

## Set-Up and Heist Information: Set-up Five

Title: After Dark

Objective: Find Criminal Mastermind Husband and Rogue FIB Wife

### Caveats

- Weapons disabled.
- Players can go buy weapons at Ammu-Nation.

### Summary

The husband and wife go into hiding upon hearing that Brother2 has escaped from prison with the assistance of highly-trained personnel. These highly-trained personnel are the players. The husband and wife also went into hiding because they think Brother1 is dead, and they had him killed. He could be dead, but no body was recovered. The players must now find the locations of the husband, and wife.

The players cannot use the Trackify tracking app because the app is useless against the hi-tech counter-surveillance measures that the husband, and wife team use. The players must track the husband and wife locations using credit card skimmers, mules, and credit card transactions.

While we don't know much about the whereabouts of the husband and wife, we know that they are big spenders. We also know that some of the most expensive items are found in the Los Santos area. As such, the players will track spending habits to find the husband, and wife team. The spending habits that the players will be looking for

are the habits of people that love to spend big money. Think of it as lifestyles of the rich and famous meets GTAV Online.

The players will track the husband and wife team by hacking ATM machines in the poor, and underdeveloped areas of Los Santos. The players will hack the ATMs in these types of areas because drug and cash mules that are employed by husband, and wife use these ATMS for their illegal business operations. The drug and cash mules deposit money into credit card accounts using various ATM machines found in the economically challenged areas of Los Santos. The players will have knowledge of which ATMs are used by the mules, and the players must be able to identify the mules. If the players fail to identify the drug mule, or the drug mule finds out they are being surveilled by the players, the mission is over.

Once the players identify the cash mule, the players must interact with the cash mule to establish a timer sequence. The players will then have to distract the cash mule with some type of diversion. Once the cash mule is distracted, the players must install the credit card skimmer into the intended ATM machine that the cash mule will use. The players cannot install the credit card skimmers and just leave them on all day because they can be discovered, and removed by bank security services.

To distract the cash mule, the players must be near the target ATM, and the cash mule must be near the target ATM. Then, when the timer begins to indicate that contact has been made, the players will distract the cash mule by causing a traffic accident, running over a pedestrian, or getting into a fist fight with another player. So, this will require two players.

The other players will keep a watchful eye on the cash mule to make sure they know when the cash mule is distracted. The players will then install a credit card skimmer on the ATM while the cash mule is being distracted by other players. Once the credit card skimmer is installed, the players leave the ATM area to let the cash mule make their cash deposit. Once the deposit is made, the credit card skimmer collects the information, and the players return to retrieve the credit card skimmer, and hack the ATM machine.

Further, the players cannot just simply walk into a bank, and ask for customer information because the banks are crooked as well. The banks help the criminal mastermind husband, and wife launder money. As such, the players must install credit card skimmers on various ATMs throughout the less-affluent parts of Los Santos. The players will also have to single out the cash mule to be able to trail it to the ATM. If the players fail to single out the cash mule in time, the mission fails.

The players will find out which ATM to hack by following one of the many cash mules that are employed by the criminal mastermind husband, and wife. Also, as stated previously, the players will now beforehand which ATM machines will be used by the cash mule. Once the mule deposits the money at an ATM, the players will wait for a few minutes to make sure the mule leaves the area. Then, the players will hack the ATM for valuable information.

The information the players seek is financial information. Since the mule deposits the drug money into the credit card accounts of the husband and wife, the players will seek information related to these accounts.

As soon as the mule deposits the cash, it is immediately transferred to the credit card accounts of the husband, and wife. So, upon the mule completing the financial transaction, and leaving the area surrounding the ATM, the players return to the ATM to review all the pertinent financial data that was collected by the skimmer. Then, the players hook up a special device to hack the ATM machine using the information gleaned from the credit card skimmer. Once the device is hooked up, the players will begin to analyze various financial transactions.

As far as the mule usage is concerned, the husband and wife are forcing their mules to deposit, and disguise all dirty money as a credit card payments. The credit card payments are deposited and disguised as credit card over-payments even though the credit card has a positive balance. For this reason, the husband and wife have been able to hide their financial transactions, and their identity. Further, the credit cards are issued to aliases using fake addresses. Since the banks are controlled by husband, and wife team, the banks never question the massive amounts of credit card overpayments to their accounts.

For this set-up, a system should be devised to make it look like the players are hacking an ATM machine using special hardware. Also, a system should be devised to show that the players are installing credit card skimmers. I think it would be a good idea, if the players had to make the credit card skimmers from various parts found or bought within Los Santos. Then, the players will also learn how to install the credit card skimmers on various ATM machines using test runs. Like the Fleeca Heist where the

players have to practice the hacking of a bank security system, the players should also practice installing credit card skimmers.

The players will analyze credit card data from credit card transactions with exceedingly large balances due to the customer. Since the credit card over-payments never get reported to the IRS, the husband, and wife team are using this method to conceal their money, and purchases from the government. So, if a credit card balance is exceedingly large, it is the card of a criminal, and we found our targets.

Then, the players shall analyze purchases to determine the preferred shopping locations of the criminals. Since the criminals like to spend money on the finer things in life, the players will be searching for criminals that are big spenders. Once a few expensive items have been found on the "purchased item list", the players shall narrow down the list of items, and use basic logic to determine if these purchases were made by the criminals.

To determine if we have the right criminals' information, we examine their purchase history as following: If a criminal has purchased a super car and a super yacht and a mansion and a beach house and an expensive wine, then we found our targets. Further, we know that most criminals love the finer things in life, but if you do not have a super yacht, or a super car, or a mansion, or a beach house, or an expensive wine, then you are not our target criminal.

Once the targets are found, the players must then break into the store where the super car, the super yacht, the mansion, and the beach house were all purchased.

Since we're looking at a team for four players, each player can hack into the appropriate store database to find the customer information belonging to the husband, and wife. The players will be looking for receipts, or other proofs of purchase.

The players shall return to a checkpoint, once they have the information they need. Then, all that's left for the players to do is to prepare to visit the husband, and wife team in their favorite homes, and kill them. The husband likes to spend his time in his mansion. The rogue FIB wife likes to spend her time in a beach house.

#### Set-Up and Heist Information: Achievements Unlocked

- Players can purchase mansions, and beach houses.
- A new super car.
- A new weapon of some kind.
- Anything else you guys can think, I ran out of ideas.

#### Set-Up and Heist Information: Final Notes

Since this set-up involves no gunfire, or major action, it is best to place this mission before the final heist mission. By placing this set-up as the second to last set-up, the players should want to complete this set-up, and eventually move on to the final heist mission with the host.

If you place this set-up at the beginning, then players might be less inclined to complete the final heist along with the host. I prefer this set-up placed in the second to last location to avoid the problem inherent with the Pacific Standard Heist set-up called "Vans".

In the "Vans" set-up, the players have to conduct reconnaissance to find the correct Post-Op van using the Trackify app. Although the "Vans" set-up is easy in nature, many players are often reluctant to join it because it is not as action-filled as other set-ups.

Similarly, the "After Dark" heist set-up I am proposing will not be action-filled. It will be mainly a set-up for conducting reconnaissance, and for conducting hacking. If the "After Dark" heist set-up is placed at the beginning, the players might not want to join because they might expect it to be similar to the "Vans" heist set-up of the PacStandard Heist. The similarity stems in both heist set-ups not being filled with action, or gunfire.

Placing the "After Dark" set-up right before the final heist mission should increase the response rate from players. This should ensure that players join the set-up, and eventually move on to complete the final heist mission with the host. Also, in terms of rewarding the player, the reward should be higher than all previous set-ups, and heists. However, you can always make the unlocked items pricey to balance out the cash payments in the set-ups. As rewards, I listed the ability to purchase mansions and beach houses along with a super car. Then, make these items pricier than other items, and this would effectively keep inflation rates the same in terms of what you can buy

with GTAV dollars. If you guys don't like my achievements, or feel them to be inadequate, maybe you guys can release more rewarding achievements for the players.

### Set-Up and Heist Information: Sources

Information on Credit Card Skimmers here:

- [https://www.youtube.com/watch?v=G\\_aH50Tn8Fo](https://www.youtube.com/watch?v=G_aH50Tn8Fo)
- <http://www.pcmag.com/article2/0,2817,2469560,00.asp>

Information on Drug Mule here:

- [https://en.wikipedia.org/wiki/Mule\\_\(smuggling\)](https://en.wikipedia.org/wiki/Mule_(smuggling))

Information on Money Mule here:

- [https://en.wikipedia.org/wiki/Money\\_mule](https://en.wikipedia.org/wiki/Money_mule)