

OMERTA

CITY OF GANGSTERS



CONTENTS

WELCOME TO ATLANTIC CITY!	4
STARTING A NEW GAME	5
CAMERA CONTROLS	5
STRATEGIC VIEW	5
RESOURCES	6
ESTABLISHING BUSINESSES AND CONSTRUCTING BUILDINGS	6
CONTROLS	6
UPGRADES	7
STOPPING WORK AND ABANDONING BUSINESSES	7
JOINTS	8
PREMISES	8
CONSTRUCTIONS	8
INDEPENDENT BUILDINGS	9
FEARED AND LIKED RATINGS	9
COMBAT ENCOUNTERS	10
COMBAT ATTRIBUTES	10
WEAPON TYPES	11
LEVELING UP	12
TALENTS	13
TECHNICAL SUPPORT AND CUSTOMER SERVICE	14
LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT	15
CREDITS	21



WELCOME TO ATLANTIC CITY!

Behind every great fortune, there is a crime!
Charlie "Lucky" Luciano

Plunge in a world of crime, dirty money and corruption. Become the Boss and command your own crime family in the Prohibition era Atlantic City. Hire henchmen, bootleg liquor, run the numbers and extort businesses. Defend your territory and fight other gangs for control over the districts.

Omerta - City of Gangsters is a simulation game with tactical turn-based combat. Taking the role of a fresh-from-the-boat immigrant with dreams of the big life you will work your way up the criminal hierarchy. Build your own crime empire in the World's Playground!

The turn-based combat focuses on the tactical command of the Boss and his henchmen. Finding the best vantage point to snipe your mark, while taking cover from a hailstorm of bullets can be just as satisfying as bringing the enemy down close and personal in a brutal melee fight.

STARTING A NEW GAME

It is the prohibition that makes anything precious.
Mark Twain

After you select “New Game” from the main menu, you will be taken to character creation. Follow the on-screen instructions to name your character, choose his looks, define his background and starting attributes.

Next you will be taken to the map of Atlantic City. Each strategic mission takes place in a different district of the city. For your first mission, select the only district that is unlocked for now.

CAMERA CONTROLS

- To pan the camera, move the mouse towards the edges of the screen
- To zoom in and out, use the mouse wheel or the Page Up and Page Down keys
- To rotate the camera, hold the middle mouse button or the Ctrl key and move the mouse

STRATEGIC VIEW

I don't even know what street Canada is on.
Al Capone

The strategic view offers a bird's eye perspective on the current district of Atlantic City. All simulation aspects of the gameplay take place here. You can establish businesses, construct buildings, manage resources, hire new henchmen and send individual gangsters to do your bidding.

RESOURCES

- **Dirty Money** - most criminal enterprises will reap profits in Dirty Money, easily the most important resource in the game. Dirty Money can be spent to cover most of your expenses, or laundered to Clean Money.
- **Clean Money** - Clean Money are all your funds whose existence may be explained by your accountants in a way that will not result in a prison sentence. Clean Money are required for purchasing real estate and ordering constructions.
- **Beer, Liquor and Firearms** - those are the three commodities you can stockpile, sell and buy. Beer is the cheapest one and Firearms are the most expensive. All they require storage space, explained below.
- **Storage Space** - Your hideout provides some initial storage space. Additional storage space may be acquired by establishing a Warehouse or Hidden Storage business. If you run out of storage space, you will be forced to hold a firesale and sell your excess resources at very low prices.

ESTABLISHING BUSINESSES AND CONSTRUCTING BUILDINGS

To establish a business, you must have an empty rented property of the appropriate type (joint or premises). To construct a building, you must own an empty construction lot.

CONTROLS

After you rented or purchased a property, right-click anywhere in the view to open the businesses menu. Click on the property icon to open the property infopanel. With the infopanel open, click on the Establish button. Select desired business type to establish the business. Rented properties require Dirty Money while construction requires Clean Money.

UPGRADES

Each of your businesses may be enhanced with up to two upgrades. Upgrades are accessible via the “Upgrades” button in the building infopanel.

STOPPING WORK AND ABANDONING BUSINESSES

To stop any business that you own, select it from the businesses menu (accessible with right-click in the view) and click on the stop work icon in the business infopanel. You can always start work again later. Abandoning a business is a more permanent way to get rid of it. You can establish a new business in the now vacant rented property or construction lot.

JOINTS

1. Speakeasy
2. Pharmacy
3. Ponzi Scheme
4. "The Don" Pizzeria
5. Weapon Store
6. Protection Racket
7. Boxing Arena
8. Loan Shark
9. Bookmaker
10. Pawn Shop

PREMISES

1. Safe House
2. Brewery
3. Smuggler
4. Distillery
5. Hidden Storage
6. Accountant Office
7. Counterfeiter
8. Soup Kitchen
9. Wholesaler
10. Labor Union

CONSTRUCTIONS

1. Flophouse
2. Hotel
3. Lawyer
4. Insurance Company
5. Clinic
6. Warehouse
7. Nightclub
8. Casino

INDEPENDENT BUILDINGS

Besides your own buildings, there are many independent buildings in Atlantic City - residential flats, legal and illegal businesses and even residences of important people like celebrities and city officials.

Some independent buildings are informants - they reveal new opportunities in their neighborhood and allow you to expand your criminal empire further.

The rest of the independent buildings present various opportunities - for example you may be able to raid them, supply them, or buy them out. To initiate one of those actions, you must send one of your gangsters there. Sometimes the gangster specialization (enforcer, grifter, mastermind, hitman or burglar) will have an additional effect on the outcome.

Keep in mind that some of those actions have additional costs and prerequisites. For example, an action may require warm relations with the building owner.

JOBS

Jobs present various deals offered by your contacts throughout Atlantic City. To check what jobs are available, click on the Jobs button below the minimap. Jobs are split in five categories - Beer, Liquor, Firearms, Money and Special. Available jobs constantly change as the game progresses so don't forget to check them again every now and then.

FEARED AND LIKED RATINGS

Feared and Liked ratings reflect the perception of the people of Atlantic City towards you and your gang. They are modified by your buildings, actions and decisions and provide several benefits. As you become more Liked, the rent costs in the district will drop. Your Feared Rating will force the real estate prices down, thus making the purchases of new construction lots cheaper. Both ratings affect the profitability of various businesses.

There is no problem to be very Feared and very Liked at the same time. Making you more Feared usually does not make you less Liked and vice versa.

COMBAT ENCOUNTERS

You can get much farther with a kind word and a gun than you can with a kind word alone.

Al Capone

As soon as you enter a combat encounter, you will be taken to the Tactical View. Combat in Omerta: City of Gangsters is turn-based. Only one character is active each turn, the rest will act in initiative order, as shown at the top of the screen.

To end a character's turn when you are done giving orders to him, press the End Turn button at the bottom left of your screen.

- **Action Points (AP)** represent the ability of character to attack or use special talents. Attacks and Talents consume different amounts of AP.
- **Movement Points (MP)** represent how far a character can move during his turn. Most attacks also consume all available MP, so take care to move before attacking.
- **Health** represents the character's current physical condition. When a character is hit, he will lose health. If a character loses all his health, he will be knocked out. Your henchmen are tough and will survive being knocked out, but they will suffer injuries that hinder them until treated. If all your characters are knocked out, you will lose the battle.
- **Courage** represents the character's current mental condition and is depleted on hits similarly to health. A small amount of courage is regained every turn. If a character's courage becomes too low, he will become panicked, losing some AP and MP until he gathers his wits.

COMBAT ATTRIBUTES

Muscle

Muscle represents physical strength and general fitness of a character. It affects mobility and performance with melee weapons.

Finesse

Finesse represents the dexterity and reflexes of a character. It affects performance with all firearms.

Toughness

Toughness represents the character's ability to take hits. It affects the character's health.

Smarts

The Smarts attribute represents the character's intelligence and allow a character to act more often.

Guts

The Guts attribute represents the character's courage and resolve. High courage results in more Courage Points and faster reaction on the onset of combat.

Cunning

Cunning represents the character's savvy and shrewdness. It determines AP and modifies the chance to make a critical hit.

WEAPON TYPES

Throughout the game you will find various weapons, organized into 8 weapon types. Different weapon types grant different attack powers. You may change the weapons of your gangsters from the Profile tab in the Team Management screen in the District View, but never during combat. Keep in mind that characters with high Finesse are more effective with ranged weapons while characters with high Muscle are better with melee weapons.

Pistol

Pistols are most precise at close range and have low AP cost per shot.

Revolvers

Revolvers have high AP cost per attack, but they usually fire several shots with a single attack. A character with revolvers automatically retaliates against the first enemy that attacks him with a ranged attack.

Shotgun

Shotgun attacks are very effective at close range and target everyone in a cone in front of the attacker. Shotguns destroy cover objects quicker than other weapons.

Rifle

Rifles are the most accurate weapons, very effective at high range.

Tommy Gun

Tommy guns are devastating auto-fire weapons, attacking everyone in a wide cone. If the character hasn't moved at all before attacking with a Tommy gun, his attacks inflict more damage.

Knuckles

Attacks with knuckles inflict low damage, but have low AP cost. Unlike other attacks, they do not deplete movement points, so a character may attack with knuckles and move afterwards.

Knife

The knife has average damage and AP cost. It may be thrown at short range. Moving next to a conscious enemy character with a knife provokes an attack from him, even when it is not his turn.

Bat

Attack with bats are very damaging, but have high AP cost. In addition, bat hits inflict Concussion, lowering the enemy AP for the next turn.

LEVELING UP

Sometimes your gangsters will be ready to level up after completing a tough combat encounter or other challenge. To level a gangster up, you must go to his Profile tab in the Team Management page (District View).

Every time a character levels up, he gains one perk. You can choose from various different perks and even more will become available at higher levels.

TALENTS

Talents are special support powers, granting additional options to characters in battle. Some of them are useable at will, others only once during a combat encounter, and some are useable once, but recharge when the character knocks down an enemy.

All gangsters have at least one talent. They gain additional talents as they level up, at levels 4 and 8.

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