Featured image from *Steam*

Disclaimer: This was conducted on a PC laptop with a Nvidia Geforce GTX 1650 Max-Q graphics card with the game played in medium settings for the visuals.

"Mafia: Definitive Edition" is a Gorgeous Remake of a Gangster Classic

Mafia: Definitive Edition is the newest game developed by Hangar 13 and published by 2K Games. This remake of the classic 2002 game of the same name is remade from the ground up with a new lighting engine, a rewritten script with motion captured actors, a reworked driving/combat system, an original score, and the introduction of motorcycles that fills out the game's setting of Lost Heaven.

You play as Tommy Angelo, a 1930s cap driver who gets embroiled into a life of crime after coming into contact with some mobsters that worked for the Salieri crime family. As you progress through the story, Tommy rises up the ranks to become a respected mobster as the Salieri's start to get into conflict with a rival family being the Morellos. This tale is similar to many classic mobster stories from films, TV, and books that are focused on loyalty, betrayal, and respect, which isn't a bad thing by any stretch of the imagination.

You really become attached to Tommy as he has to make tough moral decisions that will question his allegiance to his fellow members, including Don Salieri himself. I even

enjoy the entertaining camaraderie that you see between Tommy, Sam, and Paulie as they fulfill their respective roles within the mafia. Even though I never played the original, I got the sense that the developers really put in the extra effort to expand many of the characters including some of the side characters that you interact with after each mission. The story does take a backseat with some quieter moments like Tommy falling in with Sarah who works for the Salieris. Many of the missions in all 20 chapters contain many major action set piece moments like escaping the police from a botched job at an abandoned farm, performing a race in a classic 1930s style car, and fighting other mobsters in a grand church among others.

Much of the gameplay is played from a third-person perspective as you move and drive around the beautifully realized setting of Lost Heaven. It's a fairly linear story-driven open-world game where you constantly drive around to all the different locations as you each story chapter. There isn't a fast travel system as this game is more focused on having you breath in the grandiose Prohibition Era that makes it stand out from any other game of its type. You even have various settings to customize the car handling and how police will respond to you like if you are driving recklessly and going over the speed limit. Along with how effectively enemies will damage you in the various combat sessions.

You get to use various weapons like semi-automatic pistols, shotguns, rifles, and tommy guns that you gather from enemies or from the main hub area that is Salieri's Bar that fits in the time period that the game is based on. There is a cover system that works for the most part while its hand-to-hand combat is simplistic at best as you don't have an extensive moveset.

One of the best aspects of the game is its visuals as it has wonderfully rendered faces for the characters, dazzling lighting effects that are even impressive during the nighttime, and detailed textures among the period-accurate clothing, buildings, and antique automobiles. Though they are not always perfect as I did experience some occasional freezing as I was moving about and visual pop-in on certain foliage like grass as I was driving around the city. But other than that, I personally didn't experience any game-breaking bugs that detract my enjoyment over the game.

While I would have like to see a plethora of side missions after you complete the main story, I do like exploring Lost Heaven to my leisure in its free-roaming mode called Free Ride as I was finding the various collectibles like cigarette cards that have descriptions over certain characters in the *Mafia* franchise, covers for old-timey comics for various genres like science fiction and mystery, and hidden cars to discover in the game world.

Being rebuilt from the ground up, *Mafia: Definitive Edition* is an excellent remake of a classic open-world game that portrays an authentic portrayal of 1930s Americana with a straightforward mobster story. Even if it suffers a bit on the visual side. While Hangar 13 could have added more side/story missions and refined the combat system a bit, this is easily a game I would recommend for fans of open-world games and for those that appreciate the *Mafia* series. I am going to give *Mafia: Definitive Edition* a rating of a 8.0 out of 10.

SOURCES:
https://store.steampowered.com/app/1030840/Mafia_Definitive_Edition/
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