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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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### COMPLETE CONTROLS
General Gameplay

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Driving

| Enter or exit vehicle | X button |
| Steer | left analog stick |
| Horn | L3 button (click) |
| Accelerate | X button or R1 button |
| Brake/Reverse | X button or L1 button |
| Handbrake | X button or R2 button |
| Move camera | right analog stick |
| Rear view | L2 button or click R3 button |
| Change camera | D-button ↑/D-button ↓ |

NOTE: For information on BlackHand Control, see p. 4.
STARTING THE GAME

PlayStation®2 computer entertainment system

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

COMMAND REFERENCE

DUALSHOCK®2 analog controller configurations

WELCOME TO THE FAMILY

After a life of small-time crime you've been accepted into America's most powerful criminal organization—the Corleone Family. Now you must earn respect and rise through the ranks of the New York City underworld.

As a member of the Corleone Family, it's up to you to make a name for yourself in the battle to rule the city and dominate the other NY families (Tattaglia, Stracci, Cuneo, and Barzini). Learn when it's time to talk and when it's time to use force to get what you want. Play your cards right and you'll gain the money and respect you need to get ahead; who knows, you might even become the Don of New York City.

MOBFACE

Before you enter the world of New York City 1945, you have to create your mobster. Using MobFace technology, you can customize your mobster's appearance, including hair color and style, facial hair, eyebrows, and more.

You can also choose your gangster's starting apparel and earn money to buy him new clothes. After all, if you want to be Don you gotta dress the part.

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BLACKHAND CONTROL

If you want to rise through the ranks of the Family, you have to know how to get what you want out of people. In *The Godfather: The Game*, you do this through BlackHand Control. The first thing you must do to interact with any person or object in the world is target them.

**Targeting**

Targeting is how you select who you want to talk to... or shoot. When you walk around, notice that some people have a ✈️ over their heads and a circle under their feet. Press and hold the L1 button to target and lock-on to the person or object with the ✈️. The circle under them pulsates while you've got a lock.

**Target switching**: To lock-on to the next closest target, release the L1 button then press and hold it again. If you have a gun out you can also switch targets by quickly pressing the right analog stick twice in the direction of the target.

**Hand-to-Hand**

After locking-on to somebody, you can rough him up a bit—or a lot.

The right analog stick gives you free reign to manhandle your locked-on target. Press the right analog stick ↩️ for a quick attack, or press the right analog stick ↩️ then ↩️ for a power attack.

While still holding the L1 button, press and hold the R1 button to grab the person. You can then continue to punch or kick him—or even head-butt him—with the right analog stick.

**NOTE**: When you are right next to an injured enemy you sometimes see an "execute" message. Press the R2 button to finish the chump off quickly.

**Grab Moves (press and hold the L1 button and R1 button)**

Other moves you can perform when you have somebody in a grab include:

- **Strangle**: Click the L3 button and R3 button simultaneously. When you feel their heartbeat slow, finish them off or grant them a last-second reprieve.
- **Drag**: Press the left analog stick.
- **Swing**: Press the right analog stick ↩️.
- **Lift to feet**: Press the left analog stick ↩️ or simultaneously click the L3 button and R3 button to bring a kneeling enemy to his feet.
- **Slam**: Maneuver (drag) your enemy up against a wall or other object then press the left analog stick in the direction of the wall or object.
- **Throw over ledge**: Maneuver your enemy up against an object (railing, window, fireplace, etc.) and press the left analog stick ↩️ to hold the target over the object. Then press the right analog stick ↩️ to throw the enemy over/into the object.
- **Garrote**: Equip your garrote, stand behind your enemy, and then press and hold the L1 button and the R1 button just like a grab. It’s quiet and quick.

---

**Face-to-Face**

You want information, you gotta talk to people. Engage anybody in conversation by walking up to them and pressing the ☎️ button. Keep an eye out for people with puppeteer hands over their heads. These people have something you want, whether it’s information, a racket, or something else.

You can try to influence certain people with puppeteer hands over their heads by extorting or bribing them. Keep an eye on the pressure meter to gauge their reaction to you. Too little pressure and they won’t give you the respect you deserve, not to mention whatever you’re after. Too much pressure and you’ll have one of two things on your hands—a fight or a dead man.

![Pressure Meter]

**Precision Aiming**

A dead man can’t talk... or give you a cut of his profits. Precision aiming lets you target non-vital "weak points" of a thug’s body so you can keep him around long enough to spill the beans. With your weapon drawn, hold the L1 button to lock-on target an enemy then move the crosshair by pressing the right analog stick. The crosshair turns red when you’ve locked-on to a weak point. Hit his arm, he might drop his weapon. Take out his leg and he’s not going anywhere.

**Take Cover**

Keep your body protected. When the bullets start flying, press the ⚡️ button to take cover behind a wall or press the ☎️ button to crouch behind an object. You can then target an enemy while keeping out of sight. When you pull the trigger, you pop out from behind your cover, fire off a shot, and then go back to the safety of your cover.

You can cover your body during a fist fight by pressing the ⚡️ button to block. Hold the ☎️ button and press the left analog stick to dodge punches.
RESPECT

Respect is the currency of the underground world of organized crime. If you don’t have respect—from common citizens, from cops, from enemies, even from your own Family—you’re going nowhere fast.

In The Godfather The Game, respect is everything. It affects your position in the Family, your dealings with members of other families, your standing with the cops, and more.

There are many ways to earn respect, which is measured in respect points. Doing jobs for the Corleones, taking over rackets, performing contract hits, and whacking any enemy thugs that get in your way all earn respect. Other ways to earn respect points include pulling off heists, extorting businesses, bribing cops—in general, doing all the things a mobster does best.

As you earn respect points, you fill your respect bar. When you completely fill the bar you earn a skill point. Spend these points to improve yourself in a variety of categories including shooting and street smarts, to name a couple. Highlight a category on the Skills screen in the Pause menu to find out the benefits of increasing your skill level in that category.

GAME SCREEN

![Game Screen Diagram]

- **Cash**
- **Rank**
- **Target**
- **Target rank**
- **Target health**
- **Target family affiliation**
- **Respect bar**
- **Skill points**
- **Lock-on indicator**
- **Mini-map (see p. 8)**

The target icon indicates who or what you will lock-on to when you press and hold the L1 button. Release the L1 button and press it again to switch to the next closest target.

PAUSE MENU

Keep up with your progress toward taking over New York through the Pause menu. From here you can quit your current game or access the following screens:

- **Map**
  - New York is a big city. Find out where you are and where you're going by accessing the map. Press the X button to bring up an icons legend. Press the R button to zoom in on your location and then press the right analog stick to pan the map. Press the X button to add your own marker to the map. Press the right analog stick to move the marker around, press the X button to lock it in place, and press the R button again to remove it. Your marker shows up on the mini-map, so it's good for planning where you want to go next.

- **Skills & Upgrades**
  - View your skill levels and buy new skill upgrades—if you have enough skill points. The Weapons tab shows you what equipment you’re carrying including any upgrades you’ve acquired for your weapons.

- **Objectives**
  - Review your current and completed objectives. View the Hit List tab to review your contract jobs.

- **Career Progress**
  - Review your progress towards becoming Don of NYC. The Promotions tab shows your current and next rank benefits.

- **Total Health Points**
  - Keep an eye on your health. While getting iced reduces your heat and vendetta levels, it also costs you some cash. So try to keep yourself alive, OK?

- **Tribute Percentage**
  - This number represents how much of your income you pay in tribute to the Corleones. As you go up in rank this number goes down, meaning you get to keep more of your dough.

- **Tom’s Report**
  - Don’t worry about keeping track of what crimes you’ve committed or what rackets you’ve taken over—the FBI does that for you in a nice, easy-to-read report, viewable on the Rap Sheet tab. The FBI also keeps tabs on your money history, tributes, executions styles, and a lot more. Check your vendetta level (see Vendettas on p. 10) with each one of the four rival families on the Rival Families tab, and your heat levels by neighborhood on the Heat Levels tab. The higher your heat level, the more aggressively the cops in that neighborhood hassle you.

- **Options**
  - Set game, audio, and controller options.

- **Quit Game**
  - Abandon your game progress and return to the Main menu.

- **Quit Mission**
  - This option only appears when you are currently on a mission.
**MISSIONS AND MORE**

Being a mobster isn't just standing around looking tough; you've got a job to do. Your missions take you all over New York, from the swankiest clubs to the scummiest back alleys. Whether you're pulling off mob hits, bank heists, or extortion, there's never a dull day at the office.

**NOTE:** You can always review your current jobs by pressing the SELECT button to view your Objectives.

Each mission begins when you talk to the person giving you your orders. Sometimes they call you on the phone and other times you have to meet them in person. You can activate your next mission by heading towards the small blue circle on your mini-map.

* It's a good idea to save your game before you start out on a mission—you cannot save your game in the middle of one.

**Rank**

Complete the Corleone jobs to develop your story in the game and work your way up in *rank* within the Corleone Family. Start as an Outsider—achieve the rank of Don if you're good enough.

The ranks in order are Outsider, Associate, Soldier, Capo, Underboss, Don, and Don of NYC.

* Rising in rank has its benefits—the higher your rank, the bigger your cut of racket and extortion money. To see the benefits of your current rank and the next one you're in line for, consult the Promotions tab of the Skills screen under the Pause menu.

**Contract Hits**

You can also choose to go on *contract hits*. These side missions are a good way to gain respect and cash.

**TIP:** Executing a contract hit in the recommended fashion earns you bonus respect points and bonus cash.

**Mini-Map**

The mini-map in the lower-right corner of the game screen shows you the location of your missions, objectives, and important locations.

- North
- Black market dealer
- Bribe meter
- Business
- Mission objective (circle for activation, X for objective; blue for main mission, orange for a hit)
- Heat level
- Hospital
- Safehouse
- Current street location

---

**DOIN' BUSINESS**

Forget the Big Apple. Think of New York as a big pie, with each of the Five Families—Tattaglia, Stracci, Cuneo, Barzini, and Corleone—owning a slice. Your goal is to take everybody else's slice for the Corleones.

You should always be thinking about how you're going to take down the other families. That's key to gaining power in the Corleone Family, and to the Corleone Family gaining power in New York. Nobody's saying it's going to be easy—when you try to take over another family's business or racket, you threaten their livelihood. They don't like that.

**Rackets and Businesses**

Being a mobster doesn't come cheap. For instance, to grease the wheels you want to get the right people on your side, and that means spending some dough. What you need is a steady income, and the best way to get it is to take over rackets and extort businesses.

* When you *take over* a business or racket, you must pay a percentage of your income to the Corleones as a tribute. As you rise in rank, that percentage goes up, meaning your cut of the action goes up.

**Businesses**

There are plenty of legitimate businesses in NYC, and they need protection. That's a service you offer. If you explain this to a merchant and he doesn't see things your way, try demonstrating to him just what type of thug he might need protection from—thugs that might rough up his cash register, displays, or him. Usually they come around pretty quickly. Once you've got a business under your wing, the owner pays you a weekly fee for your hard work.

**Rackets**

Some businesses serve as fronts concealing illegal activities like gambling, counterfeiting, and explosives. After you've got a business under your protection take a peek into their back room. There may be a racket back there for you to take over. The concept is the same as with businesses; convince the *racket boss* that he's better off working for the Corleones, and you'll get a cash payment every week.

When you take over a racket, you might learn of other operations in a racket chain. Take over an entire family to maximize your cash flow. Certain rackets have *warehouses* and *hubs* tied to them. Hubs supply warehouses, and warehouses supply fronts.
The Five Families: Profiles in Crime

Corleone
Don Vito Corleone's family controls the Little Italy area of Manhattan. Corleone businesses and rackets have come under attack by the other families recently, but the family has so far managed to hold on to its territory thanks to Don Vito's strong leadership.

Tattaglia
The Tattaglias are a low-class operation operating in Brooklyn. More than any other family, the Tattaglias are not to be trusted—much less respected. If you're going to take over all of New York, Brooklyn would be a good place to start.

Stracci
New Jersey is on the periphery of the New York mafia scene, but under the Stracci's influence is on the rise. The Stracci's main racket is waste management, but their real joy in life is killing. These psychopaths give the mafia a bad name.

Cuneo
You don't get by in Hell's Kitchen without being tough. The Cuneos don't have a lot else going for them—a few gambling operations, some prostitution, plus a busy weapons trade—but what they do have they're determined to hold on to.

Barzini
Welcome to Midtown. The Barzini's operations here include a bunch of real moneymakers. With that kind of wealth comes great power, meaning you're going to have your work cut out for you if you want to move in on Barzini turf.

SAVING AND LOADING

If you're ready to lay low for a while, head to a safehouse. Here you can save your game to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 or just hide out from cops and rivals.

Once you start a mission you cannot save your game until you complete or quit the mission. It's wise to save your game between missions so you don't lose your progress.

NOTE: Never insert or remove a memory card when saving or loading files.

You can purchase safehouses in the different neighborhoods to give yourself more options for taking the heat off. Certain safehouses can also store your weapons.
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