

Crime Lords of Rich City

Don Russo has been the big boss of Rich City since forever. You wanna do business here? You give Don Russo his cut. But Don Russo is dying, and he needs someone to carry on the legacy. Someone to make sure the city keeps running smoothly as always.

So he gets you, the top of the top, the crème de la crème, truly the worst of the worst this city has to offer. And he tells you that he doesn't care that you are from different crime organizations. He doesn't care if you're black, white, brown or yellow so long as you get enough greens. The first one to steal 60 million dollars will prove they are worthy to be the next boss of Rich City.

Better start taking some risks.

How to Play?

What do you need?

- * One or more friends (up to 6)
- * A pencil and a piece of paper.
- * A six sided die

Go around the room, starting with the person who suggested the game. Each player decides on a persona for themselves and an organization they lead. Introduce yourselves and your organization to the rest of the criminals.

Once you've all introduced yourselves, the first player tells the group about the crime they are about to commit. I suggest you start small: rob a bank, steal a work of art or gain territory from a rival syndicate. Once committed you roll the die. A result between 2 and 6 means that everything went more or less according to plan, the number

on the die is the number of millions you're likely to earn from this endeavor.

But is it enough? You can take a risk and increase your worth. Tell the others how you expand the operation then roll again. On a roll of 2-6 add that number to the worth of the job.

The job ends in one of two ways: either you decide that you have tempted fate enough and you retreat to your hideout, keeping the money. Or you roll a 1, indicating the operation went pear-shaped. Maybe the cops arrived, maybe the feds got involved, and maybe it was just sheer bad luck. The person sitting opposite you describes why the operation ended in a bust. Whatever the case, the money's gone and the prestige with it.

Don Russo is a merciful man, but he doesn't abide incompetence. Fail three times, ain't nobody gonna see you again. Don Russo collects all the money you amassed so far and picks another top criminal to take the open spot in the running. You start the game again with a new character and organization.

The game ends when one of the crime lords reaches 60 million and becomes the new Boss of Rich City.

Good luck, scumbags.

Games Design: Uri Lifshitz

Playtesting: Miel Sharf, Tom Geffen, Ori Wisblum, Eran Aviram

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