

## SYNOPSIS

You are a rookie cop drawn in by Federal Agent Chase Linh, a stunningly attractive woman, to recover a valuable object hidden in a smuggled car stolen off the docks. Your reputation as wheelman gets the attention of local gangs and Carmen, a naïve racer. Conflict surfaces when you are ordered to 'takedown' infiltrated gang members. As violence spins out of control with the arrival of a brutal gang from half way around the world in search of the same object, it's up to you to stop Chase Linh from her real intentions.

1. INT. HOTEL ROOM (FMV-INTRO 1.0)

An upscale hotel room overlooking an incredible view of the city. Shafts of sunlight through incense smoke, the Asian woman silhouetted against the window is Chase Linh. She turns to face a table. Her pale hand, red nail polish, clicking at the computer laptop on the table.

CHASE

(To herself)

I think I've found our man.

2. INT. POLICE ROOM - RECRUITMENT (FMV-INTRO 1.1)

A Man and Woman in a heated exchange behind frosted office glass. We get the muffled gist: He doesn't like what's coming down. She clearly outranks him.

CHASE

I'm calling the shots, Lieutenant. Bureau ranks, like it or not.

They turn as you enter, their voices suddenly controlled.

Lieutenant Keller, a typical middle age career police officer, takes his place at one end of the table. Chase, dressed professionally, all business despite her breathtaking beauty, walks toward you, stilettos clicking.

CHASE (Cont'd)

You've had quite an impressive run.

She leans down to pick up a folder from her briefcase. Catch a glimpse of her cleavage, her badge reads "Inspector Chase Linh." She peruses over the documents, a stunning beauty.

CHASE (Cont'd)

This undercover operation of stealing cars to build up your wheelman status has been exceptional, but normally these local police stings can take months, if not years to execute. We only have a couple of weeks. That's why the FBI is taking over. I'll be your new point person.

You are distracted by her exotic face, her hair, her lips.

CHASE (Cont'd)

We suspect one of the local street racing crews may be involved with an international smuggling ring..

KELLER

Excuse me for butting in, but these crews aren't the sort that go..

CHASE

(interrupts, agitated)

Lieutenant Keller, my office doesn't care about turbo-charged street thugs. We're looking to recover crucial evidence that we believe was concealed in a shipment of cars stolen off the docks. We have reason to believe it is currently in the possession of one of these street crews.

Keller regards her contemptuously.

CHASE (Cont'd)

Nothing more... Nothing less.

She fires a caustic smile, turns back to you.

CHASE (Cont'd)

They're going to need a wheelman, your job is to drive. My job is to get you in.

Chase gathers her documents, starts to walk away, turns.

CHASE (Cont'd)

Let's go.

3. INT. HOTEL ROOM (FMV - 2.1)

- When: Right after reaching level 2

Close up Chase Linh, red lips, talking into a cell phone.

CHASE

Make your mark and they'll find you soon  
enough...

She absent mindedly clicks her gold lighter off and on, off  
and on.

FADE OUT:

4. INT. HOTEL ROOM (FMV - 2.2)

- When: Just before the Palm Harbor Big Race
- 

Chase in her Hotel Room. The room is spotless, nothing out  
of place. Her dress is elegantly subdued.

CHASE

Word is there's a big race coming down  
today. East side. Eyes will be watching  
you. Steal the show.

FADE OUT

5. EXT. STREET (FMV - 2.25) (was listed as Part of FMV 2.2)

Walk past a chain link fence, a Junked Car, crowds of  
racers. Fire in barrels. Characters full of attitude,  
some hostile in muffled voices.

A ditsy girl flirts with you. A shifty eyed guy pulls her  
away. Engine roars.

You lock eyes on a BLACK HAired BEAUTY (Carmen).

6. EXT. STREET (SAME) (FMV - 2.3)

- When: played right after the Palm Harbor Big Race

ZACK, a cold steel glint in his eyes, walks deliberately  
through the crowd, toward you. HECTOR, stops him. Zack  
never breaks his stare. Hector turns back to you, crinks  
his neck.

HECTOR

Not bad... Not bad at all, Home Boy.

The BLACK HAired BEAUTY appears behind Hector. She's impressed, but looks away quickly.

FLASH CUT TO:

7. INT. HOTEL ROOM (FMV - 2.3 CONTINUED)

Chase, on the cell phone, studying dossiers and surveillance footage of Hector's gang on her laptop.

Chase is seductive, sensual.

CHASE

Sounds like you've met Hector Maio. Good. He heads a small ring of car thieves in the area.

She reviews the dossier on her computer.

CHASE (Cont'd)

The hair-triggered boy is Zack Maio, the junior nobody, trying very hard to be somebody.

SMASH CUT BACK:

8. EXT. STREET (FMV - 2.3 CONTINUED)

Hector gestures, waving a few pink slips. Your attention is still on Carmen.

HECTOR

Pick your set of wheels from one of these losers?

9. INT. HOTEL ROOM (FMV - 3.1)

- When: immediately after doing two cop chases.

An open briefcase sits on the coffee table, with layers of documents, in English and in Chinese. A well-traveled, worn out passport and a Federal-issue handgun share the table.

An electronic device attached to the laptop is picking up cell traffic. It flickers as we hear muffled cell calls.

Chase, on the phone, sips her coffee. Red lipstick stains the cup.

## CHASE

You're making an impression. Nice work.  
Keep it up. They will call. Trust me.

10. EXT. STREET (FMV - 4.1)

- When: immediately after making level 4

Zack, in a car, dials his cell.

## ZACK

Zack. Yeah, we've met. Now, I wanna see  
what you got. 6 PM. Old Cutler Road by  
the drive. You and me. Mano a mano. Adios!

Zack snaps his cell shut, full of attitude.

11. EXT. HOTEL ROOM (FMV - 4.1 Continued)

- When: Before Zack Highway Battle

Chase studies the computer screen.

## CHASE

I'm watching you. Zack is small time,  
but could be our way in.

12. INT. CARMEN'S GARAGE (FMV - 5.1) (was listed as V.O.)

- When: Before Carmen's Outrun

Car hood up, Carmen is working on the engine. She is  
distracted, turns, reaches a decision and pulls a cell  
phone from her overalls.

She fidgets gathering herself, subconsciously wipes the  
grease from her face, as if you can see her from the other  
end of the phone.

## CARMEN

That was quite a performance the other  
day. Oh, yeah. Hi... um, I'm Carmen,  
I was hanging with the guys. (Nervous)  
So... maybe you'd like to try me sometime?  
(Smiles, modest) You know, how about  
cross town, Palmetto Bay to Marina. Think  
about it. Ok? (Hesitates, a beat)  
Ok, later, bye.

She closes her phone, twirls the little teddy bear keychain attached to it and smiles.

13. INT. HOTEL ROOM (FMV - 6.1) (Was listed as V.O.)

- When: after completing at least 1 of Zack's Hot Car jobs

The cell phone device is flickering like a Christmas tree. Chase is on her cell, leafing through a thick, Chinese document.

CHASE

Phone traffic has been wild, Internet buzzing, all about your exploits. Great job. You're in, nice and deep, exactly where I want you to be.

She turns a page over in the document, settles in, absorbed by the content. Closes her cell phone without even saying good-bye.

14. EXT. STREET - HECTOR'S WAREHOUSE (FMV - 6.2)

Walk past Zack and the rest of the posse toward Hector. He cricks his neck, regards you cautiously.

HECTOR

So you're my new driver. Nice work.  
Hector nods toward Zack with approval, back to you.

HECTOR (Cont'd)

We got a high risk, high reward job this afternoon. You don't want to miss this... We keep the car of our choice - you keep what's left.

Gives you that look.....

HECTOR (Cont'd)

Let's ride.

His posse begins to move out, some still regarding you suspiciously. The cell phone rings.

SMASH CUT TO:

15. INT. POLICE ROOM (FMV - 6.2 Continued)

Keller on one end of the table, distant, skeptical.

Chase, closer, professional, leans into the speaker phone.  
Her gun holster strapped across her chest.

CHASE

One of these cars may be the END game.  
Keep on the lookout, anything that even  
feels like our shipment.

Keller leans in to the phone, concerned.

KELLER

Watch your back, kid. These guys play  
for keeps.

16. EXT. STREET - HECTOR'S WAREHOUSE (FMV - 6.3)

- When: After **Hector's Hot Car Challenge**

Hector, Zack and the posse celebrating their biggest  
success. Lots of empty cans on the makeshift table. Fire  
burning in a trash can. Hector sidles over to you, awkward  
and unguarded. Carmen watches impressed.

HECTOR

You... with skills like that, very fine.  
Ain't nothing gonna stop us from ownin'  
these streets now.

The guys nod, toast to you. SLO MO, the sound of  
celebration fades out.

SMASH CUT:

17. INT. HOTEL ROOM (FMV - 6.3 CONTINUED)

Chase speaking into her cell phone.

CHASE

I can't risk this operation on games with  
small time hoods, these guys are nothing  
but a distraction.

CUT BACK TO:

18. EXT. STREET - HECTOR'S WAREHOUSE (FMV - 6.3 CONTINUED)

The sound/speed of celebration starts to kick back in.  
Carmen is watching you. Hector has his arm around her  
smiling, not dangerous.

CHASE (V.O.)

Your connection to them has become a liability. I know this wasn't part of the original plan, but our only option is for you to take them out.

Hector steps forward, holding a set of car keys.

HECTOR

All yours, Man.

Everyone cheers.

19. INT. CARMEN'S GARAGE (FMV - 6.4)

- When: After **2 more events**

Carmen sips her tea, ignoring the activity around her, other mechanics working at the co-op chop shop.

CARMEN

It's not like I'm in Hector's crew. We race for laughs and stuff, but they keep to themselves. I've known Hector since we were kids, he's always had time for me.

She absent-mindedly plays with the teddy bear dangling from her cell phone.

CARMEN (Cont'd)

I know the brothers, but don't really know much about the others. They're cool. I know they like you. The way Zack talks you'd think he's the President of your fan club. We're all into the horse power...

Your earpiece kicks in. Carmen doesn't hear it, continues.

CARMEN (Cont'd)

I'm a Ford girl myself, love when a Mustang beats the Chevy. My Daddy and I worked on his... every Saturday.....

SMASH CUT TO:

20. INT. HOTEL ROOM (FMV - 6.4 CONTINUED)

Chase studies dossier files of Hector and Zack on the laptop. She's anxious but alluring.

CHASE

Listen carefully, we have enough Intel to take these guys down. Repeat: Take them out. Start with Zack. Don't worry, we'll pick them up, afterwards. They'll be safe. This thing goes any deeper and your cover will be blown. We need to protect your identity, at all costs. Now go!

SMASH CUT BACK TO:

21. INT. CARMEN'S GARAGE (FMV - 6.4 CONTINUED)

Click of the phone, off. Carmen is still talking.

CARMEN

I'm debating if I should drop a big head Twin-cam or a four cylinder turbo, maybe bore it thirty over, polish the heads. What do you think?

Focus from the Teddy Bear back to Carmen. She can see your concern.

CARMEN

You OK? You don't look so good.

22. EXT. STREET ALLEY (FMV - 8.1)

- When: right after reaching Level 8

The Silhouette of a woman, mysterious, unknown. Later we'll meet her, Rose. She's on a cell phone. Her face is in shadows, only the shiny glint off a piercing revealed.

ROSE

Hey, I've been hearing stories. Got a contract for a boy like you. No questions, but a big pay off. Step outta line and we cash you in for insurance. Know what I'm sayin'?

23. EXT. STREET ALLEY (FMV - 8.2)

Walk past racers, fans, mechanics prepping cars. All eyes follow you. A new crew, distant, suspicious.

SMASH CUT TO:

24. INT. HOTEL ROOM (FMV - 8.2 CONTINUED)

Chase on her cell phone. She looks harder, tougher, frustrated.

CHASE

Keep your eyes open. This crew won't be difficult to spot.

She reviews the Intel pictures of GMAC's gang on her laptop.

CHASE (Cont'd)

A shipment of cars were stolen off the docks. One carried some very important evidence. It looks like Hector and his crew were not involved. GMAC's team has a history of criminal activity, but usually it doesn't include the shipping docks. You need to find out if they've changed their operation.

Flicks her gold lighter on and off, on and off.

CHASE (Cont'd)

Oh, and for the record, NONE of my missions have EVER failed-- And I intend to keep it that way. Are we clear?

CUT BACK TO:

25. EXT. STREET ALLEY (FMV - 8.2 CONTINUED)

Nickel, a strong, Black, Mike Tyson type, clocks you... Carmen distracts you.

CARMEN

You can't really blame 'em. I mean Hector and his crew disappearing... just like that. Not like jail or somethin'. I mean they're like... gone. And yet, here you are. They think you've somethin' to do with it, especially now that you've left town.

Her direct stare is unnerving. She doesn't want to believe you had anything to do with it.

Cars fire up. Louder and louder.

CARMEN (Cont'd)  
 (eyeing the racers)  
 Well, Maybe you should show them what you got.

26. EXT. STREET ALLEY (FMV - 8.3)

- When: right after the Sunset Hills Big Race

GMAC, 30's, cold and brutal. He is suspicious, working the group of racers, his court. Rose Largo, a sexy 20-year old covered with tattoos, piercing, is saddled next to Nickel.

GMAC  
 NICKEL.

Nickel grudgingly sidles over.

GMAC (Cont'd)  
 Hand it over.

NICKEL  
 You can't be serious. Not to this guy.

INTERCUT TO:

27. INT. HOTEL ROOM (FMV - 8.3 CONTINUED)

Severe angle of Chase on the cell phone to you. Photograph and video of Nickel Rogers on the laptop.

CHASE  
 Nickel Rogers, former boxer, or should I say punching bag, brain of a soap dish. Just stupid enough to be dangerous, long rap sheet including five years in the Federal Pen, hence the nickname.

CUT BACK TO:

28. EXT. STREET ALLEY (FMV - 8.3 CONTINUED)

GMAC is serious. Nickel grudgingly pulls out his pink slip, hands it over to GMAC. He nods approvingly, takes the piece of paper between his fingers like a cigarette.

INTERCUT TO:

29. INT. HOTEL ROOM (FMV - 8.3 CONTINUED)

Another angle on Chase. Surveillance video on the computer screen of GMAC.

CHASE

You might have heard about GMAC. An ex-cop, thrown off the force because of his brutal and sadistic tactics. He knows how to protect his crew from the cops. The locals haven't been able to touch him, nothing they'd like better than to be free of his stranglehold on the Sunset Hills area.

30. EXT. STREET ALLEY (FMV - 8.3 CONTINUED)

Rose steps over, caresses Nickel's back to calm him down.

ROSE

Hey, pretty boy, nice race. Thought I'd be seein' you around.

CUT TO:

31. INT. HOTEL ROOM (FMV - 8.3 CONTINUED)

Another angle on Chase, reviewing surveillance on Rose.

CHASE

Rose Largo. The peroxide tramp may look loose and stupid but she runs the day to day operation. Definitely, one to watch.

CUT BACK TO:

32. EXT. STREET ALLEY (FMV - 8.3 CONTINUED)

GMAC's smile is like a shark at his favorite feeding ground. Nickel and Rose stand behind him.

GMAC

Hey fast man. Any car, it's yours.

He waves the pink slips.

33. INT. CARMEN'S GARAGE (FMV - 9.1)

Carmen falls back against a vehicle. Her eyes wide in fear, hands cover her mouth in disbelief, confused.

CARMEN

Who were those guys? Were they trying to kill me or you? Too weird..., I've seen BLACK SEDANS like that before around the wharfs at Port Crescent, but...

(realizing)

What if they had something to do with Hector's disappearance?

Carmen looks up, grateful.

CARMEN (Cont'd)

Thank you for being here. I've been so scared with Hector gone.

34. EXT. STREET (FVM - 10.1)

Nickel on his cell phone. He's big, mean and angry.

NICKEL

This here is Nickel. I wanna rematch, now, you hear me, little man? I got a rep to keep. You just got lucky, ok? Yeah, that's right,... lucky. You and me. We end this now.

Nickel is so worked up he smashes his cell against the ground. He roars for blood.

35. INT. HOTEL ROOM (FMV - 10.2)

Surveillance images on Chase's laptop, a grainy image of the Black Sedan.

Chase is on her cell.

CHASE

The attack on you could have been a new gang or it may be a faction of GMAC's team. They certainly seem more organized, more violent, better equipped. Keep building up your rep, I'll get back to you.

Chase clicks off, her phone rings immediately. She puts her long silky legs up on the coffee table.

CHASE (Cont'd)  
(in English)  
Hello.....

36. INT. DANG HU WAREHOUSE (FMV - 10.2 CONTINUED)

DANG HU, an Asian male, good looking, but dangerous, is on the phone. Intercut.

DANG HU  
(in Chinese)  
Chase Linh, how long has it been?

37. INT. HOTEL ROOM (FMV - 10.2 CONTINUED)

Chase demeanor changes, realizes this isn't a chance call, he must know what she's after. Chase turns on her charms.

CHASE  
(in English)  
Dang Hu.... too long.

Chase's toes toy with the pistol on the table.

DANG HU  
(in Chinese)  
Now, opportunity... let's talk about the object.

CHASE  
To talk about the object, we must first talk about the vehicle.

FADE OUT

38. INT. GMAC WAREHOUSE (FMV - 11.1)

- When: Right after Grand Theft Cop Car

GMAC's gang stare you down malevolently. Rose sits on Nickel's lap, partly to restrain him. Rose's ditzy friend stands near her. GMAC, steps forward, sniffing the air.

GMAC  
Is it me or does something stink in here?  
Someone. (mockingly, sniffs his armpit)

GMAC (Cont'd)

It ain't me, but I know that smell. I  
Lost that fat, sweaty, bacon-y smell a long  
time ago. Only way to find out if you  
ain't an oinker, is to run you through  
some paces. Getting me the black and white  
isn't enough. Rose will be in touch.

Rose steps forward in her trailer trash leather ensemble.  
She checks you up and down lecherously, hardly can wait.  
Nickel, jumps up. He can't hold back, bares his canine.

NICKEL

Come on, man, lemme at 'em.

GMAC laughs at his own posse.

GMAC

He makes one wrong move and he's yours.  
Until then, he's mine.

39. INT. CARMEN'S GARAGE (FMV - 11.2)

Carmen dials her cell phone. The small plastic teddy bear  
dangles from the keychain.

CARMEN

Listen, Hector told me Zack had gotten  
involved with a job he hadn't sanctioned.  
Hector went nuts. It didn't mean anything  
to me before, but now that they've disappeared,  
do you think it might be connected?

She tilts her head, obviously upset.

40. INT. GMAC WAREHOUSE (FMV 12.1)

- When: Right after Player  
enters Level 12

Rose, Nickel and the rest of the gang are gathered around  
GMAC. He nods his head, satisfied.

GMAC

You're a hell of a driver. Impressive.

He chews on a large stick.

GMAC (Cont'd)

So, a very important contract has landed on my lap and you may be the only one that can pull it off. The client has a request for five specific cars. We have 24 hours to act.

NICKEL

Hey, I thought that was my gig.

GMAC

Shut-up, Nickel!

(Turns to Rose)

Rose, will fill in the details.

41. INT. GMAC WAREHOUSE (FMV 12.2)

- When: After Player steals all five cars

GMAC shakes a handful of keys, smiles.

GMAC

Now that's what I'm talking about! That's how to steal some cars.

Nickel grumbles. GMAC ignores him.

GMAC (Cont'd)

Our South American friends will be very happy.

SMASH CUT TO:

42. INT. HOTEL ROOM (FMV 12.2 CONTINUED)

Chase studies the laptop screen as she speaks on her cell.

CHASE

You're in. This is the lead we've been waiting for. The shipment was stolen off the Port Crescent docks. GMAC's crew is obviously now involved with International smuggling. We just need to find what happened to that shipment. Stay focused on the target and we can bring this whole operation down.

CUT BACK TO:

43. INT. GMAC WAREHOUSE (FMV 12.2 CONTINUED)

GMAC smiles his sadistic smile, still holding the keys.

GMAC

A man has got to take care of his friends,  
pick one, it's yours.

44. INT. HOTEL ROOM (FMV - 13.1)

Chase is still watching. Her eyes on the surveillance.

CHASE

You're being distracted. I can see it.  
Listen to me, stay on target or you're  
going to get hurt.

45. INT. ROSE'S CAR (FMV - 13.1 CONTINUED)

- After Level 13 unlocked - Before Rose  
Canyon duel

Rose, lounging in her car, absent-mindedly plays with the  
steering wheel with her feet. Suggestively eating ice  
cream. Nothing subtle.

ROSE

You know when that coyote chases the  
roadrunner around a canyon? I just love  
that stuff. Beep Beep. You wanna be the  
coyote? 'cause I'll outrace you, Dog.

She giggles, scrape the ice cream with her finger, licks  
it, and throws the carton away.

ROSE (Cont'd)

Watch out, this bird moves fast.

46. INT. POLICE ROOM (FMV - 13.2)

- When: Right After Rose Canyon duel

Keller and Chase stand at the end of the long table.

CHASE

I'm surprised you're still alive.

KELLER

Isn't it time to put the brakes on this  
operation before someone ends up in  
the morgue?

## CHASE

No one 'pulls the plug' on my operation.  
We're too close. The evidence is concealed  
in one of those cars from the missing  
shipment. GMAC is our lead. He's running  
scared, that's why our friend took the plunge.

Keller shakes his head.

## KELLER

He sailed off the cliff because the jealous  
boyfriend cut the brake line.

He drops a couple of photographs of some Black Sedans.

## KELLER (Cont'd)

Our target car is one of these...

Chase shrugs her shoulder, gestures "what?"

## KELLER (Cont'd)

Asian Crime Syndicate, run from abroad by  
Dang Hu. He's got a long history of smuggling  
and murder. Very dangerous. You see,  
we've been doing our own homework. Thought  
maybe the two of you would already be on this.

Angle on Chase, she doesn't even flinch, cool as ever.

47. INT. CARMEN'S GARAGE (FVM 14.1)

- When: After unlocking Level 14

Carmen is at her work bench, on the cell phone, upset.

## CARMEN

I don't know who to trust anymore. I don't  
even know about you. But, I need..  
someone I can trust.

She tries to remain strong, holding back her fear.

## CARMEN (Cont'd)

I know what happened to Zack and Hector.  
I just don't want it to happen to me.

48. INT. GMAC'S WAREHOUSE (FVM 14.2)

- When: After unlocking Level 14 and stealing  
all 5 Hot cars

GMAC and his crew. Rose lounges by a car, painting and admiring her gaudy nails. Nickel stands close by. GMAC storms around, angry.

GMAC

I wanna know who invited Dang Hu to conduct his business here. This is my territory. They got their own country. I know he's here, and I want him stopped. Stopped NOW! We'll steal one of his own cars, then frame him with the cops. He'll see who runs the operation here.

49. INT. DANG HU'S WAREHOUSE (FVM - 14.3)

- When: Right After GMAC's Big Job

Dang Hu is on the phone. He holds a photograph. His three henchmen are behind him; all in expensive suits, sunglasses. Dark sedans are parked close.

DANG HU

Surprised? It wasn't hard for me to find your phone number. I am Dang Hu. You stole my car, yet you're still alive. Most unusual. This is because I've decided to give you a chance to save your own life. It would have been a shame to lose such an artist as yourself. Good wheelmen are very hard to find. You, my friend, are an exceptional wheelman.

Angle on the photograph, the Sedan - the same photograph that Chase had in her hotel room.

DANG HU (Cont'd)

Therefore, I will give you an opportunity to pay me back. I am missing a very important car that was stolen from my shipment at the port. It holds something valuable to me. I need that car and I believe your friend, GMAC has it.

SMASH CUT TO:

50. INT. HOTEL ROOM (FMV - 14.3 CONTINUED)

Chase paces the floor. The coffee table is littered with docs, snapshots and room service.

CHASE

Take it! We're getting too close to stop now. We need to take down GMAC. Dang Hu doesn't realize it yet, but he's creating his own trap. We'll get them all, this is the opportunity we've all been waiting for...

Chase hangs up, flops down on the sofa, relieved. She takes a deep breath, picks up the thick Chinese document from the coffee table. Underneath are various passports, all from different countries.

51. INT. HOTEL ROOM (FMV - 14.4) (Was listed as V.O.)

- When: After taking down GMAC

Chase, on the phone, hurries through her snapshots of cars, documents, searching for clues, growing impatient.

CHASE

We need to take them all down. I thought you would have understood that by now.

She hangs up the phone, finds a photograph of the black sedan, studies it.

She takes a deep breath and gathers herself.

52. INT. CARMEN'S GARAGE (FMV - 15.1) (was listed FMV 15.2)

- When: After unlocking Level 15 and Carmen's call

Carmen holds up the key ring... the Teddy Bear dangling. She is upset.

CARMEN

Thank you for coming. I figured it out. It's the car. Zack must of stole it off the docks 'cause Hector really freaked. He asked me to keep it here at the garage.

She holds back her emotions.

CARMEN (Cont'd)

Now all the racers are gone, disappeared...

CARMEN (Cont'd)

Hector, Zack, Nickel, even GMAC. I'm really scared. I don't want to die. Please take it away from here.

The sound of police sirens.

CARMEN

Police. I didn't know if you'd come or not, so I called the cops. Sorry.

53. INT. DANG HU'S WAREHOUSE (FMV - 15.2)

When: After Game Play (New)

Dang Hu is on phone to you.

DANG HU

I am growing weary of this.

Reveal more of the warehouse, Chase is tied to a chair.

DANG HU (Cont'd)

I have Inspector Chase Linh with me. I'm afraid she's a little tied up right now, so let me make things perfectly clear to you.

The Henchmen stand guard over Chase.

DANG HU (Cont'd)

You have my automobile. I know this from the police reports. Yet you still have not brought it to me. Many have died for that vehicle.

He studies Chase.

DANG HU (Cont'd)

Too many. We don't want any more, do we? Bring my car to the warehouse at Canal and Bay. I'll be waiting for you. No police or more will die.

FADE OUT

54. INT. DANG HU'S WAREHOUSE (FMV - 15.3)

You pull in the Prize car.

Chase is sitting on a wooden chair. Dang Hu stands close. He orders his men to check outside to see if you have been followed.

CHASE

Good boy, so trusting.

Dang Hu unties her... Chase stands. By the way she moves around Dang Hu, you can tell she's worked her magic on him.

DANG HU

They should find Hector's body along with all the others you "disposed" of.

Chase and Dang Hu share a smile, an indication of their cooperation.

CHASE

It'll be right there with the surveillance footage, which shows you to be the last person seen with all of them.

Dang Hu points his gun toward you.

DANG HU

Of course, it's no matter since you'll be dead already.

Suddenly, shots ring out.

Bullets drop to the warehouse floor in SLO MO.

Chase's FBI issued gun smokes, aimed at you. She smiles.

CHASE

Now look what you've done.

She gives you that naughty look as she decides if she should shoot you or not. She eyes the Prize vehicle.

CHASE (Cont'd)

Thanks for finding the car. Did you ever imagine it would be such a bitch to find? Of course, it was never the car but what was in the car that really mattered.

Chase moves to the Prize vehicle, eyes the key chain.

CHASE (Cont'd)  
Teddy Bear, nice touch.

Chase still has her gun pointed at you. She looks at the other sedans, there is no way you'll catch her in any of them. One last smile for you.

CHASE (Cont'd)  
Good luck....

We hear the engine rev, tires screech.

55. EXT. STREET - (FMV - 15.4)

- When: After the "You Keep up the Chase" game

The Prized vehicle is turned over. Chase is being carted away by two police detectives. She turns to you.

CHASE  
You think this is over. You have no idea how high this goes. We're not playing games here.

Chase is pulled away. A flashing unmarked car pulls into frame. Keller and Carmen step out.

Keller steps over to the Prized vehicle with another police officer.

KELLER  
There she is.

Keller lifts the Teddy Bear key chain. He unscrews the head, revealing a small Zip Drive. He plugs the drive into the PDA that the officer is carrying.

Angle on the PDA, as information of illegal activities display quickly on the screen as they download.

Carmen walks toward you. Her smile radiates until she can't contain it anymore.

We hear Carmen as we... Fade to Black.

CARMEN (V.O.)

So, I was thinking... maybe you'd like to drive me back to the university? Did I mention I was a Med student? Papa always thought my hands would be better suited to be a doctor than a mechanic. (Giggles) So come on... what do you think, huh?

THE END