

FLASHFIRE NOVEL BY RICHARD STARTKS

Parker, a clever criminal extraordinaire, finds himself betrayed after completing a diamond heist worthy of legend. His supposed partner, Eddie, disappears with the goods along with the Outfit, a powerful gangsters. Burning with fury, Parker designs a daring plan to get back his stolen gems.

His target was penetrating into the Outfit's headquarters, a fortress with high security. But Parker is no plan to look back. He assembles a team of specialists: Claire, a master of explosions who can crack a safe easily; Greg, a tech specialist who navigates computer systems like a spider weaving its web; and Leslie, who can fool everyone with a single smile.

Entering the headquarters, the team executes planned operation. Claire plants hidden explosives. Greg rewrites the security system's code. Leslie turned aside the leader's attention with her charm, allowing Parker, to crack the vault and recover his stolen diamonds.

However, not after the robbery get done, the suspicion occurred and it transforms the event into a chaotic time of gunfire and explosions. Parker and his crew, now are hunted targets and windows become their escape routes.

The chaos spread onto the streets of New York City, like a video game. Parker, leading the team with police running after them, with sirens wailing all the city, but he managed to disappear into the urban, leaving them looking at shadows.

Finally, after escape, they reach their safe house, panting but reclaimed their gems. They divided amongst the team, each receiving a just reward for their exceptional skills.