

THE GRAND MAFIA: CLUE SEARCHING:

THE TRAITOR

Written by

Nitro/Doug

2022/03/29 (1st draft)
2022/06/21 (2nd draft)

INT. CAR - NIGHT

A car pulls to a stop, parked against the curb. Inside, John and Mike peer down an adjacent alley.

JOHN

All right. There's Satoru...

(pause)

What the hell are they doing?

In the alley, a group of Onikaze enforcers led by a lieutenant, SATORU TAKAYAMA, 51, taunt a man hanging from a chain looped through a fire escape.

The man, TENGU, thrashes around, hands gripped tight on the chain around his neck, struggling to stay alive.

MIKE

Holy shit. They're hanging Tengu.

(pause)

We need to help him.

JOHN

We can't. You know the mission is Satoru.

(pause)

The future of Oakvale depends on us finding and dismantling his counterfeiting operation.

MIKE

Tengu's an absolute badass. Something went seriously wrong for his own to want him dead.

JOHN

We intervene, we start a war. Then we'll never find the counterfeiting op.

(pause)

There's a bigger picture here.

MIKE

Can't believe I have to sit back and watch a legend die.

John lowers his window to hear the confrontation in the alley. Satoru shouts at Tengu in tones muffled by the distance.

JOHN

My Japanese is rusty...

(pause)

(MORE)

JOHN (CONT'D)
All I can make out is "betrayal",
"children" and "death."

Tengu suddenly climbs hand-over-hand up the chain loosening the noose from his neck. He drops to the ground in a hero pose.

Covered in anger and sweat, he starts attacking all the enforcers with the vicious punches and kicks of a seasoned streetfighter.

Satoru grabs a tonfa stick off a fallen enforcer and begins to beat Tengu with it, across his face, gut, and back until Tengu collapses.

Satoru approaches the fallen warrior with arrogant disdain and raises the tonfa to deliver one fatal blow...

...when Tengu springs upward, grabbing Satoru by the throat, lifting him off his feet and slamming him to the ground. He grabs Satoru's head and smashes it against asphalt to knock him unconscious.

MIKE
Told you. Absolute badass.

John sprints from the car to catch up to Tengu; Mike follows.

EXT. ALLEY - NIGHT - CONTINUOUS

John catches up to Tengu as he is limping away, severely injured from the beating.

JOHN
We saw what happened, let us get you to a hospital. One where the Onikaze can't find you to finish the job.

Tengu turns and looks at John with angry confusion.

TENGU
I don't need your help.

Two more steps later, Tengu passes out from the pain. John and Mike stand amongst all the unconscious Onikaze.

MIKE
Satoru is *right* here, out cold. Why not take him and force him to talk?

JOHN
Like I said, we can't start a war.
The smart move is help Tengu. Grab
his feet.

END OF SEQUENCE 1

INT. MANSION - BEDROOM

A few days later.

John stands at the foot of the bed as Mike opens smelling salts under Tengu's nose. Tengu bolts upright in the bed, like waking from a nightmare.

TENGU
What is this place? Who are you?

JOHN
John Vitale.

TENGU
Vitale? This is the Vitale mansion?
No, no, no...

MIKE
You collapsed after the beating in
the alley. We saved your life.

Tengu moves to the edge of the bed, holding his wounds.

TENGU
I saved my life in that alley. Not
you.

Tengu rises on weak legs and begins trudging toward the door in obvious pain.

JOHN
Betrayal. Children. Death.

Tengu stops in the doorway and looks back at John.

JOHN (CONT'D)
What children?
(pause)
Satoru's focus is counterfeiting.
It's why we tailed him that night.
If he wanted you dead, it's related
to that. So, what children?

Tengu clenches his jaw, contemplating.

TENGU

Satoru uses child labor.

(pause)

I rescued all the children.

Demanded he find other workers.

(pause)

Satoru is insane. You cross him, he kills you – no matter how important to the organization you are.

JOHN

You're marked for death. Can't go back. We're on the same side here.

(pause)

Oakvale needs his counterfeiting operation to end.

TENGU

You're an outsider. You'll never even find the operation.

JOHN

You're inside information and locations. I'm power and numbers.

(pause)

Neither of us can win without the other.

Tengu closes his eyes and shakes his head, frustrated John is correct.

TENGU

What's your plan?

END OF SEQUENCE 2

EXT. TEA SHOP - DAY

John, Mike, Tengu, and a number of other enforcers stand outside a modest Japanese tea shop on the edge of the city.

Player uses recon to scout the tea shop for threats. None are found.

TENGU

As soon as the children are safe, I'm out. You understand?

John nods.

MIKE

You sure this is the right place?

TENGU

I always went to the main hub, but that's too heavily guarded.

(pause)

I heard this is one of the smaller entrance points. We're looking for an elevator down.

JOHN

We'll scout it out, you stay out here. Mike, I'll antagonize the workers while you search for the hidden entrance.

(pause)

Enforcers, keep an eye out. Tengu's a wanted man.

Tengu scoffs at the notion of needing help.

INT. TEA SHOP - CONTINUOUS

The bell over the door RINGS as John and Mike enter the shop. John heads directly for the counter as Mike wanders around.

The MALE SHOP OWNER, 82, and FEMALE SHOP OWNER, 81, a Japanese couple, greet their new guests with smiles.

MALE SHOP OWNER

Welcome! Please tell me if I can be of assistance.

JOHN

I bet you can... I need a gift for someone special. Like a tea set, or...whoa...

John squints at the wall behind the owners with awe.

JOHN (CONT'D)

What about that? That koi fish tapestry. That's amazing.

Both owners look at the tapestry of a very unique koi fish swimming upward then back to John with grim expressions.

FEMALE SHOP OWNER

Not for sale.

JOHN

But it would be perfect. I can pay whatever you want.

The male owner slams his hand down on the counter.

MALE SHOP OWNER
Not money problem. Koi is personal.

JOHN
No need to get angry. You can get another, right? Is it symbolic or something?

TENGU
It's a secret Onikaze symbol for "rising up".

Everyone turns in shock to see Tengu standing in the middle of the shop, glaring at the owners. He charges them and grabs the man by his shirt.

TENGU (CONT'D)
THE ENTRANCE! OPEN IT, RIGHT NOW!

John and Mike pull Tengu off the old man.

FEMALE SHOP OWNER
Uragirimono!

The man pulls a shotgun from behind the counter and aims it right at Tengu.

MALE SHOP OWNER
I pull this trigger, I'm famous in Onikaze. New legend.

JOHN
We're leaving... you don't want to start anything with us.

John, Mike, and Tengu slowly back out of the store.

EXT. TEA SHOP - CONTINUOUS

John and Mike lead a belligerent Tengu away from the shop half a block, then Mike gets in his face.

MIKE
What the hell was that? John knew what the koi means! He wanted them defensive to see where they looked, what they tried to guard so we could find the entrance!
(pause)
Then you barge in like a wrecking ball and sabotage the plan.

JOHN

I understand this is personal for you, Tengu, but we need to control our emotions.

MIKE

What did that lady yell at you?

TENGU

Traitor. She called me a traitor.

John notices a commotion of approaching cars.

JOHN

Everyone, get ready. The owners called Onikaze enforcers.

END OF SEQUENCE 3

Player is tasked with selecting enforcers for battle.

SLG enforcer battle with the Onikaze enforcers.

After victory, you reconvene outside the tea shop.

EXT. TEA SHOP

MIKE

That attack wasn't just for Tengu. They hit us for coming here.

TENGU

Of course. They're very protective of the operation.

(pause)

They'll probably shut this entrance down to be safe. Relocate it.

JOHN

Staying here to dig in and find the entrance to the underground is a waste of time.

(pause)

They'll seal it off any minute from the other side.

They share a moment of tense silence.

JOHN (CONT'D)

We can't stop. If enough counterfeit money gets into Oakvale, its economy will implode.

(pause)

(MORE)

JOHN (CONT'D)

Job market will collapse. Everyone will suffer except the Onikaze.

(pause)

And how many kids are slaves in this operation?

TENGU

Probably over one hundred.

JOHN

Our only chance is to attack the counterfeit operation hub.

Tengu shakes his head.

TENGU

It's underneath the Scarlet Peacock Casino. Onikaze run it.

(pause)

Heavily guarded. Impossible to get to the underground without me.

JOHN

Then that's where we go. We hit it tonight with our entire crew. No time to lose.

END OF SEQUENCE 4

EXT. SCARLET PEACOCK CASINO - NIGHT

Player is tasked with selecting crew for a battle.

SLG crew battle with the Onikaze crew.

After victory, John waves Mike and Tengu over to his position.

JOHN

Have the crew round up every Onikaze leader on-site. Use our numbers, we might need them as leverage. Go, now!

Mike immediately runs off calling out to his crew in earshot.

TENGU

The entrance is hidden in the counting room.

John and Tengu sprint into the casino.

JOHN

Let's go.

INT. SCARLET PEACOCK CASINO, COUNTING ROOM

As John and Tengu enter the counting room, they find half a dozen employees still cowering on the floor from the battle.

The elderly couple from the tea shop, standing across the room, raise shotguns when they notice they have company.

OLD MAN

Stop, traitor, or I'll put you down.

JOHN

You're outnumbered. It's over.

Tengu grits his teeth and marches right up to the lady, snatches the gun from her grasp in the blink of an eye. He then dodges as the man fires his shotgun, then grabs his gun as well.

He looks them in the eye as he calls back toward John.

TENGU

Have someone tie them up or I'll kill them.

Tengu triggers a secret panel in the wall to lower, exposing a keypad. He punches in a code but the keys flash red.

TENGU (CONT'D)

Dammit! They changed the access codes to the elevator already.

Mike enters the room holding the arm of a handcuffed Satoru.

MIKE

Look who we found.

SATORU

I'll take all of your heads for this.

John holds a pistol to Satoru's temple.

JOHN

Elevator code, now, or I pull this trigger and keep pulling it on Onikaze leaders until one gives me the code.

Satoru looks at John with steely eyes. John moves the gun a few inches and fires, the bullet taking the top of Satoru's ear off.

Satoru grimaces and covers his bloody ear, and with a trembling hand punches keys on the keypad. It turns green and the walls open exposing an elevator car.

John and Mike get in. Tengu seizes Satoru by the arm and pulls him into the elevator as the doors close.

END OF SEQUENCE 5

INT. UNDERGROUND COUNTERFEIT PRODUCTION AREA

The elevator doors open into an expansive underground counterfeiting operation utilizing abandoned subway lines and access tunnels heading off in numerous directions.

The room is overflowing with printing presses, pallets of cash, and chain-driven pulley systems on the ceiling to move everything around.

A sea of workers in maroon jumpsuits - mostly children - all stop what they're doing to look over in confusion at their boss being held hostage.

MIKE

My god...its bigger than I
imagined.

As Tengu holds Satoru's arm tight, his former boss keeps his icy stare trained on Tengu.

TENGU

You can stare all you want, old
man. You're finished.

SATORU

I'm going to cut you into little
pieces and feed you to the workers
down here.

A brave YOUNG GIRL in the group of workers, dressed in a maroon jumpsuit like everyone else, comes up to Tengu.

YOUNG GIRL

What's happening?

TENGU

Gather all the children and bring
them to the elevator. We're here to
free you.

Satoru headbutts Tengu, knocking him to the ground, then kicks a large red button on the wall. Massive glass walls descend from the ceiling on either side of the room.

At the last second, Tengu grabs Satoru, yanking him inside the lowering wall right before it seals shut. The WHIR of large fans starting up fills the room.

MIKE

What the hell is this? What did you just trigger?!

SATORU

Invasion security. Suffocates any intruders in a few minutes.

JOHN

Whatever happens to us in here is going to happen to you.

(pause)

Which is more important, this operation or your life?

Satoru looks around, mind scrambling for any possible way to somehow win in this situation.

He growls to himself, then presses a button on his phone that shuts off the fans and the glass walls start to rise.

Defeated and enraged, Satoru pulls a pistol from an ankle holster, aims at Tengu and fires. Tengu dodges the bullet, grabs a nearby chain from the pulley system and wraps it around Satoru's neck.

Tengu yanks the chain as hard as he can, violently lifting Satoru up and breaking his neck.

Satoru's body crashes back down to the ground.

An echoing silence washes over the entire room as people slowly realize the gravity of what just happened. Smiles emerge on some of the worker's faces.

JOHN (CONT'D)

Mike, get your crews down here to start dismantling all this.

(pause)

I assume I can trust you to help get all the workers out of here safely, Tengu?

Tengu nods. John offers a handshake.

JOHN (CONT'D)
 You held up your end of the
 bargain. You're a good man, Tengu.

TENGU
 Dismantling all this will take
 forever.

JOHN
 I have all the time, power, and
 patience required to protect
 Oakvale.

TENGU
 I would like to stay on and help,
 if that is all right with you.

John smiles and pats Tengu on the back.

JOHN
 We could always use another like
 you in the family. Of course you
 can stay.

FADE TO BLACK.

END OF STORY