

# Mafia in the game - Life and death with numbers, richness due to heaven

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Mafia - A traditional and once considered counterbalance game **series of GTA series** has been remade in many ways by the manufacturer. If Mafia 2 and Mafia appeared more recently than just graphic remasters, the first version would be old enough to have a remake.

Upon hearing this news, I once again recalled my journey through Mafia games as well as some other crime-themed games. And finally the classic saying in the movie Boss Huong Cang - 'Life and death with numbers, richness due to heaven'. Words like an advice to live comfortably because fate has a predestined heaven already, but for the Gypsy people said that there is heaven in heaven. What we want to say is cause and effect.



A set of 3 Mafia games was remade

This is not a sermon lecture, but just want to discuss the fairness of fate with those who accidentally walked into the Wanderer and could not draw their feet anymore. Most of the Mafia or Gypsy titles show a tragic end for those who live on the Gypsy even if it's the main character.

I myself do not play as much about the GTA series as the rest of the Geeks but I love Mafia 2. In addition to the unique and different gameplay mechanics, it also leads us into a seemingly headless story. or finished in a flustered manner. But in fact it is a unique story of cause and effect.



Nhan in Gypsy, any unselfish body

*Note, since this will be a spoiler some places in the plot of many related games, you should consider before reading.*

Right in the middle of the game we have witnessed the cause and effect of the fallen predecessor Tommy Angelo - the main character of Mafia 1. The main character of part 2 is Vito tasked with eliminating an old enemy of the Mafia boss in city. It was his former subordinate, who dared to betray the organization.



Tommy thought he had escaped resentment, but ultimately had to pay the price

So what is Tommy's story? Coming from a poor taxi driver, he accidentally saved two Mafia names in Salieri's gang from the payment of Mafia boss Mareello's gang. That's all, but the honest taxi driver got caught up in the swirling vortex, became a collaborator for the Mafia and eventually became a killer tool at times. Fortunately, Tommy has repeatedly rejected compassion for the orders he should have killed for them to flee and survive.

Revenge eventually drags until the conflicts in the ice and greed make Tommy confront his own boss. Perhaps thanks to the good things he sown at saving the lives of others helped him to escape successfully and then joined the witness protection program. However, to the time of Vito in Mafia 2, Tommy also faced his cause and effect

after a peaceful time.



Tommy was working for the Salieri Mafia

But then Vito, who has a new ambition with a principle despite all just to not be poor, also walked in the way of Tommy. Join a large Mafia family, working as a servant for the payment missions to kill and then in a moment of recklessness became a traitorous criminal who is pursued by the Mafia themselves. Vito was only lucky thanks to the friendship of the Gypsy and the Buddha. But the price is also too expensive when he himself was a sunbae to go to anonymity to leave the country forever like Tommy while his best friend was sent to kill unknown life and death.

It was not until Mafia 3 that we could meet Vito again in a different way but unfortunately, this part 3 is not very appreciated from the arrangement of the screen to the story. I think the failure of the Mafia 3 storyline is that it allows the player to choose an ending that is too beautiful, too pink and completely loses the brutal nature of cause and effect. It still has some meaning in meaning, but the cruelty of the underworld has diminished somewhat.



The story of Lincoln focuses on racism and revenge rather than cause and effect

The protagonist Lincoln is available in a small branch of a Mafia family, he was not originally from the previous two main characters from an outsider. This guy also enforces a justice that is revenge, a kind of artificial cause and personality completely different from the philosophy of the wrongdoer will pay the price of heaven. Lincoln used hatred as an excuse to kill and sabotage, although he aimed at criminal groups following the familiar American heroic personal hero model.

However, in the end Lincoln was chosen to leisurely leave, free from his burden of hatred or in another ending he became the boss of the city and continued his criminal work and was then assassinated by a bomb by a his best friend. Only half of the ending is causal, but the ending is considered a 'bad end'.

Another great crime game is **Red Dead Redemption** , in which the protagonists, whether compassionate or justified , end up paying for their wanderer life. In part 1, John Marston has to face his own criminal past when the agent Edgar Ross used a very unkind way to kidnap his family and forced him to kill all his former accomplices. .

In the end, John because his family had eliminated all those who used to be with him so that when he returned to normal life he was killed by Ross ambush. The FBI agent used his own theory of cause and effect to explain his actions, that John died because he chose to live such a mischievous life. Edgar Ross somewhat considered himself a part of the law of cause and effect, but then he himself had to pay for his infamy when John's son Jack returned to take revenge. The game ends with Jack getting his revenge back, but he runs the risk of walking in the footsteps of his father, with a path full of violence that John and earlier Arthur wanted him to avoid.

And mentioning Arthur, surely we could not help but mention **Red Dead Redemption 2** when he himself is a compassionate person, living a new affection for his friends but also cannot escape cause and effect. Then when everything broke down, Arthur died tragically and John survived and brought his small family to try to escape to normal life but the violent past still did not disengage.



Epic Games Store gives the game: I like it, I don't want to argue?

Is the gaming community too . idle to quarrel just because of the issue of whether to get free games on the Epic Games Store or not?

In general, the beauty of gaming products about the criminal world lies in having paid loans. Those who live in the Wanderer accept the "Life and death with numbers, richness due to heaven" is also accepting that one day you will have to pay all the loans. And that life outside the law has a great attraction, once dipped indigo can not be washed. Tommy Angelo, Vito Scaletta, John Marston, Arthur Morgan and maybe Jack Marston - each person entering the Wanderer in a different situation, may be force majeure may also be voluntary but their ending is often must pay off the cause and effect of the loan.

The law of cause and effect does not leave anyone.

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