The crime drama Mafia II features the story of Joe, a man born in Sicily who immigrates to America in the wake of World War II. He works at his family's barbershop, hoping to make enough money to reunite with his wife and son. Eventually, he becomes involved with Jimmy the Greek, an Irish mobster in New York City; together they organize gambling rings throughout Brooklyn. However, when Jimmy is sent away for tax evasion and Joe remains behind under suspicion of his murder—and he soon discovers that there are forces even more powerful than organized crime that will stop at nothing to keep their operations secret from law enforcement. Now only a few days remain before Joe is jailed for life without parole. He must find a way to escape the prison, stay one step ahead of his pursuers, and work against the clock if he hopes to reunite with his family. The game was met with generally favorable reviews. Aggregating review websites GameRankings and Metacritic gave the PC version 84.68% and 82/100, the Xbox 360 version 83.89% and 83/100 IGN's Charles Onyett wrote in his review of "Mafia II" that ""Mafia II" is everything you ever wanted out of a mob game". He praised the game for its fresh approach to crime-themed mechanics, citing the lack of free-running that had become common in recent games. He was also impressed with the ability to recruit new members, noting that despite the game's storyline, "you'll be taking your life into your own hands by doing this" due to corrupt law enforcement. Onyett gave the game an A-, calling it "the best "Mafia" game in years". IGN listed Mafia II as one of their best games of 2010, while GameTrailers voted it the second best Xbox 360 game of 2010. GameSpot called it an "excellent game" and praised the game's storyline, characters, and setting. During Sony's E3 2010 press conference, Gematsu reported that ""Mafia II" had sold over 500,000 copies in the United States in six weeks since release; 633,000 in November; 688,000 in December. The game received two awards at 2011 British Academy Games Awards: "Original Property" (Law & Order parody) and "Best Audio". Mafia II has received awards in 2010 The game won the IGN award for best Xbox 360 game in 2010. It finished 2nd place in GameTrailers' best Xbox 360 games of 2010 poll.

The game has won the following awards in 2011 Mafia II was released for PlayStation 3 and Xbox 360 on March 2, 2011. The PlayStation 3 version of the game is playable on both regular and Slim PS3 models, but not the Super Slim PS3 model. This version is also backward compatible with all PlayStation 3 models. The Xbox 360 version of the game is playable on both original Xbox 360 consoles and Xbox 360 S models, but not the new Xbox 360 E console. This version is also backward compatible with all original Xbox games, but not with any games for the new console or for its motion control system Kinect. Both versions require 8GB of free space on either flash memory or a hard drive to install.

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