

Setup Two

Title: The Reunion Part I

Objective: Proof of Life

Added 6/21/2021: Mission Directions: Two players serve as prison guards and two players search for Brother2. The mission will have action and reconnaissance aspects to it. The reconnaissance part will have small puzzles or small crime mysteries to solve. The two player teams are as follows:

1. The Prison Riot Team
2. The Reconnaissance Team

The players will go to prison. They will assume the role of prison guards. The players will be doing this to locate Brother2. After the players assume the role of prison guards, the players go to Boiling Broke Prison to perform some reconnaissance, and show proof of life. The players must find a way to inform Brother2 that he is going to be rescued. The players must inform Brother2 that they know who set him up in an illegal weapons deal. The players must gain Brother2's trust, or the mission is over. The players must inform Brother2 of what is going to happen without alerting the other prison guards. If the players alert the prison guards, the prison guards attack the players, and the mission is over. **Added 6/21/2021:** this series of heists assumes that Boiling Broke Penitentiary is 'opened up' for the players to explore.

Prisons are volatile places that hold dangerous people. **The dangerous people are in the form of highly trained prison guards and violent criminals.** During the mission, the prisoners will riot while the players are engaged in the role of prison guards. Assuming a 4-player team, two players will participate in the prison riot, and the other two players will search for Brother2's cellblock. Once the players find Brother2's cellblock, they must find Brother2's cell, and communicate with him.

The players that participate in the prison riot while dressed as prison guards, will help the other prison guards retake control of the prison yard from the inmates. These

players will beat the prisoners with batons, fire their weapons into the air to scare the prisoners, use tear gas on the prisoners, and defend themselves from attacks by the prisoners.

One player will have a riot shield, a full outfit of riot gear, and no other weapons. The other player will have the batons, weapons, and tear gas. The player with the riot shield will only have the riot shield as his/her weapon as well as his/her protection. The player with the riot shield will be protected by the riot gear outfit and the shield. The shield should be massive in size, so that it is visually stunning and immediately recognizable. If the players do not perform their prison guard tasks, that is, the players do not fully immerse themselves in the prison guard role, they are not recognized as full-fledge prison guards, and the mission is over. The assumption is that the players were recognized as imposters by the real prison guards.

During the prison riot, the reconnaissance team of players will fight a special prisoner that is being held in Boiling Broke Penitentiary. The players must fight this prisoner to prove their **physical and mental** toughness as prison guards. If the players refuse to fight, or if the players lose the fight, the players are not recognized as full-fledge prison guards. If this happens, the players' covers are blown and the mission is over.

The special prisoner is a professional kickboxer turned professional murderer. The kickboxer should resemble Tong Po from the movie *Kickboxer*. The kickboxer should have his ankles wrapped in ankle wraps that some kickboxers, and professional MMA fighters wear for training and fighting.

I chose Tong Po as a special prisoner because I think he is a very recognizable bad guy from the movies. He has a unique look and a villainous appeal that could sell the illusion that this guy is not to be messed with in a prison. In the kickboxing movie, Tong Po's character has some traits that are simplistic in nature, but leave a great impact. I am assuming you guys are aware of the "Tong Po" character from the movies,

but here is a link to a google search for him:

<https://www.google.com/search?q=tong+po> .

If the players' covers are blown at any point in the mission, the mission is over. If the players' covers are not blown, and the players successfully defeat the kickboxer prisoner in a fight, the players are understood to be full fledged prison guards. This is the only way the players can pass this mission.

The players must also search for Brother2's cell without raising suspicion. The players must also give Brother2 a note without raising suspicion. The note will have a message on it. The message on the note is something to indicate to Brother2 that he is going to be rescued, and he must prepare himself.

While the players interact with Brother2, the players shall not spend a long time with Brother2, or they risk their cover blown. The players shall not scare Brother2, or they risk their cover blown. The players shall not abuse Brother2, or they risk their cover blown. The players shall not kill Brother2, or they risk their cover blown.

As far as passing the note to Brother2 goes, I think this is another key moment in the game, so this scene should be cinematic and spectacular in fashion. Brother2 has been locked up for a crime he didn't commit, so upon seeing this note, and just knowing that there are people on the outside that care about his whereabouts, should make Brother2 overrun with emotion.

I think showing Brother2 overrun with emotion should also be part of the cinematic experience of passing the note to him. I think it would be a good way to hook the player into wanting to know what comes next for Brother2 after having just watched someone that has been locked up receive a message that they are going to be rescued. In this way, we can try to hook the player as much as possible into knowing what comes next for Brother2.

Movies often try hook viewers with their awesome trailers. The players should also be hooked into knowing what is happening to a character in GTAOnline. The prison

fight and the interactions with Brother2 will be the key points in this mission, so they should be as memorable, cinematic, and spectacular as possible.

As far as the note that the players give to Brother2, perhaps we can let the player choose one of three customized messages to write on the note. The messages can be the following, or something similar:

- "You're coming home."
- "You're getting out."
- "Your lucky day."
- "Don't go to sleep."
- Something else, I ran out of ideas. It could be slightly comedic and filled with a subtle joke.

After the players give the note to Brother2, the players must go on a mandatory smoke break. While the players are on a smoke break with the other prison guards, the players must sneak away from the prison guard job. If the players don't smoke, or the players don't take a smoke break at a designated time, the players' covers are blown and the mission is over.

The players must take a picture of Brother2 to show proof of life. If the players don't take a picture of Brother2, the mission fails. If the players get caught taking a picture of Brother2, their covers are blown and the mission fails. The players could use their mobile camera to take the picture, or they can steal a camera from the prison offices. If the players steal a camera from the prison offices, and they get caught, the mission fails. This approach appears to be the most work, but the most fun when you play it. The game developer imagination can run wild here.

If the players take a break, and the players smoke, and the players abandon the job successfully, then the players can proceed to the checkpoint to pass the mission. If the players don't smoke before trying to abandon the prison job, then the setup fails. Smoking cigarettes is a requirement to pass this mission.

The players will be required to purchase cigarettes to pass this mission. Before the players interact with the prison, the players must interact with a store. The players will purchase cigarettes at a store. The players must purchase the brand of cigarettes that other prison guards smoke, or the players risk their covers blows. Perhaps the players can buy cigarettes from a store in the Sandy Shores area, or the area around Boiling Broke prison.

Assuming the players pass all the requirements for this mission, then the players can proceed to abandon the prison job, drive to the checkpoint, and pass the mission.

Set-up and Heist Information: Setup Two Achievements Unlocked

- Full Riot Gear Outfit
- Swat Shield
- Concussion Grenades (These explode and stun the target. Target is momentarily incapacitated.)
- Flash bang Grenades (They flash, and blind the target momentarily.)
- Smoke bombs (Self-explanatory.)
- Prisoner Outfits
- Prison Guard Outfits
- Any potential law enforcement themed missions. Maybe add "cops and robbers" type missions. I really ran out of ideas here.
- Any potential vehicles you guys can think of. I ran out of ideas here.
- Unlock ankle wraps for kickboxing. Assuming the ankle wraps are unlocked and equipped by the player, the player can have new fighting ability and kicking ability. The ankle wraps will complement the boxing wraps that were unlocked in Set-Up One of this heist. Eventually, if the player completes all the set-ups, and the final heist, the player will be able to assemble a new kickboxer/MMA outfit to be used in GTAOnline.
- Introduce new kicking and fighting techniques into the game to mimic kickboxers, or MMA fighters or WMMA fighters. The fighting moves should be flashy and spectacular in nature.

- Any new fighting moves unlocked while wearing ankle wraps will not be usable by the player if the player is not wearing ankle wraps. If the player is not wearing ankle wraps, the players fight like they normally would.
- Ankle wraps can only be worn by the player while the player is wearing special kickboxing shorts.
- Ankle wraps can only be worn by the player when the player is barefoot.
- All weapons and fighting attire unlocked during this setup are not immediately available to player even though they have been unlocked. The players must continue the setups to unlock the armory.
- Once the armory is unlocked, then the weapons and fighting attire that have been previously unlocked in the previous setups will be 100% unlocked and usable.
- If player doesn't want to wait to unlock Armory, they can purchase an Armory-upgrade for their CEO office. Once the players have the armory in their CEO office, they will be able to fill it with newly unlocked weapons and fighting attire.
- Regarding being able to purchase an armory upgrade, I strongly advise against this because the players need some incentive to finish all the setups to eventually move on to the final heist. The players should be rewarded with an armory upgrade upon completion of the setup.

Final notes regarding this prison setup: To try to get a real prison vibe, I would suggest including sounds, or sound clips from various prison shows such as *Lock Up Raw*, or *World's Scariest Prisons*.