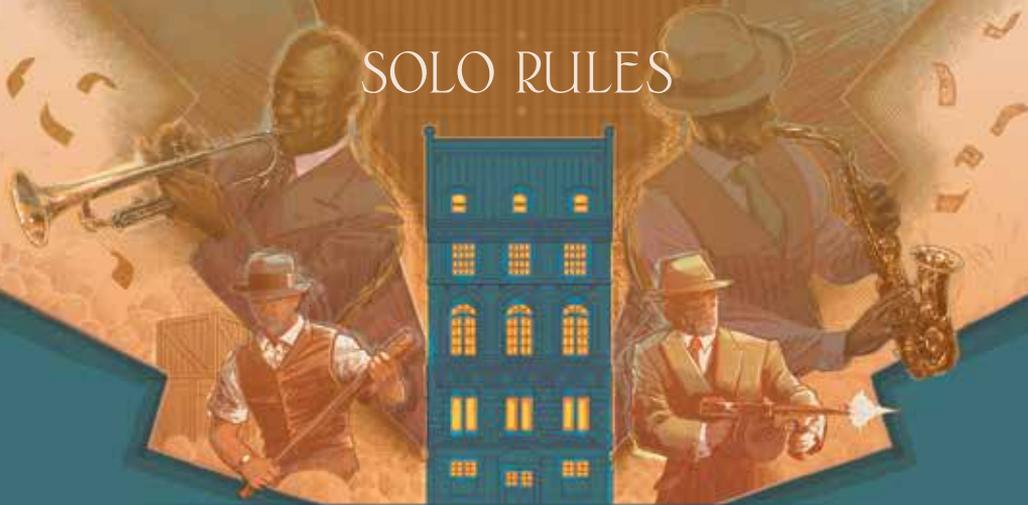


SOLO RULES

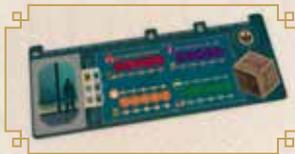


# SPEAKEASY



EAGLE-GRYPHON  
GAMES

## COMPONENTS



*1 Jo's Operations board*



*16 District cards for Jo*



*4 Jo's Action card decks (3 cards in decks 1, 3 and 4. And 5 cards in deck 2)*



*The 0 deck (7 cards)*

## SETUP

Setup the game as you would for a **2-player game** with the following exceptions;



Choose a player color for **Jo** (the mobster bot you are playing against) and create a supply of Operation markers, Infamy marker, turn order marker, Zone Control markers, Capos, Family Members, Books, Stills, Speakeasies, Nightclubs and Casinos. Jo does not use a Strength marker, neither trucks, return them to the box. Jo does not start with any money.

1. Place his Family Members and Books next to Jo's Operations board and one of his Zone Control markers on each zone control track - Downtown, Midtown, Upper-side.
2. Place his 4 Capos next to his Operations board and each of his Operations markers on level 1 of each of his Operations tracks.
3. Left to right, place his 8 Speakeasies, 3 Nightclubs, and lastly, 3 Casinos in the spaces above Jo's Operations board.
4. Place Jo's Stills next to his board for now.
5. Shuffle deck number 0 and reveal the top card. Increase Jo's Operations level, one step up matching the revealed card. If the card does not increase any of the Operations, shuffle the deck again and reveal a new card. Discard the card.
6. Place his Infamy marker on space 5 of the Infamy track.

## 7. Prepare Jo's Actions decks:

Separate and shuffle each of Jo's card decks (1, 2, 3, 4) and the difficulty modifier number "0" deck, creating a deck for each. Set each deck aside face down for now.

- Remove 2 of the 5 cards from the number 2 deck and return them unseen to the game box. All decks must have 3 cards except the 0 deck.
- Next, choose the level of difficulty you wish to play;



**Brick Wall** (very hard) - Play with all 12 cards from decks number 1-4.



**Consigliere** (hard) - At random, replace 1 card from each of the decks numbered 2 and deck number 3 with 1 random card from deck number 0.



**Gangster** (normal): At random, replace 2 cards from each of the decks numbered 2 and 3 with 2 cards from deck number 0.



**Duck Soup** (easy): At random, replace 1 card from deck 1, 2 from deck 2, 2 from deck 3, and 1 from deck 4 with the same number of cards from deck 0.

Return the replaced cards to the box for all different setups. They will not be used in the game.

## 8. Preparing the decks for each Act:

At the start of each perform the following steps:

- At the start of **Act 1**, Shuffle deck number 1 with deck number 2. Place this deck on Jo's Operations board on the action card space. This is the deck you will draw from during Act 1.
- At the start of **Act 2**, take the two remaining cards from Jo's action deck, and shuffle them into the deck number 3. Place it on Jo's Operations board on the action card space. This is Jo's action deck for Act 2.
- At the start of **Act 3**, take the 2 remaining cards from Jo's action deck and shuffle them with the deck number 4, placing it on his action space. This is Jo's action deck for the rest of the game.

## SETUP ROUND (1921)

- Randomly determine turn order, placing one of your Turn Order markers and one of Jo's on the Turn Order track.
- In reverse turn order, follow the normal **2-player game** rules. For Jo's setup, he draws cards from his District card deck until a card from an empty district space is drawn. Then he places his Stills on the leftmost/top building space of the district and places the City tile on his Operations board. Once his Stills is placed, return the drawn cards back to the District deck and shuffle it. Ignore any bonus on the drawn District cards during this round. Jo does not place a Family Member like the player at the docks as part of his setup.



## HOW TO PLAY

Jo plays by the **2-player** rules with the following changes:

- Jo doesn't play or discard Operation cards, gain the benefit of Helper cards, or gain the benefit of any City tiles.
- Jo does not gain, or hire Goons, or get Associates, as he always has the strength needed to defend buildings, take over, or attack the Rum-runners.
- Jo always gains cash, and never pays for buildings or barrels.
- Jo only spends money to defend from Mobster attacks during the Mob War. In that case, he spends money equal to the Mob War strength of the Mobster, for each building he defends. If he does not have enough, he spends what he has.
- If Jo's Capo is sent to the park he gets \$5.
- When Jo visits the Restaurant, he will move his Turn Order token to the lower row, placing first on the lowest Leverage position if possible - if not, then first place. When turn order changes, Jo gains \$5 for each Operating Casino at the end of the round.
- Higher-value Operating building always follows this order: Casino > Nightclub > Speakeasy > Stills.
- When taking Jo's Actions, and there is a tie that is not written in the rules, always choose the lowest numbered district.
- Like a player, the same rules apply to Jo for production, pick-up from the Stills, delivering barrels, selling, Luciano payout, and scoring; Jo's buildings must be operating.
- If Jo is unable to take an action from his card, he just passes.
- Jo places family members at the specified dock left to right, top to bottom.

Jo's operations are always limited by the Operations levels on his Operations board.

## ON JO'S TURN

- Flip the top card of Jo's Action deck, and send one of Jo's Capos to "talk" with the leftmost Person of the indicated location if available, otherwise the right-most. Ignore the location's benefits and actions. Instead, Jo performs the action on the flipped Action card.
- If both spaces are blocked by your Capos, move your leftmost Capo to the Park and choose a benefit to gain.
- If all spaces at the location are blocked by only Jo's Capos or if the Park location is full, draw new cards until a location where Jo can place his Capo becomes available. Shuffle the action cards he did not use and place them to the bottom of his action card deck.
- Resolve all actions on the Action card, from top to bottom, left to right, then discard the card. It will not be played again.



### DELIVER BARRELS

- Jo doesn't use trucks and can deliver anywhere on the main board.
- The number of barrels Jo can deliver is limited to his Fleet Operations level.
- Jo takes barrels first from his Stills, and then from the cheapest ship.
- Jo delivers first to his higher-value Operating buildings.



### SELL BARRELS

- The number of barrels Jo can sell is limited to his Party Operations level.
- The price per barrel is based on his position on the Infamy track.
- Jo sells first from his higher-value Operating buildings.



## PLACING BUILDINGS

When placing a building, Jo follows the normal rules of play, but does not gain the benefits, nor pay for the buildings. Jo never upgrades his buildings.

To determine location of each building, draw a card from the District deck. If Jo can not open, or take over, in the district shown on the card, keep drawing until he finds an available place for the building.

- If you draw a District card with a Family Member symbol on it, send one from Jo's supply to the indicated dock. If more District cards with a Family Member come out, ignore the symbol.
- If you draw a District card with a Helper card symbol, take the most expensive bottle type from the display that Jo does not have, left to right. If Jo has all the bottles on his cards below his board, take the most expensive one, left to right. If more District cards with a Helper card comes out, ignore the symbol.
- District cards are re-shuffled at the beginning of Acts 1,2 and 3 or if the deck is depleted.
- Jo always places buildings in a district from left to right/top to bottom, and move the City tile to his Operations board.



## GET PROTECTION

- The number of Family Members Jo can send to protect his buildings is limited by his VIP Room Operations level.
- Jo ignores Leverage, then sends his Family Members from his supply in the following order:

Buildings in districts with Cops first; Buildings with barrels; Higher-value buildings; Buildings on Upper-side; then in Downtown; and lastly, in Midtown.



## ATTACKING THE DOCKS

- When you attack a Rum-runner ship, Jo gains \$1 **from your pocket** for each of his used Family Members. When Jo attacks a Rum-runner ship, you gain \$1 **from the bank** for each of your Family Members, used or not, at the Dock of the attacked ship.

- Jo always has enough strength to attack any ship, and does not need to have Family Members on any Docks.
- Jo always attacks the ship with the most barrels. In a tie he attacks the ship in the lowest numbered district.
- He gains \$5 in ACT 1, \$10 in ACT 2 and \$15 in ACTs 3 and 4.
- Jo returns 1 of his Family members from the Dock of the ship he attacked to his supply (if any), places the Crate tile on his Operations board and moves a barrel from the attacked ship next to one of his higher-value Operating buildings. If he does not have one, he places it on his Stills area.



## COOKED BOOKS

Jo's books are always available. To place books on the spaces described below, Jo must have the goals achieved. Jo attempts to place Books from the supply on the goals in the following order:

- **Zone Goals:** Jo increases the lowest Operations level, top to bottom, left to right and gains \$20 per Book placed.
- **Town Hall:** Jo gains \$20 per Book placed.
- **Docks:** Jo gains \$15 per Book placed.
- **Infamy track:** Jo increases the lowest Operations level, left to right and gains \$10 per Book placed.

If Jo places less than 3 Books on the above spaces, he places 1 Book (and only one), at the leftmost available space of Central Park. He ignores the goal, and any benefits, but gains \$10.

## FINAL SCORING (1933)

- To win the game you have to have more money than Jo.
- You and Jo score the same as you would for a 2-4 player game: Money, Protected buildings, and Helper cards.
- Jo adds \$1 for each City tile on his Operations board.

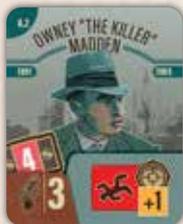


## MOBSTER BIOS



**Tommy "Three Finger" Brown** (1899–1967) was a notorious American mobster from New York City, known for losing two fingers in a gang fight. Rising through the ranks of organized crime, he became a prominent figure due to his sharp strategies and ruthless methods. His criminal activities included extortion and racketeering, reflecting the brutal nature of early 20th-century organized crime.

Despite numerous encounters with law enforcement, Brown avoided major convictions, maintaining his influence in the criminal world. His life highlights the dangerous and violent dynamics of the mob, where power was often achieved through intimidation and crime. Brown died of natural causes in 1967, leaving behind a legacy that underscores the harsh realities of organized crime.



**Owney "The Killer" Madden** (1891–1965) was a notorious mobster and bootlegger in New York City during the Prohibition era. Born in the Lower East Side, Madden quickly rose to prominence by controlling a significant portion of the illegal alcohol distribution network. His nickname, "The Killer," reflected his ruthless methods, including violent turf wars and racketeering. Despite his fearsome reputation, Madden managed to transition from a criminal career to legitimate business ventures, investing in nightclubs and other enterprises. His ability to shift from crime to legitimate business demonstrates the complexity of his career and his adaptability.

Madden died of natural causes in 1965. His legacy remains deeply tied to the lawless days of Prohibition and the criminal underworld of New York, illustrating both the violence of his criminal activities and his later efforts to establish a respectable public persona.



**Joe "The Boss" Masseria** (1886–1931) was a dominant Italian-American mobster in New York City's organized crime scene during the early 20th century. As the head of what would later become the Genovese crime family, Masseria exerted brutal control and was known for his ruthless elimination of rivals. He played a central role in the Castellammare War, a violent conflict for control within the Mafia.

Masseria's ambitions and violent methods made him a target, and in 1931, he was assassinated in a restaurant. The hit was organized by rival factions of the criminal underworld. His death marked the end of the Castellammare War and signaled a major shift in organized crime's structure, leading to the development of the modern Mafia. Masseria's life and death illustrate the intense power struggles and transformation of organized crime in America during that era.



**Waxey Gordon** (1888–1952) born Isaac Horowitz in New York City, was a notable American mobster and bootlegger during Prohibition. Known for his smooth appearance, Gordon played a significant role in the illegal alcohol trade and became a key figure in organized crime. He used violent tactics to maintain control over his criminal operations. In 1931, Gordon's criminal career

faced a major setback when he was convicted of conspiracy and tax evasion, resulting in a 10-year prison sentence. After his release, he lived out of the spotlight and remained relatively quiet until his death in 1952. Gordon's life exemplifies the integral role of organized crime in shaping the underground economy during Prohibition, highlighting the era's complex criminal landscape without glorifying his actions.



**Texas Guinan** (1884–1933) was a renowned American actress, vaudeville performer, and Prohibition-era nightclub owner. Known for her sharp wit, charm, and flamboyant personality, she became a leading figure in New York City's nightlife during the Roaring Twenties. One of the few women to run speakeasies, Guinan defied both societal expectations and legal restrictions, becoming a symbol of independence.

Her clubs were famous for her legendary greeting, "Hello, suckers!" and attracted celebrities, politicians, and the city's elite. Despite frequent police raids and the legal risks of running illegal establishments during Prohibition, Guinan's clubs remained popular hotspots, reflecting her shrewdness and charm. She passed away in 1933 from amoebic dysentery while on tour in Vancouver, Canada. Guinan left behind a legacy as a trailblazing woman and one of the most iconic figures of the Prohibition era, embodying the rebellious spirit of the Jazz Age.



**William "Big Bill" Dwyer** (1883–1946) was a prominent Prohibition-era gangster and one of the wealthiest bootleggers of the 1920s. He built a massive fortune by smuggling alcohol into the United States from Canada and the Caribbean, becoming a key player in the illegal liquor trade. Known for bribing officials to protect his operations, Dwyer controlled a vast network of speakeasies and partnered with mob figures like Lucky Luciano. Beyond bootlegging, he expanded his wealth into sports, investing in boxing and owning the New York Americans hockey team. Eventually, Dwyer's criminal activities caught up with him, leading to a bootlegging conviction and prison time. He died of a heart attack in 1946, leaving behind a legacy of crime and sports influence.



**Jack "Legs" Diamond** (1897–1931) was a prominent American gangster during the Prohibition era, known for his involvement in bootlegging, drug trafficking, and robbery. Nicknamed "The Clay Pigeon" for his survival of multiple assassination attempts, Diamond operated primarily in New York and built connections with major mob figures.

Despite his flamboyant lifestyle and violent reputation, Diamond's bold actions and betrayals earned him many enemies. His high-profile criminal activities and flashy persona made him a significant figure in organized crime, but also placed him in constant danger. On December 18, 1931, Diamond was shot and killed while sleeping in a boarding house in Albany, New York. His death, the result of an assassination likely ordered by rivals or law enforcement, marked the end of a turbulent and dangerous career in the criminal underworld.



**Abner Zwillman** (1904–1959), was a prominent Jewish-American gangster based in Newark, New Jersey. As a major figure in organized crime, Zwillman amassed significant wealth during Prohibition through bootlegging and later expanded his empire into gambling, narcotics, and labor racketeering. He was closely associated with mob boss Lucky Luciano and played a key role in forming the

National Crime Syndicate, an influential network of organized crime leaders. Despite his early success, Zwillman's power diminished amid growing tensions within the criminal underworld. In 1959, he was found dead in his home, hanging from a noose. Though his death was officially ruled a suicide, there is persistent speculation that he may have been murdered by fellow mobsters during a power struggle. This controversy marks a mysterious end to his criminal career.



**Birdie Brown** (c. 1871–1933) was an African American pioneer and bootlegger known for her resilience during the early 20th century. One of the few Black settlers in her region, she earned respect for her homemade whiskey production during Prohibition, despite the risks bootlegging posed, especially for African Americans who faced harsher legal penalties.

Her independent spirit and ability to thrive in a predominantly white community highlighted her determination to overcome systemic racism and economic hardship.

Though involved in illegal activities, Brown was admired locally for her toughness and resourcefulness. Her life reflects the complexities faced by African Americans during this era, particularly on the frontier. Tragically, Birdie Brown died in a house fire in 1933. Her legacy as a courageous and determined figure endures, symbolizing the strength of Black pioneers in American history.



**Benjamin "Bugsy" Siegel** (1906–1947) was a prominent American gangster who significantly influenced organized crime in the U.S. As a founding member of "Murder, Inc.," Siegel was involved in bootlegging, racketeering, and gambling. His most notable achievement was his role in developing Las Vegas as a major gambling hub, particularly through his involvement in building the

Flamingo Hotel, a key establishment in the city's casino industry. Siegel's success was marred by escalating costs at the Flamingo, which led to tensions with his criminal associates and contributed to his downfall. In 1947, he was shot and killed in Beverly Hills, California, in what is widely believed to be a mob-ordered hit. Despite his violent end, Siegel's contributions to Las Vegas played a crucial role in shaping the city's future as a leading entertainment and gambling destination.



**Carlo Gambino** (1902–1976) was a notable Italian-American mobster who played a crucial role in organized crime. As a leading figure in the Gambino crime family, one of New York City's Five Families, Gambino exerted significant influence over various criminal operations, including extortion and loan sharking. Gambino's strategic leadership helped maintain and expand the family's

power throughout his career. His ability to navigate the complexities of organized crime ensured the Gambino family's dominance in the Mafia landscape. Despite his criminal endeavors, Gambino's impact on organized crime is notable for its strategic and organizational aspects. He continued to be a central figure in the underworld until his death in 1976. Gambino's legacy reflects the intricate and often covert nature of Mafia operations, highlighting the power dynamics within organized crime.



**Joe Adonis** (1902–1971) was a significant figure in organized crime in the United States during the early to mid-20th century. Born Giuseppe Antonio Doto in Italy, Adonis engaged in various criminal activities, including bootlegging, gambling, and racketeering, and aligned himself with notable mobsters like Charles "Lucky" Luciano and Meyer Lansky. Adonis played a crucial role in establishing the National Crime Syndicate, a network of organized crime groups across the U.S. His influence was particularly strong in New York and New Jersey. In the 1950s, Adonis faced growing legal scrutiny and was deported to Italy in 1956. He spent his remaining years in exile, passing away in 1971. Adonis's life and career reflect the broader history of organized crime in the U.S., highlighting the complex networks and legal challenges faced by its key figures.



**Moonshine Mary** (1890–?) was a notable bootlegger during the Prohibition era in the United States, when the production and sale of alcoholic beverages were banned under the 18th Amendment. Renowned for her resourcefulness, she was involved in producing and distributing illegal alcohol, or moonshine, amid high demand for such spirits.

Operating in an environment of strict prohibition, Moonshine Mary faced significant legal risks to supply her community with illicit alcohol. Her activities were part of a broader cultural resistance to Prohibition laws, reflecting widespread defiance against alcohol restrictions.

Though details about her later life and death remain unclear, Moonshine Mary's story highlights the challenges and ingenuity of those in the bootlegging trade. Her legacy is tied to the defiant spirit of the Prohibition era, illustrating the lengths people went to circumvent restrictive laws and survive during this turbulent time.



**Gertrude Lythgoe** (1888–1974) was a prominent figure during the Prohibition era, known as a successful female liquor smuggler. Dubbed the "Queen of the Bootleggers," she operated from Nassau in the Bahamas, smuggling large quantities of alcohol into the United States. Lythgoe was recognized for her sharp business acumen and courage in a male-dominated industry. Despite the risks

and legal challenges associated with smuggling, she managed to evade capture for much of her career, maintaining a reputation for professionalism. After Prohibition ended in 1933, Lythgoe retired from smuggling and lived in relative obscurity until her death in 1974. Her story reflects the significant yet often overlooked roles women played in the illegal alcohol trade. It also provides insight into the broader context of societal and legal struggles during Prohibition, highlighting both the challenges and resilience of those involved in this clandestine world.



**George Remus** (1874–1952) was a notorious bootlegger during Prohibition, known for exploiting legal loopholes to amass immense wealth. Originally a defense attorney, Remus shifted to bootlegging after recognizing the high profits in illegal alcohol trade. He created a vast empire, using distilleries and pharmacies as fronts to distribute alcohol, earning millions and living lavishly. In 1925, Remus was

imprisoned for violating Prohibition laws. While in prison, his wife, Imogene, had an affair with a federal agent and attempted to seize his empire. Upon his release, Remus shot and killed her in 1927, later being acquitted by reason of temporary insanity. After his trial, his influence in the underworld diminished, and he spent his remaining years in poor health. Remus's story reflects the dramatic rise and fall of one of Prohibition's most infamous figures, highlighting the turbulent nature of his criminal career.



**Meyer Lansky** (1902–1983) was a major figure in organized crime and a key architect of the National Crime Syndicate in the U.S. Born in Poland, Lansky immigrated to New York and became involved in criminal activities, partnering with notable figures like Lucky Luciano and Bugsy Siegel. He played a crucial role in developing organized crime's financial systems, particularly through gambling

operations in Las Vegas, Cuba, and the Bahamas. Known for his calculating and strategic nature, Lansky maintained a low profile despite his significant criminal involvement. Throughout his life, he managed to avoid substantial prison time despite numerous investigations. In his later years, he retired to Miami, where he lived quietly. Lansky died of lung cancer on January 15, 1983. At the time of his death, much of his fortune was believed to be hidden, reflecting the secretive nature of his criminal enterprises.



**Frank Costello (1891–1973)** was a prominent Italian-American mobster and influential figure in mid-20th century organized crime. Born Francesco Castiglia in Italy, he immigrated to the U.S. as a child and rose to power within the Luciano crime family. Known as "The Prime Minister of the Underworld," Costello wielded significant influence over both the Mafia and political circles.

Costello was key in expanding the Mafia's involvement in legal businesses, especially gambling, while leveraging political connections to operate with relative freedom. In 1957, an assassination attempt ordered by rival Vito Genovese led to his semi-retirement, although he survived the attack.

Costello spent his later years away from organized crime and died of a heart attack on February 18, 1973. His career exemplified the complex interplay between crime and politics, highlighting his role as a powerful figure in organized crime.



**Belle Livingstone (1875–1957)** was a prominent socialite and nightclub owner during the Prohibition era, renowned for operating upscale speakeasies in New York City. Born in Mississippi, she transitioned from acting to the nightlife scene, gaining fame for her lavish parties and exclusive clubs that catered to wealthy and influential clientele despite Prohibition restrictions.

Her most notable establishment was a speakeasy on East 52nd Street in Manhattan, a hotspot for celebrities, politicians, and high society. Livingstone's charm and social connections helped her succeed in a challenging environment, with her venues known for their luxury and discretion. After Prohibition ended in 1933, her prominence diminished, and she lived a quieter life until her death in 1957. Belle Livingstone is remembered as one of the most glamorous figures of New York's Prohibition nightlife, reflecting the opulence and complexity of the era's underground social scene.



**Vito Genovese (1897–1969)** was a prominent Italian-American mobster and a key figure in mid-20th century organized crime. Born in Italy, he immigrated to the U.S. as a teenager and rose through the ranks of the Mafia under Charles "Lucky" Luciano.

Genovese played a crucial role in expanding the Mafia's operations, particularly in narcotics trafficking, extortion, and gambling. In the

1950s, he orchestrated the removal of Frank Costello to take control of the Luciano crime family, which was later renamed the Genovese crime family. His ambition and influence made him a dominant figure in organized crime, drawing significant attention from law enforcement. In 1959, Genovese was convicted on drug trafficking charges and sentenced to 15 years in prison. He continued to exert influence from prison until his death from a heart attack in 1969. Genovese's leadership and ruthlessness had a lasting impact on organized crime.



**Dutch Schultz (1901–1935)** was a prominent American mobster during the Prohibition era. Raised in the Bronx, Schultz became deeply involved in organized crime, controlling bootlegging, gambling, and extortion operations. He built a powerful criminal empire, dominating illegal alcohol distribution and expanding into other rackets like numbers running. Schultz was infamous for his violent

temper and ruthless tactics, which earned him many enemies, including law enforcement and rival mobsters. His attempt to have federal prosecutor Thomas Dewey killed in the mid-1930s backfired, leading to conflicts with other mob bosses.

In 1935, Schultz was assassinated by rival mobsters in Newark, New Jersey. His death marked a dramatic end to a turbulent criminal career, reflecting the intense power struggles and violence within the organized crime world during Prohibition.



**Lucky Luciano**  
(1897–1962), born Salvatore Lucania in Sicily, rose to become one of the most influential and powerful figures in the history of organized crime in the United States.

After immigrating to America as a young boy, Luciano became

involved in street gangs, steadily advancing through the criminal underworld. During the 1920s Prohibition era, he played a major role in bootlegging operations, forging key partnerships with both Italian and Jewish criminal groups, including notable figures like Meyer Lansky and Bugsy Siegel. These alliances reflected the multi-ethnic nature of organized crime, bridging cultural divides for mutual profit.

Luciano's greatest legacy was transforming the Mafia's traditional structure. He replaced the old system of family feuds and constant power struggles with a more organized and cooperative model. He created "The Commission," a governing council designed to resolve disputes and foster collaboration between Mafia families nationwide. While this brought stability to the underworld, it also increased the Mafia's reach, allowing criminal organizations to exploit communities with greater efficiency.

In 1936, Luciano was arrested and convicted for his involvement in prostitution rings, receiving a sentence of 30 to 50 years in prison. This conviction shed light on the exploitation of vulnerable women within the Mafia's illicit

operations, raising important issues about the human cost of organized crime. However, during World War II, reports suggest that Luciano used his influence from prison to assist the U.S. government in safeguarding New York's docks, a claim that remains debated by historians. This controversial act resulted in his sentence being commuted in 1946, after which he was deported to Italy.

Although forced to live in exile, Luciano retained some degree of influence over American organized crime, even as his power began to fade. He spent his later years under surveillance in Naples, where he died of a heart attack in 1962. Some reports suggest that Luciano continued to be involved in criminal activities behind the scenes, though his influence diminished in his later years.

Luciano's creation of "The Commission" had a lasting impact on the Mafia's structure and remains an integral part of its operations today, cementing his influence on organized crime for decades to come. However, his legacy is also marked by the exploitation and harm caused by his criminal enterprises, particularly his involvement in prostitution and racketeering, which targeted vulnerable individuals and communities.

His life, filled with contradictions and complexities, reflects the ongoing challenges in the fight against organized crime. While he is remembered for transforming the Mafia, his story also underscores the persistent efforts of law enforcement and civil society to combat the Mafia's reach, address the damage caused to communities, and protect those exploited by its operations.

*Mobster Bios are a compilation of text from different websites.*