

Cosa Nostra

About this playtest version

The game in your are reading now is a playtest version for the USA market. Cosa Nostra is already a success in the brazilian indie RPG community and we have decide to take it to the big league up north. We have no idea what is going happen there, but we hope you all have fun with our game. Within this book you can find basic game rules, a brief history of the Sicilian mafia in both sides of the Atlantic, information on the chain of command and about how an wiseman should behave, besides narrative tips for players with no experience in the narrative perspective of RPG and three of the illustrations that appear in the final version of the game to be launched in the future. That final version have 48 pages with the description of the Mafia in the cities of New York e Chicago, 20's lifestyle descriptions, more illustrations, custom card decks and more.

As an playtest version, we ask that you give us your opinion about the game in the author e-mail (jpff.programador@gmail.com) or blog (www.rpgista.com.br).

An Special Thanks

Cosa Nostra is the result of almost 2 years of hard work from a fabulous team in their fist product as an independent game studio. To this people, my colleagues, I owe my most sincere felling of gratitude for believing in me and my work.

To my best friend, Leonel Domingos, for all this years of true friendship and thousands of conversations and teachings that have carved my character, you are as a second father for me, and for that I can't thank you enough, but for your contribution as an artist for this studio, we all know your value.

To the artist Marco Morte, your work have and will continue to carry me to uncountable fantastic worlds, without you this studio would not be the same. To my friend Tiago Ribeiro, who thank me for inspire he to go to college, you also is an inspiration for all of us with your talent and dedication. To our financial manager Rodrigo Santos da Silva, because without you we probably would be bankrupt before publish a single work!

To the playtest players Alan Silva, Daniel Figueroa, Davide Di Benedetto, Filipi Zettermann de Freitas, Mário Benevides, Matheus Borges Ziderich and Pedro Trevizani who helped us refine this game, turning this a lot more fun for all of you of the this playtest version of *Cosa Nostra*.

Finally, to our guest member in this work, Guilherme Moraes, chief-editor of Retropunk Game Design, without your experience and ideas this game could not became what it is today.

To all those friends, colleagues and collaborators a really big thank you!

The Roaring 20's and the Dirty 30's

Although the system of *Cosa Nostra* could be used to play with criminal organizations from all over the world, in this book we decided to focus in the most famous criminal organization in the West, *La Cosa Nostra*, or the Sicilian Mafia.

Some legends say that the Mafia born in Italy not as a criminal organization, but as Resistance movement against the french occupation during the Napoleonic Wars. In this stories the Mafia act as as black hand from the shadows that obtained revenge against the abuse of the Napoleon troops (from where comes others of the names of the organization, *La Mano Nera*, or *Black Hand* in the USA). In this time may have been created the *Omertà*, the self-regulation system of the communities influenced by the organization.

The *Omertà* dictated a series of basic rules both to the general people as to those in the organization: do not seek government help, just came to the ones who have always there for you (the Mafia), prefer personal revenge over official justice, obedience to the decisions of councils of respected and elder man, consider a offense against someone from your Family as an offense against everyone in the Family and never talk about business of *La Cosa Nostra* to anyone out of it. With this simple code of conduct based upon revenge, community collaboration and silence the *Black Hand* remain a well kept secret for decades, with people doubting its existence even when large police operations were dispatched against them.

During the end of the XIX century, with the escalation of government actions against the Mafia everywhere in Italy, but especially hard in Sicily, where they fought an guerrilla for the Independence of the island but were defeated, begin an wave of immigration of the some of its members to the New World, sometimes because of financial difficulties from the martial law installed after the war to control the land e repress the Mafia business and others to avoid police arrest.

Those criminals rapidly make fortune in cities like New York and Chicago by controlling a series of illegal business as gambling and prostitution and crimes like extortion. All this money would not fail to attract conflict between the Families (as each gang call themselves).

After a series of conflicts during the three fist decades of the XX century, a reunion between the chiefs of all important Families of the two sides of the Atlantic literally created an parallel government, complete with government commission, competences and territories to each

Familie and a judicial system to judge the conflicts between the factions of the *Cosa Nostra*, besides including, without right to vote, the Jewish mob in the commission.

The conflicts, despite being calmed down all over the country, does not cease to exist. And as everyone knows, especially when come to ambitious, violent man with a cultural tendency to revenge, no peace lasts forever. At any moment a great conflict may occur if the status quo is changed for any reason.

The chain of command of the Family

A Family have an clear hierarchic organization, with a series of levels between the boss and those who commit crimes for him, in that case a Don and his soldiers. The objective is protect the leaders, making the Mafia stronger against police actions, and at the same time guarantying mutual help and protection to the members. With the leaders out is possible to organize a support network to the families of people in jail, hire lawyers, influence judges, jurors, politicians or, when everything fails, the jailers so at least they have a comfortable time in there.

In a Family the fist instance of power is the Don, or the boss, usually also the founder or a direct descender. The boss never gets his hands dirty unless he wants it, and leaving the criminal work for his subordinates. The Don makes all calls all the big shots in a Family. He is who decide when someone is promoted, wich capos are responsible for each area, wich crimes may or not be committed by the members and also the most important one, when go to war with another Family.

To assist the Don in the enormous task of being a leader exist the *Consiglieri*, literally adviser, a man of his trust to aid him in his decisions, and also to represent the boss in meetings with another Families and within the Family. Even being the next in the hierarchy the *Consiglieri* do not hold any kind of real power. He don't have any man or areas of influence to command, but it may change from Family to Family. Completing the administrative trio of the Mafia is the *Sotto Capo* or *Capo Bastone*, sometimes called by the media as underboss. A *Sotto Capo* is responsible of administrate the day-to-day work, give orders to the capos and make sure that the money go without problems to the Don. Usually a *Sotto Capo* is a member of the Don close family, a son or nephew, being trained to assume the Family when his tutor is gone, as the *Sotto Capo* traditionally is the immediate heir to the Don's position.

Below the *Sotto Capo* came the capos, also called captains by the media, whose name come from caporegime. A capo command between ten to fifteen soldiers, and a variable number of associates. When a soldier or associate want to commit a crime he have first to have the permission from his capo to do it.

This system has two purposes, first to coordinate the criminal activities of the Family, avoid that a soldier inadvertently interfere in another Family territory, what may cause a full scale war sometimes. The second is that what is not know cannot be taxed. To a soldier or associate commit a crime he also have to pay a percentage of the earnings to the capo, then all the way up until the Don. It's a common illusion

to think that in the Mafia a man will receive money, but the truth is the opposite, a member or associate of the mob have to earn a living committing crimes AND pay for the right to do so in a Family territory.

Finally we have the soldiers. They are the lower between the mademan, those who belong to a Family. Soldiers are the minions of the mob, the working class, those who do extortion's, rob banks, do kidnappings, sell booze, control brothels and all types of crimes that are permitted by the Mafia and they pay to do.

The associates don't are officially part of a Family, they only pay a tax to commit crimes or do business in the mob's territory. An associate may diverge in power, he can be the humble barman of the favorite place of the Mafia or a great booze dealer who make business with the Don. In common they share the theoretical low rank in the mob. The humblest soldier is hierarchically superior to the most powerful associate. A mademan who cause trouble or even kill a associate will not have so harsh penalties from his superiors, but if an associate do harm to someone in the mob, well, things will get wild really fast. But everything is just theory, how things really happen can change according to the case. The Don will not kill an associate who make ten million dollars per month to him for beating an soldier, but maybe he wake up with a horse head in the bed, just to make a point.

How to be wiseman

In there in the Mafia some traditions whose commitment to will make you a man of honor, or at least appear to commit. From the Sicilian wiseman and sometimes associates is expected to follow rigid rules to protect the integrity of the organization and its members. In 2007, with the arrest of the big boss of La Cosa Nostra, Salvatore Lo Piccolo, it's found in his house a list that soon came to be called by the media as the Ten Commandments of the Mafia, a set of rules who should guide the wiseman. Even if this list represent the modern day perspective of moral, it's a good point to discuss how are the moral perspective of a man of the Mafia in the decades of 1920 and 1930.

The first commandment is a safe measure: a man of the Cosa Nostra will not present himself to another member without another wiseman, who know both, do the introduction. It's easy to think that as a response to the siege sustained by the police forces in the second half of the XX century, but we need to remember that the Cosa Nostra has born from the Resistance movement to the french invaders in the Napoleonic age, suffer the repression of countless Italians governments, including the fascist of Mussolini, and survive it all. This measure it's not a latter-day one, and I think it's suited to a game in the 20's or 30's. In the documentary The Ten Commandments of the Mafia, from the Discovey Channel, an ex-member of the mob revels an interesting detail: if someone is introduced as "my friend", this person is not a wiseman, if otherwise it's introduced as "our friend", this means he is part of the Cosa Nostra.

The list continue with something really simple: do not see others mob members wifes. This is, do not have affairs with them. The reason is simple: avoid internal struggle. Another rule has the same reason: a mob member has to respect and protect his wife. Not only the aura of a

family men is important to the legitimacy of the Mafia, but an angry wife testifying to the feds is a nightmare to avoid. Both rules are to be followed at a game in the 20's and 30's.

A commandment very important is the one who forbids any kind of relationship between the police and a member of the Mafia. Those who are seen with cops may have their loyalty questioned and be marked for elimination. That is true in the 20's, is true today and will be true as long as the mob exist.

On the other side, a commandment rarely followed, if it's followed at all in any time, is the one who prohibits to frequent bars and nightclubs. Maybe the idea is that, when drunk and entertained, the wiseman would have their guard down and may reveal precious secrets.

There also to commandments who are related: the one about be always available to the Cosa Nostra and the one about respect appointments. To fail on this show, respectively, lack of commitment and responsibility. Two virtues extremely valued by the Mafia. Those who fail in demonstrate this virtues are put aside, without work, to cool down for a while and see if they get the lesson. In the 20's and 30's this rules apply really hard, given the enhanced difficulties of transport of the time.

Probably the hardest commandment to follow is the one that dictate that a wiseman has to always tell the truth to a superior. Obviously mob members of all times prefer to occult their mistakes from their reports, even more if is something that can implicate them in a violation of another rules.

Inspectely is there a rule that prohibited robbery, but only against other members of the Cosa Nostra, including other Families. Is perhaps the only rule that would not be found in the classic Mafia age, since it's posterior at that time, a solution found to put a end to endless wars for crime supremacy from where come the great legends of the USA criminal history.

The last commandment is about the introduction of new members to the Cosa Nostra. It forbidden those without pure Sicilian ascendancy, with relatives in the police forces or the ones who have already commit treason against a Family, those who have bad behavior or that don't follow the moral virtues expected by the Mafia. Those who pass in all that requirements by a council of bosses of the Mafia are accepted in a Family in a secret ritual. Some say that it involve burn a saint picture with the blood of the initiate, who's declaiming a vow to the Cosa Nostra. The exact ritual can change from story to story and the players can choose anything they see fit.

Rules of Play

The rules are the structure that enable the players to tell a tale in a focuses way. With them Cosa Nostra can be different from a telling a story around the campfire, and is with them that the narrative become one tale of the Mafia. Because without a honor code, what is the difference between a wiseman and a commom criminal?

The Creation of the Mafia

In Cosa Nostra the players must create, together, the Mafia with what they will tell a tale of glamour, honor and violence.

In the beginning, the players define a series of keywords of the Mafia that they are creating, starting with the oldest player to the youngest ones (respect your elders, boy, don't your parents tell you this?). The line goes down until there six (6) keywords of the player Mafia.

This keywords must them be divided between the three narrative roles of the game: **Muscles**, **Business** and and **Legitimacy**. A narrative role determine the way your problems are dealt with in the game. Muscles represent the force of your soldiers and the intimidation capacity of the Mafia. Business is the financial strength and the opportunity to influence things through bribes while Legitimacy represent how much the Mafia can count with the respect and endorsement of the community where they operate.

To each keyword that is put in a narrative role their value is raised in one (1). Being this keyword the pilars of the values of each narrative role, if during the game one keyword is destroyed in any way or given up, the Mafia loses one point in the relative narrative role.

Not more than four (4) and no less than one (1) keyword must be allocated in each narrative role in the creation of the Mafia. If there is no consensus about where to put the keywords, use the same logic of the definition of them, with the eldest player initiating the allocation of one keyword and then the younger ones doing the same in line per age.

After the allocation, starts the first narrative round in *Cosa Nostra*. This round, called Birth, is the only one without tests or bets, but also the only one with restricted limitations, as a player who choose to narrate a scene have to use it to explain how a keyword fits in its narrative role. All players can narrate his how scenes, and there's no problem in narrate more than one scene for each keyword, but every keyword must have at least one scene narrated by the players.

Example: Adam, Felipe, Jairo, John and Rangel begin the creation of ther Mafia. As the eldest, Rangel decide that the first keyword will be "Italians", followed by Jairo, the second eldest, who define "booze" as a keyword, and so on until they reach the limit of six (6) keywords. How there's five player the line come back to the eldest, and Rangel decide the last keyword. If there's more than six players, the younger should not have the right to define any keyword, but hey!, who said it's easy to be the new guy?! At the end six Mafia keywords are defined: "Italians", "booze", "gambling", "murder", "guns" and "friendship".

Finished the definition of the keywords, the players don't get to a consensus about where to put them, so the oldest, Rangel, take his right as elder and put "Italians" under **Legitimacy**, so Jairo put "guns" under **Muscles**, Adam put "booze" under **Business**, and so on until the line go back to Rangel, who end it by putting "murder" under **Legitimacy**. With that, the allocations turn out to be: "guns" and "friendship" under **Muscles**, "gambling" and "booze" under **Business** and "Italians" and "murder" under **Legitimacy**.

During the first narrative round, called Birth, each keyword receive at least one scene narrated by the players, who can narrate any number of scenes before go the next narrative round.

Rangel narrate two scenes. First, he tell how "Italians" fit under the Legitimicy of the Mafia, because this Mafia born with the yong Don Giovanni, a poor italian imigrant who became respect by his countrymen by a act of the past. Following that he tells that this act of the past is a "murder" of a criminal who extorted italians imigrants in the city.

Jairo narrate one scene in wich Don Giovanni open a saloon where he sells mostly "booze", but is brutally closed by the police when Prohibition came. Never giving up, the Don starts to distil booze in a basement and sell them under the table in his, now, ristorante.

Adam chooses to arrange a scene where a group of policeman starts to drink at the ristorante of the Don, who starts a great "friendship" with this cops. Some of them leave the force years later and came work with the Don, others endure in the Police, providing help and protection to the family of Don Giovanni in name of the old times.

Felipe tell how the Don decide to get some "guns" to face a group of criminals who terrorized the neighborhood, turning his business in a true Cosa Nostra when the carnage ends.

For last, John narrate how, to finance the guns, the Don starts to work with "gambling" and so have to kick out the criminal who works with that in the neighborhood.

The players could continue narrating tales of the past of the Mafia, but as them want to see the story moving foward, they decide to go to the next step, which leads us to...

Narrative Structure

The narrative structure in *Cosa Nostra* is predetermined. What this means? We should remember that Mafia story's follow a pattern, and that *Cosa Nostra* tries to emulate that pattern.

Unlike others RPG games, *Cosa Nostra* is not about the story of a single group of characters, but about the story of the mob itself, with their many characters and stories, heroes and legends, villains and tragedies. And a Mafia's story almost always is a cycle of birth, rise, apogee, and then a turning point follow by a time of decadence and fall, that can or not be followed by a rebirth.

In *Cosa Nostra* that is the narrative structure of the game, divided in narrative turns where each player has the chance of tell a story about the Mafia using the narratives roles, settling the story in different ways (as we will discuss further ahead). Next we will see each narrative turn with its particularities.

The Birth: is the time when the players create their Mafia, defining keywords and putting then in their narrative roles, for then narrate at least one scene for each keyword, explaining how it fits in the narrative role and the story of the Family. In this turn theren't any tests or bets and the players are free to narrate their scenes as they wish.

The Rise: in this turn, the players start to take tests and bets, and that last one has his numerical values doubled when positive, and cut by half when negative, and each player can narrate a scene before the next turn.

The Apogee: when reach peak the Mafia seen to be law-proof, and in this turn the players can ignore one Law Card at their discretion, and negative effects of Bet Cards are canceled. But the apogee doesn't last long. Only half the players (rounded down) has the right to narrate a scene this turn. Which players should narrate scenes is determined by the age criterion.

The Turning Point: the lawman don't stay back forever, and society soon recover from the admiration of the glamour of Mafia lifestyle. There's time for the turning point. In this turn, all players *shall* narrate a scene, and every scene will be a bet, which positive numerical results are canceled. Even if the player is successful in the bet, he shall get a Law Card, and if he fails, he should get two Law Cards.

The Decadence: the Mafia survives but fights a hopeless war against the law, their leaders are aging, dying or arrested. In this turn, each player can narrate a scene: if decide to narrate, it will be a bet, if he does not the next player to narrate will draw a extra Law Card. This penalty accumulates and at least one of the players *shall* narrate a scene in this turn. *Example:* Rangel, Jairo, Adam and Felipe decide not to narrate a scene this turn, leaving John with four Law Cards and the responsibility to make a bet. John fails in his test and draw five Law Cards and a Bet Card. This is going to be a scene to be remembered...

The Fall: nothing live forever, but legends will be remembered. The Mafia is getting close to its end, the Don is too old to command, the young behave as common criminals, the cops are everywhere collecting proves. In this last turn, each player shall narrate a final scene as a bet, any negative effects of the Bet Cards are doubled and positive effect are cut by half (rounded down) and everyone shall draw one Law Card before their final scene, or two, if failing in their bets.

The Rebirth: if the players decide to continuing the game, they can restart the narrative structure from the beginning, with the same Mafia (maybe a cousin who have migrate to another state or country?). The Rebirth is equivalent to the Birth turn, except that the players don't need to pick new keywords this time or match their scenes to them.

Tests, Bets and Narrative Roles

In Cosa Nostra the players are free to create characters, romances, shootings, offers that can't be refused and other classical scenes of the Mafia stories. Each narrative turn the players has the right to narrate one or more scenes, but this power is not unrestricted, as the lawman are always tracking their every move.

Each time that a player will narrate a scene he shall determine a narrative role to which she belong. The narrative roles are Muscle, Business and Legitimacy, as previously commented this three roles represent, respectively, the brute force and intimidatory power, the financial influence and the strength of the omertà of the players Mafia.

In determining the narrative role, the player tell everyone how, within the scope of that narrative role, seeks to prevent the law from interfering with your scene, and then makes a **Test**: roll a number of six sided dice equal to the value of the narrative role used, with a margin of success varying with the narrative turn; during the Rise, any 5 or 6 in the dice is considered a success; in the Apogee, 4 to 6 is a success; in the Turning Point, Decadence and Fall only a 6 ensures success. If the Test fail, the player must draw a Law Card, including the described element in the Law table in scene he wishes to narrate.

//BOX

An important warning

It may seem tempting, at first, to concentrate all keywords in a unique narrative role to obtain the greatest possible value in that one, but that is dangerous. Some Law Cards force the players to use certain narrative role for some scenes or temporarily decrease the value of a role, making that more and more Law Cards to be draw and further complicating the situation of the players Mafia.

//Fim da BOX

Example: Adam decide that he will legitimize a gambling house with the community, to prevent that any delation to be made to the police. The Mafia of Adam's group has a value of 2 (two) in the narrative role Legitimacy and now they are in the turn of Rise, so Adam roll two six-sided dices and obtain a 2 and a 5, ensuring success in his Test and narrating the scene without interruptions. If the result in the dice were smaller, Adam would have to draw a Law Card and described the situation within his scene.

A **Bet** works the same way, but regardless of the outcome of the Test the player will draw a Bet Card. Bet Cards can be good or bad, increasing or decreasing values of narrative roles, allowing to ignore Law Cards at the player choice or even making all players to draw a extra Law Card in their next scenes.

Even being so volatile, the Bet Cards are the only way to increase values of narrative roles, and the players would do good in trying Bets when they have less chances of negative outcomes, in the Rise and Apogee turns.

Example: Jairo decide that, since they are in the Apogee of the Mafia, is safe to make a bet. He draw a Bet Card and makes a Test, but fails in it, drawing also a Law Card. The Bet Card defines that, in case a Law Card is drawn in the scene scene, the Mafia loses a point in Muscle. If Jairo have not failed his Test, the Bet Card would have raised his Mafia's Business in two points. Jairo discusses with the other players and they decide to use the Rise turn ability to ignore a Law Card, so then the Bet Card would increase Business in two points and avoiding to losing a point in Muscle.

//BOX

What happens when a narrative role hits zero?

It still possible to narrate scenes with that narrative role, but without any dices, wich means that the Test will automatically fail and the police, in the form of the Law Cards, will always interfere wi the players scenes in that narrative role.

Besides that, if two or all narrative roles hits zero during the turn of Decadence or Fall, the Mafia is disbanded by the police and the games ends with a final turn of scenes, without Tests or Bets, so the players can tell what disastrous things whappened with their Mafia.

//Fim da Box

Betrayals and Murders

At any time during a player's scene, from here foward named **Don**, another player, from here foward named **Traitor**, can anounce that he will try a **Betrayal**, or in other words, try to take control of the Don's scene. That can be done one time for narrative turn by a same player and never against the same target of a Betrayal already targeted in the last turn.

A Betrayal is resolved by a **Power Struggle**, in wich the Don will draw a Bet Card and the Traitor a Law Card. The player that obtain the highest number in his card (jacks, queens, kings and aces worth 11, 12, 13 and 1, respectively) will be the winner of the Power Struggle, with advantage of draw belonging to the Don. Either one of the two players can declare a **Murder** and draw one extra Bet/Law Card to try to reach the value achieved by the adversary. No player can declare more than one Murder for Power Struggle.

If the Traitor win the struggle he take control of scene, also getting the Law Cards to be used at any moment of the game by the Traitor, in his scenes or in the scenes of the other players, and the Don also hold his Bet Cards, to be used at any moment of the game in his scenes or in the scenes of the other players. If the Don wins, the same happens, except he maintain the scene control.

But if someone declare a Murder and still lost the Power Struggle, everything will be more complicated for this person. He have now to apply all his cards draw during the Power Struggle as soon as it's applicable and with negative effects doubled and positive effects canceled.

Example: Jairo decide to announce a Betrayal during Adam's scene, considering it unattractive the way it is being managed. After some some understandable swearing in a situation like that, each of them draw a card, with Adam getting from the Bet Deck a Jack of Clubs, a good number. On the other side, Jairo get only a 6 of Hearts from the Law Deck, a mediocre result. He considers he have a good safe margin and declares a Murder, drawing a second Law Card and getting a King of Diamonds, to a total of 19! Adam loses control of scene, but get the Bet Card for using when he whises (even to never play it, if he wants). He could have tried also declare a murder, but the needed card would be to high, so he feel it would be better to play safe and just keep the extra card he have in his hand. Jairo took control of the scene e obtain two Law Cards to use when he wish to get things more exciting!

Narrative Tips

A game of *Cosa Nostra* can be hard to understand for traditional RPG players used to a gaming perspective of the likes of *Dungeons & Dragons*, *Warhammer 40k* and *Dragon Age RPG*. In those games you describe your character actions and is up for a special player, called Dungeon Master or narrator, the task to describe scenarios and other characters not controlled by the players, or to keep it short: the rest of the world.

In *Cosa Nostra* we chose for a narrative perspective where the narrative control over the story, the scenario and the characters, all of them, is shared equally between all players, who work together to create a memorable story of ambition, violence and glamour. How the hell do you do this, however, is what we try to answer here.

The scenes in *Cosa Nostra* work as those of a movie or, sometimes, as a group of those connected by a common denominator. At first, you should establish your bases. **1.** What is the environment in which the scene takes place? **2.** What's happening around this environment? **3.** What characters are involved in the scene? **4.** They are there for what purpose? Answered these questions, there will be a good sense of where you are trying to get with the scene.

Example: *"In the private office of Don Lucci, at his home (1) during the birthday party of his youngest son (2), the Don, his consiglieri and a bodyguard listen to Giuseppe, the famous singer and godson, (3) ask for the godfather if he could help him to get a contract with one of the casinos of Las Vegas (4)."*

By establishing these elements we have a pretty good sense of where we are and where we could go from there. Regardless of your intention, what the other players really want to know is the answer to two questions: how and why. That is, how the scene is going to be solved and why in that way.

Example: *"Giuseppe comments that his career is not going well, so it would be good to have some safety for the harsh years of old age that approach, and he has heard that some contracts in Las Vegas pay well for a long period of time."*

"Don Lucci understands the request and says he would take care of that with some friends of Nevada, so the godson should enjoy the party now, and remember to talk to his godmother before leave."

"The Don says to his consiglieri to speak with Bugsy of Las Vegas and as soon as the resources in Switzerland are available for use in the USA, arrange things to Giuseppe to come work in the Family hotel, after all, it is always good to have the goodfellas close."

Not all scenes have to be only in one place. Sometimes it is a sequence of elements that interconnect for a common end, as in the group of scenes that show the last part of Don Vito past in *The Godfather 2*. To form this group of scenes you have to keep in mind two focus: fluidity and purpose.

The fluidity is reached with an efficient concatenation of different scenes, that is, to present that scenes in a sequence that makes sense and/or surprises the other players. The purpose is the need to avoid unnecessary ramblings. Do not lose other people's time with what is not either important or interesting to the story. The players may be interested in the relationship between the Don's son and the femme fatale, and would enjoy to hear more about your vision of the affair, but describe their flirtation for ten minutes is just too much.

Example: “The scene cuts from the Don office to Las Vegas, where Bugsy, the local boss of the jewish mob, try to negotiate a exchange of favors for the Giuseppe case. Finally he understands the reason behind recent movements of Don Lucci in the city, a easy favor to grant, for the right price.”

“On the other side of the city, the consiglieri signs the contract buying thousands of shares of Bugsy’s investors. All of them, to speak the truth. It will be so much easy to negotiate now that they no longer need that jew.”

Law/Bet Card Effects

The following tables contains the effects of, in order, the Bet Cards and the Law Cards.

Bet Cards	Spades	Diamonds	Hearts	Clubs
Ace	+2 in Muscles or –1 in the narrative role betted in case a Law Card is also draw in the scene	+2 in Business or –1 in the narrative role betted in case a Law Card is also draw in the scene	+2 in Legitimacy or –1 in the narrative role betted in case a Law Card is also draw in the scene	+2 in all narrative roles or –6 in the narrative role betted in case a Law Card is also draw in the scene
2	+1 in Muscles or –2 in the narrative role betted in case a Law Card is also draw in the scene	+1 in Business or –2 in the narrative role betted in case a Law Card is also draw in the scene	+1 in Legitimacy or –2 in the narrative role betted in case a Law Card is also draw in the scene	+1 in all narrative roles or –3 in the narrative role betted in case a Law Card is also draw in the scene
3	The next two Tests will have to be done with the narrative role Muscles	The next two Tests will have to be done with the narrative role Business	The next two Tests will have to be done with the narrative role Legitimacy	The next two Tests will have to be done with only a narrative role chose by the players
4	The next four Tests will have to be done with the narrative role Muscles	The next four Tests will have to be done with the narrative role Business	The next four Tests will have to be done with the narrative role Legitimacy	The next four Tests will have to be done with only a narrative role chose by the players
5	+1 in Muscles	+1 in Business	+1 in Legitimacy	+1 in all narrative roles

6	+2 in Muscles	+2 in Business	+2 in Legitimacy	+2 in all narrative roles
7	-1 in Muscles	-1 in Business	-1 in Legitimacy	-1 in all narrative roles
8	-2 in Muscles	-2 in Business	-2 in Legitimacy	-2 in all narrative roles
9	Draw a Law Card. It stay in your hand until you decide to use it, at any time	Draw a Law Card. It stay in your hand until you decide to use it, at any time	Draw a Law Card. It stay in your hand until you decide to use it, at any time	Draw two Law Cards. It stay in your hand until you decide to use it, at any time
10	The next two Tests cannot be done with the narrative role Muscles	The next two Tests cannot be done with the narrative role Business	The next two Tests cannot be done with the narrative role Legitimacy	The next Test will automatically fails.
Jack	+4 in Muscles for the next two Tests	+4 in Business for the next two Tests	+4 in Legitimacy for the next two Tests	+4 in all narrative roles for the next Test
Queen	Allow to ignore a Law Card draw from a fail in a Test of Muscles	Allow to ignore a Law Card draw from a fail in a Test of Business	Allow to ignore a Law Card draw from a fail in a Test of Legitimacy	Allow to ignore a Law Card draw from a fail in a Test
King	+3 in Muscles	+3 in Business	+3 in Legitimacy	+3 in all narrative roles
Law Cards	Spades	Diamonds	Hearts	Clubs
Ace	The death of a capo of the Mafia in a shootout	The accountant of the Mafia flees with all the month earnings!	The Don is disrespected by the police / influential politician in front of the whole community	A whole operation closed, men arrested and cover story in newspapers across the state!

2	Conflict with a common criminal gang	A crook stole a large amount of money from the Mafia	The Mafia is challenged by a community leader	A son of the Don becomes a police officer!
3	A hitman turns against the Mafia	An honest politician acts against the prostitution ring of the Mafia	The Don is taken in for questioning by police	The community priest make a A sermon against the Mafia
4	One of the thugs turns a witness for the feds	Many people coincidentally win at the same time at the gambling house	The priest had to be silenced, but the faithful realized what happened	The debt enforcer gets beat by a dock worker
5	A group of our thugs is found dead in the docks	The warehouse where the Mafia dismantling stolen cars is found by the police	Someone has been putting cement shoes on Family members and taking them to swim...	The Don's car is stolen. From inside his home, surrounded by his thugs
6	A group of our thugs is arrested for murder	The shopkeepers unite and refuse to pay for protection!	Cops friendly with the Mafia are exposed and arrested	The Don's family disintegrates into dysfunctional children
7	An internal feud makes various Family members leave	The government discovers the fraud of U.S. debt bonds!	One of the thugs committed a horrible crime and is caught	The children of the Don fight for the same woman, dividing the family
8	The Family lawyers lose too many causes	The son of the Don loses a huge amount in Poker	The alcoholic son of the Don causes problems in the community	A law gives large powers to the FBI to face the Mafia
9	A Mafia capo commits suicide	The Don fall for a woman who loves diamonds...	The politician funded by the Mafia is arrested by the police	A bad Don takes control of the Mafia

10	Several of our thugs enlist in the Army to fight in the war in Europe.	The end of Prohibition causes a thud on the business of the Mafia	An ordinary citizen faces the Mafia and gets away with it	A feud ends in massacre when they invade the Family party with machine guns in their hands
Jack	The Don's son is murdered!	The gambling house of the Mafia is exploded!	The mistress of the son of the Don makes a scandal at the family party	The son of the Don witness to the feds
Queen	The Don's wife dies in his place in an assassination attempt!	The Don's wife runs off with a large amount of money from the Mafia	The Don's wife is seen making out with a younger man	The Don's wife witness to the feds
King	The Don is murdered!	The Don is caught for tax evasion!	The mistress of the Don makes a scandal in the family party!	The Don is arrested in the middle of the cassino floor, in a large fed operation, surrounded by prostitutes and end up in the cover story of every newspaper in the country!