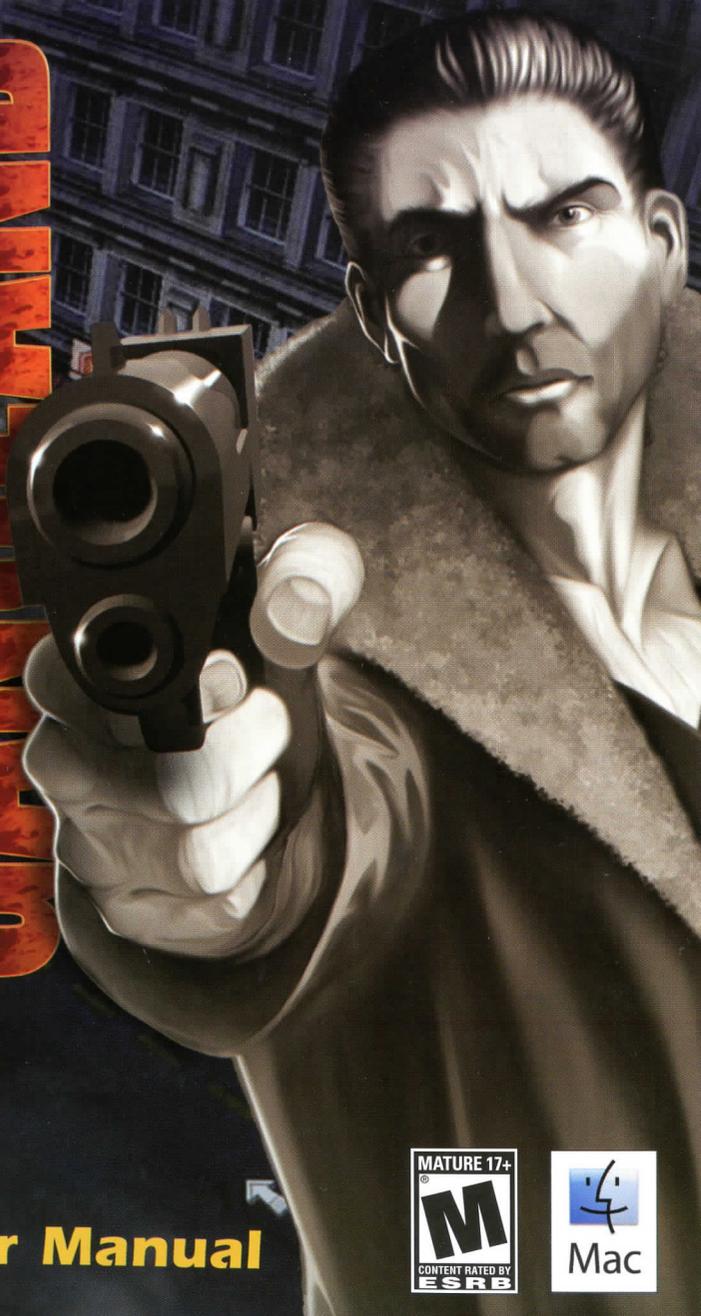


# GANGLAND



MEDIAMOBSTERS



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## User Manual



## WELCOME TO GANGLAND

Gangland is not your usual real-time strategy game. It's a game that offers a totally new gaming style mixing the three genres: real-time strategy (RTS), role-playing game (RPG), and simulation (SIM), with a large dose of high paced action. You must move fast in combat and make tactical use of the environment, use med-kits, reload your guns, and crouch or take cover with the right timing to stay alive. So, before you start the game, you should put on your best suit, clean your guns, bake some pizza and then prepare yourself for some serious mobster action.

*Enjoy!  
Virtual Programming*

## GETTING STARTED

### SYSTEM REQUIREMENTS

OS 10.2.8 or higher  
G3 800 MHz or higher  
256 RAM or higher  
GeForce 2MX/Radeon 7500 or better

### INSTALLATION

To install Gangland simply insert the Gangland CD into your CD-ROM drive and double click the CD icon to open it. Double click the icon named "Install Gangland". Follow the displayed directions to install the game to your preferred location. Launch the game by double clicking the "Gangland" icon and complete the registration information in order to play.

Please enter your name and the registration code found on the manual. The game will allow you to carry out two installations using this code. This is to allow installation on another machine you own, for example a PowerBook. Please note that this code is your own personal code and should be kept safe. If this code is given out to third parties, it will become void and your game will fail to run.

Note: If you purchased Gangland as a digital download product, your codes will have been supplied with your email receipt.



## BASIC GAME CONTROLS

To get the best possible gameplay you must learn to navigate within the game, so please read this section carefully.

### USING THE CAMERA

Movement of the camera is both dynamic and user-controlled, enabling you to rotate, zoom, pan, and scroll. This way, you can see any point of view you require.

#### Zooming

Zoom Out: Scroll down on the mouse wheel or press “-”

Zoom In: Scroll up on the mouse wheel or press “+”

#### Rotating and Panning

To rotate, hold down the ALT key or the middle mouse button (if you use a three-button mouse), while moving your mouse towards the angle you want to view. Keys “V” and “B” are by default assigned to rotating the camera 90 degrees clockwise or counter clockwise.

#### Scrolling on the Map

Move the cursor to the edge of the map to scroll in that direction, for alternative scrolling, hold down “Spacebar” while moving your mouse.

#### Follow-Camera on Vehicles

While driving a vehicle, there are two kinds of camera settings you can choose for the follow-camera: The default fixed camera that always stays behind the vehicle, and the free camera that allows you to rotate the camera around the vehicle. In order to toggle between the two camera modes press “E” while the vehicle is selected.

## USING THE MINI MAP

### Using the Mini Map to Scroll

Place the cursor over the mini map, at the location on the map you want to go to, and then press the mouse button to change the world view to the selected location.

## Alerts on the Mini Map

Green alerts on the mini map will guide you to the target(s). Various markers like ‘arrows’ and ‘skulls’ will be shown in-world for you to easily identify the targets; whether a store manager is to be extorted or a snitch needs to be ‘whacked’. When the order has been carried out you should go back to Vincenzo and get new orders.

## CONTROLLING THE UNITS

### Selecting a Unit

You can select a unit by clicking on it with your mouse cursor. You can select multiple units by holding down the shift key and clicking on the units or you can hold down the mouse button and drag a frame around the units. Dragging a frame around units to select them does not include units that are fortifying a building or sitting by the desk in the safe house. To include these units in this kind of selection you must press and hold down “Z” while you drag the frame.

For selection of units, you can also use the selection hub (see ‘In-game User Interface - Selection Hub’).

You can only select your own people or store managers of businesses that you have taken over. Store managers can only be selected exclusively. Your people are marked with a solid ring and the store managers with a dashed ring around the unit’s feet colored in your team color. Units marked with a dotted ring in your color are Vincenzo’s people and cannot be selected.

### Selecting Multiple Units

Drag a frame around the units you want to select. You cannot scroll on the map while multi selecting. You can also Force Select multiple units.

### Grouping Units and Selecting Groups

Select a group of units, then hold down the Ctrl key, and press any number between 0 and 9. To re-select the group later on, press the designated number key. Pressing the number key twice will center view on the first character within the group.

### Moving Units

Click to select the unit(s), then option+click on any point in the world or in the mini map, and the unit(s) will move to that point. Click once to walk and twice to run!



## Talking

You can talk with many of the characters in Paradise City. Most importantly, you can talk with your uncle Vincenzo to get orders, and store managers to extort or take over businesses. Characters can talk to the store manager in the arms dealer in order to buy weapons. To talk, select the main character and option+click on any other character. A talk icon will appear when you can talk.

## Attacking (and other actions)

Select the unit(s) and option+click on any target. An icon will appear on the mouse cursor to indicate what the default action will be depending on the situation and the target (also see "In-World Actions"). You can always force the units to attack the target by holding down the Ctrl key. All actions are carried out either by option+clicking on a target, or by using the function keys to use med-kits, reload, sit/stand etc. (also see "Actions in the Function Bar").

## STEERING THE VEHICLES

### Selecting a Vehicle

You select a vehicle by clicking on it while someone is inside. The vehicle cannot be selected if there is no unit inside. In addition, vehicles cannot be selected or grouped together with other units. While the vehicle is selected, the camera will be fixed on it. To free the camera you must de-select the vehicle either by selecting another unit, or clicking on the ground.

### Moving a Vehicle

To drive a car you must have at least one person inside it. You operate the car by using the keyboard. Default keys assigned are: "W" for forward, "A" to turn left, "D" to turn right, and "S" to brake or reverse.

### Doing a 'Drive-by'

You can shoot from vehicles that have shooting positions. The number of shooting positions in vehicles varies. Vehicles with just one shooting position can only shoot to one side. While steering the vehicle with the keyboard, you control shooting with the mouse. Move the mouse cursor over the target and hold down the option+mouse button to keep shooting towards the cursor. Anyone within line of fire will be hit. Release the option+mouse button to stop shooting.

## WALKTHROUGH

If you are not yet familiar with the game controls please refer to the previous section "Basic Game Controls" before you continue with this walkthrough.

## GAMING DISCIPLINES

There are four different gaming disciplines in Gangland. Each one is designed to be a fun and challenging experience.

### Single player Conquests

The story of Mario who is sent to America to hunt down and kill his three brothers is told throughout 16 conquests taking place in the different areas of Paradise City. The conquests evolve around building your family, earning money and fighting other families.

### Single player Challenges

In between the conquests are 12 challenges. Challenges are short action packed games that unlock special characters that can be used in the conquests. In challenges you get a team with which you must complete the challenge.

### Multiplayer Conquests

In multiplayer conquests you can battle against the computer or human players in a race to build the strongest family, to earn the most money and to eliminate the other families. There are 20 conquest maps to play on. In four of these conquests all players start out working for their uncle and must soon work their way up to become boss of the family.

### Multiplayer Shootouts

In Multiplayer Shootouts it's not about earning money, generating resources or building a family. These short games are solely about using a small team to hunt down and whack the other players (use the cars!). Shootouts can only be played with other human players.



## STARTING YOUR FIRST SINGLEPLAYER MISSION

Start by launching the game. Name the default profile, make sure that the keyboard and mouse settings are as you would like them, and then select 'Play' from the Singleplayer menu.

You now see the Singleplayer high-scores - these will be empty the first time you play the game. Choose the difficulty level 'Easy Campaign' using the buttons on the lower left. Missions can be chosen from the lower middle selection. Only the first mission will be available in the beginning but as you complete the missions, the succeeding ones will become unlocked. Choose the first conquest mission then press the checkmark in the lower right of the screen to launch the game. You have now launched the first mission of the easy Singleplayer campaign. Press the start button when it appears to the lower right of the intro splash screen.

When the mission starts, select Mario, the main character, who is standing in the middle of the screen. Then go inside the building in front of him and have him talk to the guy sitting behind the desk (Mario's uncle, Vincenzo). He will give Mario orders, which Mario has to follow to keep Vincenzo happy. Select Mario, option+click on Vincenzo to talk to him, and a dialog will pop up. Read the order carefully then go out and make Mario carry out the order.

## DON'T SPEND VINCENZO'S MONEY

In this first mission, you should not do business on your own; in later missions you will have more freedom of choice. Don't spend the money that Vincenzo has given to you to take over a business on anything else but that. Uncle Vincenzo really doesn't like to be cheated! If you run out of money and still have to take over a business for Vincenzo, you will have to find alternative income. One way to get quick money is to hunt down collectors (from other families) and take their bags full of money. If your main character is the boss, the easiest way to get money is to go and extort some businesses.

## EXTORTING & TAKING OVER BUSINESSES

If you are told to extort or take over a business, you must go to the targeted business and talk to the store manager. A dialog will pop up with the choice to either extort or take over the business. Store managers have hired their own protection; they may decide to say no to your hostile approach and have their guys shoot at you or try to beat you up. The store manager's hired 'muscle' are standing inside the building and blend in with other citizens making it sometimes hard to assess the opposition. Be

ready to run out of the building if the opposition is too 'hard'. Extorting a business gives you 25% of the revenue and resources, whereas taking over the business means that you pay a single payment to become a partner and have the store manager work for you as a 'front-man'. You will then take home 50% of the revenue and resources, and receive the full benefit from the business. Illegal operations will be built in the backroom only if you have taken over the business. The only way to buy or acquire weapons for your family is to take over an arms dealer.

## ACQUIRING RESOURCES

Resources are acquired automatically from the businesses (not all) that produce resources. Mainly you should make sure that you have at least one arms dealer as they produce all the primary resources such as bullets and med-kits. The secondary resources are generally used for trade with international connections. (Also see the section: 'Property - Businesses')

## COLLECTING MONEY

Money is collected automatically from the various businesses; the store managers will hire collectors to take the money to the safehouse. The money is not available to be spent until the collector puts the money into the safe located in the safehouse. However, if you do not wish to wait for the collector, you can use your main character to collect directly. The main character doesn't have to go back to the safehouse with the money and can spend it right away.

## HIRING PEOPLE

It is always a good idea to hire as many gangsters as you can afford. If you have empty slots in the selection hub (in the upper left of the screen just to the right of main character's portrait) you can hire more people (as your leadership level increases, so do your slots). Basic units can be hired in the restaurants and speakeasy's once the businesses are extorted or taken over. Units who are ready to be hired have a money icon rotating over their heads. Just select your main character, then option+click on the unit to hire (you have to be at close range), and he/she will join your family if you have enough money. If you have a lawyer child, you can use him to recruit people off the streets. (Also, see 'Family Members - The Children under Family Members').

## GAINING EXPERIENCE POINTS (XP)

All characters gain experience points (XP) by





shooting and hitting people. XP are distributed in three categories: Combat, Leadership, and Business Flair. A certain amount of XP is needed to climb to the next level. A higher level in Combat means higher accuracy and more hit-points; higher levels in Business Flair results in higher revenue from businesses; higher levels in Leadership opens up more unit slots so you can hire and control more units. Finally, each of the four brothers, Mario, Angelo, Sonny, and Romano all have their own individual level progressions (also see 'Quick-lists - Main Character Levels and General Unit Levels').

### HOW TO GET SOME WHEELS

In order to get a vehicle you must either steal one (by using a thief unit), or buy one from the international connections when they offer you one.

### HINTS & OBJECTIVES

Press the ESC-key to show the objectives and hints to help you complete the mission.

### HOW TO STAY ALIVE

Paradise City is a rough place and in order to stay alive you should follow certain 'rules of thumb':

#### Use the Environment

During combat, it's a good idea to take cover behind tables, counters, and trashcans; likewise, standing in the middle of the street when fighting, will get you killed very quickly. Use 'Crouch/Stand' - F3 to crouch behind garbage bins etc. when you are fired at, then stand up to return fire.

#### Heal

When a unit's health drops below 50% their movement and aiming accuracy becomes significantly deteriorated. Therefore, you should keep an eye on your med-kit supply at all times. Use F1 to heal a wounded unit and be sure to take cover while you do that.

#### Ammunition

Like med-kits, ammo is delivered by the 'Arms Dealers'. There are three kinds of ammo: Normal Bullets, Dum-dums, and Explosive Tipped Bullets. You can switch between the bullet types by clicking on the bullet icons on the left of the screen. Switching bullet types has an instant effect on your units. Always make sure you have enough ammo to last throughout a gun

battle, alternatively keep a low profile.

### Choose the Right Kind of Attack

Some units have two attack modes: Primary & Secondary. Press F4 to toggle between attack modes. Some secondary attack modes require specific resources such as Explosives (also see 'Quick-lists - Primary & Secondary Attacks')

### Reload

Use F2 to reload your weapons. It's a good idea always to make sure your guns are loaded to the max before entering battle. Having to reload while under attack is not recommended.

### Fortify

Henchmen, gunmen, bodyguards, and snipers have the ability to fortify the safehouses, residential, and office buildings you own. Just option+click on the desk or counter, and the selected units will stand behind the windows shooting out on any of your opponents passing by. Fortifying units have enhanced accuracy and are impossible to hit from the outside by anyone but the Sniper unit.

### Beware of the Police

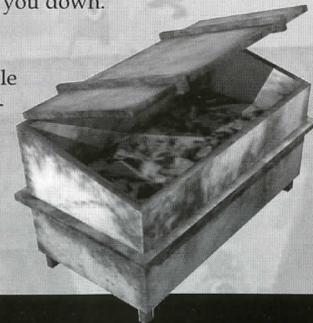
The police in Paradise City are just as crooked as any Mafioso. The Chief of Police will regularly visit your safe-house and ask for a bribe; be sure to pay him on time or you will have the entire police force looking for you. Also, be very careful when you decide to shoot in the streets; any nearby police will engage you instantly in combat, and this could easily become the reason for your early departure from this world.

### Look out for Drive-bys

Do not let your units stand unprotected in the streets unless you have a good purpose for doing this. They risk being run-over by a car or shot during a drive-by. If you see a car cruising around you can be sure it's loaded with trigger-happy Mafioso ready to gun you down.

### Escape a Damaged Vehicle

When a vehicle is hit, it gets damaged. The vehicle will automatically use any available stolen spare-parts resources in order to repair itself when it's damaged (stolen spare-parts are acquired from the Garage). If the vehicle catches fire, it will be beyond repair, and you must get out of the car and move away from it as fast as possible before the car explodes. Remaining inside the car will





result in a sure death.

### **Run, Baby, Run!**

When you are over powered, it's not shameful to run from the scene of a battle. All that matters is survival! Entering one of your own buildings and locking the door may buy you some time as your opponents will have to pick the lock or blow the door away before they can get to you. When units run it affects their stamina.

When stamina reaches zero the unit can not run and must rest in order to increase stamina.

### **LOSING THE GAME**

You must keep your main character alive at all times, whether you are playing in Single player or Multiplayer mode. If your main character dies your game is over. In Single player mode, you may have to keep someone else alive as well; for example, in early conquests (1-4), Vincenzo must survive or you will fail the mission and will have to start again.

You should always guard your safe house well. If you lose your last safe house, you will have five minutes to take back your safe house or find a new one. If time runs out, you lose the game. Game Over!

### **COMBAT HINTS**

Combat in Gangland is like big-city guerrilla warfare. Below is an example of combat scene. Red is pushing blue back towards the blue safe house, and blue is losing since red is taking much better advantage of the environment.

Red player's main character (Mario) is placed in safety behind some garbage bins in the lower right corner, and should the course of the battle take an unsuspected turn, he will have the possibility to escape the fight. The bouncer is running towards the car to take cover, and the three henchmen are well protected against bullets and the dynamite thrown by the bomber. The street girl behind the dumpster is just waiting for the right moment to run up and stun the opponents.

Blue will soon lose this battle since their units are standing in the middle of the street with no cover or protection.

The player that best uses the environment; heals, reloads, and moves at the right time will win. The player who fights in the middle of the street will soon bleed to death...

### **ADVANCED GAMEPLAY**

### **EXTORTING & TAKING OVER OPPONENT BUSINESSES**

To extort or take over a business already controlled by another family, you must first terminate every enemy unit inside including the store manager. When they are all dead, or have run away and only your men remain, the colored building marker in the mini map becomes gray indicating that the building is neutral and is ready to be extorted or taken-over by you. Remember to always look for enemies in the back room. Your units have to go to the back room to have visibility there. If they can't, then the back room has not yet been built and there cannot be any enemy units hiding there.

### **TAKING OVER AN OPPONENT SAFEHOUSE**

In order to take over a safe house you must first get rid of all opposition that sit by the desk in the safe house.

### **HOW TO GET UNDERBOSSES FOR YOUR FAMILY**

The only characters that can become underbosses of the family are the main character's own children. When they grow up, they automatically take their place as the second in command of the family. Getting underbosses is a fairly long process. You first need to find a suitable woman and have your main character propose to her. Your main character needs to be boss of the family and have his own safe house or she will turn him down, otherwise, she will ask for a big and expensive ring. Buy the ring for her if you can afford it; then they will be engaged and she will follow the main character around until they get married. Go to the church and option+click on the priest to get married. As you exit the church, she will instantly go back to the safehouse. Now that they are married, they can mate and have children. Option+click on the wife to have them start to mate. They will go to the back of the safehouse and upstairs (not accessible to the player!). After some time they will return with a child. The wife will walk with the child until he or she grows up and becomes an underboss of the family. The children cannot be killed; however, the wife can (so protect her), resulting in the child running to his or her father (the main character) and staying with him wherever he goes until he or she grows up (you don't want this to happen). Getting an underboss opens up two new unit slots enabling your family to expand.



### **HOW TO INFILTRATE AN OPPONENT**



The first step of infiltration is to hire an infiltrator; these are offered by international connections. Select the infiltrator then find an opponent gunman or henchman and option+click on the target. The infiltrator will then impersonate the gunman or henchman. To the infiltrated player, the character will look and behave the same as before. The only difference is now you can overrule any orders issued to the impersonated character. You now have a mole in the opponent family, which can be used for intelligence only, or used to make surprise attacks on other characters. You could even use him to go after other families, possibly breaking alliances, and even starting a war without anyone knowing it was you who really did it. This devious strategy is well worth the effort!

### GRANTING FAVORS

When your main character is the boss of the family, some characters will occasionally come and ask for a favor. By granting and performing this favor, the character will, in turn, owe you one. He then becomes selectable and you can order him to do anything, just as you would with your other units. The only difference is that your opponents will only recognize him as they would any prospect. Because of this, he is a very powerful unit that can be used for gathering intelligence or making surprise attacks. Bear in mind that when using this unit, any behavior that doesn't fit a prospect, like unmotivated attacks or running in the streets for no reason, can be detected by the other players and will, potentially, blow your cover.

## GAME LOBBY INTERFACE

### PROFILE



The profile menu enables you to create a new profile or select an existing one. Here you can view the four brothers and decide which one of them you would like to use in Multiplayer games. As the Singleplayer storyline is centered on Mario, he will automatically be selected if you choose to play the Singleplayer campaign.

The progress of unlocking characters from Singleplayer challenges is shown in this view. Click on the difficulty level indicator and toggle to see the unlocked characters for the different difficulty levels.

A profile can be renamed at any time by entering a new name in the name field, in the upper left of the view.

Each profile keeps track of personal keyboard and mouse settings. Click on the keyboard button to view the key settings for the selected profile and to change the default keys (also see 'Quick-lists - Default Key Assignments'). Click on the mouse button to view and alter the mouse settings for the selected profile.

### SINGLEPLAYER



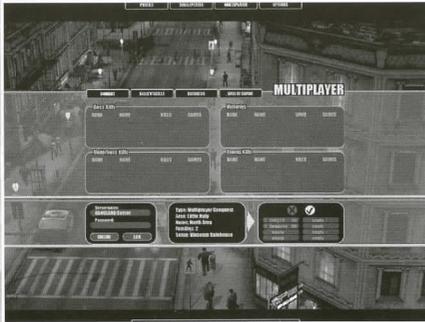
The Singleplayer mode consists of two different types of games: Conquests and Challenges. 16 Conquests form the main storyline where you will do business, hire soldiers, and perform tasks whereas 12 Challenges focus on combat and will unlock new characters if completed well enough.



Completing a Conquest mission unlocks the next conquest and usually unlocks a challenge as well. You can go back and play any of the completed and unlocked missions at any time. The XP and level the main character achieves is auto-saved every time you complete a mission, and this will be your main character's starting point in the succeeding mission. If too many of your units die during a mission, you will receive a unit slot penalty in the succeeding missions; i.e., for every ten dead units who have died during the played mission, one unit slot will become blocked in the succeeding missions. Going back to redo early missions may get you to a higher level, adding more available unit slots in the later missions, only if you were able to do better than the last time you played that mission.

In the lower left part of the screen, you can choose between easy, normal and hard difficulty settings. In the centre of the screen you choose between the missions. You can only play conquest and challenge missions that have been completed or unlocked. To the right, you can see the best conquest results for accumulating XP, having children, keeping under bosses and units alive and blocked slots. This information will allow you to decide to do the mission over again to get better results, as it will affect all subsequent missions.

## MULTIPLAYER



Play against friends or foes on 24 different multiplayer maps. There are two kinds of Multiplayer modes: 20 Conquests and 4 Shootouts. In multiplayer Conquests, all participating players must build their own mobster empire and rid the city of all opposition. In Multiplayer Shootouts, there is no empire-building; it's action all the way as the players each get a small

group of men, and maybe a car, with no possibility to hire new men, and must fight until the last man standing.

There can be up to 8 players playing together on local area network (LAN) or online via the internet. To play a multiplayer game, choose to either host a new game, or join a game hosted by someone else. When joining, you can view hosted games on LAN or ONLINE, and join the game of your

choice. Either click on the Refresh LAN or Refresh Online Button, select the desired game, and click on "Join". Hosting players must remember to announce the game on LAN or Online to allow other players to join in. The Hosting player does not need to wait for other players to fill up all slots for a given map, he can start the game at any time since AI players automatically fill up any vacant slots when launching a game. The slots for other players that are about to join the game will be shown in red for a little while before the player's profile name will appear. If the host decides to start the game whilst players are joining, they will be blocked and AI players will take their place. If the hosting player wants to change the selected map, they must first click the 'cancel' button, thereby removing the game from the 'join game' list. If the hosting player selects a map that supports fewer players than have already joined the game, the additional players names that joined last will turn red and will be blocked when the game is started. The game can be re-announced at any time on LAN or Online. The hosting player may start the game in 'skirmish mode' by omitting announcement on the network.

The Multiplayer Conquests are played like the Singleplayer Conquests, with the build-up scenario; whereas in Multiplayer Shootouts, you will only concentrate on combat. Each player is offered the same specific selection of units and must fight each other until the last man is standing. Some of the multiplayer maps offer team-play where players must co-operate to win the game. The numbers preceding the player names indicate the team they are playing on. Double-click on the name to change team number. The game cannot be started if all players are on the same team.

If you need to manually block a player from the game you can select the player's name and press the highlighted "X" button.

## HIGH-SCORES & RANKINGS

High-scores and rankings are recorded for every mission in single player, as well as multiplayer games. They are recorded in four categories: Combat, Business, Kills'n'skills and Hall of Shame.

The high-scores and rankings are map specific, therefore the view changes when you select another map.

## OPTIONS

Default display, graphics, and sound settings can be changed here and the credits can also be viewed. You also have the option to quit the game from this menu, too.

The Display Settings allow you to switch between the OpenGL and Direct3D libraries, select the resolution and refresh rate and fine-tune the

gamma correction and brightness.

The Graphics Settings cover a wide range of settings that can optimize performance by changing level of detail. There are five categories of detail that can be adjusted independently: Texture Resolution, Lightning, Shadows, Mirrors, and Particle Effects. You can set the overall level of detail to low, medium or high for easy adjustment to optimize performance on your computer configuration. If you have a low-end computer (one that is close to the minimum requirements) you should choose the low setting for overall level of detail.

The Sound Settings allow you to change the master volume and the individual volume of the music, sound effects and speech.

## IN-GAME USER INTERFACE

### SELECTION HUB



The selection hub, viewed across the top of the upper left part of the screen, shows your main character, the underbosses and soldiers and consists of different portrait windows with some information attached. You use the selection hub to easily locate and select any of the family members. You can click on any of the portraits to select the unit, and hold down the

shift-key to select multiple units. Double clicking on a portrait will center the camera view on the unit 'in-world'. Your main character is located to the upper left corner. As you have children, they will be placed to right of their father. Under a portrait, a green indicator shows the status of the character's health. Under that is another indicator that shows the amount of XP the character has. If you press "S", the "Health Bar" will be replaced with a Stamina Bar (white).

All characters in the selection hub can have a star in their portrait indicating their combat skill level.

### THE MINI MAP

The mini map in the upper right of the screen is an important tool when you need to find your way through the streets of Paradise City. Your own units are shown as little dots in your player color. Enemies are shown in their colors. Police are shown as white dots and civilians and prospects as grey dots. Businesses have solid outlines in team colors if they are taken over and dashed if they are extorted and all neutral businesses have gray outlines.

When you get an assignment where you need to kill someone, blow up a building, protect someone, etc., an alert will be shown in the mini map showing you where to go.

The mini map only shows part of the city. If you can't see the area of interest in the mini map, you may have to search the mini map to find it. Alerts will appear on the border of the mini map to guide you in the right direction. You can navigate the mini map by clicking on a location or you can scroll by pressing and holding down the option+mouse button in the mini map while you move the mouse.

There are three types of blinking alerts in the colors red, green, and blue. Red means that someone is attacking you. Green means that you have a task that can be solved at this point. Blue points out who has to be killed as a favor.

All of the bosses are shown in the mini map using a discrete, team colored, crosshair making them easier for the player to locate.

### THE CHARACTER DETAIL

The character detail is located in the lower left of the screen, when at least one character is selected, and gives different information about the first selected character. It shows how much ammo a character has loaded in his weapon, resources, money the character may be carrying and their personal kill count.

### "FUNCTION BAR" ACTIONS

In the Function Bar, you will find some of the actions your family members can perform. By default, these are activated by using the function keys F1-F5 on the keyboard. According to the character type, and the situation, the available actions in the Function Bar will change.

## QUICKLISTS

### PRIMARY & SECONDARY ATTACKS

UNIT	PRIMARY ATTACK	SECONDARY ATTACK
Mario	Normal Shot	Throw Dynamite
Angelo	Normal Shot	Throw Gas Grenade
Romano	Normal Shot	Throw Gas Grenade
Sonny	Normal Shot	Throw Dynamite
Enforcer	Normal Shot	None
Lawyer	Hit with Suitcase	None
Seductress	Seduce	None
Bouncer	Stun Hit	None
Gunman	Two Guns	None
Henchman	Tommy gun	None
Street girl	Spray	None
Assassin	Poison	None
Bazooka	UnitHit	Fire Bazooka
Big Mamma	Shotgun	None
Black Widow	Two Uzis	None
Bodyguard	Two Guns	None
BomberTime	BombThrow	Dynamite
Businessman	None	None
Infiltrator	Slit Throat (Impersonate)	None
Ninja	Stun Hit and Kick	Stab (Stealth)
Sniper	Sniper Rifle	None
Super Bouncer	Stun Hit	None
Thief	Steal	Throw Gas Grenade

### DEFAULT KEY ASSIGNMENTS

#### CHARACTER CONTROL

KEY
"A"
"D"
"W"
"S"
"Q"
"E"
"R"

#### VEHICLE CONTROL

KEY
"A"
"D"
"W"
"S"
"E"

#### GENERAL CONTROL

Rotate Camera 90° Clockwise	"V"
Rotate Camera 90° Counter-Clockwise	"B"
Master Volume Up	PgUp
Master Volume Down	PgDn
Force Select	"Z" + Click
Toggle Boss Detail View	"C"

#### OTHER CONTROL

Rotate Camera	ALT + Move Mouse
Move Camera	SPACE + Move Mouse
Force Attack	CTRL + Option+Click
Toggle Select	SHIFT + Click
Define Group	CTRL + 1-9
Select Group	1-9
Context Buttons (Function Bar)	F1-F5
Show Game Statistics	TAB

#### FUNCTION BAR USED BY SITUATION KEY (DEF.)

Use Med Kit	All	Normal	F1
Reload	All	Normal	F2
Crouch/Stand	All	Normal	F3
Pri./Sec. Weapon	All	Normal	F4
Toggle Auto-fire	All	Normal	F5
Lock Door	Boss & Underboss	By desk in Safehouse	F1
Go to the Mattresses	Boss & Underboss	By desk in Safehouse	F2
Put out Contract	Boss & Underboss	By desk in Safehouse	F3
Toggle auto-fire (whole family)	Boss & Underboss	By desk in Safehouse	F4
Shut & Lock Business	Store Manager	Taken over biz	F1
Toggle Liquor Sales	Store Manager	Speak-easy built	F4

Toggle Recruitment	Store Manager	Taken over biz	F5-F8
All Leave Vehicle	Vehicle	Anyone inside	F1
Individual Leave Vehicle	Vehicle	Anyone inside	F5-F12

### MAIN CHARACTER LEVELS

The schematic shows how much XP is needed for each level and the categories each of the four brothers will advance.

LEVELS	XP	ROMANO	MARIO	ANGELO	SONNY
0	0	Basic	Basic	Basic	Basic
1	2000	Business	Leadership	Combat	Combat
2	4000	Business	Leadership	Leadership	Combat
3	6000	Leadership	Business	Business	Business
4	8000	Combat	Combat	Combat	Leadership
5	11000	Business	Leadership	Leadership	Combat
6	14000	Combat	Combat	Business	Business
7	17000	Combat	Combat	Combat	Business
8	20000	Leadership	Business	Leadership	Leadership
9	24000	Business	Leadership	Business	Combat
10	28000	Combat	Combat	Combat	Business
11	32000	Business	Leadership	Leadership	Combat
12	36000	Leadership	Business	Business	Leadership
13	40000	Leadership	Business	Combat	Leadership
14	45000	Business	Leadership	Leadership	Leadership
15	50000	Leadership	Business	Business	Leadership
16	55000	Leadership	Business	Leadership	Business
17	60000+	Combat	Combat	Business	Business

### GENERAL UNIT LEVELS

All secondary units (everybody but the main characters) have two combat levels that they advance.

LEVEL	XP	ALL UNITS
1	1500	Combat
2	6000	Combat

### TECHNICAL and CUSTOMER SUPPORT

If you need further technical assistance after reading the *readme file* and this manual please visit [www.vpltd.com](http://www.vpltd.com) for additional information and updates. We also have a forum to discuss gameplay etc.

If you cannot find a solution to your problem, please follow the support instructions as detailed on the website, or email [support@vpltd.com](mailto:support@vpltd.com). Additionally you will find more game information on the official website, [www.mediamobsters.com](http://www.mediamobsters.com)

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