Bank Robbery

A bunch of criminals managed to break into a bank to steal the entire valuables and to melt the gold in order to extract it through the drainage system. In order to succeed with their plans they took civilians as hostages. One of the civilian is a former military officer who had pride to undergo the thieves' orders. He is planning to flip the table and free the hostages and get rid of the criminals, or at least get contact with the police and wait for their intrusion.

 You are one of the hostages. You have the choice to follow the former officer or to tell the thieves, and who knows; you might become one of them, and get some reward. Therefore, it is up to you!

1) **Following the officer:** The officer told you that in wars, the winner is the one who controls the resources. Therefore, you have to reach the den where they left their ammunitions. There are many ways to reach the basement. You can either tell the criminals that you are sick and you want to reach the loo. Alternatively, you can sneak.

    a. **Telling you are sick:** You managed to reach the restroom but one guardian is watching you. You need to get rid of him. You can ask him for medications or you can fight him but silently otherwise a backup team will support him.

        i. **Asking for medications:** You convinced the person to bring you some medications. However, once he got back he did not find you, so he triggered an alarm and now everyone is looking for you. It is only a matter of time until they get you and execute you. **GAME OVER!**

    b. **Sneaking:** Your partners tried to distract the guardians in order to help you in sneaking. On your way to the den. Someone heard your footstep, he pulled his gun and luckily for you he was using sound suppressor, so no one heard. However, the bullet made its way into your hand, and now you are injured. Your health bar reached 60%. Before anything, you must kill the guy and hide his body. Remember he is armed and you are NOT! You have to fight him with your bare hands, or one hand let us say. On the other hand, you can reach a compromise with him and let him surrender because eventually the police will get to you and he will spend the next 10 years of his life in prison.

        i. **Fighting:** You found a glass shell, you broke it and you used a pointy debris to fight him. You took some clay of the plant's pot into your hand, while the piece of glass is in your back pocket, you tried to lure him by throwing stones into your opposite direction so you can reach him without shooting you with his gun. You made it, when you got close to him; you threw the clay powder on his eyes, pulled the glass piece and put it on his throat. You have the choice to kill him or take him a hostage. Your health bar now has reached 40%. In addition, you have to deal with your hand injury.

            1. **Killing him:** You took his gun, wear his clothes, hided his body and dealt with your injury. Your health bar is now 50%. Now you reach the basement door, but there is a passcode to open it. On your right, you noticed a laptop; you thought you could hack the

code. Nevertheless, you are not a coding expert. You remember that CODI can help you with this and save the hostages. Therefore, you can contact CODI or you can break the door.

- **a. Reaching CODI:** You made it, once you contacted CODI, you got help from Nermine and hacked the code, got into the warehouse, called the police, took some guns and grenades to teach those criminals a lesson they will never forget. And you Won!
- **b. Breaking the door:** You tried to kick the door but the steel is mixed with concrete inside it and it is rigid. You broke your leg. Your health is 0% and you lost. **GAME OVER**!

2. **Taking him as a captive:** When you tried to take him as a captive, he resisted and hit you on your injured hand, and ran away. Your health is now 10%, and you bleeding so hard. You can follow him and shoot him, or go on to the basement and turn this robbery into a team death match.

- **a. Following him:** You followed him, but he was so fast and you are too slow because of your injury. You lost too much blood, and you passed out as your health bar reached 0%.
- **b. Turning into Team Death Match:** You dealt with your injury so fast so you can proceed to the warehouse. Your health bar is now 30%. You reached the basement door, but there is a passcode to open it. On your right, you noticed a laptop; you thought you could hack the code. Nevertheless, you are not a coding expert. You remember that CODI can help you with this and save the hostages. Therefore, you can contact CODI or you can break the door.

  - **i. Reaching CODI:** You made it, once you contacted CODI, you got help from Nermine and hacked the code, got into the warehouse, called the police, took some guns and grenades to teach those criminals a lesson they will never forget. And you Won!
  - **ii. Breaking the door:** You tried to kick the door but the steel is mixed with concrete inside it and it is rigid. You broke your leg. Your health is 0% and you lost. **GAME OVER!**

ii. **Reaching a compromise:** While you were taking a cover and speaking to convince him, he was sneaking silently to put the gun on your head and shoot you. You are dead. **GAME OVER!**

2) **Joining the thieves:** When you were telling the gang's leader about the officer's plan, he believed you and let you join his crew. However, the officer felt you might stab him in the back, so he decided to reach the basement and take control over the resources and ammunitions, because he knows this will give him advantage over the gang. Anyways, the leader wanted to your loyalty so he commanded you to execute the officer. When you walked out, you went straight to the hall where to captives are taken. You did not find the officer; you knew that he threw a tantrum when he concluded your betrayal. The leader directed you and three of his man to go to the basement because he knew it is the most critical spot in the whole place. On your way to the basement, you saw the officer, and he took cover. You can go through a fight with him or you can solve this with pragmatism.

    a. **Fighting:** The old man was not a piece of cake to swallow, he is a well-experienced officer, he managed to take out your three man and the confrontation between you and him is now on fire. He has now three guns, you are almost out of ammunitions, and leaving your point might have you on his shooting range. Your connection with the leader has lost because you are in an underground level. Last and not least, during the shooting a glass debris took its way into your leg. Your Health bar is now 50%. However, you still have one flashbang and one bullet. So which one would you risk?

        i. **Bullet:** You missed your shot because he was well positioned. In addition, one bullet of him got your flashbang, and the gas went through your lungs. Your health bar is now 30%. You have now to fight with your bare hands. You should play it wise right now. You can sneak to get into him or you can provoke him so he will come to you.

            1. **Sneaking:** You found a glass shell, you broke it and you used a pointy debris to fight him. You took some clay of the plant's pot into your hand, while the piece of glass is in your back pocket, you tried to lure him by throwing stones into your opposite direction so you can reach him without shooting you with his gun. You made it, when you got close to him; you threw the clay powder on his eyes, pulled the glass piece and put it on his throat. You WON!

            2. **Provoking:** You remind him of one of the battles he lost in the warfare, you made fun of him when the terrorist captivated his daughter and killed her. He could not hold his rage anymore, equally with his intelligence; he managed to get to you and killed you. He reached the basement, called the police, took some guns and grenades to teach the criminals a lesson they will never forget. **GAME OVER!**

        ii. **Flashbang:** You used your flashbang and luckily, for you, he had a lung disease, so he passed out. You seized him again and took him back to the hall; put a strict watch over him. You WON!

    b. **Being Diplomatic:** You have always been pragmatic and smart. You took a long way into convincing him to surrender, but your men was suspicious that you

are betraying their leaders. Of course they should, they are old-fashioned criminals and know nothing about compromising. So to draw the suspicions of you, you had to fight, but The old man was not a piece of cake to swallow, he is a well-experienced officer, he managed to take out your three man and the confrontation between you and him is now on fire. He has now three guns, you are almost out of ammunitions, and leaving your point might have you on his shooting range. Your connection with the leader has lost because you are in an underground level. Last and not least, during the shooting a glass debris took its way into your leg. Your Health bar is now 50%. However, you still have one flashbang and one bullet. So which one would you risk?

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