

WARNING TO EPILEPSY SUFFERERS

To be read before the use of any video game by yourself or your child.

Certain persons are susceptible to epileptic fits or consciousness upon viewing certain types of flashing lights or high-speed displays within their daily environment. These persons may be at risk when watching certain televised images or playing certain video games. This phenomenon can arise even when the individual concerned has no medical history of such a reaction or has never suffered an epileptic fit. If you or a member of your family have ever displayed symptoms linked to epilepsy (fits or loss of consciousness) brought about by electronic simulations, you are strongly recommended to seek medical advice before using this product. We would advise parents to closely supervise their children when they are playing video games. In the event that you or your children do display any of the following symptoms: dizziness, problems of orientation, spasms or convulsions; you should stop playing immediately and seek medical advice.

General precautions to be taken by everyone using video games:

- Do not position yourself too close to the monitor.
- Play the game at a safe distance from the screen.
- If possible, always play video games on a small screen.
- Avoid playing when tired or sleepy.
- make sure you play in a well-lit room.
- Take a 10 to 15 minute break for every hour of use.

Jack,

Here's a one-way ticket to Chicago. I've decided to crash here, in the Palace Hotel. The owner didn't want to hand it over to me but then he went and committed hara-kiri. The bozo just threw himself under my car. Life can be such a pig – he's ruined my paintwork.

I'm happy to say the cops have had a quick sniff around and it looks like they won't be giving us any major problems. But we'll need to get rid of O'Neil and his gang of Irish goons – he thinks he controls the city! As soon as they made it illegal to sell liquor, Chicago turned into the goose that laid the golden egg, and I've always pictured myself as a goose breeder. But there's no way I'm going to share with Hank O'Neil, who's in charge of those whisky-swilling yo-yos, and that's where you, Jack Beretto, "the Executioner", come in, to clean the whole mess up for me.

Along with this letter, you'll find a document that the Feds use for training agents from the Prohibition Office. It tells you all the tactics that the cops use. If you ask me, it's a guide on how to be a professional pain in the butt. Have a read; it'll help you and the rest of our guys to get the job done.

Don Falcone

PS : I've scribbled some comments on the document that you might find useful.

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INTRODUCTION

Welcome to Chicago, the “city of corruption”! The enforcement of the Volstead Act in 1920 marked the start of the Prohibition era. This ban on the production, sale, or transportation of alcoholic drinks placed the city at the mercy of organized crime. All consumption of alcohol was controlled by the mob, and the city was bristling with secret breweries, bars, nightclubs, casinos and brothels.

In the bad old days of 1928, the formidable Hank O’Neil reigned supreme over the city; only a few districts were still under the fragile control of the authorities. But who could predict when a new Mafia boss - even more ambitious, more cruel, more merciless - might emerge and begin a bloody battle for power?



More ambitious, more cruel, more merciless? You'd think they were expecting me... Don F.

The Prohibition Office was created to overcome this threat. Our aim is to regain control of the city and release Chicago from the mob’s clutches.

Our inadequate workforce is preventing us from acting on more than one front at a time. Therefore, the strategy is as follows: we will secure the city district by district and we will intervene swiftly and meticulously through raids, checks and infiltration...

A small group consisting of no more than 5 men, handpicked and fitted out according to the objectives to be achieved will carry out each operation. Once they are in position, the team can conduct the investigation by interrogating witnesses and subsequently arresting the suspects.



Note: Don't forget to wipe out those pesky witnesses. Don F.

According to the new presidential directives, you are now under my authority, and you will receive my order shortly.

James William E. Jackson

District Attorney



Once I've greased a few official's palms, they'll see who gives the orders around here. Don F.

INSTALLATION

INSTALLATION

To install Chicago 1930 to your harddrive, please insert the DVD in your DVD drive and doubleclick the DVD icon on your Desktop. Please drag and drop the Chicago folder that contains the language you want to play to your programs folder on your harddrive.

STARTING THE GAME

To start the game, please double click at the Chicago 1930 icon.

To simulate the „right mouse“ when you have a one button mouse, please click with pressed CTRL-key.

MAIN MENU

Creating a new player

Enter your name and press the Return key. Then select the difficulty level you want to play the game with. Next, click on the OK button to complete the player setup process. (You cannot change the difficulty level once the player has been created!)

Note: the first time you start the game you will immediately be asked to create a new player, as it is impossible to play until you have done this.

Starting the game

Click on Play in the main menu to start a new mission or to resume an unfinished mission. If you are playing for the first time, you will be asked to select either the Mafia or Police campaign. This determines which side you will be playing when you start the game.

The two campaigns are linked by a story featuring a number of crimes and investigations. The Mafia campaign is the easier of the two. Whichever campaign you select to start the game, you will need to complete both campaigns to find out how the story ends.

Once you have selected the campaign, the map of Chicago will be displayed, enabling you to choose which mission you wish to play first.

Loading

Click on Load in the main menu to load a saved game and play an old mission. The screen displays the full list of games that you have saved.

Note that when you quit the game, the program saves your current mission automatically, so that you can simply resume the mission the next time you click on Play.

Choosing the player

Several people can play different missions on the same computer; all you need to do is create a player for each person. You then just select your own player to access your saved games or simply continue your mission. Click on Player in the main menu to create, delete, or select a player.

Options

Click on Options in the main menu to go to the Options sub-menu.

The Graphic options screen enables you to select the screen resolution.

In the Sound options, you can select the sound quality and adjust the volume for the sound effects, music and comments. You can also vary the frequency of comments spoken by the characters on the screen.

The Options screen allows you to personalize the shortcut keys. Choose a line in the list of shortcuts and click on the key that you wish to use as the new shortcut. You can also use one of the two standard schemes (default1 and default2).

Videos

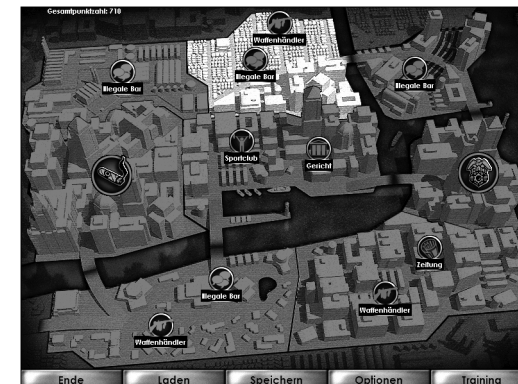
To have another look at movie sequences from the game that you have already watched, click on Videos in the main menu.

Quit Game

To quit the game, click on the Return to operation system button in the main menu.

MAP OF CHICAGO

The map of Chicago indicates who controls each district, as well as the places where you can carry out your next mission. This enables you to plan your strategy for conquering the city. The districts controlled by the authorities are displayed in blue, the O'Neil gang's districts are in brown, and the ones belonging to Don Falcone appear in red.



At the bottom of the screen, there are five buttons providing access to the:

- Main menu
- Loading screen
- Saving screen
- Options screen
- Training screen (details on page 25)

RESOURCES

The districts contain various icons labeled Court, Sports club, etc. These are resources that can help you in your conquest. At the start of the game, we only have a few men and not many weapons, but the more resources we capture, the more men and weapons we have at our disposal. The resources are as follows:



Armory

The more armories you control, the greater the selection of weapons you have at your disposal will be. For example, you would need to control all three of the city's armories to be able to use heavy weaponry such as the Thompson tommy gun or the hand grenade. Although these types of weapons are not generally recommended for a federal agent, they should be kept in reserve for extreme situations.



Tommy guns and grenades are more our kinda thing! Don F.



Police Station (Police Campaign) / Speakeasy (Mafia Campaign)

The Police Station or Speakeasy is where you can recruit new men. Once you have captured a district containing this resource, new recruits are added to your group automatically. The next time you choose a team for a mission, a small star will indicate the new recruits.



Court

When you control a court, your men will spend less time in prison if they break the law.



Newspaper

This increases your popularity in the city. The more unpopular you are, the fewer men you will find who are willing to work for you. Note that your popularity decreases when you leave too many bodies in your wake during a mission!



Sports Club

If you acquire the Sports club, you can give your men new skills (shooting, close combat, etc.). For more details, see the Training and sports club section on page 25.

SELECTING A MISSION

The districts flashing on the map of Chicago indicate the missions that you can play. When you move the mouse arrow over a district, a short summary of the mission appears.

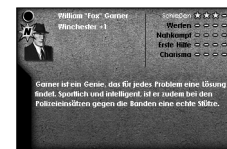
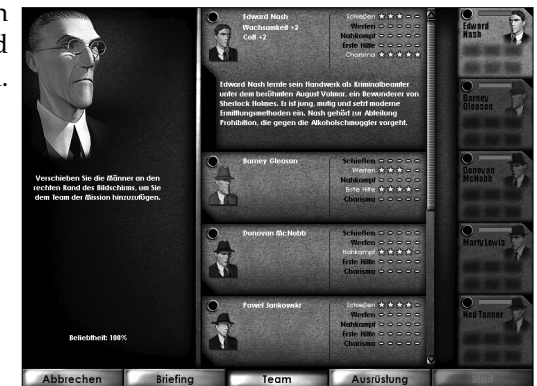
If you want to find out more, click on the district. Your boss will then give you more detailed information about this mission.

At the bottom of the screen, you will find some buttons that enable you to return to the map, set up your team, select equipment and begin the mission. The button that you press to begin the mission is grayed out until you have set up a group and fitted it out.

(In the first mission of a campaign, you don't have the option of setting up your team; you go straight into the mission.)

SETTING UP A TEAM

After the briefing, you can click on Team to choose the men you would like to accompany you on the mission.



In the middle of the screen, you will see the files relating to the men available to you. Each character possesses five skills:

- Firearms: the more stars a character has in this category, the more accurately he can shoot.

- Throwing: the more experience a man has in this skill, the further he can throw objects.



Especially handy for grenades and throwing knives, ha ha! Don F.

- Close combat: the more experience of close combat a man has, the harder he can hit.

- Medicine: a good doctor will be more capable of healing injuries and using chloroform.

- Charisma: a man with a high level of charisma will be able to assess an opponent's behavior more quickly. A charismatic cop will find it easier to get information out of witnesses.



Witnesses are there to be bribed! But acertain amount of charis-
ma's useful for that too... Don F.

Some men may have special skills. If, for example, an officer has the Firearms skill level 3 and the special skill Winchester+2, he will be an average marksman (3 stars) unless he is firing a Winchester, when he will be an excellent rifle marksman (5 stars).

The Perception+1 or +2 skill level means that a character has particularly acute senses and that he can see further than ordinary men. On the other hand, the Discretion+1 or +2 skill level means that a man is harder for his enemies to spot.

To obtain more details about a man, click on his file.


On the right, you will see the mission team consisting of between 1 and 5 men. Note that Edward Nash (Police Campaign) or Jack Beretto (Mafia Campaign) will always be part of the team.

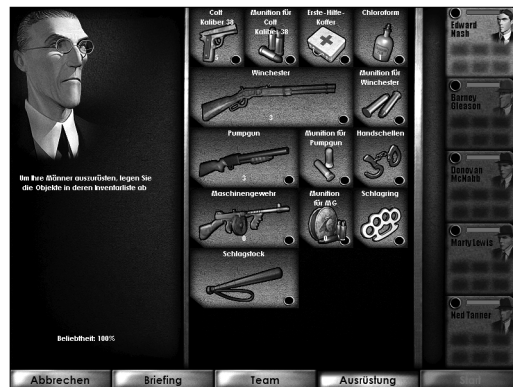
You can add a man to the team (or remove him) by double-clicking on him.

SELECTING EQUIPMENT

As an FBI special agent, you will certainly need to use a baton or a pair of handcuffs, in addition to your standard issue weapon.



 We normally use grenades, bats, tommy guns, that kinda thing. But you won't be able to get a hold of them in the early missions, so



make sure you at least take along a set of brass knuckles. Don F.

The six empty boxes in each character's file represent the inventory, where you put the equipment. Note that certain objects occupy two or even three boxes.

You can always exchange objects between characters or remove objects by dragging them to the left.

Most objects won't be available at the beginning of the campaign.

Also, some objects will be available in limited quantities. If this is the case, the object will be grayed out once you have the maximum number in the inventories. A small number on the object sheet indicates how many objects are still available.

The number of stars displayed on the right side of the screen represents a character's ability to use the relevant object - for example, his ability to "throw" when you move a grenade.

Once you have set up and fitted out your team, you are ready to begin the mission.

PLAYING A MISSION

When you arrive on the scene, you will have to act cautiously. The missions are generally a combination of infiltration and action. If you throw yourself straight into the fray, you won't last very long.




During a mission, you can use F1 for the quick save function and F5 to load a game.

AIM OF THE GAME FOR COPS

If your objective is to arrest mafioso, your first job is generally to gather evidence and interrogate witnesses. (More details in the “Witnesses” section page 21).

Then it's time for action - provided that you have enough evidence against the mobsters, you can arrest the culprits. Use your standard issue weapon to keep the mafiosi at bay, but only shoot in self-defense.

The following icons indicate your rights with regard to an individual:

-  This is a witness that you can interrogate. (See page 21)
-  This individual has committed a crime, so you are entitled to arrest him.
-  This individual is armed and dangerous, and poses an immediate threat to the lives of your men or innocent citizens. You have the right to kill him.
This icon mainly appears in situations where self-defense is required.

Never forget that as federal agents, you represent the law so you should respect it, even if nobody else does! You cannot simply kill a gangster because he's a gangster, and you can't arrest a character just because he looks shifty. You can only arrest those individuals that have committed a crime, and weapons may only be used in self-defense.

Note that the FBI, depending on the seriousness of the offense, issues one or more warnings to agents that break any of these rules. If an agent is given ten warnings, he will find himself in jail at the end of the mission. If he is Edward Nash, the game will be over. So try and stick to the rules!

You can view the number of FBI warnings at any time using the TAB key.



Here are some tips on how to behave in different situations:

- **A gangster with a target icon:** You can kill him or knock him out, and in most cases this will be your only way of getting rid of him. You also have the right to arrest him, but this will generally be impossible.

- **A gangster with a handcuff icon:** You have the right to knock him out or arrest him. If he has his weapon drawn, he will probably attack you. If this is the case, a target icon will appear above his head, and you will then be entitled to kill him in self-defense.

- **An armed gangster without a target or handcuff icon:** If a gangster has his weapon drawn, you are entitled to hit him to disarm him. If this is not possible, try to stay out of his way. Alternatively, some agents use the following, rather unorthodox method: enter his field of vision with your weapon drawn, or fire at the ground to attract his attention. When he sees you, he will probably get ready to attack you - a target will then appear above his head and you can kill him. This provocation method is particularly effective in slow motion mode.

- **An unarmed gangster without a target or handcuff icon:** The law doesn't give you too many options here. If you don't manage to find any evidence against him, the following procedure is recommended: one of your agents threatens the gangster with a weapon. When he gives himself up, a second agent searches the gangster and takes his weapons from him. He is then unarmed and cannot harm you.

- **Several unarmed gangsters:** You can threaten them and proceed as described above.

- **Several armed gangsters (or partially armed):** If you can't avoid them or knock them out one by one, a struggle is probably inevitable. Use several agents to attack them, and turn on slow motion mode to ensure that you aim only at those opponents with a target above their heads. Above all, take care not to hit innocent civilians. After the fight, arrest or disarm any gangsters that give themselves up.

To predict an opponent's behavior, see the "Detecting attitudes" section on page 20.

AIM OF THE GAME FOR MOBSTERS

When you confront mafiosi, always bear in mind that they live by a different set of rules.





Hey, give him a gold star for observation! Damn right we don't live by those flatfoot rules... So now I'm going to tell you how it works. A gangster can kill whoever he goddam pleases, but there's one golden rule: don't get caught!

If someone squeals to the Feds, the gangster's most likely gonna find himself in stir right after the mission.

So if you whack someone, be sure that there aren't any witnesses. If there are, shut 'em up - but I'll tell you more about that later (page 21).

You can display FBI warnings using the TAB key, like the cops do. But watch out - when the number hits ten, you're heading straight for the slammer... Except that, unlike our gumshoe friends, we can keep witnesses schtum by buying them off! So there's always a way to keep the number of warnings to a minimum... Don Falcon

The mafia uses the following icons:

-  You can kill this character without any repercussions
-  This is a witness who has seen you commit a murder. It's best to take care of him... (see page 21)

THE GAME SCREEN

When you begin a mission, you will find yourself on the game screen. Here you can see your characters, the rooms that they can see and the objects and characters within their field of vision (see page 20).

On the right, you will see your team's portraits. Below the portraits, there are two buttons to make the selected characters crouch down/stand up, and a button that shows you if your teammates need to return to base when they are threatened by cops.

Top left, you will see the name of the place where you are. Sometimes, a place is divided into two stories, for example, a hotel's first floor and a higher story. If this is the case, each story has a different name. A button next to the name enables you to toggle between stories.

Bottom left you will see a watch, which is used to enable slow motion mode. This mode is described in more detail later.

Bottom right, there is a round button that you can press if you want your enemies' attitudes to remain on-screen all the time.



PORTRAITS

The most important part of the interface is the set of characters' portraits on the right. The portraits display each character's name, face and inventory, as well as a gauge showing his life points. You can select a character either by clicking on the character himself or by clicking on his portrait. Right clicking on the portrait deselects a character. You can also draw a box around the characters on the game screen to select several at once, by dragging the mouse with the left button pressed (or the right button to deselect).

Click on an object to use it. Right-click to stop using it. The use of objects is described in more detail onwards.

You can also drag objects to an inventory, or even between two inventories. The latter is possible if the two characters in question are next to each other. But take care - if the characters are too far away from each other or if there is an obstacle between them, it will be impossible to transfer objects between their inventories.

MOVING AROUND

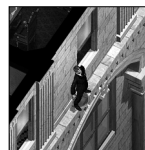
Click on a place to walk to it, and double-click to run. You can stop a movement at any time by right clicking.



When a character arrives at a location that you sent him to, you can point him off again in the direction that you want him to go next.

Your characters can also move when they are crouching - simply left-click. When you double-click, the character gets up, runs, and crouches down again. This is very useful for running under cover.

To use a staircase, move a character to the top or bottom of the staircase. Your man will then take the stairs and appear on the story above or below a few seconds later. The lifts work in the same way.



In some missions it is possible to climb out of a window and walk along a ledge.

To do this, simply click on the window or directly on the ledge. But take care! When two characters meet on a ledge, one of them will fall over the edge and die!

SEEING AND HEARING



All the characters in the game have a 180° field of vision.

This field of vision enables him to see any character or object, as long as there aren't any obstacles restricting his view.

Note that you can only see the characters or objects that your men are looking at! Rooms that you can't see are displayed in color, indicating that you don't know what is inside them. Also, the room in which your men are located may seem to be empty, but there might be enemies on the other side of the room that you can't see because they are too far away!



Note that a crouching character can look into the corners of rooms without being seen.


DISCRETION AND PERCEPTION

The distance from which an opponent can see a character depends mainly on the amount of light - a character in a dark corner is less visible than a character out in the open.

What's more, some of your men have an increased / reduced level of perception, which means that they can see further / can't see as far. On the other hand, others have an increased/reduced level of discretion, which means that they are harder/easier for opponents to spot.


DETECTING ATTITUDES


Opponents won't all act in the same way when they see one of your men. Some of them will simply ignore the character, others will attack him, and others still will leave the room or flee. Watch your opponent for a few seconds and you will see a colored icon appear above his head. The color of this icon indicates the opponent's attitude:


 green marble : hypocrite - this character will not react when he sees you.

 orange marble : cautious - this character will only react if you are armed.


 blue marble : coward - this character will flee when he sees you.

 yellow marble : lookout - this character will run for help as soon as he spots you.

 red marble : hunter - this character will attack you, and may even chase you.

 dark orange marble : bodyguard - this character will attack you without leaving his post

The icon normally disappears after a few seconds.

 If you want to keep it on the screen, press the Display attitudes button at the bottom right. The time it takes your men to determine an opponent's attitude depends on their charisma level.

WITNESSES



A witness is a civilian who has seen a crime. You will recognize witnesses from the Eye icon above their heads.

They play an important role in your investigations, as they can enable you to prove a suspect's guilt.



When you see a witness, you can interrogate him. He will give you information or - even better - evidence to incriminate individual suspects. These suspects will then be shown with a Handcuff icon above their head, which gives you the right to arrest them.

An agent needs plenty of Charisma when interrogating a witness; otherwise the witness may refuse to cooperate. The Charisma skill level is displayed on the portraits when you point to the witness with the mouse arrow.



OK Jack, forget all that – it's all stupid flatfoot stuff. Witnesses are nothing but a nuisance to wise guys like us. When you whack someone, it's best to do it where there are no witnesses, otherwise they'll squeal to the cops, and your guys will most likely end up in stir after the mission! If there's no way of avoiding witnesses, then you'll just have to take care of them.

The easiest way to shut a witness up is by getting rid of him - but that can start off a chain reaction. Imagine if you hit a guy and there's a witness who runs into a pizza parlor. You follow him and take him out too... in front of 12 other guys. So you have to gun all of them down too... When you're done, there's a huge pile of dead witnesses in the middle of the restaurant. Then bang - we lose all our credibility, and nobody wants to work for us no more.

So it's better to use a different method when you're dealing with witnesses. The easiest way is to bribe them: you talk to the witness, you slip him some greenbacks, you scare him a little and hey presto: he never saw a thing.

Believe me, it works. Of course, you'll need to make sure you always got some dough in your pockets to persuade the witnesses. Don F.



SLOW MOTION MODE

It's often difficult to coordinate all of your men's actions during a shoot-out. Click on the watch in the bottom left of the screen and the whole game will slow down, enabling you to spend longer time giving your team its orders.

A dotted line between a character and an opponent indicates that your man is busy firing at his opponent. When the line disappears, your man is awaiting new orders.

Slow motion mode only lasts a moment: while it is enabled, the watch will gradually fill with red. When the watch is full, slow motion mode stops. (You can also interrupt slow motion mode by clicking on the watch.) In normal mode, the watch empties again. You can still start slow motion mode if the watch is not completely empty, but it will not last as long.





THE OBJECTIVE SCREEN

Press the Escape key during the game to display the objective screen. This automatically pauses the game.



On the left side of the screen, you will see the mission objectives and any additional information. The objectives already accomplished are grayed out and indicated with a check mark.

On the right side is a map of the entire level, showing the characters and objects visible to your men. Here is a key to the colors_:

-  Player character. (Blue)
-  Armed enemy (mafioso or police officer). (Orange)
-  Civilian. (Green)
-  Object. (Yellow)



Click on the Book icon to open the newspaper. This contains all the important information that you have obtained during your investigations.



The Attributes icon enables you to see your characters' attributes.

You can return to the mini-map using the Map icon.

At the bottom of the screen are some buttons that enable you to return to the game, load or save a mission, go to the options menu, restart the mission, or quit the game.

You can also return to your mission by pressing the Escape key.

AFTER THE MISSION

If you lose your main character or are unable to complete the mission, a window will give you information about your defeat. At the bottom left of the window are some icons that can be used to restart the mission or load a saved game.

You can also reload a quick save by pressing F5.

On the other hand, if you have fulfilled all the mission objectives, you

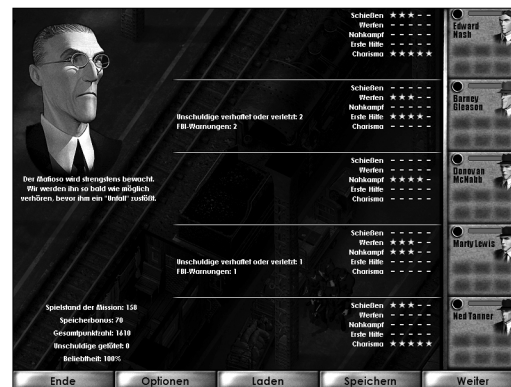


have won. A newspaper will then appear and indicate the press's reaction to your actions. Press the left mouse button to continue to the debriefing screen.

DEBRIEFING

At the left side of the debriefing screen, your boss gives you feedback on the mission.

On the right side, you will see the skills possessed by the team members. Some of your men may have gained experience during the mission, in which case the relevant skill levels will be increased. If, for example, one



of your men put up a good fight during a shoot-out, his skill level for Shooting will increase by one point.

If your men have committed crimes, a criminal record is displayed to the left of their skill information. Penalty points (FBI warnings) are issued for each crime. If an agent gets ten warnings, he is withdrawn from service - temporarily at least. A Lock icon on the agent's file indicates this.



We get FBI warnings too when we try to be too smart.

But of course, if there aren't any witnesses, who's gonna know?

What they don't know can't hurt them... Don Falcone

TRAINING AND SPORTS CLUB

Sometimes you will find upgrades in the missions that enable you to train your men following the mission.



These upgrades improve a characters' shooting, close combat, throwing, medical skills and charisma. Once you have collected these upgrades and completed the mission, you will be asked if you would like to train your men.

(If you decline, you can still train your men from the map via a button in the bottom right corner.)

The training screen will show a list of your men. On the right side, there are icons representing the bonuses that you have collected during the mission. You can award these to your men by using drag and drop. Bear in mind that a skill upgrade (for Shooting, for example) cannot be used for a different skill (for example, Close combat).



At the beginning of the game, you can only award skill upgrades to men who already have at least one star for this skill. But once you have captured the district containing the sports club, you can also give upgrades to men who don't yet have any stars in the relevant skill. In other words, the sports club can be used to train novices. This enables you to make your men more versatile.



You can also award automatic upgrades to the weakest men by using the Auto min button, or to the strongest men using the Auto max button. In other words, the Auto min button is used to create characters of similar skill levels, while the Auto max button is used to create specialists.



Once you have awarded your bonuses, you can return to the map and select the next mission.



ACTIONS



FIREARMS

The following firearms will be available to you:

	Colt .38	
<i>The Colt is formidable medium-range weapon.</i>		
Armories: 0		Magazine: 6 cartridges

	Shotgun	
<i>Deadly at close range. This is a dispersal weapon, ideal for use against groups of opponents.</i>		
Armories: 1		Magazine: 2 cartridges

	Winchester	
<i>This is an accurate weapon with a long range.</i>		
Armories: 2		Magazine: 6 cartridges

	Thompson tommy gun	
<i>The tommy gun is a fearsome weapon at close range and is perfect for use against groups of enemies.</i>		
Armories: 3		Magazine: 30 cartridges

To use a firearm, click on the weapon in the inventory to make your agent draw his weapon. You are then in Drawn mode. You can walk or run with your weapon drawn, but when your weapon points at an enemy or a destructible object (for example a lamp), the mouse arrow changes into a gun sight, and indicates the targets that you can shoot at by left-clicking. If the target is out of range or an obstacle is blocking the line of fire, the sight has a red cross over it.

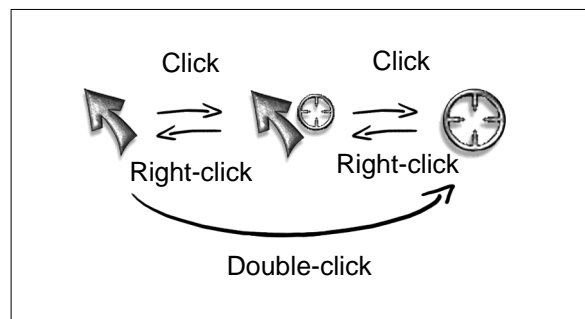
When you are in Drawn mode, you can holster the weapon by right clicking.

Clicking on the weapon a second time enables Sight mode. When this mode is activated, your cursor is a gun sight all the time, so you can no longer move but you can fire wherever you like. You can return to Drawn mode by right clicking.

You can access Sight mode directly from normal mode by double clicking on the weapon.

Note that the mouse arrow will display a recoil effect when you shoot, depending on the gunman's skill. So if a very poor marksman tries to fire a Thompson tommy gun, you will have trouble controlling the sight. If a good marksman uses the same weapon, the sight will barely move.

Similarly, some enemies will react differently when faced with an agent with his weapon drawn.





AMMO



The number of bullets is indicated beside each weapon in the inventory. When this number reaches zero, you will need to reload your weapon. To do this, the correct magazine for the weapon should be moved onto the weapon using drag and drop.



CLOSE COMBAT WEAPONS

Using a close combat weapon is easy: simply select the weapon, then click on the opponent (Double-click to run). You can holster the weapon by right clicking.

The following weapons are available to you:

	Brass knuckles	
<i>Brass knuckles don't do a lot of damage, but they are easy to conceal.</i>		
Armories: 0		

	Baton	
<i>The baton is a stout, blunt instrument. It can only be used by the police.</i>		
Armories: 1		

	Bat	
<i>The bat is a stout, blunt instrument. It can only be used by the mafia.</i>		
Armories: 1		



The quack's secret, silent and effective.

Armories: 1

Note that FBI agents are forbidden from using knives under the Service Directive, art. 372-7b.



These cops really make me laugh! They deprive themselves of the best weapons with their dumb rules... OK, I guess I get to tell you what you do with knives:



The perfect weapon for slitting throats. Simple and effective. It can only be used by the mafia.

Armories: 2



The perfect weapon for infiltration or for killing from a distance. It can only be used by the mafia.

Armories: 3 Attribut: Lancer

Note: don't forget to pick up the knife after you've thrown it! Other objects

OTHER OBJECTS

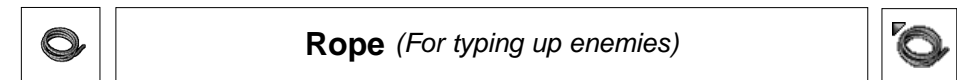
To use an object: select it and then click on the place or character which you wish to use the object on. As usual, you can double-click to run.

This is the characters' standard equipment during the mission:



Handcuffs are used exclusively for restraining characters who give themselves up or who are unconscious. They are not available for the mafia.

Armories: 0 Attribute: ---



A rope can be used for tying up unconscious opponents. Beware: Accomplices can free characters that are tied up! Not available to the police.

Armories: 3 Attribute: ---



Indispensable for tending to injuries sustained in the field. Note that the effectiveness of the care given depends on the character's medical expertise.

Armories: 0 Attribute: Medicine



Select this weapon, aim at the target (the grenade's trajectory will be displayed), left-click to pull out the pin, and release the button to throw the grenade. When you use the grenade from a crouching position, you roll it rather than throw it.

Armories: 3	Attribut: Erste-Hilfe-Kenntnisse
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*A simple way of bribing witnesses and keeping them quiet.
Not available to the police.*

Armories: 0	Attribute: Charisma
-------------	---------------------

DOORS AND KEYS

When one of your men is near a closed door, you can point the mouse arrow at the door to see whether it is locked or not. If it isn't locked, you can open it simply by clicking on it. (Click again to close it.)



If the door is locked, the key may be somewhere on the level you are on. If this is the case, the key is displayed on the mouse arrow.

Finding the right keys is generally an integral part of the mission objectives. There is no need to select the key, as the game will automatically be able to tell whether or not you have the right key.

Note that once the door is open, the key will disappear automatically if you no longer need it.

Some doors are locked with an inaccessible key. If this is the case, you will simply

see a red cursor without a key on it when you point the cursor at the door. There is no way of opening a door like this; it will remain closed until the end of the mission.

Once a door has been opened, it cannot be locked again.

SECRET NUMBERS AND TELEPHONES



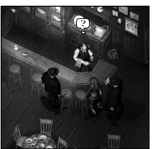
In some missions, you can find a file containing a number.

This may be a telephone number or a secret code for a safe. Either way, you simply need to put the file in the inventory (the same as for the keys) to be able to use the telephone number or open the safe. Select the character with the inventory and click on the telephone or safe.

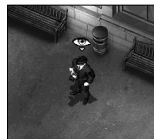
CONTEXTUAL ACTIONS


Some actions don't require objects. These actions include the following:

- Picking up an object: when you see an object on the ground you can pick it up by clicking on it. Providing you have enough room in your inventory of course.
- Moving a body: when you click on a body, you can move it. Click on the place that you want to move it to, then right-click to put it down. This also works with handcuffed characters.
- Searching a body: when you pick up a body, it loses part of its inventory. If you want to know if the character has anything important in his pockets - a key, for example - move him and put him back down.
- Talking to characters: some characters have a speech bubble above their head. You can talk to them by clicking on the bubble.



- Talking to witnesses: you can interrogate any witnesses marked with an eye. This works in the same way as talking to characters with a speech bubble, but only the police can interrogate a witness.

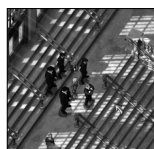


 Yeah, that's just for those soppy gumshoes. As far as we're concerned, witnesses are only good for bribing or whacking!

- Examine evidence: some objects - for example, crates or barrels - are too bulky to put in the inventory. But you can click on them to examine them, to check if they contain weapons or hooch for example.



- Escort a character: some characters need to be escorted, such as witnesses that need protection, or characters that you have just arrested. The character is then displayed with an Escort icon above his head. Select one of your agents and click on the character to escort him. If you want the agent to stop escorting the person, click on the character again.



THE MAIN CHARACTERS

THE MAFIA



Don « Carmine » Falcone

It looks like Mafia boss Don Falcone is planning to settle in Chicago. He is a brutal, merciless man feared for his intelligence and his uncontrolled fits of rage. This is a non-player character that issues the mobsters with orders for the mission.

Is he saying I'm irritable? I'll smash my bat into his little birdbrained skull if he wants irritable!



Jack Beretto

Known as "the Executioner", he is Falcone's number one sharpshooter and loyal right-hand man.

And you'd be well advised to stay loyal, Jack, otherwise...

Don F.



Hank O'Neil

O'Neil and his Irish gang currently control practically all the city. Intelligent and manipulative, Hank is feared by his opponents and respected by his henchmen. He is Don Falcone's rival and archenemy.

THE POLICE



James William E. Jackson

The District Attorney of Chicago. The Prohibition Office is within his jurisdiction, and he is in charge of creating a special group to combat the mafia. He issues the cops with orders for the mission.



Edward Nash

A qualified criminologist taught by the famous expert August Volmar. A great admirer of Sherlock Holmes, Nash is a brave young man who uses modern methods. He is a member of the Prohibition Office, responsible for investigating alcohol smuggling. The District Attorney of Chicago has appointed him as his man on the ground.



Just a pencil pusher pretending to be a super-cop! Come to Chicago, Nash, and then you'll find out what happens to kids like you! Don F.



Dan D. Dougherty

The District Attorney of New York, Dougherty is experienced in the battle against organized crime. He will help out his colleague in Chicago if the authorities ever lose control of the situation.



They say this guy's a real tough cookie. He could cause us some problems.

CIVILIANS

You are likely to meet a lot of civilians when you are carrying out a mission. Try to avoid killing or injuring them in any way, as this is a serious crime. Most civilians surrender or flee when they feel threatened.

However, there are a few reporters and press photographers who are drawn to shoot-outs, in the hope of getting the scoop of the century.

Take care: some civilians may collaborate with the mafiosi and run for help if you threaten them.



Yeah, and some of them will go and squeal to a cop as soon as they see an itty-bitty spot of blood, so watch out...



APPENDIX: SHORTCUT KEYS

Here is a list of the default shortcut keys. Remember that you can modify the shortcuts via the Options menu.

Scroll up:	Up arrow
Scroll down:	Down arrow
Scroll left:	Left arrow
Scroll right:	Right arrow
Select 1st character:	1
Select 2nd character:	2
Select 3rd character:	3
Select 4th character:	4
Select 5th character:	5
Select all:	a
Unselect all:	s
Crouch:	c
Stand up:	v
Slow motion mode:	Space bar
Objective Screen:	Esc
Display FBI warnings:	Tab
Quick Save:	F1
Quick Load:	F5

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