

Treatment

Working Title: Thieves Honour

Genre: Action Adventure video game

Draft #2

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Prologue

Aliyah and Raz wait in a deserted London side street. A graffiti strewn garage door opens as a van appears. As it enters, Aliyah and Raz slip into the building. Pacifying the men inside they take the van, full of money, and escape. Pursued, first by their targets and then the police, they speed through the city, escaping to a lock up on the estate they call home. The two resolve to return when the heat has died down but, exiting the lockup, are confronted by a large police force and are arrested.

Act 1

Eight years pass. Aliyah, freshly released from prison, returns to the estate, determined to shape a new life for herself. She's shocked at the state of the estate, which has become a hunting ground for gangs no one seems able to stop. Resolved to staying out of trouble, her plans are upended when Raz reappears.

Also back on the estate, he informs Aliyah that one of their former team, who escaped arrest, has died suspiciously. He wants to investigate. Aliyah refuses. The two argue but she relents. Visiting his flat they find a police cordon and officer outside but, using their talents, the two find another way in. Discovering little of interest, they leave disappointed but walk straight into an ambush and, captured, are brought to Declan Pryce.

Pryce informs the duo that during the heist that led to their arrest it was his money they stole, £500,000 worth of his money. As the police never returned it, he tells Aliyah and Raz that they owe him a debt which must be worked off. Holding their whole gang accountable, he confesses to killing their friend when he became unprofitable and suggests that, unless they want to meet the same end, they only have one choice. Choosing a return to crime over execution, the two agree to Pryce's demands. Pleased, he tells them they take orders from him now and sends them on their way.

The pair discuss their situation. They consider running and the trouble Pryce would bring down on them if they did. Aliyah suggests speaking with the police. Raz reminds her that they're both convicts from a poor estate, nobody would help them and trouble would still find them. With their former accomplice's blood already on their hands, it would be easier to just carry out Pryce's demands until their debt is paid. Aliyah disagrees but without an escape plan has little choice but to comply.

Preparing to carry out Pryce's dirty work, the two reconnect with old contacts able to help them. This necessitates favours being carried out to win back trust. Mike, on Pryce's behalf, soon summons the pair to Pryce's lair where plans are explained. Aliyah and Raz are told

about the division of the city and the balance of power between the feuding gangs. Wanting greater influence and control, Pryce plans on using Aliyah and Raz's skillset to undermine his rivals, erode their authority, steal from them and instigate conflict. Mike provides a list of jobs and targets and demands results.