthesis Iberia
Localization Tools & Support Provided by	XLOC Inc.

## 2K INTERNATIONAL QUALITY ASSURANCE

QA Manager	Ghulam Khan
QA Supervisor	Sebastian Frank
Mastering Engineer	Wayne Boyce
Lead QA Technician	Oscar Pereira
QA Technicians	Andrew Webster • Kristian Guyte
Localization QA Technicians	Alba Loureiro • Andreas Strothmann • Antonio Grasso • Arnaud Lhari • Cindy Frangeul • Giovanni De Caro • Hugo Sieiro • Javier Vidal • Jose Minana • Kirstine Spinosi • Lena Brenk • Luigi Di Domenico • Pierre-Rolland Pochet • Stefan Rossi • Tabea De Wille • Tirdad Nosrati

## TAKE-TWO INTERNATIONAL OPERATIONS

Staff	Anthony Dodd • Martin Alway • Cat Findlay • Nisha Verma • Paul Hooper • Paris Vidalis • Robert Willis • Denisa Polcerova
Technical Consultants	Brian Keron (Digital Extremes) • Yann LeTensorer • Massive Bear

## CAST

(in order of appearance)

Vito Scaletta	RICK PASQUALONE
Joe Barbaro	BOBBY COSTANZO
Beat Cop	RAY IANNICELLI
Corporal	ROGER ROSE
Williams	DALE INGHAM
Mamma	JOAN COPELAND
Francesca	JEANNIE ELIAS
Debt Collector	BRIAN BLOOM
Cleaning Lady	CAROL ANN SUSI
Giuseppe	RICK PASQUALONE
Mike Bruski	JOHN MARIANO
Derek Papalardo	BOBBY COSTANZO
Steve	MARK MINTZ
Henry Tomasino	SONNY MARINELLI
Maria Agnello	CAROL ANN SUSI
O.P.A. Guard 1	TOM VIRTUE
O.P.A. Guard 2	JOHN MARIANO
Brian O'Neill	LIAM O'BRIEN
Luca Gurino	ANDRE SOGLIUZZO
Alberto Clemente	NOLAN NORTH
Harry	JOE SABATINO
The Fat Man	JOHN CAPODICE
El Greco	JOHN MARIANO
Detective	MALACHY CLEARY
Judge	BOB HASTINGS
Prison Guard 1	BILL LOBLEY
Prison Guard 2	LENNY CITRANO
Capt. Terrence Stone	JASON ZUMWALT
Angry Prisoner	DONALD GIBB

Leo Galante	FRANK ASHMORE
Pepé	JOHN CYGAN
Shower Rapist	STEVE BLUM
Eddie Scarpa	JOE HANNA
Eric Riley	BRIAN BLOOM
Marty	JASON SPISAK
Bones	BRIAN BLOOM
Carlo Falcone	ANDRE SOGLIUZZO
Harvey Beans	JERRY SROKA
Tony Balls	PHIL IDRISSE
Frank Vinci	LARRY KENNEY
Leon	JOEY CAMEN
Mickey Desmond	JOE BARRETT
Bruno	MICHAEL INGRAM
Mr. Wong	JAMES SIE
Tommy Angelo	MICHAEL SORVINO
Old Dockworker	KERIN McCUE
Young Dockworker	LENNY CITRANO
Gangsters	CHRIS JAI ALEX • BRIAN BLOOM • JOEY CAMEN • BRANDON ELLISON • ANDRE GORDON • RAY IANNICELLI • KEVIN KEARNS • NOLAN NORTH • PAUL PARDUCCI • RICK PASQUALONE • ALLAN STEELE • VICTOR YERRID
Civilians	CURTIS ARMSTRONG • TROY BAKER • SUSANNE BLAKESLEE • JOEY CAMEN • JOE CAPPELLETTI • TOM CIAPPA • MALACHY CLEARY • JIM CUMMINGS • ANNA GRAVES • KRISTINA HADDAD • KERIN McCUE • ERIS MIGLIORINI • JOE NIPOTE • NOLAN NORTH • JEN SUNG OUTERBRIDGE • DAVID ANTHONY PIZZUTO • CHRISTINA PUCELLI • DEE DEE RESCHER • JONATHAN ROUMIE • TITUS WELLIVER • JASON ZUMWALT
Cops	JAMES ELIOTT • MICHAEL S. KING
DJs	DAVE FENNOY • LARRY KENNEY • BILL LOBELY • JIM THORNTON

Additional Voices	KIRK BALTZ • VINCENT CORAZZA • KEVIN CHAPMAN • JON CURRY • KEITH FERGUSON • CRISPIN FREEMAN • MILTON JAMES • PHIL LAROCCA • ESTEBAN WILCOX MARTINEZ • TIMOTHY V. MURPHY • NICOLAS ROYE • DWIGHT SCHULTZ • CEDRIC YARBROUGH
-------------------	--

## WRITERS / TRANSLATORS

Lead Writer	Jack Scalici
Additional Writing	Moose Warywoda • Alex Cox • Shigor Birdman • Paul Jenkins • Walt Williams • Benjamin X. Chang • Brian Shields • Dan Bailie
Translators	Jirina Kyas (Czech) • Antonio Truglio (Italian)

## FILMHARMONIC ORCHESTRA PRAGUE

Conductor & Supervising Orchestrator	Andy Brick
Orchestral Music Producer	Petr Pycha
Orchestral Music Editor	Reed Robins
Orchestral Sound Engineer	Jan Kotzman
Orchestral Studio Technician	Cenda Kotzman
Casting	Jack Scalici • Lydia Jenner
Lead Dialog Editors, POP Sound	Dante Fazio • Garrett Montgomery
Dialog Editors, POP Sound	Brett Rothfeld • Dylan Howe • Rob Weiss • Dawn Redmann • Mark Camperell • Darren Warkentin • Tom Dodd • Joe Garten
Original Dialog Recording, POP Sound	Michael Miller • Courtney Bishop • Tim West • Brett Rothfeld • Tim Hoogenakker • Mitch Dorf • Dante Fazio • Stephen Dickson • Nick Bozzone • Peter Rincon • Rob Weiss • Zak Fisher • Joe Garten • Chris Johnston • Darren Warkentin • Anthony Vanchure
Producers, POP Sound	Dawn Redmann • Susie Boyajan • Erin Reilly • Lexa Burton



Radio Commercial Production, POP Sound	Dante Fazio • Nick Bozzone • Tim West • Brett Rothfeld • Tim Hoogenakker
Lead Dialog Editor, Fox Sound	Keith Fox
Music Supervision	Jack Scalici • Rick Fox • Lydia Jenner
The Labels	<a href="http://www.mafia2game.com/musiclabels/">www.mafia2game.com/musiclabels/</a>
The Publishers	<a href="http://www.mafia2game.com/musicpublishers/">www.mafia2game.com/musicpublishers/</a>

## SPECIAL THANKS

### Special Thanks to

Daniel Einzig • Christopher Fiumano •  
Jenn Kolbe • David Boutry • Ryan Dixon •  
Michael Lightner • Gail Hamrick •  
Sharon Hunter • Kate Ryan • Michele Shadid •  
Jonathan Washburn • Ashley Young •  
2K IS Team • Jordan Katz • David Gershek •  
Take-Two Sales Team • Take-Two Channel  
Marketing Team • Seth Krauss • Take-Two  
Legal Team • Cindi Buckwalter • Alan Lewis •  
Sajjad Majid • Meg Maise • Siobhan Boes •  
Access Communications • gNet • KD&E •  
Big Solutions Group • Darkside Game Studio •  
Plastic Wax • Rokkan • Concept Arts •  
Gwendoline Oliviero • Donson Liu • Keith Liu •  
Laura Harley • Tina Evanow • Dawn Redmann •  
Mike Aronis • Tom Dodd • Doug Clark •  
Brett Rothfeld • Steven “the Vaj” Selvaggio •  
Jerry Chen • Angus Wong • Hanshaw Ink  
& Image • Playboy

Uses Bink Video Technology. Copyright ©1997-2009 by RAD Game Tools, Inc. Facial animation software ©2002-2010, OC3 Entertainment, Inc. and its Licensors. All rights reserved. Uses FMOD Ex Sound System by Firelight Technologies. This software product includes Autodesk® Kynapse®, property of Autodesk, Inc. ©2009, Autodesk, Inc. Autodesk and “Autodesk® Kynapse®” are registered trademarks or trademarks of Autodesk, Inc. All rights reserved. Portions hereof ©2002-2008 by NVIDIA Corporation. All rights reserved. ©2010 Playboy. PLAYBOY, Rabbit Head Design and PLAYMATE are marks of Playboy and used under license by 2K Games.

## NVIDIA

### Development Support

Feodor Benevolenski • Zack Bowman •  
Johnny Costello • James Dolan • Philipp Hatt •  
Dane Johnston • Alexander Kharlamov •  
Konstantin Kolchin • Hermes Lanker •  
Monier Maher • Christopher Maughan •  
Kevin Newkirk • Jeremy Patterson •  
Lou Rohan • Miguel Sainz • David Schoemehl •  
Andrey Shulzhenko • Kyle Weeks •  
Aron Zoellner • Clay Causin • Joe Grover

### Business Support

Bryan Del Rizzo • Rika Nakazawa •  
Leslie Pirritano • Anton Ravin • Eric Liu

For a complete listing of the Mafia II music credits  
and overview of the soundtrack, please visit:

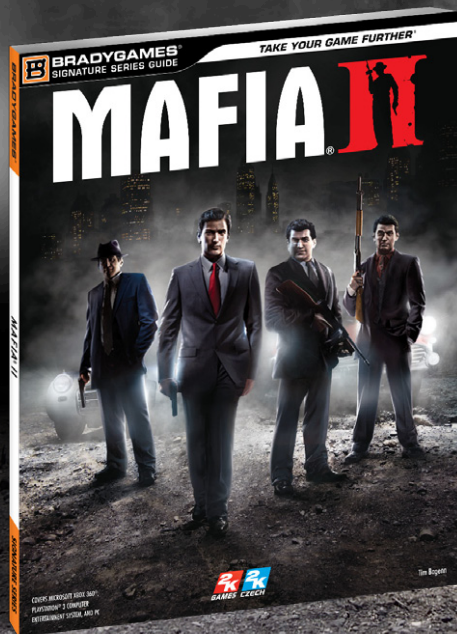
[www.mafia2game.com/musiccredits](http://www.mafia2game.com/musiccredits)

# Get Made — Not Whacked

Your Official Guide To Empire Bay

**An Offer You Can't Refuse ...**

Get **30% off** the retail price of the Mafia II Official Strategy Guide at [bradygames.com](http://bradygames.com).



Enter the code **MAFIATWO30** at Checkout.  
(offer good until 12/31/10)



## SPEC OPS® THE LINE

COMING SOON | [www.specopstheline.com](http://www.specopstheline.com)



May contain content  
inappropriate for children.  
Visit [www.esrb.org](http://www.esrb.org) for  
rating information.



© 2006 - 2010 Take-Two Interactive Software, Inc. and its subsidiaries. All rights reserved. 2K Marin, 2K Games, SPEC OPS and SPEC OPS: THE LINE, Take-Two Interactive Software and their respective logos are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks are property of their respective owners. All rights reserved.

# LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at [www.take2games.com/edu](http://www.take2games.com/edu). Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms.

YOUR USE OF THE SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING AND OTHER WRITTEN, FILES, ELECTRONIC OR ONLINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSEOR").

## I. LICENSE

**LICENSE.** Subject to this Agreement and its terms and conditions, Licenseor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licenseor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licenseor and, as applicable, its licensors.

**OWNERSHIP.** Licenseor retains all right, title and interest to the Software, 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, sound effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and applicable laws and treaties throughout the world. The Software shall not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licenseor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the U.S. or their local country. Be advised that U.S. Copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licenseor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licenseor.

**LICENSE CONDITIONS.** You agree not to: (a) Commercially exploit the Software; (b) Distribute, lease, license, sell, rent or otherwise transfer or assign the Software; or any copies of the Software, without the express prior written consent of Licenseor or as set forth in this Agreement; (c) Make a copy of the Software or any part thereof (other than as set forth herein); (d) Make a copy of this Software available on a network for distribution by multiple users; (e) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do so) on a network, for on-line use, or on more than one computer or gaming unit at the same time; (f) Copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); (g) Use or copy the Software at a computer gaming center or any other location-based site, provided, that Licenseor may offer you a separate site license agreement to make the Software available for commercial use; (h) Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part; (i) Remove or modify any proprietary notices, marks or labels contained on or within the Software; and (j) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

However, you may transfer the entire Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software accompanying documentation, and the recipient agrees to the terms of this Agreement. The Software is intended for private use only.

**TECHNICAL PROTECTIONS.** The Software may include measures to control access to the Software, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to additional online features, only one copy of the Software may access those features at one time (unless otherwise provided in the Software documentation). Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, and download updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly.

**USER CREATED CONTENT.** The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licenseor an exclusive, perpetual, irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive any moral rights of paternity, publication, reputation, or attribution with respect to Licenseor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licenseor, and the above waiver of any applicable moral rights, survives any termination of this license.

**INTERNET CONNECTION.** The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. In order for certain features of the Software to operate properly, you may be required to have and maintain (a) an adequate internet connection and/or (b) a valid and active account with an online service as set forth in the Software documentation, including but not limited to Licenseor or a Licenseor affiliate. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part.

## II. INFORMATION COLLECTION & USAGE

By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licenseor and affiliated companies into a country outside of the European Union and the European Economic Area. If you connect to the internet when using the Software, Licenseor may receive information from hardware manufacturers or platform hosts (such as Sony) and you may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as game tags and screen names), game scores, game achievements, game performance, locations visited, buddylists, hardware MAC address, internet protocol address, and usage of various game features. All information collected by Licenseor is intended to be anonymous information that does not disclose your identity or constitute personal information, however, if you include personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licenseor and used as described herein.

The information collected by Licenseor may be posted by Licenseor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licenseor's marketing partners or used by Licenseor for any other lawful purpose. By using this Software you consent to the Licenseor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

## III. WARRANTY

**LIMITED WARRANTY.** Licenseor warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licenseor warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published, **however**, due to variations in hardware, software, internet connections and individual usage, Licenseor does not warrant the performance of this Software on your specific computer or gaming unit. Licenseor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free; or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licenseor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licenseor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licenseor. If the Software is no longer available, Licenseor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licenseor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and all other representations or warranties of any kind shall be binding on Licenseor.

When returning the Software subject to the limited warranty above, please send the original Software only to the Licenseor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSEOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSEOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSEOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE OR MUNICIPAL LAW, WHICH CANNOT BE PREEMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

© 1998–2010 Take-Two Interactive Software, Inc., and its subsidiaries. Mafa® II developed by 2K Czech. 2K Czech, the 2K Czech logo, 2K Games, the 2K Games logo, Illusion Engine, Mafa II, the Mafa II logo and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. "PlayStation", "DUALSHOCK" and "XBOX" are trademarks and "PS3" is a trademark of Sony Computer Entertainment Inc. The ESRB rating icons are registered trademarks of the Entertainment Software Association. All other marks and trademarks are the property of their respective owners. All rights reserved.

The content of this videogame is purely fictional, is not intended to represent or depict any actual event, person, or entity, and any such similarities are purely coincidental. The makers and publishers of this videogame do not in any way endorse, condone, or encourage engaging in any conduct depicted in this videogame.

**TERMINATION.** This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software". Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (G)(IV) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor at the location listed below.

**EQUITABLE REMEDIES.** You hereby agree that if the terms of this Agreement are not specifically enforced, Licenseor will be irreparably damaged, and therefore you agree that Licenseor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to any of this Agreement, in addition to any other available remedies.

**INDEMNITY.** You agree to indemnify, defend and hold Licenseor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

**GOVERNING LAW.** This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licenseor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licenseor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

## IV. TECHNICAL SUPPORT/SERVICE

To receive additional support, including troubleshooting assistance, please contact:

- web site . . . . . [www.2kgames.com/support](http://www.2kgames.com/support)
- telephone . . . . . 1-866.219.9839
- email . . . . . [usa@take2support.com](mailto:usa@take2support.com)
- telephone . . . . . 1-800.638.0127
- email . . . . . [canada@take2support.com](mailto:canada@take2support.com)

