

PRESENTATION SCHEME

At the beginning of the game, there is a couple, drinking and having fun at a bar. These are Jane, our protagonist, and Peter, Jane's boyfriend. After their fun time, duty calls Peter.

Next day Jane learns about Peter's death and feels desperate with a horrified face. Then, game's title animation appears as the camera slowly turn to the sky from Jane. After the animation we see the cut-scene of Jake's arrival to the League and LoS partner up Jane with him. As they partner up, we learn about their skills and mastery in a conversation between them.

Now the missions, or as the game referred, "jobs" start. Jane has a skillset waiting you to unlock. These skills are different killing techniques, like killing with a pencil, stapler, or doorknob. You can't unlock as you wish. You need to be near that item, and you need to have enough skill points. If you choose to unlock the item, Jane talks like she realizes a new killing opportunity. As the item's stupidity increases, the skill points needed also increases for its to be unlocked. These skills are taught Jane by Jake because he is master of killing with everything. Every job could be played more than once if player wants to.

After every job we learn some secrets about LoS from the papers that we take from targets pockets. These secrets are not meant to be learned by outside world and in the cut-scene we give them to the head of LoS. Some jobs later we learn Jake is copying them and giving them someone outside the company. Now we must plan his assassination by ourselves.