

## Setup and Heist Information: Setup One

Title: The Bus Flip

Objectives: Locate Brother1 & His Car

### Caveats

- Weapons are disabled for this setup.

Setup Start: Two teams of two players for a total of four players.

The players will attempt to rescue Brother1. Brother1 is being transported to the local police station for processing. The players will also rescue Brother1's highly modified personal car.

Brother1 has just been arrested. Brother1 will be sent to prison if he is booked, and processed because his fingerprints will comeback positive. Brother1 is wanted by the FIB.

Brother1 has been of unknown whereabouts for a very long time. He was presumed dead by Brother2. Brother1 recently surfaced only because he was arrested. He was arrested for a broken taillight. Brother1's car has been impounded. It is on its way to get crushed and recycled. The players must also rescue Brother1's car.

Brother1 is needed for the heist because he is the only one with the knowledge to modify the Insurgent vehicles with a special ramming-speed modification. The players will rescue him, and give him incentive to perform the modification. The players will then use the modification to rescue his brother, Brother2, from prison.

Brother1's car is being transported on an open flatbed train car. The players will rescue the car from a moving train. The players will not have difficulty identifying Brother1's car because it is heavily modified and easily recognizable due to Brother1 being a gifted mechanic.

The players will rescue Brother1's car from a moving train similar to how this scene in Fast Furious 5 plays out: [https://www.youtube.com/watch?v=eFnw\\_27t9-o](https://www.youtube.com/watch?v=eFnw_27t9-o)

The players drive a Wastelander vehicle to the moving train. The players must drive the Wastelander as close to the rear of the train as possible. The player that is the driver, will be driving the Wastelander in reverse at high speed to keep up with the moving train. Both players will get as close to the moving train as possible. The passenger player will jump from the bed of the Wastelander onto the moving train. This player will be the one to move Brother1's car from the moving train to the bed of the Wastelander.

The car is being held securely in-place by heavy chains. The players will kick, or shoot a special switch on the train. This switch will release the chains holding the vehicle down. Once the chains are released, the player will drive Brother1's car from the moving train to the bed of the Wastelander, then the players will drive the car to the checkpoint to pass the mission.

If Brother1's car gets too damaged during the mission, the mission ends. Any bonuses paid to the players should be contingent upon the damage taken by Brother1's car. For example, if the car takes damage, but it is not destroyed, then award player a small bonus of money. If the car takes no damage during the mission, award player the maximum bonus.

The players cannot drive Brother1's car from the moving train to the ground to make the getaway because the impact will destroy the vehicle. We need the vehicle intact to remove a special ramming speed modification that will be installed in the Insurgents. The players must use a Wastelander vehicle to transport the car. The Wastelander vehicle is suitable for this type of heist.

Team 2 is rescuing Brother1 from a privately own tourism bus converted to a prison transport bus. The bus belongs to a paramilitary security firm that works for a secretive

government group. This group is so secretive, it is known as the shadow of the shadow government.

The bus is marked with special insignia that is only visible using a special lighting device. The players will have to procure the device, using any means necessary, to allow them to see the markings on the bus. The device uses military-grade advanced holographic-encryption technology that the players must steal from Fort Zancudo.

Brother1's car can be rescued similar to how Vin Diesel is broken out of the jail bound bus in the movie Fast Furious 5. Please see this url to the movie clip of Fast Furious 5: <https://www.youtube.com/watch?v=NY8IA3WF-Ts>

If you guys could, make it so that this set-up plays out similarly, if not exactly to how the scene plays out in the movie Fast Furious 5. I think it is a good idea to have cars going very fast. I also think that buses flipping and rolling through the air would be a great addition to GTAOnline.

The players will flip the bus over using their cars to break Brother1 out. The players must somehow make the bus speed up. If the players don't make the bus speed up before a certain checkpoint, the mission is over. If the players make the bus speed up before a certain checkpoint, the mission is over. The players must make the bus swerve erratically from left-to-right. If players don't make the bus swerve erratically from leftto-right before reaching a checkpoint, the mission is over.

The vehicle behavior of the bus, as it swerves erratically, ensures that it will flip over upon impact with a stationary object. The stationary object being the vehicle the players will use for the rescue operation. Players will then force the bus to collide with their parked car in the middle of the road. The bus flips over due to its momentum and size. If players don't flip the bus over before a certain checkpoint, the mission is over. If players don't get into position to flip the bus over within a certain time limit, the mission is over.

The players that will flip the bus over should be parked in the middle of the road, or blocking the road so that the oncoming bus crashes into them. The players' car should remain relatively unharmed. The car that the players will use to crash and flip the bus should be a muscle car of some kind. Maybe allow the players to drive a heavily modified Duke of Death for this mission?

Upon impact with the players' parked vehicle in the middle of the road, the bus flips through the air, and rolls in a spectacular fashion. The bus-flip will be the key point in this setup to let the players know that they have achieved a new milestone. This milestone is similar to obtaining a license to drive in the real world, so the bus-flip can be viewed as a rite of passage for the players.

The bus-flip should be a very cinematic event. Almost as if the players are watching a movie. Ideally, if you guys can add all kinds of elements to this scene to make the bus-flip something very spectacular and cinematic, then that would be great. After the bus stops flipping, any surviving prisoners being transported by the bus, begin their escape.

Once the prisoners, and Brother1 are free, and they are all roaming around the crash site, make all the prisoners give loud cheers of happiness due to being set free. I think it is a good idea to have the players laugh, or at least chuckle at the fact that they just helped release a bunch of prisoners as part of the players' rite of passage.

I think it is a good idea to convey to the player that flipping the bus over, and setting prisoners free was an amazing accomplishment. To convey these feelings, the prisoners give loud celebratory cheers. However, the prisoners are on their way to further processing for serious crimes, so once the celebration is over, the prisoners assume the "every man for themselves" mentality. It is also important for the players to realize that they just flipped a huge paramilitary organization's bus using their vehicles.

The flipped bus sends out an emergency distress signal. Players have a limited time before law enforcement is mobilized, and heading to the location of the crash site.

Law enforcement will be coming in hot, and ready for action. If players are not fast enough, they will have to engage with law enforcement. Given the fact that players have no weapons at their disposal, this is a bad idea. The players must quickly secure Brother1, and leave the scene of the crash site.

Some prisoners want a ride from the players, so they attack the players. These prisoners will attempt to steal the players' cars. Players have to fight it out with the prisoners that want to steal their cars. If cars are stolen by prisoners, players must retrieve the cars to rescue Brother1 as these vehicles are heavily modified vehicles equipped for this particular setup.

To make matters more interesting for the players, the prison bus will be transporting a special inmate. This inmate is a professional fighter turned professional murderer. He was a professional boxer. The players will have to fight the boxer in this setup. The boxer should resemble Mike Tyson, or some other famous boxer. The boxer/prisoner should have his hands wrapped in boxing wraps.

The players must fight it out with the boxer prisoner in order to pass this mission. If the players lose the fight against 'the boxer', the mission is over. If the players win the fight, the mission continues. The players will fight the boxer as the flipped bus is sending a distress signal and law enforcement is approaching.

After the players win the fight against the boxer and fight off any remaining prisoners, the players pick up Brother1 from the crash wreckage and drive him to the checkpoint. Players must lose any law enforcement that may be following them. Players must lose any rogue prisoners that may be following them.

Players must rescue Brother1 from the prison bus as an incentive to get engineer Brother2 to help the government. Players will need Brother2 as only he knows the secrets of the stolen technology because it was his design. Brother2 likes to tinker with various technologies during his spare time. His research triggered a few national

security algorithms, and lo and behold, as part of a bigger war that rages between various elite shadowy groups, he was framed.

As an incentive, advise Brother1 that he and his brother will be receiving full pardons, new identities, witness protection, and comfortable monthly allowances for the rest of their lives. Upon each brother helping out with their specific tasks, they are rewarded, and free to go. Eventually, both brothers unite in an undisclosed location, free to live out their lives using their new identities.