



MADMAN™

CONFESSIONS OF THE FAMILY BLOOD



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

MADMAN™

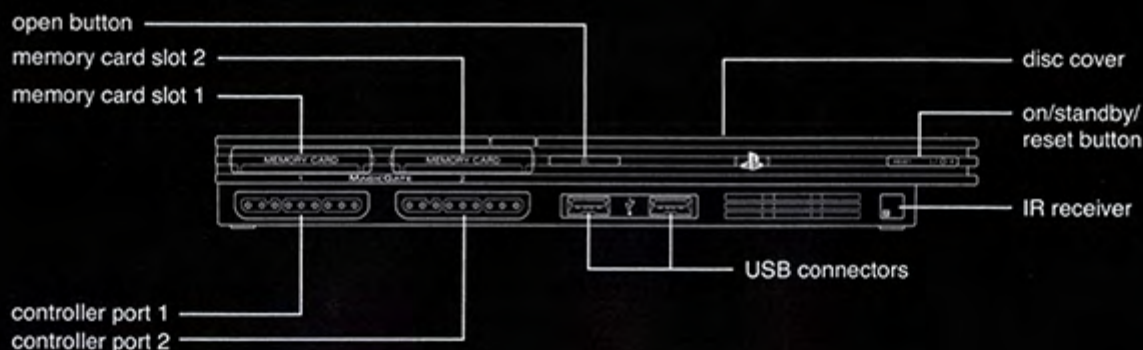
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SETTING UP



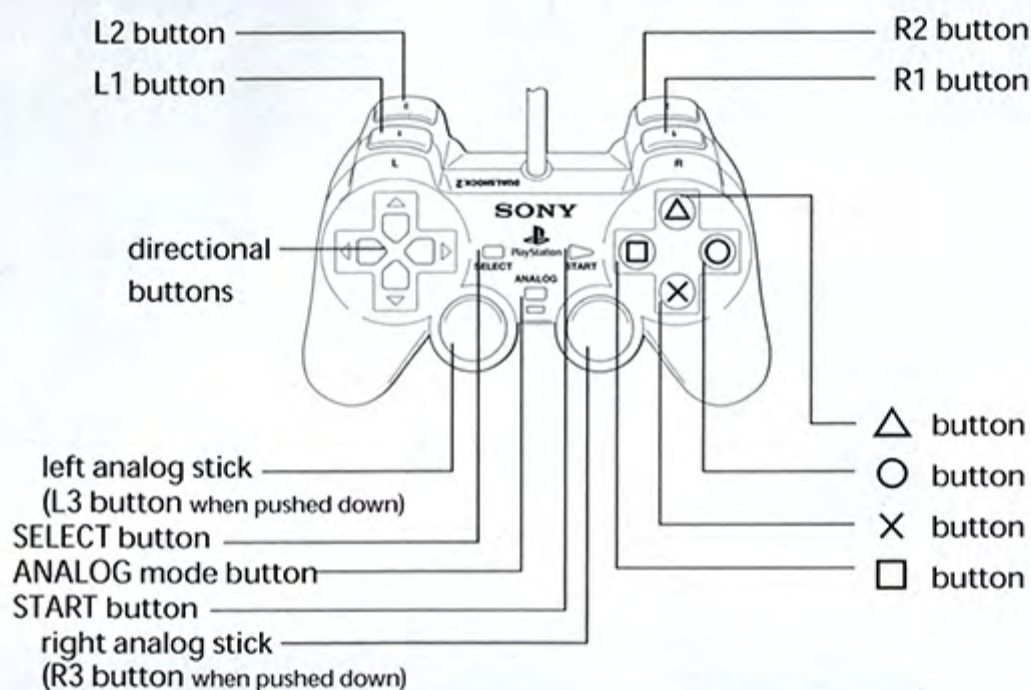
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Made Man™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLLER CONFIGURATION

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



STICK / BUTTON

ACTION(S)

- Right Analog Stick Rotate Camera / Aim.
- Left Analog Stick Move.
- R1** button Fire gun / wield melee weapon.
- R2** button Zoom toggle on/off. Joey cannot run while using zoom.
- L1** button Throw projectile (hold before release for distance).
- L2** button Crouch toggle on/off. Moving while crouched makes no noise and helps Joey sneak up on enemies.
- △ button Enter/exit Kill Rush (only available when the Kill Rack is full).
- button Depending on the context:
- Use object (e.g. Mounted gun).
 - Open doors.
 - Perform a Retort Kill when suitable opponent available.
 - Melee.
- button Reload weapon. **Hold** this button to exchange current weapon for pickup weapon when prompted.
- × button Jump to cover (when jump to cover marker displayed).
- START button Pause game.
- UP** directional button Change to next weapon in inventory.
- DOWN** directional button Change to previous weapon in inventory.
- RIGHT** directional button Dual weapons toggle on/off (if two weapons of the same type are held/owned).
- LEFT** directional button Holster currently held weapon.

INTRODUCTION

Today's a big day for me. When it's all over I'm either gonna be a Made Man or I'm gonna be dead.

But before I get ahead of myself, let me tell you that if it's job security you're after, growing old and drawing a pension - a normal life - then you can stop reading right now.

You'd be better off sticking to your nine-to-five job, day-time TV or whatever it is you normal people do all day. I guess I might have had a normal life, but then that would be a whole different story.

They say that the Mafia has had more influence on the everyday 'normal' lives of New Yorkers than the government has ever had. It's also true that there was a time when absolutely nothing went down in New York that the Families didn't know about or didn't have a hand in. But over the last twenty years things have changed.

Constant feuding and in-fighting causes the Families to grow weak and lose their grip on power. No one respects or fears them the way they used to, so that gap has been filled by newer, younger and hungrier players. The old ways are over. Organized crime has steadily become more ruthless and more deadly than it ever was, and guess what, I've been right in the middle of this change.

And then there's Eggs. If it hadn't been for Johnny "Eggs" Biondo there's just a chance I'd have been living the normal life. If it hadn't been for him and the gold, maybe I'd be a two-bit nobody just like you. But he showed me a different life, a life that once you step into you can never leave.

So, you wanna know how an ordinary guy like me ends up living a very extraordinary life? OK then. Listen up. This is my story and it's quite a ride.

Joey Verola



July, 1989

New York

GETTING STARTED

When the game starts you will be presented with the following options listed below. Use the directional buttons to cycle through the choices. Use the \otimes button to select and the \triangle button to return to the previous screen.

PLAY GAME

Use this option to start the game.

LOAD GAME

This allows you to select a saved game.

REPLAY CHAPTER

If you wish to replay any of the chapters you have completed, choose this option.

OPTIONS

This allows you to change various game options. A sub-menu is presented with three additional options – Audio Options, Controller Options and Difficulty.

AUDIO OPTIONS SUB-MENU

The Audio Options menu allows you to change the volume of the Music (“Music Volume”) and the volume of the sound effects (“SFX Volume”).

Both options use slider bars to set the relevant volume level to the desired level. Use the left and right directional buttons to change the sliders.

Pressing the \triangle button will take you back to the Options menu.

CONTROL OPTIONS SUB-MENU

The Control Options menu allows you to change the orientation of the up/down right analog stick movement and enable or disable the vibration feature of the controller.

Pressing the \triangle button will take you back to the Options menu.

DIFFICULTY SUB-MENU

The game supports three levels of difficulty. Choose the level you are most comfortable with.

Pressing the \triangle button will take you back to the Options menu.

PLAYING THE GAME

The following picture shows a typical scene in the game:



MOVING/RUNNING/CROUCHING

Move Joey using the left analog stick. Pushing the left analog stick fully in any direction will make Joey run in that direction. Small movements make Joey walk and strafe. Pressing the **L2** button will make Joey crouch. Pressing the **L2** button while Joey is crouched will make him stand up again.

OPENING DOORS

Use the **○** button to open doors.

ZOOMING THE CAMERA

To zoom in for a better view of the target, press the **R2** button. Pressing **R2** again will return to normal view. NOTE: Joey can't run while zoom mode is active.

HEALTH BAR (SEE PICTURE LEFT)

This bar shows how much health Joey has at any time. It depletes as he receives damage but can be increased by collecting medicine bottles and med-kits. See page 13.

When Joey's health is exhausted, it is time to start again!

KILL RACK (SEE PICTURE LEFT)

Elements of the Kill Rack indicator change from Blue to Red as Joey kills enemies. When it is totally red, the player can activate Kill Rush by pressing the \triangle button. At any time during Kill Rush the player can exit the mode by pressing this button again. See Kill Rush on page 9.

JUMP TO COVER (SEE PICTURE LEFT)

The "Jump To Cover" shows the player which direction Joey will leap if the \otimes button is pressed. The marker is only shown in situations where Joey can perform this maneuver.

When in cover Joey will become 'locked' to the cover and will be able to sidle along it as well as fire over and around it. The player can make Joey leave cover at any time by hitting the \otimes button again.

Effective use of cover is essential to avoid Joey being fired upon by his enemies.

AIMING AND SHOOTING (SEE PICTURE LEFT)

Use the right analog stick to aim the crosshairs. The $\boxed{R1}$ button fires the currently selected weapon or performs a melee attack if Joey is unarmed (or carrying a hand-to-hand weapon). Press

$\boxed{R2}$ to zoom the camera closer to your target (when in cover mode and using Zoom, press $\boxed{R2}$ again to resume cover).

USING A FIXED WEAPON

To use a stationary weapon, use the \odot button to start and stop. A first person view is provided for these weapons.

THROWING

To use projectile weapons (Molotov Cocktails, Pipe Bombs and Grenades), hold the $\boxed{L1}$ button to determine the throw distance and then release. Hold longer to throw farther.

RELOADING

To manually reload your currently selected weapon, press the \square button. NOTE: Joey will automatically reload his weapon when out of ammo and the player attempts to fire another shot (assuming he has ammo in reserve).

MELEE

Joey can also lash out at enemies with his currently held weapon by pressing the \odot button.

CHANGING WEAPONS

To change the gun Joey is using, press the **up** and **down** directional buttons to cycle through your available guns. Joey can only carry three types of guns at once, but he can carry two of each type to allow him to wield both at the same time. If he has two guns of the same type, the Dual Indicator (see below) will be displayed next to the weapon icon. Pressing the **right** directional button will make Joey wield both weapons. Pressing the **right** directional button again will switch back to a single gun. NOTE: Using two guns simultaneously uses twice the normal amount of ammo but also inflicts twice the damage.

Pressing the **left** directional button will holster the currently selected weapon. Pressing it again will allow Joey to draw his last weapon used.

WEAPON IN USE

Joey starts each chapter with weapons that are relevant to that part of the story. In some chapters, he only has his bare hands to start with – look out for weapons in the environment or beat enemies to obtain their guns.

The screen display shows the weapon Joey is currently holding. Also shown is the number of rounds in the weapon (before he needs to reload) and the TOTAL number of rounds the player has for that weapon.

DUAL INDICATOR

If the player has collected two of the same type of weapon, the Dual Indicator (the "x2" arrow next to the weapon) will be displayed. By pressing the right directional button the player can wield a weapon in each hand.

NOTE: Not all weapons can be dual-wielded and you can only hold a weapon in each hand if you have collected two identical guns.



This example shows Joey using a single Semi-automatic weapon with 15 rounds in the clip and a total of 22 rounds available. Joey must find more ammunition or switch guns soon.




Joey has fired off a couple of rounds but this time he also has a second identical weapon available, although he is not using it at this time.



Joey has a gun in each hand, 43 rounds in total, but only two rounds in each clip. He'll need to reload soon.



COLLECTING AND DISCARDING WEAPONS

To pick up an item simply move Joey over it. The only exception to this rule is when the player wishes to swap one of his three weapons for a new one. To do this, stand over the desired weapon and hold the  button to swap it for the currently selected weapon.

AMMUNITION


Each weapon available to Joey (pg. 10) has its own associated ammunition type. Picking up an ammo pack by running over it will add to Joey's ammo reserve only if he has that type of weapon in his arsenal and his ammunition is not full. Otherwise, the ammo cannot be picked up. The ammunition in a discarded gun can also be picked up if Joey already has that gun.

KILL RUSH


As Joey kills opponents he fills his Kill Rack. When it is totally filled the player can activate Kill Rush by pressing the  button. Kill Rush slows the game down, allowing Joey to dispose of his enemies more easily. During Kill Rush, Joey will not expend ammunition while firing and the Kill Rack becomes a timer showing the player how much time is left. Kill Rush ends when either the timer runs out or the player presses the  button again.


NOTE: When pressing  to exit Kill Rush, the entire Kill Rack will be lost.

RETORT KILL

Some characters will taunt Joey when they are injured. Use the  button to finish them off. Such 'mercy killings' boost Joey's health.

EXITING THE GAME

Press the  button to pause the game. You will be presented with a menu selection with the following options: Continue, Save, Restart, Options and Quit.

CONTINUE allows you to carry on at the point where you pressed .

SAVE GAME allows you to save the current game from the last checkpoint.

RESTART CHAPTER returns Joey to the start of the current chapter.

The **OPTIONS** menu allows you to change the audio volume and orientation of the y-axis.

QUIT GAME will exit the game.

AVAILABLE WEAPONS

The following is a full list of weapons available in the game together with the ammunition required for each. Note that you can replenish your ammunition from some cases infinitely, other boxes are strictly limited in their contents.



SEMI-AUTOMATIC HAND GUN

The gangsters' favorite, so don't leave home without at least one of these. Fast, accurate, and when used in *dual mode*, devastating.

This gun is also available with a silencer for those "quiet" jobs.



REVOLVER

The Redneck's choice – it's easily concealed and readily available. This isn't a great weapon, but sometimes you've got to use what's at hand.



.50 CALIBER

They should rename this gun 'The Problem Solver'; don't let the small clip capacity turn you off, this can sort things out with minimal trigger action.



SUB MACHINE GUN

This is the perfect gun for when you're outnumbered – a good left to right sweep across a crowd will resolve any nasty situation.



MACHINE PISTOL

When subtlety is not required, this weapon does the job. It doesn't have massive impact, but it can buy you time when a mob appears.



ASSAULT RIFLE

The choice of the Vietcong – when you're stuck in a rat tunnel with a bunch of angry VC between you and the barracks, fight back with their favorite weapon.



AUTOMATIC RIFLE

With a good scope, pinpoint accuracy and a generous enough clip, it's hard not to enjoy this beautiful creation.



SNIPER RIFLE

An outdoor gun for those long-range strategic shots.



PUMP ACTION SHOTGUN

This is guaranteed to make a mess of any enemies at close range.




SAWED OFF SHOTGUN

If carrying a shotgun is too clumsy, use this one in each hand for the best results!



MOUNTED GUN

The bad news is that it cannot be carried. The good news is that it has unlimited ammunition.

Press the  button to use when prompted.



SWORD

No clips or reloads to worry about here. Just slice your way through any aggressor.



CROWBAR

You'll need to stand next to the guy you're dropping, and after a few whacks on the head, he's not going to look too pretty.



BASEBALL BAT

Step up to the plate and punish your enemies with a homerun swing to the skull.



MOLOTOV COCKTAIL

This explosive concoction burns, hurts and kills. Perfect if you want to stop the approach of a large group.



GRENADE

When shooting is not an option, drop one of these down a hole, or through a window to deliver an explosive result.



PIPE BOMB

These crude explosives can still cause a real mess.

OTHER COLLECTIBLE ITEMS

The following items are hidden in the environment.



MEDICINE BOTTLE

Use this to replenish half of Joey's health.



MED-KIT

Use this to replenish ALL of Joey's health.



BODY ARMOR

Protects Joey from most bullet damage... for a while.

CREDITS

This game is dedicated to the memory of Steve Cain, 1957 – 2006



silverbackstudios

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fund4games

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Tim Gatland, Charles McMicking, Craig Hunter
– Insurgent Studios

STORY

The storyline of the game was developed by David Fisher and it is based on his encyclopaedic knowledge of all things Mafia. Thanks, David, for your continued encouragement and support.

In-game story adaptation was by Jim Bottomley.

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Ciaran Brennan

PACKAGING DESIGN

Fink

TESTING

Babel Media Limited

Absolute Quality

E-FIGS

LOCALIZATION

Babel Media Limited

MUSIC AND AUDIO

In-game Audio by Fox Sound Studios with special thanks to William Morris Agency and Creative Audio Associates. Soundtrack by Rob Sawyer for CouchLife www.couchlife.com. Licensing arranged by Fox Sound Studios and Couchlife.

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Special thanks to:

All of those not mentioned who have been involved in the development of Made Man™. We only listed those who stayed to finish it off, but we know that there were many others who made this game possible.

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To register your copy of this game please go to:
<http://www.aspyr.com/register>

If you are having problems using this software, we want to help. So that we can better help you, please have the following information ready:

- Complete product title
- A brief description of the problem
- Game Console being used

CONTACT US OVER THE INTERNET

Please visit our online technical support page at <http://support.aspyr.com>, and click on the "Browse Knowledgebase" link. If your problem is not currently listed under "Game Issues", then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and open a support ticket located at <http://support.aspyr.com>. This form will then be sent to Aspyr Media Technical Support.

CONTACT US BY PHONE

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are prepared to provide all necessary information about your problem.

CONTACT US BY MAIL

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