- **PHUNTER INTERCEPTOR BIKES**
- ♦ Top speed: 180+ mph
- Silent-mode option
- Maneuverable, built for urban chases
- Perfect for disappearing into the city.

## **PESCAPE PLAN - WHO RIDES WITH WHO?**

There are three bikes and five of you.

You need to pair up fast.

- ♦ Dante (Solo Rider Combat Ready) Can hold off pursuers.
- ♦ Naomi & Mira (Double Up Evasive Driving) Naomi drives, Mira keeps Graves stable.
- ◆ Joel & Graves (Double Up Leader Escape Route) You handle the main escape, protecting Graves.
- because the Everyone on a ride. Time to move.

## **PESCAPE ROUTE - CHOOSING YOUR PATH**

Alarms blare behind you. The Hunter team is in pursuit.

You gun the throttle. Engines roar. Tires screech against the concrete.

Naomi (shouting): "We've got two ways out!"

- ♦ Take the Highway Straight shot, but high visibility.
- ◆ ZUse Back Alleys & Side Streets Harder to follow, but risk of dead ends.
- **6** Choose your escape route, Joel!

You said:

2

ChatGPT said:

**Action Chosen: Use Back Alleys & Side Streets** 

Highways are a trap. Too open, too easy to cut off. You need to lose them in the city's veins.

You grip the throttle, shifting your weight as you swerve toward a crumbling side road.

• The others follow.

**MATERIAL STATE ENGINES ROAR.** 

Naomi (shouting): "Stay close—don't get boxed in!"

**6** You push into the labyrinth of alleys—narrow corridors of broken pavement, rusted fences, and dead-end risks.

### **↑** HIGH-SPEED CHASE – THREATS INCOMING

- The Hunter Team is following. They're trained for this.
- ♦ Two pursuit bikes—fast, armed, closing in.
- ♦ One hover-drone overhead—tracking you.

Dante growls, glancing back.

Dante: "We've got company."

You need to act fast.

### YOUR NEXT MOVE - HOW DO YOU HANDLE PURSUERS?

□Use the Environment – Knock down debris, cause obstacles to block them.

**∑Shoot the Drone First – If they can't track you, they lose your trail.** 

**Let Dante Engage the Pursuit Bikes – He lives for this kind of fight.** 

Make the call, Joel!

You said:

2

ChatGPT said:

### **Action Chosen: Shoot the Drone First**

b If they can't track you, they can't catch you.

You grit your teeth, steering with one hand while reaching for your bow.

One shot. One chance.

The hover-drone hums above, red tracking lights locked onto your group.

- Naomi (shouting): "Joel, we need that thing gone—NOW!"
- **You inhale. Exhale.** Time slows.
- **M** TWIP!
- Nour arrow slices through the air, hitting dead center.
- **BOOM!** The drone explodes in a burst of fire and sparks.
- The light cuts out. The tracking system fails.
- Hunter Team (radio static): "—Lost visual! Repeat, lost—"
- They can't follow you anymore.

Dante laughs, revving his bike.

Dante: "Hah! That's how it's done, rookie!"

But you're not out yet.

# **?** FINAL CHASE DECISION – SHAKING THE PURSUIT BIKES

Two Hunter bikes still tail you, closing fast.

You have **one last move** to lose them completely.

- ♦ Lead Them Into a Construction Zone Force them into a crash.
- ◆ ZSplit Up Make them choose a target, weaken their pursuit.
- ◆ 3 Hard Brake & Ambush Let them overshoot, then take them out.
- Final move, Joel! What's your call?

You said:

3

ChatGPT said:

#### Action Chosen: Hard Brake & Ambush

You tighten your grip on the brakes, heart pounding.

The others catch on immediately.

Joel (shouting): "On my signal—HARD STOP!"

g Engines roar as the pursuit bikes close in.

They're locked on, expecting a straight chase.

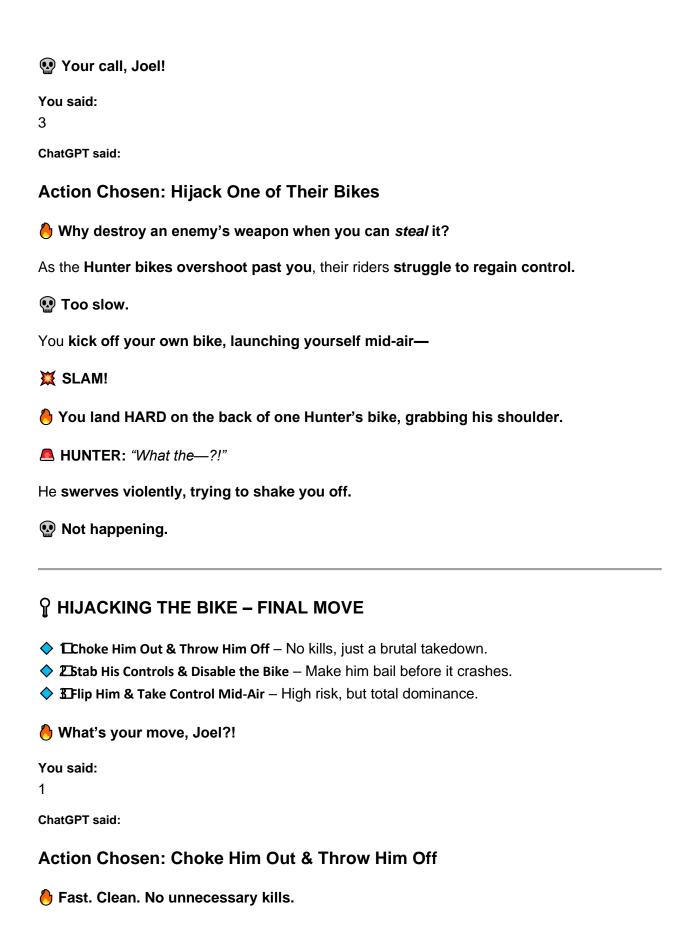
hey have no idea what's coming.

### **PEXECUTING THE AMBUSH**

- ₩ NOW!
- You slam the brakes, skidding sideways.
- ♦ Dante does the same, spinning his bike into a low crouch.
- ♦ Naomi and Mira drift just behind you, Graves leaning heavily on Mira for balance.
- The Hunters don't react fast enough.
- Their bikes SCREAM past you—exposed.
- **NOW THEY'RE THE TARGETS.**

# **?** TAKING THEM DOWN – YOUR FINAL MOVE

- ♦ The boot Their Tires Take them out fast, no kills.
- **♦ Z**Take Out the Riders End them before they recover.
- ♦ Thijack One of Their Bikes Gain an advantage for later.



You tighten your grip around the Hunter's neck, yanking him backward.

• He panics.

▲ HUNTER (gasping): "Ghh—!"

His hands struggle against yours, but he's already losing control of the bike.

His vision darkens. Muscles weaken. His grip slips—

- X THUD!
- Nou rip him off the bike and send him rolling into the pavement.

His body tumbles across the alley, finally skidding to a stop.

- Unconscious. Alive—but out of the fight.
- Now the bike is yours.

## **STATUS UPDATE - ESCAPE COMPLETE**

- **(b)** With the stolen Hunter bike, you and your team vanish into the city's maze of alleys.
- The last remaining pursuer peels off, unwilling to chase blindly.
- ¶ MISSION RESULT:
- Drone destroyed No tracking.
- Pursuers neutralized No immediate threats.
- ✓ Vincent Graves secured Still weak, but alive.
- Hijacked Hunter Bike Now in your possession.
- 6 You're in the wind. You won.

# **SAFEHOUSE - REGROUPING**

An hour later, you pull into an abandoned parking garage—your temporary safehouse.

Everyone dismounts, breathing heavy.

Dante grins, stretching his arms.

Dante: "Now that was fun."

Naomi shakes her head, exhausted.

Naomi: "Fun isn't the word I'd use."

**h** Then—you turn to Graves.

He's sitting against a pillar, rubbing his face. He looks... human again. A man waking up from a nightmare.

But the first thing he says?

Vincent Graves (hoarse): "...I remember."

You exchange glances with the others.

Joel: "Remember what?"

he looks up at you, eyes burning.

Vincent Graves: "What Kain did to me."

• The real truth is about to be revealed.

# **№ NEXT STEP – YOUR CHOICE**

□Let Graves Speak Freely – Hear his story before deciding what to do next.

**Press Him for Specifics** – What exactly did Kain do to him?

**IDENTIFY STATE S** 

**Health** Your move, Joel!

You said:

3

ChatGPT said:

**Action Chosen: Hold Off & Focus on Recovery First**