

The Family - Narrative Outline

The Family follows Anthony Ricci, a 30-year old living in the 1940s, who lives a normal life on the west coast. Anthony's life takes a turn for the worst once his best friend and brother, Tommy Ricci, suddenly goes missing. Despite a body not being found, Anthony is sure of the culprits, the Colombo Family. Tommy Ricci had been working for a rival family until his sudden disappearance. Anthony Ricci decides to move into New York City and pave his way into joining the Colombo Family, all part of his plan to find out what actually happened to his brother. Anthony(the player) must build relationships, commit crimes, and climb the latter of the mafia family to finally find the answers he needs as he decides how to avenge his brother's seeming murder.

Anthony arrives in New York City and befriends a man from his former hometown, Nicholas Pivotti. Nicholas is a middle-ranking member of the Colombo Family and the key to Anthony's relationship towards becoming part of the family. Anthony is tasked with many smaller jobs that are given to low-level family members. These tasks involves making payoffs, picking up money that is owed to the family, beating up people that are against the family and other minor jobs made to keep Anthony, and the player, involved. These are minor tasks for mafia members but test Anthony's fortitude to finding the answers that he needs.

During the middle stages of the story, Anthony finally meets the man he believes to be the murderer of his brother, Victor Mancini. Victor is a nasty, heartless hitman that is employed by the family to pull out murders. Anthony meets the man during a pickup and starts to befriend the man. However, to get closer to the hitman and the head of the family, Anthony must build up relationships in the family. Anthony(the player) must decide which relationships are most important to finding out the truth. Anthony must make his decisions wisely and cautiously as they will affect his actions and life as the story starts to move on. As the story continues, the jobs become much more sinister. The player must now make choices about what type of person they would like to be. Depending on how the player has decided to play the game, certain relationships with different members of the family and outside of the family will come into focus.

If Anthony(the player) has played the game on the side of the mafia, than he will eventually become close with the highest ranking members of the family. However, this also means that the story will take a much more sinister turn towards Anthony's overall personality. Despite his gain in the mafia, his quest for his brother's disappearance will be much more difficult to understand and figure out. The reasoning is because of the relationships that Anthony has made and the people he has become close to. However, if the player played the game on the "good" side, the player will eventually meet with a detective tasked with taking down the mafia. Anthony will

have now been part of the mafia for some time so he must now make a choice of finally finding out the truth of his brother's death and arresting the friends and members of the family or not helping the detective.

Once we reach the climax, Anthony has built his relationships up to a point where his decisions are extremely important. Depending on the choices that he has made, most of the family would have to be arrested if Anthony decides to help the detective and take down the family. However, Anthony will lose his relationship status with the family but he will ultimately find out the truth about his brother.

- There are three different endings to the story. The first is dependant on the player playing as a murderous member of the family. Because of this, the detective will not approach him towards the end of the story. Anthony will eventually find out the truth behind his brother's death but it will lock the player out of justice. Because of the player's actions during the game, the player will have to accept not being able to arrest the hitman who killed his brother, who is a key member of the family.

- The second ending is given to the player if he played the game on the cautious side of the law. That means that the player was not willing to murder to get himself further into the family. This will bring the detective character to the player. He will then give the player a choice of arresting the man who murdered his brother, but also arresting key members of the family. This is the morale choice in the story, but it will also cause Anthony to lose many friends and relationships as they will also be arrested.

- The third ending is rather straightforward. The player meets the detective who gives him the information on his brother's death, however, the player can then decide to use this information towards murdering the culprit while also protecting the family and relationships he has made. The reason for this decision would be based on what type of relationships were made by the player. The player will have to decide if one murder on his conscious is worth protecting the entire family.

