

Putting up a solid block is just as important as throwing a jab. Press and hold the block button to safely absorb incoming attacks.

**Tip** Blocking is a great way to create an opening during a fist fight. After you've successfully blocked an opponent's blows, sock it to him!

## The Grab

Press and hold the left and right punch buttons simultaneously to grab your foe. Once you have him at your tender mercies, you have a number of options for how you go about dealing with your target.



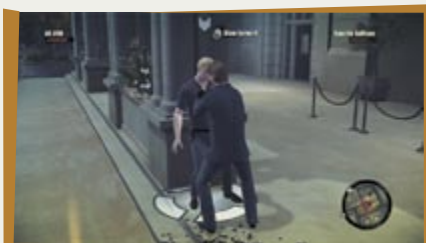
**Tip** Aside from manhandling grabbed targets, you can also toss the poor saps off rooftops or into oncoming traffic. It's not the cleanest way to dispatch enemies, but no one ever said things wouldn't get messy.

## Throws and Environmental Attacks

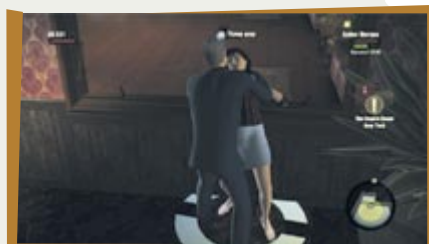
While grabbing a foe, you can push the left analog stick to the left or right while releasing both punch buttons to send your prey reeling across the room and onto the floor. This is great for getting someone out of your way or roughing up a stubborn shopkeeper.



Other effective ways to employ the grab attack include using your environment as a blunt instrument. If you have your opponent against a wall, you can press up on the left analog stick to slam him into it. If you're near a table, press the left analog stick left or right to bash him into it.



If you really want to give your enemy a fright, maneuver him to a ledge or window and push him over it (or through the window) without letting go. From here, you can either simply let him go, or toss him over the edge. Dangling an enemy over a ledge *without* killing him is an effective intimidation technique when running an extortion scheme.



## Note

If playing on the PS3, you can gesture to throw and do environmental attacks once grabbed.

## Strangling



A lethal counterpart to the grab attack is strangling. In addition to being silently lethal, it's a

great way to send a ripple of fear through a rival family when dispatching one of their made men. To execute this move, press in on both analog sticks while grabbing an opponent.

In addition to your own two mitts, you can use the garrote to strangle an opponent. You need to first



acquire the garrote. Once you have it, equip it via the Weapon Wheel. Although the principles are the same, the technique is entirely different. When using the garrote, you need to catch your opponent unaware. To do this, go into a crouch and use the Target Lock as you approach from behind your opponent. Once in position, press in on both punch buttons to garrote your target.

Introduction

Controls

This Thing of Ours

The Cast

Tools of the Trade

Walkthrough

Multiplayer

The Block Market



## Building an Empire

Although the ultimate goal is to be the last man standing, your goal at any given moment is to build your empire. That means that you must accumulate wealth, take over rackets and fronts, and strengthen your family. By building your empire, you will shrink the rival families' empires and position yourself in a way to easily eliminate all of the remaining families in the end.

## Crime Rings and Bonuses

As mentioned before, controlling every businesses in a particular crime ring will grant your family a specific bonus. Controlling all four businesses in a drug ring, for example, will double your drug rackets income. Controlling all of the businesses in a diamond smuggling ring will grant your family a bulletproof vest bonus, and so on. The reasons for controlling a crime ring are plenty. Not only do you want to remove the bonuses from the rival families, but you need many of the bonuses to help you in your rise to power.

Of course, after you've taken control of a crime ring, you can lose it just as easily as you gained it. If you lose operations in only one of the businesses in a crime ring by losing it to a rival family or due to a bombing, it will break the ring and deactivate your bonus until you reacquire the business or rebuild the bombed building.



Because it's so easy to lose the bonus, it's of paramount importance that you protect your interests. Immediately after taking over a business, hire guards to protect it. If a rival family attacks and attempts to take a business from you, they'll have to eliminate all of your guards to do so. The more guards you have at a racket, the harder it will be to take over. If a family can't take over a business, they'll resort to bombing it and shutting it down. While a bombed business does you no good, it's better than the alternative—at least it's still in your control until it is rebuilt.

### Tip

You can also send made men from your crew to help your guards defend a business that is under attack.

Introduction

Controls

This Thing of Ours

The Cast

Tools of the Trade

Walkthrough

Multiplayer

The Black Market

## Tip

Even though they're not in the favors list above, cops can also be bought. Although they can't be bought by granting them a favor, you can pay off cops with a



floating over their heads. By paying them off, they'll look the other way while you take care of business. This is especially helpful when you want to rob a bank, steal a car, or rough up someone.

## Note

Once you have performed the favor one time, you can purchase those rewards from the same corrupt officials.

## Moneymaking Schemes

In the world of the *Godfather II*, money is power. The more money you make, the more you'll be able to do what you want, be it upgrade your soldiers, hire guards for your businesses, and so on. However, you must diversify your moneymaking methods. Don't rely solely on one income stream, because if you lose it, you'll be at a severe disadvantage.

## Rackets, Fronts, and Crime Rings



The most obvious and bountiful supply stream for moola are all forms of extortable businesses and rackets. Whenever you take over one of the rival families' businesses, you take one of their income streams for yourself. Depending on how well you intimidate the proprietor, you can usually get hundreds of dollars more out of them if you take over the business just before reaching their boiling point.

## Note

By using the proprietor's weak spot while intimidating them, you'll squeeze 25 percent more income from the business!

Introduction

Controls

This Thing of Ours

The Cast

Tools of the Trade

Walkthrough

Multiplayer

The Black Market

## The Families

Each city is inhabited by rival families. Though some arrive in the city later than others, all of the families detailed below will be a thorn in your side ... until you pluck it out.

### Carmine Rosato's Family



#### Boss: Carmine Rosato

Carmine Rosato and his brother, Tony, were once capos in the Corleone Family. But after the death of the Corleone's New York boss, Aldo Trapani, they left the family to start their own gangs. Carmine Rosato is an ambitious man, but his reach often exceeds his grasp. He has a tenuous hold on a handful of rackets and fronts in New York, most of which were taken over from the Corleones. Although his business skills aren't as finely developed as his brother's, Carmine Rosato is resourceful and cunning, and knows that appearing weak can actually be one of his greatest strengths.

### UNDERLINGS

UNDERLING	NAME	RANK	BIO	HANGOUT	KILL CONDITION
	Norman Rossi	Capo	Cut his chops with Pete Clamenza's gang; a loyal but misguided enforcer.	Baja Inc. construction site, New York	Execute him with a pistol.
	Jimmy Guidalatto	Soldier	Robbed a bank in Midtown when he was 16; has been on the run ever since.	Spicher Waterfront high-rises, New York	Toss him off a high ledge.
	Franklin Credi	Soldier	Compulsive gambler with a talent for craps; never rolled snake eyes his entire life.	Parking lot of the Federal Building, New York	Strangle the life out of him.
	Clyde Lando	Soldier	Nicknamed "Butterfly"; likes to use a butterfly blade to cut up his enemies.	Under the Midtown Expressway, New York	Run him over with a car.

Introduction

Controls

This Thing of Ours

The Cast

Tools of the Trade

Walkthrough

Multiplayer

The Black Market

## The Hand Cannon—Magnum



PROS	CONS
High damage	Low accuracy

Like the silenced pistol, the Magnum is great for headshots. The Magnum, however, is most effective at mid range. Although you may be able to down or damage enemies from a great distance, the Magnum's kill range is much shorter than the silenced pistol. That does not mean, though, that it should only be used in medium- to short-range firefights.

In firefights where enemies are at a distance or behind cover, use the Magnum to weaken distant foes. If they're on their knees, they can't fire back. If enemies take refuge behind cover, the Magnum can quickly obliterate it—assuming it's destructible cover like wooden crates. The Magnum's reticle is similar to the silenced pistol's reticle, but the Magnum takes a bit longer to shrink to its most accurate.



## Prologue: Hellish Havana

### Note

Your first piece of real action occurs in Cuba. And though you will eventually return, your stay here for now is short and very structured, and serves more as an introduction to the controls. Because that is the case, this first section of the walkthrough is not formatted like the rest. Maps and key locations will be detailed in the following walkthrough chapters.



Our story begins not in New York where one might expect, but amidst a turbulent time on a little island 90 miles off the coast of Miami. As the Cuban sun sets, Don Michael Corleone and his associate Hyman Roth celebrate Roth's birthday. As Mr. Roth celebrates his birthday, he also relishes in his and Don Corleone's business accomplishments in the small country. Their partnership with the current Cuban government has yielded profitable results. But all of that is going to come to a very abrupt end very soon.



As he celebrates, Mr. Roth divides his interests in the Cuban operations between his various partners for after he retires. The Hotel Capris goes to Don Corleone

and your boss, Aldo Trapani. The Granados family gets control of the Nationale and the Savilla Biltmore goes to Samuele Mangano, visiting from Sicily. The rest of the families get control of Mr. Roth's non-casino operations.

The champagne cork pops and the fireworks begin. As you mingle with the crowd, you spy Don Corleone by the balcony. Walk up to the Don and speak to him. He has big plans for the coming year and hopes that you will be a part of them. In the meantime, however, Don Corleone wants you to talk to your boss, Aldo, and make sure everything is set for tomorrow's meeting. Aldo is downstairs, so turn around and walk past Mr. Roth and Fredo, then make a right. Make another right inside the

presidential manor and take the stairs to the left of the guard to the second level.



After descending to the second level, make a sharp right and take the next set of stairs down to the bottom floor.

### Tip

Pay close attention to the layout of the presidential manor. Learn as much of it as you can, you'll be visiting here again sooner or later.

# The Rise of a Don

Make a left at the bottom floor and enter the ballroom where the festivities are taking place. Also Trapani is standing by a planter near the dance floor. Approach your boss and talk to him. Aldo says that everything is set for tomorrow, but he's still anxious to leave Cuba. Unlike Mr. Roth and Don Corleone, he doesn't trust that the Cuban President has the rebels under control.

After you attempt to assure Aldo that the rebels are not a threat, he tells you a story about a recent encounter he witnessed. As a rebel was being arrested, rather than be taken into custody, the rebel exploded a grenade and killed himself and the arresting soldiers. It is that kind of dedication to their rebel cause that worries Aldo. Despite the fact that it was only one rebel, Aldo still has an uneasy feeling. Sure as the sun sets, Aldo was right. The Cuban President makes a short speech announcing that he is stepping down from his office and relinquishing control of the country to the rebels!



stairs and then left into the kitchen. A lone soldier guards the kitchen. Dash toward him and follow the onscreen

Before the President's speech ends, all hell breaks loose and the crowd begins to scramble. Escort Don Corleone and Fredo out of Cuba quickly! Follow the map marker back toward the

commands to execute a series of left and right punches. He's not much of a fighter, so use this encounter to practice short combinations and your grappling. After grabbing a hold of the soldier, maneuver him toward the stove and practice slamming him against other objects.



After relinquishing the soldier of his duties, approach the door at the rear of the kitchen to find another saucy soldier itchin' for a fight. Give it to him! This time however, grab him and pull him into the kitchen a bit. Once inside, use grapple attacks like knees to the groin and sternum to inflict even more damage. Exit the kitchen and carefully creep out into the courtyard.



As expected, things in the streets have gotten just as crazy as they were inside the presidential manor. The President's announcement, or rather, the Ex-President's announcement, has stirred the population to riot! The streets are ablaze and crowded with Cuban dissidents!



Follow the onscreen commands to draw your weapon, then creep out

toward the main gate. Make a right out of the gate and immediately rush to cover behind



Introduction

Controls

This Thing of Ours

The Cast

Tools of the Trade

Walkthrough

Multiplayer

The Black Market

## New York

### Note

All references to "right" and "left" are meant to be understood as right and left when you are facing the building from the outside.



- |                              |                                   |                                      |
|------------------------------|-----------------------------------|--------------------------------------|
| <b>1</b> Appliance King      | <b>7</b> SaniCo Dump and Disposal | <b>12</b> New York Federal Building  |
| <b>2</b> Richie's Tavern     | <b>8</b> Liberty Bank             | <b>13</b> New York Safe House        |
| <b>3</b> The Empire Room     | <b>9</b> Corleone Compound        | <b>14</b> New York Police Department |
| <b>4</b> Sweet Life Bakery   | <b>10</b> Carmine Rosato Compound | <b>15</b> New York Airport           |
| <b>5</b> La Maison Rouge     | <b>11</b> Tony Rosato Compound    | <b>16</b> New York General Hospital  |
| <b>6</b> SaniCo Incineration |                                   |                                      |

- |         |          |            |             |            |
|---------|----------|------------|-------------|------------|
| Airport | Compound | Hospital   | Police      | Safe House |
| Banks   | Drugs    | POI Fronts | Prostitutes |            |

## 2 Richie's Tavern

Initially Controlled by:

**Carmine Rosato**

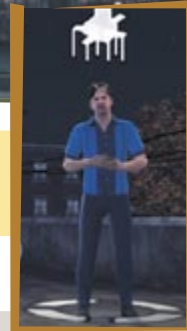
Maximum Guards: **7**

Points of Entry: **Front door; rear fire escape (after destroying wall left of building with demolitions expert); stairs along the left side of the building**



Daily Income: **\$550.00**

Like Appliance King, Richie's Tavern has more than one entrance. However, because most of the guards always pool on the roof near the proprietor, none of the three entrances offers more advantage than the others. The first way is through front door. Simply saunter in through the front entrance, ascend the steps at the rear of the bar, and move onto the roof. The other two ways in are through the exterior of the building. The easiest way to access the proprietor is by taking a flight of steps to the left of the building. The electrical box is on the roof, just left of the rear entrance. The gas main is left of the front door.



Proprietor: **Richie Discenza**

Proprietor Weak Spot: **Slams and leans**

## 3 The Empire Room

Initially Controlled by:

**Carmine Rosato**

Maximum Guards: **8**

Point of Entry: **Front door**



Daily Income: **\$340.00**

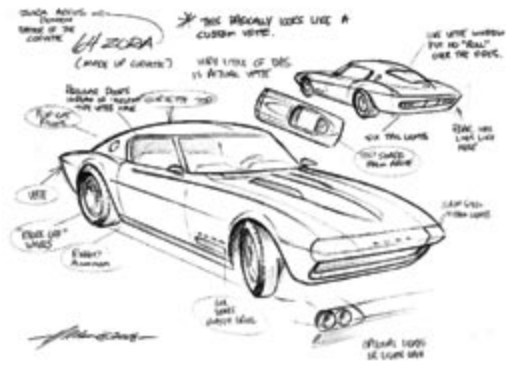
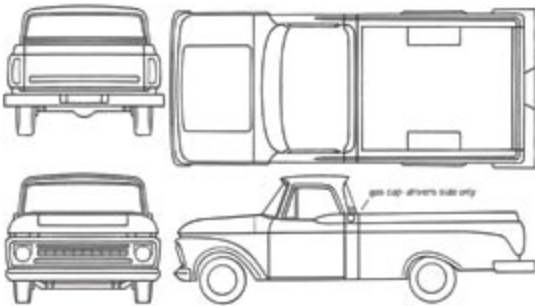
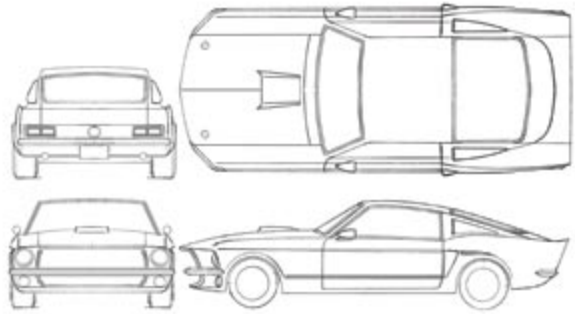
The Empire Room has only one entrance—the front door. The electrical box and gas main, however, are extremely accessible because they are attached to the building's right exterior wall. Inside the Empire Room is a bar that can be set on fire to intimidate the proprietor.



Proprietor: **Esther Moreno**

Proprietor Weak Spot: **Physical threats**

# The Godfather II



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## Author Bio



Fernando "Red Star" Bueno (aka dukkhah) has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites. The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *Naruto Uzumaki Chronicles 2*, *Prince of Persia: Two Thrones*, *Fight Night Round 3*, and *Stubbs the Zombie*.

In his time off he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, and EGM. When not writing for Prima, he continues to work on his craft as a poet.

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