

FADE IN:

INT. BANK OF SENTRA, EXTERIOR - EVENING

The scene opens with a quiet, yet brightly lit city in the evening. Three young adults/teenagers, each wearing masks of unique design, crouch by a wall while one is seen burning a design into it. The shape then becomes holographic, and they slip through. One of them takes out a tool and turns it on.

INTERCUT: BANK INTERIOR

SOLANO

(through comm system)

I got it. Signal planted.

The tool starts beeping quietly, showing a bright flashing green light. They continue walking until the tool starts beeping faster, and they are right in front of the location. They stand in front of a massive safe.

RINA

This is the right one. Initiate start.

The team begins to engage in a high-tech hacking sequence. Tadesse turns his hand/forearm into metal and plants a device on the wall, beginning the process of causing a system failure. Meanwhile, Rina redirects the soundwaves of the noise coming from him so nobody can hear it. They finish, the doors open, and Akiana runs in and steals the blueprints that are sitting on a pedestal inside. Suddenly, an alarm blares.

TADESSE

Let's go, let's go, let's go!

Sentinel guards come out, chasing the culprits.

SENTINEL GUARD 1 (ROBOTIC)

SENTRA commands you to halt. I repeat, SENTRA commands you to halt.

INTERCUT: BANK EXTERIOR

The three of them run through the hologram, reverting it to its original state before the guards can come through. One other teenager (Mai) drives up in a getaway car, and Tadesse and Rina enter, motioning a hesitant Akiana in.

AKIANA

Go. I'll divert their attention.

The others nod and speed away. With a swift motion, Akiana throws a small motorcycle model into the air, transforming it into a full-sized vehicle. She taps the side of her mask, transforming it into a clear visor.

AKIANA (CONT'D)

I just hope it's at full charge...

INTERCUT: CITY

PLAYER POV

The scene transitions to **player**, now controlling this character. You are now on the motorcycle, maneuvering through the city streets with guards right on your tail. The game shows controls on how to move, turn, jump, and evade obstacles such as other cars or people. You equip your weapon, a **Cryo-Gun**. The camera changes angles and guides you through aiming and firing. You knock out a few of the guards, but they just keep coming. You try to knock out one more, but you don't have any more water. You put the gun back in your leg holster.

AKIANA (CONT'D)

I knew I should've refilled it before we left. Time for Plan B.

A cutscene shows the guards closing in with motorcycles, cars, and air vehicles. The screen narrows horizontally, slowing down as it shows Akiana bringing two fingers together and moving them from her side upwards. Then it split screens, showing water coming out of the vehicles that are chasing her. Then a close-up of her eyes is shown, and then they narrow quickly.

AKIANA (CONT'D)

Now.

Back to the split-screen, Akiana flicks her hands downwards, and the water around the vehicles erupts, causing the machines to malfunction and collide. The screen shows this fully after the hand flick and then changes to Akiana smirking. It then zooms out and shows her getting away. The last scene cuts to her pulling into an alley and collapsing her motorcycle. She hears the buzz of her comm system.

INTERCUT: CITY ALLEYWAY

AKIANA

(tapping her earpiece)

You there? Sol?

SOLANO

(through comm system)

Aww, did you miss hearing my voice?

AKIANA

Don't flatter yourself.

SOLANO

Just making sure my favorite escape artist is still in one piece. Meet us at the ship, we've finally got what we need.

Akiana says nothing and just smiles. The camera zooms out and shows her walking through the city.

AKIANA

Let's end this game.

FADE OUT:

END SCENE