

**Goal 1****Task nr.:** 15**Task level:** 3**Task name:** Pick the lock

**To Do:** Pick open the lock of Giulio's cell. However leave it there in place, Giulio will escape when the time is right.

**Material you get:** A lockpick**Report to:** don Mascarbone**Goal 1****Task nr.:** 16**Task level:** 3**Task name:** Copy a key #1

**To Do:** Get the key to Romea's cell from the guard. Make a plaster cast of the key (so that you have a ½ key-shaped hole in the plaster). Return the key to the guard!

**Material you get:** Plaster powder, mixing bowls**Report to:** don Mascarbone**Goal 1****Task nr.:** 17**Task level:** 1**Task name:** Copy a key #2

**To Do:** Make a copy of the key to Romea's cell using a plaster cast of the key

**Material you get:** Playdough, the casts**Report to:** don Mascarbone**Goal 1****Task nr.:** 30**Task level:** 2**Task name:** Get a file to Giulio

**To Do:** Smuggle a file to Giulio in his cell

**Material you get:** a file**Report to:** don Mascarbone**Goal 1****Task nr.:** 32**Task level:** 3**Task name:** Medicine to Romea

**To Do:** don Mascarbone is concerned that her daughter has caught a cold in jail. Make her a nice cup of tea and take it to her.

**Material you get:** -**Report to:** don Mascarbone**Goal 1****Task nr.:** 60**Task level:** 3**Task name:** False ID to Giulio

**To Do:** Make a false ID card for Giulio so that he can start over with a new identity when he gets out of prison. It has to have the official FBI stamp on it!

**Material you get:** Paper**Report to:** don Mascarbone

**Goal 1****Task nr.:** 61**Task level:** 3**Task name:** False ID to Romea

**To Do:** Make a false ID card for Romea so that she can start over with a new identity when she gets out of prison. It has to have the official FBI stamp on it!

**Material you get:** -**Report to:** don Mascarpone**Goal 1****Task nr.:** 62**Task level:** 3**Task name:** Chain of bedlinen

**To Do:** Make a chain of bedlinen, clothes etc. long and strong enough to help Romea escape. Smuggle the chain to her.

**Material you get:** -**Report to:** don Mascarpone**Goal 1****Task nr.:** 63 (1/2)**Task level:** 1**Task name:** Sleeping beauty

**To Do:** Make a dummy that looks like Romea, so that she can escape unnoticed. Leave the dummy to don Mascarpone, no need to take it to Romea yet.

**Material you get:** -**Report to:** don Mascarpone**Goal 1****Task nr.:** 63 (2/2)**Task level:** 1**Task name:** Sleeping beauty

**To Do:** Make a dummy that looks like Romea, so that she can escape unnoticed. Leave the dummy to don Mascarpone, no need to take it to Romea yet.

**Material you get:** -**Report to:** don Mascarpone**Goal 1****Task nr.:** 64 (1/4)**Task level:** 1**Task name:** Camouflage

**To Do:** Make a wig and some moustache/beard for Giulio to wear after his escape. Leave the stuff with don Mascarpone, no need to take it to Giulio yet.

**Material you get:** -**Report to:** Don Mascarpone**Goal 1****Task nr.:** 64 (2/4)**Task level:** 1**Task name:** Camouflage

**To Do:** Make a wig and some moustache/beard for Giulio to wear after his escape. Leave the stuff with don Mascarpone, no need to take it to Giulio yet.

**Material you get:** -**Report to:** Don Mascarpone

### Goal 1

**Task nr.:** 64 (4/4) **Task level:** 1

**Task name:** Camouflage

**To Do:** Make a wig and some moustache/beard for Giulio to wear after his escape. Leave the stuff with don Mascarpone, no need to take it to Giulio yet.

**Material you get:** -

**Report to:** Don Mascarpone

### Goal 1

**Task nr.:** 64 (4/4) **Task level:** 1

**Task name:** Camouflage

**To Do:** Make a wig and some moustache/beard for Giulio to wear after his escape. Leave the stuff with don Mascarpone, no need to take it to Giulio yet.

**Material you get:** -

**Report to:** Don Mascarpone

### Goal 1

**Task nr.:** 65 **Task level:** 2

**Task name:** Italian lockpick

**To Do:** Lockpicks don't always need to be made of steel... a true master can pick the strongest lock with, well, a straw of spaghetti. Get one (unboiled, of course) to Romea.

**Material you get:** -

**Report to:** don Mascarpone

### Goal 1

**Task nr.:** 67 (1/2) **Task level:** 1

**Task name:** Sleepyhead

**To Do:** Make a dummy that looks like Giulio, so that she can escape unnoticed. Leave the dummy to don Mascarpone, no need to take it to Giulio yet.

**Material you get:** -

**Report to:** don Mascarpone

### Goal 1

**Task nr.:** 67 (2/2) **Task level:** 1

**Task name:** Sleepyhead

**To Do:** Make a dummy that looks like Giulio, so that she can escape unnoticed. Leave the dummy to don Mascarpone, no need to take it to Giulio yet.

**Material you get:** -

**Report to:** don Mascarpone

### Goal 2

**Task nr.:** 66 **Task level:** 1

**Task name:** Disable the alarm system

**To Do:** A high-tech alarm system allows Romea's prison guard to raise alarm if the prisoner escapes. Disable the alarm system.

**Material you get:** scissors

**Report to:** don Mascarpone