

# **Truth and Lies: Mob City**

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## ONE SHEET SUMMARY

### Game Title

Truth and Lies: Mob City

### Genre

Action IF

### High Concept

Being the mob's scapegoat is a tale as old as time, but you're not going to let them pin anything on you. Expose the truth, expose the lies, expose the mob.

### Play Mechanic

The player will control James Salvatori, and during certain missions, you will control an ally. To progress through the story, the player must complete objectives and missions. You'll have to escape a hospital undetected by the cops surrounding the place and sneak into a mob headquarters. You'll interact with allies and enemies gathering useful knowledge to complete your goals, ultimately taking down the mob.

### Plot Summary

Waking up in a hospital full of police with a gunshot wound to the arm, you must find a way out of the hospital without getting caught by anyone. Who you can trust isn't clear and if there was someone you could trust they would be too scared to go up against Marco "Re Principe" Santocono, the king and prince of Mob City.

### Platforms

PC/Mac, PlayStation, Xbox, Wii U

### Target Audience

16-50 year old males would be the primary audience but also females of any age that like FPS games, crime, and drama.

### Competition

This game has a *Grand Theft Auto* feel without all the car theft and prostitution beatings. Also, this game can be compared to *Red Dead Redemption*.

## ITEMS AND EQUIPMENT

### **Key Item 1:** The HARD DRIVE of the Underboss

Short Description: “This hard drive belongs to Marcos Underboss. It should have enough information for me to find Marco. I just have to get it out of the safe in his office.”

Function: You will be able to see key notes of Marcos operation. It’s not enough to give to the police but with this you will be able to get into certain mob controlled buildings.

Appearance: Looks like a typical external hard drive but was engraved with the Underbosses initials by his ex-wife.

Lore: The hard drive has dates, times, names and payouts. Passed down from one boss to another or taken after the future boss kills the current boss. Either way, it’s a source of useful mob information. Protected by the Underboss. The only issue is that after you hack the password you will have to figure out the code the Underboss uses. The fact that he keeps information on a hard drive most likely means he’s not using the same code The Zodiac Killer used.

## CHARACTER PROFILES

### **Player Character Profile:** James Salvatori

**Purpose:** The scapegoat for the mob, also the main character.

**Lore:** James was once close with Marco “ Re Principe” Santocono. They grew up in the same neighborhood and had many of the same friends. Over the years they lost touch. After James came back from the Army, he tried to live a normal life. One day a co-worker of James’ brought him to meet a friend; the friend happened to be Marco. With all his manipulation skills, Marco tries to recruit James saying his army skills are something he could really use on his team. James agrees to do a one-time favor for an old friend. That favor ultimately lands James as Marco’s next takedown.

**Appearance:** Mid-Thirty’s. Athletic build. Several Army tattoos. Always wears a brown leather jacket. Dark hair and eyes.

**Barks:**

- Tagline/Idle: “Why do I have to pull teeth for the truth?”
- Alert: “Why can’t things be easy for once!”
- Success: “I think Jim, Morgan, Jack, and Sam deserve to stop by” or “If I learned one thing in life, it’s to keep your bootstraps tight for the bullshit you’ll run into.”
- Failure: “Times like these make me wish I was back in the platoons” or “Must have missed that lesson in boot camp.”

## CHARACTER PROFILES

### **Player Character Profile:** Alyssa “Diamond” Petrov

**Purpose:** Marco “Re Principe” Santocono’s main call girl.

**Lore:** While she often sports a blonde wig, she does not fall into the “dumb blonde” category. Diamond started stripping at Marco’s club after she moved away from her creep of a husband. Many think she’s a yes girl and they think that is why Marco likes to have her by his side. The truth is she’s smart. She has a photographic memory and she knows a lot about Marco’s operation. Never letting Marco or his underlings know what she has seen. James will have to put his trust into her if he wants to take down Marco.

**Appearance:** Tall, exotic, Russian beauty. Her legs seem to go on for miles. Eyes so blue they gleam like... diamonds. The scar that sits above her right eye does not take away from her beauty. Often dressed in the shortest sequined dresses with the lowest cuts. She is always wearing the tallest typical stripper heels.

**Barks:**

- Tagline/Idle: “Money is time, дитя (baby).”
- Alert: “Move on babe.”
- Success: “Успех сука.”
- Failure: “Wish there was a dance that could solve this problem.”

## CHARACTER PROFILES

### **Player Character Profile:** Marco “Re Principe” Santocono

Purpose: Mob boss.

Lore: James was once close with Marco “Re Principe” Santocono. They grew up in the same neighborhood and had many of the same friends. Over the years they lost touch. Not joining the Army like his buddy James, Marco started working in his father’s deli. At the age of twenty, Marco’s father died and left him a hard drive. On the drive were dates, times, names and payouts of almost every shady character in the neighborhood. While he had a feeling that his father was into some crooked business, it wasn’t until the hard drive that he realized that his father was the head of the mob. In addition to the hard drive was a list of every higher up that Marco would have to take down in order to gain his throne. Being the prince of a mob king, Marco does what he needs to to get to the top in no time at all, earning him his title Re Principe. Marco and James run into each other at a party Marco was throwing. He tries to get Marco to use his army training for his business. After James complete one job for Marco, he tells Marco he’s out, but Marco has other plans for James.

Appearance: Danny DeVito’s taller brother-ish, though he thinks he’s more of the GQ, Bradley Cooper type. Along with his sweat suit pants, you will often catch Marco in a t-shirt that was once white but has been covered in sauces from every street corner vendor.

Barks:

- Tagline/Idle: “It’s not insane if it makes you money.”
- Alert: “Money is time!”
- Success: “Put it in the bank boys.”
- Failure: “Guns and bad news don’t mix, and I seem to have both.”

## LEVELS AND LOCATIONS

### **Major Location 1:** The Boiling Pot, Marco's Warehouse

**Short Description:** The center of Marco's operation. His main office is located on the property and there are secret entryways for him to come and go as he pleases.

**Appearance:** On the outside this building look like the normal industrial warehouse buildings. With a gray and black color scheme. The inside however is like a small city. There are a couple floors of offices and in the center a semi-watch tower where Marco has his main office, similar to Valentines office in *Kingsman: The Secret Service*. There are several rooms with wall to wall weapons.

**Contents:** Before James can get to Marco he must get past Marcos bodyguards. If successfully unlocking a room after a challenge James can go into that room or office. These can have key items needed to proceed through the building.

**Lore:** This is the "level" of the game where James and Marco will faceoff. James will be able to take down Marco, maybe even without killing him, with the information unlocked here. The information that he gathers is also enough to get his named cleared.