iton The Godfather Don’s edition speed runner’s comments

Brief on the game:

The Godfather Don’s edition is the PS3 version of the original Godfather game. It is an action adventure generally similar to Grand Theft Auto style game yet different in many ways. In this game there are main missions, side missions as well other minor missions. Also like in GTA there are different areas/regions to travel except unlike in GTA they are accessible from the start. Also unlike GTA there are places to extort or to put it simply to take over such as stores, warehouses, hubs which are owned by rival mobs. To summarise you play as a mobster working for the Corleone family and experience some famous moments from the film in video game form.

Details on gameplay:

There is a level up system where you get the option of upgrading traits such as increase in health points or faster movement. Weapons are provided either from looting rival mobs, black markets or available in safe houses. In addition there are different upgrade weapons all in 3 ranks; rank 1 is the normal weapons, rank 2 a slight upgrade from a normal weapon & rank 3 is more modified upgrade from a rank 2 weapon (garrotte, melee weapons, Molotov, dynamites & time bombs do not have upgraded versions). In this game health points are extremely difficult to replenish fully since the health drinks/medicine replenishes your health points gradually instead of fully replenishing instantly. The rival mobs or the five families consist of 4 with different set of recognisable colours: Tattaglia (chocolate), Stracci (blueberies), Cuneo (cherries) & Barzini (avocados). The Tattaglias are the weakest, low ranked and poorly armed gang while the Barzinis are the strongest, high ranked and heavily armed gang.

Objectives:

Like in GTA there are markers on the map indicating the locations of each mission where the player has to travel to; the blue markers are the main story missions, yellow markers are the hit list contracts (side mission), purple markers are the favours (side mission) and the skull markers are the drug joint (side mission). There is no need to complete any side missions except for a few which are completing 4 contract hit list and extorting at least rackets in order to unlock the next main mission. For some in between mission the next mission unlocks only after a certain time has passed in which case I use to collect as much money possible robbing banks and stealing trucks.

Tricks and strategy:

After doing some experimenting I found some methods to speed run this game which I’ll explain each individually:

* Ignoring tutorial highlights: In the beginning of the game there are missions with minor tutorial objective that must be done in specific ways such as hitting an enemy with baseball bat or ramming the enemy on the wall. Instead of complete each tasks step by step there are ways to skim through them. For example in the first mission I’m supposed to beat the three enemies one by one on the roof where Luca teaches you how to fight. Instead of doing what Luca tells you to do I simply drag the first enemy and throw him off the roof which ignores the second enemy and triggers the third enemy to attack me and I do the same to him.
* Skipping unskippable cutscenes: In this game there are many cut scenes that cannot be skipped but by chance I found out some can be. There are two different cutscenes, one is a normal cutscene and the other is a cropped cutscene. The former cannot be skipped but the latter can be skipped by mashing the start button repeatedly. This trick does not work all the time and the timing of when to mash and how fast can be random. NOTE: I have no idea how precise it works and I’m not sure if anyone else has figured this trick out.
* Skipping dialogue: like cutscenes there are dialogues that are triggered by talking to highlighted characters (with icons above their) most of them are mission based where you need to talk to certain characters like Tom Hagan, Sonny or Clemenza to trigger the next mission. Similar to cutscenes these cannot be skipped normally but again can be through mashing the start button with similar outcomes not guaranteed to work all the time.
* Extortion/interrogation technique: There are some missions and side missions where it requires you to interrogate or extort certain enemy NPCs (rival mobs) or neutral NPCs (store owners). Of course most need a few beatings before they accept your offer as shown in the breaking point bar. Once they do hit breaking point I press the triangle button to make the NPCs give up which triggers a dialogue or minor cutscene. This can be easily skipped by grabbing and holding the NPC then throw off the NPC immediately just after or slightly before making the offer.
* Safe house fast travel: in Godfather Don’s edition a new feature was added where instead of for example driving from Brooklyn to Hell’s Kitchen you fast travel via the phones. This would bring a loading screen for few seconds before reaching the desired location. This can’t be used to travel to any location except only to safe houses. You could fast travel from a safe house or any phone location to a safe house but not safe house to any location. The safe house you want to fast travel must be owned before going there so this will require huge amounts of money depending on the value of the safe house. The prices of the safe houses are roughly come down to the cheapest costing a $15,000 and the most expensive costing a $150,000. This can be done only when outside of a mission and can be very helpful when being chased by cops or rival mobsters.
* Going for the blue highlighted area: In some mission there are blue highlighted areas must be reached in order to accomplish a mission but have obstacles on your way such as enemy NPCs. For example in a mission where Clemenza tells you that Pauli is the traitor and must be taken care off after doing some tasks, there is an objective where you storm a bar owned by rival mob and must plant a time bomb on the second floor. This can be done swiftly by simply running upstairs, ignoring the enemy NPCs, plant the time bomb and head back outside without firing a shot. This method is extremely risky and requires higher HP level up. Instead of taking too many risks in the start at the entrance I throw a Molotov or dynamite to knock or make the hidden enemy NPCs run away to cover so I could easily head upstairs without getting shot at.
* Levelling up traits: After reaching a number of experience points a level up point is acquired for you to choose which trait to level up. There are specific traits that are very useful for this speed run which are Speed, Firearms, Health and Violence; Speed increases your movement speed and crouching speed, Firearms increases faster aiming and more accurate firing, Health increases health points and recovery percentage, Violence increases amount of projectiles hold (Molotov, dynamite & time bombs) as well unlock neck snap kill and plant car bomb. These traits are extremely helpful especial in later missions when dealing with higher ranker enemy NPCs.
* Robbing banks: while in between missions there are some missions that unlock after some time has passed and instead of waiting I exploit that time to rob banks to collect as much money as possible. For example one of the two banks in Midtown has $50,000 stashed inside the vault.
* Hijacking trucks: there are trucks that are owned by rival mobs with their representative colours that can be hijacked while on the way to a mission. The most common truck I hijack is the Cuneo’s red trucks always valued at $7,000 once delivered to any desired Corleone location. For example while on the way to the Corleone compound for the next mission I could steal a truck and drop it the compound at the blue highlighted small area.

Difficulty and problems encountered:

Godfather Don’s has barely any information I could find that helps with speed running. Most of the tricks I found out on my own without any outside help. Moreover I’m going to list examples of weird AI behaviour and rare moments encountered while speed running:

* I tried taking over a business owned by let’s say the Cuneo the nearby business owned by another rival mob the Barzini would rush in and attack me which never happens normally.
* I was driving to a hotel owned by a rival mob where I braked too late and rammed an innocent bystander close to an enemy NPC and for some reason that caused it to start shooting me while I was getting out of my car (animation) which killed my character instantly.
* While being chased by cops I headed for a safe house to escape to safety but only to have a cop car crash and stop just in front of the entrance which blocked my way to the safe house and caused a huge delay in speed running.

* When attacking a number of gangs the aiming can sometimes go wild or get stuck on one enemy NPC even if dead for a while. While I was trying to shoot and aiming at an enemy NPC in front me the auto aim instead went for another enemy NPC not was behind but was much further away. This ultimately caused me cancel auto aim and killing my character.