

THE GRAND MAFIA: CLUE SEARCHING:

ICE LAND

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INT. MANSION - DAY

Player is tasked with a surveillance/recon task to get info from the Sellitto family.

Rebecca and Mike stand on either side of John, who sits at his desk.

REBECCA

You understand the severity of what you're asking? This is monumental.

JOHN

Of course. I always do.

MIKE

Should I get Vinny?

JOHN

Vinny's perfect for security and tech, but this is a deep dive into the secrets of thousands of people. We need an elite hacker.

(pause)

We need @anonymous.

(pause)

He should arrive any minute.

@ANONYMOUS

Or I'm already here.

Startled, Mike and Rebecca turn to see @anonymous silently sitting in a chair in the shadows. John, completely unfazed, smirks at @anonymous's skill as he walks over to join them.

MIKE

I hate when you do that, man.

@anonymous shrugs.

JOHN

Can't fault a man for being himself.

John turns toward @anonymous.

JOHN (CONT'D)

Down to business... Sellitto power stands on bribing the police and judges in Oakvale.

(pause)

I want those bribery streams to dry up.

@ANONYMOUS

People tend to notice when you cut off their legs. This could start a war with the Sellittos.

John nods.

JOHN

Oakvale will never be safe unless this corruption is stopped.

@ANONYMOUS

That's all I needed to hear. I'm in.

Rebecca pulls out her phone and sends a text. @anonymous checks his phone.

REBECCA

I just sent you a list of all the personnel on the Oakvale police payroll, plus judges, assistants, clerks...

(pause)

All told, roughly 3000 people who could be accepting bribes.

JOHN

Scour from the top down. Sellittos don't need to own everyone; only those with influence.

@anonymous grins, an excitement at the promise of what this job could bring.

REBECCA

Back when I was a lawyer, we realized the Sellitto's don't trust banks. They never digitize their money in any way.

(pause)

You can't follow the money. You'll need to find the streams another way.

@anonymous nods without looking up from his phone.

@ANONYMOUS

You'll be the first to know when I find something.

@anonymous quietly walks out the door.

END OF SEQUENCE 1

INT. CAR

Mike is driving with John in the passenger seat and @anonymous in the back.

@ANONYMOUS

Pull over.

Mike stops the car not far from the path leading up to a mansion.

@ANONYMOUS (CONT'D)

Rebecca was right. Sellitto money is invisible. It's like they live off the grid, in plain sight.

MIKE

Which is why you go after the people in the list.

@anonymous winks and makes a finger gun at Mike, implying he's correct.

@ANONYMOUS

Found strange things already with a few, but alone it's only strange. I need to find peculiar patterns or a conduit for bribes.

MIKE

Why are we here?

@ANONYMOUS

I can leech information faster near someone's house. An appellate court judge lives in this mansion, David Benson.

@anonymous leans forward between the seats and shows them his phone. He flips through apps that are each compiling information so quickly it's impossible to read.

MIKE

That's Benson's information?

@ANONYMOUS

Auto-flags suspicious emails. GPS routes for his cars and mobile...

JOHN

What's that one?

John points to an app compiling a list of names and faces.

@ANONYMOUS

Implied associates based on facial recognition systems throughout the city. People the judge was standing near numerous times last year.

MIKE

"Standing near"? I could stand near the dude tons of times and not even know.

@anonymous shrugs, then gets excited when a face and a name appear on the list.

@ANONYMOUS

Him. That's who I'm looking for. Carmine Grabino. Popped up in the lists for the other judges I checked.

MIKE

Grabino is a mid-level capo for the Sellittos.... standard Oakvale criminal...

(pause)

Who just happens to be near three judges all the time.

@anonymous nods.

JOHN

Maybe we should borrow the judge and see if he can explain his friendship with Mr. Grabino.

END OF SEQUENCE 2

INT. INTERROGATION HOUSE - LATER

JUDGE BENSON, early 50's, is bound to a chair in the middle of the room. A harsh light shining down on him.

JUDGE BENSON

You can't do this to me! I'm a judge for Christ's sake! You'll pay for this.

MIKE

Is this guy gonna come get us?

Mike holds up his phone so the judge can see an image of Carmine Grabino on it.

JUDGE BENSON
Who is that?

MIKE
You're saying you don't know this
man?

The judge shakes his head with wide, afraid eyes.

MIKE (CONT'D)
He's a capo in the Sellitto family.
He's also the only Sellitto
organization member frequently seen
with you.

JUDGE BENSON
I told you, I don't know him.

Mike switches the image on his phone to an aerial shot of a
warehouse.

MIKE
I bet you don't know this either.
Warehouse outside of town.

Beads of sweat start to form on the judge's forehead as he
shrugs nervously.

JOHN
That location was pinpointed
through GPS tracking of common
places police and judges visit
numerous times a year. Including
you.

Rebecca steps up into the light, close to Benson.

REBECCA
So many criminals have stood before
you, I can't imagine you thought
you would get away with this
forever.
(pause)
What's your endgame with this? Pile
up enough bribe money to retire
early?

JUDGE BENSON
I'm not taking bribes from anyone!

REBECCA

When the bribes are all uncovered,
and we will expose them all, no one
in law enforcement will be able to
protect you. You'll lose your
career. All your money.

(pause)

And how long do you think a judge
will survive in prison?

JUDGE BENSON

This is all circumstantial
evidence. It doesn't prove a thing!

@anonymous motions everyone to come over.

@ANONYMOUS

There's so much data it took time
to find all the peculiarities and
connections. I just found another.

(pause)

Numerous people on the list are
booked on the same flight tomorrow.

@anonymous turns toward the judge.

@ANONYMOUS (CONT'D)

What's in Reykjavik?

The judge narrows his vision, drenched in a nervous sweat.
His shoulders hunch, deflated.

JUDGE BENSON

They'll kill you before you figure
it out.

JOHN

That's it. That's all we need. All
this evidence is connected.

(pause)

Carmine is too hard to capture.
Reykjavik is too far away.

(pause)

Let's head to the warehouse.

END OF SEQUENCE 3

EXT. WAREHOUSE - EVENING

John, Mike, and @anonymous pull up at the warehouse, keeping
their distance.

A small group of people are walking along the side of the warehouse toward the back corner.

JOHN

Whoa, hang back for a second. Let's wait until they're out of sight.

They wait a few minutes after the last people round the corner of the warehouse, then John cautiously walks the same direction. Mike and @anonymous follow close behind.

When they reach the corner, Mike peeks around it, then steps out from behind the cover.

MIKE

Gone without a trace.

Everyone they were watching is gone. All that remains is the grungy backside of a warehouse. No doors. No windows.

JOHN

They're here somewhere. Search for an entrance.

(pause)

I recognize some of them. Cops and a few law clerks. We're on the right track.

They begin searching around, but there is nothing to find.

MIKE

If we can't find it, we could get it out of Judge Benson.

@anonymous slides a small rusty panel on the wall to the side, exposing a dusty electronic scanner recessed inside.

@anonymous stares at the scanner for moment.

@ANONYMOUS

You wanna secure access someplace, you use a keycard reader, right?

(pause)

But that's not what this is.

John takes notice of the scanner as well.

JOHN

Reminds me of the scanners they use at airports.

Inspired, @anonymous snaps his fingers, then loads Benson's Reykjavik flight boarding pass on his phone.

Holding it under the scanner prompts a green light to illuminate. The heavy CLUNK of a latch disengaging inside echoes through the wall.

@anonymous presses against the warehouse panel near the latch sound and it gives, opening a secret door a few inches.

John and Mike cautiously draw their guns and head inside.

END OF SEQUENCE 4

INT. SECRET CLUB

Inside, they find a sprawling night club. Lights, energetic music, and tables partially masked by shadowy lighting.

Dozens of people are spread out. Others dancing. Groups sitting around tables drinking and telling stories.

John, Mike, and @anonymous quickly find a table in the corner and sit down.

MIKE

Man, this it insane. Place is packed.

John turns toward @anonymous.

JOHN

You figure out why an airplane boarding pass gives us access to a secret nightclub?

@ANONYMOUS

It's the secret knock to get in, but how is this connected to bribes? All I see is a nightclub for the corrupt.

@anonymous gets up.

@ANONYMOUS (CONT'D)

I'll check around for clues. You two need to stay as hidden as possible. You're too known to be here.

John nods.

A few minutes later.

@anonymous returns, sits down and shrugs, shaking his head.

@ANONYMOUS (CONT'D)
No VIP rooms. No one is handing out
bribes or gift bags. No cash
exchanging hands. People aren't
even paying for their drinks.
(pause)
This is a party, not a nightclub.
Not a real business.

John scans the crowd.

JOHN
Those people we saw come in, they
don't have their coats anymore.

@ANONYMOUS
I saw a coat check. Guarded by
security.

MIKE
Why would a coat check need
security?

JOHN
You two check it out, but Mike keep
your head down. Don't get noticed.

Moments later...

Mike and @anonymous try to stand inconspicuously hidden by
the corner near the coat check.

Mike pokes his head out to spy the security guards.

MIKE
We need to get in that coat room
somehow, but taking on security is
the wrong move.

@ANONYMOUS
What about getting a coat? Maybe
that will work.

Mike notices a man is receiving his coat from the coat check.
He puts it on and heads their way.

MIKE
Someone is coming. Cover me.

@ANONYMOUS
Cover you? How?

MIKE

Block people from seeing what I'm about to do.

@ANONYMOUS

What are you about to do?

Mike steps out in front of the man at the last second, quickly grabs him in a sleeper hold and lowers him into a dark booth nearby.

A few seconds later, the man is unconscious. Mike swiftly pulls the man's coat off.

@anonymous looks around, relieved no one seemed to notice.

MIKE

Let's go.

Moments later...

Mike and @anonymous arrive back at the table with John. @anonymous dives his hand into a coat pocket and pulls out a small satchel.

John takes the satchel and dumps out its contents on the table. A small mound of diamonds.

JOHN

There it is. A bribe.

MIKE

Secretly placed in the coat in the check room.

@anonymous grins and shakes his head at a realization.

@ANONYMOUS

You get it, right?

(pause)

Ice is a slang word for diamonds. The boarding pass brought us into "Reykjavik"...

(pause)

...Reykjavik, *Iceland*.

MIKE

I hate when those Sellitto assholes are clever.

@ANONYMOUS

I still don't understand how they ensure the bribes are going to the right people though.

(MORE)

@ANONYMOUS (CONT'D)
Anyone can steal a coat check
ticket and use it.

@anonymous pulls a coat check ticket from the jacket pocket.

JOHN
Wait, you still have it?! They
never give your ticket back after—

Suddenly, the ticket flashes a light. Then it turns a bright
red, easily seen by everyone around them.

@ANONYMOUS
Shit! It's a biometric fingerprint
scanner!

Not two seconds later, two security guards are standing
behind @anonymous.

CARMINE GRABINO, pushes security aside and seizing @anonymous
by the throat, quickly lifting him up on his tip-toes and
against a post.

CARMINE
It's a steep cover charge for
crashing this party, tech boy. It's
gonna cost your life.
(pause)
How the fuck you get in here
anyway?

Carmine looks over at John and Mike.

CARMINE (CONT'D)
I should have known. Vitale.
(pause)
Guys, you know what to do.

As security steps up, John and Mike both punch the guards
wildly, knocking them back. Mike tackles Carmine, dropping
@anonymous to the ground.

In the chaos, John, Mike, and @anonymous run for the exit.

EXT. WAREHOUSE

Player is prompted to select enforcers for an SLG battle

SLG enforcer battle with the Sellitto enforcers.

After victory, the group returns to the mansion.

END OF SEQUENCE 5

INT. MANSION

MIKE

We need to assemble the entire crew
and head right back before the
Sellittos clear it out.

JOHN

It's probably already gone.

@ANONYMOUS

This operation is bigger than one
secret night club.

Rebecca points toward @anonymous...

REBECCA

Yeah. They're bribing half the law
system in Oakvale.

(pause)

If those bribes dry up, Sellitto
influence goes away.

(pause)

They must have a contingency plan.

@anonymous takes out his phone and starts working.

REBECCA (CONT'D)

Shut down Reykjavik, bribes will
flow some other way.

JOHN

@anonymous, start hunting for new
trails.

@ANONYMOUS

Got one.

REBECCA

That fast?

@ANONYMOUS

I set up emails flags for boarding
passes in our suspect pool.
Numerous flights booked to a town
called Akureyri - also in Iceland -
for tonight.

MIKE

Can your system track real-time GPS
of all the suspects?

@anonymous nods.

MIKE (CONT'D)
We follow where the suspects
congregate.

JOHN
You're right. We don't need to wait
for a pattern. He can find the
pattern as its happening.
Brilliant.

@ANONYMOUS
Okay, just activated the trackers.
We should move.

REBECCA
Wait... we need a strategy. You
can't go marching in like last
time. Even with more enforcers
brute force alone probably won't
work.

@ANONYMOUS
Oh, I thought of that already. Have
a plan.

@anonymous holds up the electronic coat check tag from the
Reykjavik night club. John smirks

JOHN
See? He's got a plan. Love this
guy.

END OF SEQUENCE 6

EXT. WAREHOUSE

John, Mike, and @anonymous approach another warehouse.

JOHN
You sure this is it?

@ANONYMOUS
GPS never lies. Welcome to
Akureyri, Iceland.

MIKE
I expected more snow.

JOHN
You're up, @anonymous.

@ANONYMOUS

The problem with using tech that communicates in radio waves...

(pause)

...it's way too easy to hack.

@anonymous takes out the coat check tag from the Reykjavik club and presses a button on his phone.

@ANONYMOUS (CONT'D)

That should change all the coat tickets to green.

The ticket in his hand changes to green. He presses another button on his phone.

@ANONYMOUS (CONT'D)

And that... well, that should create chaos.

His ticket changes to red.

Mike barks an order into his phone.

MIKE

Crew, brace for battle!

A secret door to the warehouse opens and dozens of patrons spill out, most holding red coat check tags.

Carmine and a bunch of his security crew exit as well.

Vitale crew advances, creating a perimeter and catching the Sellitto crew off-guard.

MIKE (CONT'D)

Carmine, your scheme is over! You hear me?!

JOHN

Lay down your weapons before we lay you down.

CARMINE

What are you fools standing around for?! OPEN FIRE!

A few gunshots ring out from both sides. The patrons flee away from the fighting and @anonymous sprints after them.

Player is prompted to select crew for an SLG battle

SLG crew battle with the Sellitto crew.

MIKE

Where did Carmine go? Did you see?

John scans the surroundings.

JOHN

Over there.

In the distance, you can see Carmine arguing with someone. Mike and John start running that direction.

The man Carmine is arguing with pulls out a gun and fires, shooting Carmine in the face. He drops dead.

John and Mike arrive at Carmine's body just in time to see Snap getting into a car.

MIKE

That was Snap. Saul must have sent him.

JOHN

If Saul can't trust Carmine to do his job, he's useless.

@anonymous walks up behind them.

MIKE

Chalk this up to a victory, but Saul will find another way. We need to be ready.

John nods.

@anonymous finishes working on his phone, John and Mike immediately receive text notifications.

They open the texts to see pictures of the people leaving this club with the message, "Sellitto police and judge bribery scheme busted".

JOHN

Which phones did you send this to?

@ANONYMOUS

All of them.

(pause)

All in Oakvale, at least.

JOHN

That should slow them way down for awhile.

(pause)

Excellent work everyone.

MIKE

@anonymous, you're a badass.

@anonymous shrugs and grins.

FADE TO BLACK.

END OF STORY