

ID2 - story and themes

"What's this got to do with football?" It was never to do with football. Where gangs of men stray, bonded by tribal loyalty, expressing themselves in rage, it's to do with who you are - who you want to be, and who you really are, your sense of your own self in conflict with the animal in your psyche which will not be tamed or civilised. It's a universal story, told in different ways over thousands of years, it confronts us with who we *really* are, and it makes us mad.

A new mosque is being built in the middle of a run-down East London estate, giving rise to local tensions and opportunities to those who wish to exploit the conflicts politically. It is being built next to the decrepit football ground of Shadwell Town FC, a traditional community club who have been taken over by a Russian oligarch who is using it as a money laundering enterprise, liquidising assets in the form of highly valued international players, and in doing so pricing many local fans out of the ground.

Into this explosive atmosphere is placed DC MOHAMMED ANWARI, a young and ambitious British Asian undercover cop, who is given the improbable task of shadowing the Shadwell football gang on their unexpected European adventures in the Europa cup. Tutored by previous undercover hero John (from the original ID), and equipped with all the skills and savvy it takes for an "ethnic" to make his way in the metropolitan police, Mo makes fast and effective work being accepted by his targets.

But Mo is almost too good at his job, as he gets himself close to local top boy Vinny, who has activity and friends that take him away from the terraces and into the febrile territory of extreme right wing politics. Mo's persistence forces Vinny to reveal himself as a special forces agent, he is deep undercover with his wife Lynne, and doesn't take too kindly to this over-reaching copper, who is warned very firmly off Vinny's turf (and away from Lynne, with whom Mo has a fast burning passion).

After events get out of hand on an awayday to Amsterdam (Vinny is arrested and thrown in a police cell with far right Dutch activists) Mo finds himself dangerously adopted as a mascot for the local English Defence League. Mo's in too deep, and Vinny can't (or won't) protect him, and each step he takes to prove himself takes him closer to the point of self-confrontation when he is used as bait to walk a powerful explosive device into the heart of the community he grew up in.

"What's this got to do with football?" It was never to do with football. **ID2** is about the integration and disintegration of national identity, prisms in the fractured personality of a second generation immigrant whose loyalty, love and allegiance are all up for grabs. It's about a community trying to hold itself together, faced with shiny corporatism on the one hand and the ravages of recession on the other. It's about what binds us, and what tears us apart.