



RETIRING THIEF
- BY NEONIEZ -



Keep in
Low gear
繼續
低波行車

康運

康運

康運

康運

康運

康運

康運











Stop running away!



A cinematic scene from a video game. In the foreground, a young man with dark hair, wearing a white t-shirt and light-colored pants, is running towards the right. He is holding a golden, ornate artifact with both hands. In the background, a police officer in a dark uniform and cap is chasing him. The setting is an urban street with buildings and a large wooden door in the foreground on the right. A speech bubble is attached to the man's mouth.

I'm not gonna stop! Catch me if you can!













Surrender now!



No! I'm not gonna go back to jail ever again!



Why don't you stop being a thief then?
This is the third time that I caught you stealing



I can't do a legit work anymore
people don't want an ex convict
to work for them



Now, it's time for you to surrender!

A 3D rendered character, a young man with short dark hair, is sitting on a dark floor. He is wearing a white t-shirt and light blue trousers. He is holding a large, round, wooden drum with both hands. The drum has a textured surface and a decorative band around its middle. The background consists of a wall with a grid of rectangular panels, some of which are dark and some are light. The lighting is dramatic, with strong shadows and highlights. A white speech bubble is positioned to the left of the character, containing the text "Well..".

Well..



It's time for me to go!



No, you're not!













It's over Komori Kata!







What a life...







How do you feel now?



Awful!



That's what you got for *breaking* the law!



Whatever...



You should start thinking about your new path now..
being a thief doesn't work well for you



A female police officer in a blue uniform and cap stands behind metal prison bars. She has her arms crossed and is looking towards the camera. The scene is set in a prison cell with a brick wall in the background. In the foreground, the back of a person's head and shoulder is visible, looking towards the officer. A speech bubble points from the officer to the text.

See you around.. inmate!



A few hours later...





Maybe she was right.. I should quit being a thief because no matter what, I'm always getting caught..

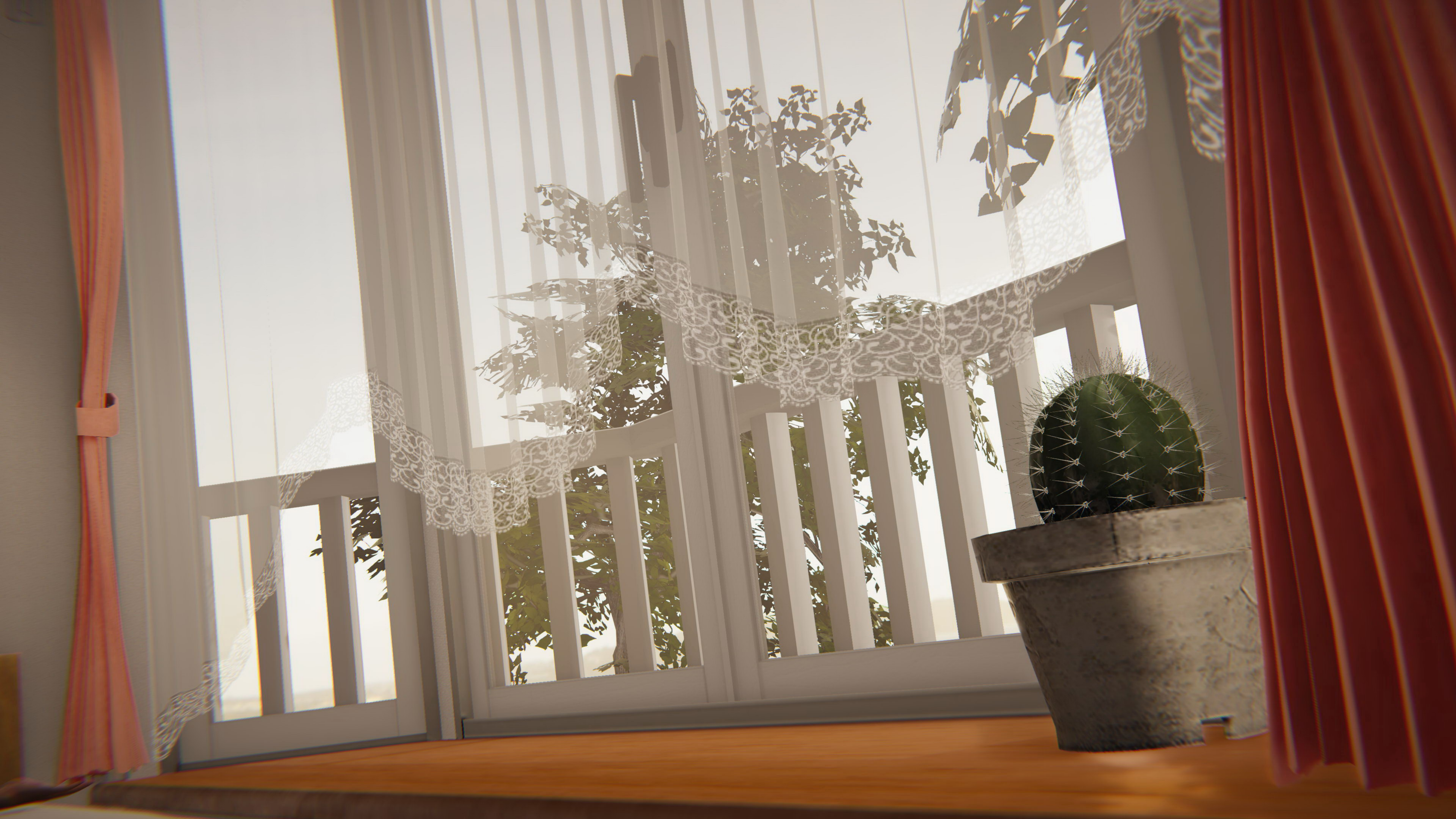


I'm too tired for this..















Wait! Where am I?!