

This file is to be used only if the text-versions of the task cards don't show correctly on the computer used... in this file the resolution is bad, the cards are of slightly different sizes and they are suboptimally layouted on the sheets.

Task nr. EXTRA

Task level:

Task name:

To Do:

Report to:

Task nr. EXTRA

Task level:

Task name:

To Do:

Report to:

Task nr. EXTRA

Task level:

Task name:

To Do:

Report to:

Task nr. EXTRA

Task level:

Task name:

To Do:

Report to:

Task nr. EXTRA

Task level:

Task name:

To Do:

Report to:

Task nr. EXTRA

Task level:

Task name:

To Do:

Report to:

Side Quest

Task nr.: 37 (1/2) Task level: 2

Task name: Civil rights 1

To Do: Mamma is very involved with civil rights matters and thinks the people needs a speaker's corner. Build one!

Material you get: -

Report to: Mamma

Side Quest

Task nr.: 38 Task level: 2

Task name: Civil rights 2

To Do: Mamma is very involved with civil rights matters and thinks the people needs an arousing speech. Write a speech of at least 2 minutes and hold it for an audience of at least 10 people.

Material you get: -

Report to: Mamma

Side Quest

Task nr.: 39 (1/2) Task level: 2

Task name: Civil rights 3

To Do: Mamma is very involved with civil rights matters and thinks that the government needs to do more. Write a proclamation to the President of the USA.

Material you get: -

Report to: Mamma

Side Quest

Task nr.: 40 Task level: 2

Task name: Civil rights 4

To Do: Mamma is very involved with civil rights matters and thinks the workers needs to unite. Found a labour union, find a slogan and hold a 2 minute demonstration.

Material you get: -

Report to: Mamma

Side Quest

Task nr.: 37 (2/2) Task level: 2

Task name: Civil rights 1

To Do: Mamma is very involved with civil rights matters and thinks the people needs a speaker's corner. Build one!

Material you get: -

Report to: Mamma

Side Quest

Task nr.: 39 (2/2) Task level: 2

Task name: Civil rights 3

To Do: Mamma is very involved with civil rights matters and thinks that the government needs to do more. Write a proclamation to the President of the USA.

Material you get: -

Report to: Mamma

Side Quest

Task nr.: 21 Task level: 1

Task name: Organize archives

To Do: All this street work lately has left a mess in the archive. Help putting it back in some logical order!

Material you get: Messy archives

Report to: Agent Scoulder

Side Quest

Task nr.: 48 (1/5) Task level: 2

Task name: Fill fingerprint archives

To Do: Agent Scoulder is building up a fingerprint archive. Help him complete it!

Material you get: Finger print sheet and something black.

Report to: Agent Scoulder

Side Quest

Task nr.: 48 (2/5) Task level: 2

Task name: Fill fingerprint archives

To Do: Agent Scoulder is building up a fingerprint archive. Help him complete it!

Material you get: Finger print sheet and something black.

Report to: Agent Scoulder

Side Quest

Task nr.: 48 (3/5) Task level: 2

Task name: Fill fingerprint archives

To Do: Agent Scoulder is building up a fingerprint archive. Help him complete it!

Material you get: Finger print sheet and something black.

Report to: Agent Scoulder

Side Quest

Task nr.: 48 (4/5) Task level: 2

Task name: Fill fingerprint archives

To Do: Agent Scoulder is building up a fingerprint archive. Help him complete it!

Material you get: Finger print sheet and something black.

Report to: Agent Scoulder

Side Quest

Task nr.: 48 (5/5) Task level: 2

Task name: Fill fingerprint archives

To Do: Agent Scoulder is building up a fingerprint archive. Help him complete it!

Material you get: Finger print sheet and something black.

Report to: Agent Scoulder

Side Quest

Task nr.: 22 (1/2) Task level: 2

Task name: Must have it!

To Do: Police sergeant John O'Connor has a nasty habit to support. His coffee stock is running low and you must go to his secret cache and get him some more.

Material you get: A map leading you to the cache.

Report to: John O'Connor

Side Quest

Task nr.: 41 Task level: 2

Task name: Clean streets 1

To Do: Horse droppings everywhere! Why won't anybody do something? Make and out up a sign prohibiting horses to do their no. 2 on the streets!

Material you get: Paper

Report to: John O'Connor

Side Quest

Task nr.: 22 (2/2) Task level: 2

Task name: Must have it!

To Do: Police sergeant John O'Connor has a nasty habit to support. His coffee stock is running low and you must go to his secret cache and get him some more.

Material you get: A map leading you to the cache.

Report to: John O'Connor

Side Quest

Task nr.: 42 Task level: 2

Task name: Clean streets 2

To Do: People's shoes and trousers are full of horse droppings! Create a horse dropping protection system and sell it to at least 5 people.

Material you get: -

Report to: John O'Connor

Side Quest

Task nr.: 51 Task level: 1

Task name: Cleaning service

To Do: The streets of Chicago are dirty! Where do all the renovation money go? Clean and shine police constable John O'Connor's shoes.

Material you get: Shoe shining stuff.

Report to: John O'Connor

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Side Quest

Task nr.: 36 (1/4) Task level: 2

Task name: Ruin of the Hotel 4

To Do: Clothes make the Man and the Hotel Director his Hotel. Find a new, presentable and elegant costume for the hotel director, and convince him to wear it...

Material you get: -

Report to: "Junior"

Side Quest

Task nr.: 33 (1/4) Task level: 1

Task name: Ruin of the Hotel 1

To Do: Why are there so few guests in our Grand Hotel Chicago? Do they not find their way in? Produce 4 big placards/ posters advertising the hotel and place them in strategic corners of the city.

Material you get: 4 x A3 sheet

Report to: "Junior"

Side Quest

Task nr.: 34 (1/4) Task level: 1

Task name: Ruin of the Hotel 2

To Do: There are fewer and fewer visitors visiting the Hotel every season. Could this be due to lacking advertisement? Produce 20 flyers advertising the hotel and distribute them to people in the city

Material you get: 20 x A4 sheets

Report to: "Junior"

Side Quest

Task nr.: 35 (1/2) Task level: 3

Task name: Ruin of the Hotel 3

To Do: Our hotel needs some positive publicity AND some economic support. Organize a lottery! Find some prizes, make 20-50 lottery tickets, sell the tickets and remember to give the prizes to the lucky winners! All proceeds from the lottery are to be donated to the hotel, of course.

Material you get: A4 sheets

Report to: "Junior"

Side Quest

Task nr.: 47 Task level: 3

Task name: Missing Violin Cases

To Do: Someone has stolen all the violin cases of the orchestra that was supposed to perform at the Hotel. Find 5 violin (or guitar...) cases and bring them back. (Hint: remember where you found them!)

Material you get: -

Report to: "Junior"

Side Quest

Task nr.: 36 (2/4) Task level: 2

Task name: Ruin of the Hotel 4

To Do: Clothes make the Man and the Hotel Director his Hotel. Find a new, presentable and elegant costume for the hotel director, and convince him to wear it...

Material you get: -

Report to: "Junior"

Side Quest

Task nr.: 33 (2/4) Task level: 1

Task name: Ruin of the Hotel 1

To Do: Why are there so few guests in our Grand Hotel Chicago? Do they not find their way in? Produce 4 big placards/ posters advertising the hotel and place them in strategic corners of the city.

Material you get: 4 x A3 sheet

Report to: "Junior"

Side Quest

Task nr.: 36 (3/4) Task level: 2

Task name: Ruin of the Hotel 4

To Do: Clothes make the Man and the Hotel Director his Hotel. Find a new, presentable and elegant costume for the hotel director, and convince him to wear it...

Material you get: -

Report to: "Junior"

Side Quest

Task nr.: 33 (3/4) Task level: 1

Task name: Ruin of the Hotel 1

To Do: Why are there so few guests in our Grand Hotel Chicago? Do they not find their way in? Produce 4 big placards/ posters advertising the hotel and place them in strategic corners of the city.

Material you get: 4 x A3 sheet

Report to: "Junior"

Side Quest

Task nr.: 36 (4/4) Task level: 2

Task name: Ruin of the Hotel 4

To Do: Clothes make the Man and the Hotel Director his Hotel. Find a new, presentable and elegant costume for the hotel director, and convince him to wear it...

Material you get: -

Report to: "Junior"

Side Quest

Task nr.: 33 (4/4) Task level: 1

Task name: Ruin of the Hotel 1

To Do: Why are there so few guests in our Grand Hotel Chicago? Do they not find their way in? Produce 4 big placards/ posters advertising the hotel and place them in strategic corners of the city.

Material you get: 4 x A3 sheet

Report to: "Junior"

Side Quest

Task nr.: 34 (2/4) Task level: 1

Task name: Ruin of the Hotel 2

To Do: There are fewer and fewer visitors visiting the Hotel every season. Could this be due to lacking advertisement? Produce 20 flyers advertising the hotel and distribute them to people in the city

Material you get: 20 x A4 sheets

Report to: "Junior"

Side Quest

Task nr.: 35 (2/2) Task level: 3

Task name: Ruin of the Hotel 3

To Do: Our hotel needs some positive publicity AND some economic support. Organize a lottery! Find some prizes, make 20-50 lottery tickets, sell the tickets and remember to give the prizes to the lucky winners! All proceeds from the lottery are to be donated to the hotel, of course.

Material you get: A4 sheets

Report to: "Junior"

Side Quest

Task nr.: 34 (3/4) Task level: 1

Task name: Ruin of the Hotel 2

To Do: There are fewer and fewer visitors visiting the Hotel every season. Could this be due to lacking advertisement? Produce 20 flyers advertising the hotel and distribute them to people in the city

Material you get: 20 x A4 sheets

Report to: "Junior"

Side Quest

Task nr.: 34 (4/4) Task level: 1

Task name: Ruin of the Hotel 2

To Do: There are fewer and fewer visitors visiting the Hotel every season. Could this be due to lacking advertisement? Produce 20 flyers advertising the hotel and distribute them to people in the city

Material you get: 20 x A4 sheets

Report to: "Junior"

Side Quest

Task nr.: 18 Task level: 2

Task name: Testing testing

To Do: Agent Mully wants you to test the emergency communication system. You never know when THAT could come in handy!

Material you get: a message

Report to: Agent Mully

Side Quest

Task nr.: 49 Task level: 3

Task name: More agents needed!

To Do: Agent Mully needs an undercover agent and has heard less unfavorable things about Eva the Shark. Negotiate and make a proper contract that Eva would sign and Mully would approve of!

Material you get: Pen, paper.

Report to: Agent Mully

Side Quest

Task nr.: 76 Task level: 3

Task name: More agents needed!

To Do: Agent Mully needs an undercover agent and has heard less unfavorable things about Mamma. Negotiate and make a proper contract that Mamma would sign and Mully would approve of!

Material you get: Pen, paper.

Report to: Agent Mully

Side Quest

Task nr.: 13 (1/2) Task level: 2

Task name: Message to Giulio

To Do: Romea misses Giulio so much and needs you to take a message to him.

Material you get: A piece of paper

Report to: Romea

Side Quest

Task nr.: 13 (2/2) Task level: 2

Task name: Message to Giulio

To Do: Romea misses Giulio so much and needs you to take a message to him.

Material you get: A piece of paper

Report to: Romea

Side Quest

Task nr.: 43 Task level: 2

Task name: If in prison then in luxury #1

To Do: Romea is unable to sleep long in the mornings and desperately needs some drapes/curtains in her cell to keep the light out.

Material you get: -

Report to: Romea

Side Quest

Task nr.: 46 Task level: 2

Task name: If in prison then in luxury #4

To Do: Romea is bored in her cell and misses the newspaper's celebrity slander column. Find a newspaper and get it to her!

Material you get: -

Report to: Romea

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### Side Quest

Task nr.: 52 (1/2) Task level: 1

Task name: Build an Oracle-o-matic

To Do: Sometimes there are so many customers around, that even psychics have to take to technical solutions. Build a device that can predict the future, or at least some aspects of it. Prove that it works!

Material you get: Some Useful Items

Report to: Madame Ghenna

### Side Quest

Task nr.: 52 (2/2) Task level: 1

Task name: Build an Oracle-o-matic

To Do: Sometimes there are so many customers around, that even psychics have to take to technical solutions. Build a device that can predict the future, or at least some aspects of it. Prove that it works!

Material you get: Some Useful Items

Report to: Madame Ghenna

### Side Quest

Task nr.: 53 Task level: 1

Task name: Astrocrystallic receiver

To Do: The ancient Astrocrystallic receiver is all messed up. Arrange the gemstones correctly using the ancient instructions.

Material you get: The messed up receiver and instructions

Report to: Madame Ghenna

### Side Quest

Task nr.: 54 Task level: 1

Task name: Tell me my fortune

To Do: Unfortunately Madame Ghenna can't read her own future. Read it for her, and be convincing!

Material you get: Chose between a pack of cards, tea leaves and Ghenna's own palm. Or something else?

Report to: Madame Ghenna

### Side Quest

Task nr.: 55 (1/4) Task level: 2

Task name: Lucky bug

To Do: Madame Ghenna needs a familiar, a luck-bringing helper, companion and pet. Catch her some cute but useful bug.

Material you get: A glass jar

Report to: Madame Ghenna

### Side Quest

Task nr.: 55 (2/4) Task level: 2

Task name: Lucky bug

To Do: Madame Ghenna needs a familiar, a luck-bringing helper, companion and pet. Catch her some cute but useful bug.

Material you get: A glass jar

Report to: Madame Ghenna

### Side Quest

Task nr.: 55 (3/4) Task level: 2

Task name: Lucky bug

To Do: Madame Ghenna needs a familiar, a luck-bringing helper, companion and pet. Catch her some cute but useful bug.

Material you get: A glass jar

Report to: Madame Ghenna

### Side Quest

Task nr.: 55 (4/4) Task level: 2

Task name: Lucky bug

To Do: Madame Ghenna needs a familiar, a luck-bringing helper, companion and pet. Catch her some cute but useful bug.

Material you get: A glass jar

Report to: Madame Ghenna

### Side Quest

Task nr.: 23 (1/3) Task level: 2

Task name: Riddle for Tea

To Do: There is some tea hidden in a smuggler's cache. Go and get it.

Material you get: Instructions of how to find the cache

Report to: Madame Ghenna

### Side Quest

Task nr.: 23 (2/3) Task level: 2

Task name: Riddle for Tea

To Do: There is some tea hidden in a smuggler's cache. Go and get it.

Material you get: Instructions of how to find the cache

Report to: Madame Ghenna

### Side Quest

Task nr.: 23 (3/3) Task level: 2

Task name: Riddle for Tea

To Do: There is some tea hidden in a smuggler's cache. Go and get it.

Material you get: Instructions of how to find the cache

Report to: Madame Ghenna

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 ther 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  $\frac{1}{2}$  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 Mascarbone, no need to take it to Giulio yet.

Material you get: -

Report to: Don Mascarbone

### 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 Mascarbone, no need to take it to Giulio yet.

Material you get: -

Report to: Don Mascarbone

### 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 Mascarbone

### 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 Mascarbone, no need to take it to Giulio yet.

Material you get: -

Report to: don Mascarbone

### 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 Mascarbone, no need to take it to Giulio yet.

Material you get: -

Report to: don Mascarbone

### 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 Mascarbone



### Side Quest

Task nr.: 13 (1/2)      Task level: 2

Task name: Message to Romea

To Do: Giulio misses Romea so much and needs you to take a message to her.

Material you get: A piece of paper

Report to: Giulio

### Side Quest

Task nr.: 13 (2/2)      Task level: 2

Task name: Message to Romea

To Do: Giulio misses Romea so much and needs you to take a message to her.

Material you get: A piece of paper

Report to: Giulio

### Side Quest

Task nr.: 44      Task level: 2

Task name: If in prison then in luxury #2

To Do: Giulio's neck is hurting after having to sleep on the horrible and dirty prison pillows, while he is used to sleep on a nice and red one. Find one and bring it to him!

Material you get: -

Report to: Giulio

### Side Quest

Task nr.: 45      Task level: 3

Task name: If in prison then in luxury #3

To Do: Giulio's throat is awfully sore after having spent days in the damp and horrible cell and needs a cup of tea to soothe it.

Material you get: -

Report to: Giulio

### Side Quest

Task nr.: 74 3/3      Task level: 1

Task name: Flavourhunt

To Do: Mario is developing a new and secret pizza recipe, but he thinks it's still missing that little something. Any good ideas? Find that something, and maybe he'll name the pizza after you!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 74 2/3      Task level: 1

Task name: Flavourhunt

To Do: Mario is developing a new and secret pizza recipe, but he thinks it's still missing that little something. Any good ideas? Find that something, and maybe he'll name the pizza after you!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 74 1/3      Task level: 1

Task name: Flavourhunt

To Do: Mario is developing a new and secret pizza recipe, but he thinks it's still missing that little something. Any good ideas? Find that something, and maybe he'll name the pizza after you!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 73 3/3 Task level: 2

Task name: Hat & Ego

To Do: Mario is a great chef, but how will people know it if he doesn't have THE greatest pizza baker's hat ever? Help him get one!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 75 3/3 Task level: 1

Task name: PTS- Pizza Transporting System

To Do: Mario is about to complete his life's master piece pizza, but how to transport it to the hotel for the whole town to see it? Maybe you could help him by making some kind of pizza...box?

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 73 2/3 Task level: 2

Task name: Hat & Ego

To Do: Mario is a great chef, but how will people know it if he doesn't have THE greatest pizza baker's hat ever? Help him get one!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 75 2/3 Task level: 1

Task name: PTS- Pizza Transporting System

To Do: Mario is about to complete his life's master piece pizza, but how to transport it to the hotel for the whole town to see it? Maybe you could help him by making some kind of pizza...box?

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 73 1/3 Task level: 2

Task name: Hat & Ego

To Do: Mario is a great chef, but how will people know it if he doesn't have THE greatest pizza baker's hat ever? Help him get one!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 75 1/3 Task level: 1

Task name: PTS- Pizza Transporting System

To Do: Mario is about to complete his life's master piece pizza, but how to transport it to the hotel for the whole town to see it? Maybe you could help him by making some kind of pizza...box?

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 25 (only once!)  
Task level: 1

Task name: Chorizo!!

To Do: Mario's regular supplier of premium quality pizza toppings is down with scurvy, and the guests are waiting for their meals. Help him out by getting him some chorizo!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 26 (only once!)  
Task level: 1

Task name: Mushrooms!!

To Do: Mario's regular supplier of premium quality pizza toppings is down with scurvy, and the guests are waiting for their meals. Help him out by getting him some mushrooms!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 27 (only once!)  
Task level: 1

Task name: Cheeze!

To Do: Mario's regular supplier of premium quality pizza toppings is down with scurvy, and the guests are waiting for their meals. Help him out by getting him some cheese!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 28 (only once!)  
Task level: 1

Task name: Tomatoes!

To Do: Mario's regular supplier of premium quality pizza toppings is down with scurvy, and the guests are waiting for their meals. Help him out by getting him some tomatoes!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 80 (only once!)  
Task level: 1

Task name: Olives...

To Do: Mario's regular supplier of premium quality pizza toppings is down with scurvy, and the guests are waiting for their meals. Help him out by getting him some olives!

Material you get: -

Report to: Mario

### Side Quest

Task nr.: 81 (only once!)  
Task level: 1

Task name: Onionionion

To Do: Mario's regular supplier of premium quality pizza toppings is down with scurvy, and the guests are waiting for their meals. Help him out by getting him an onion!

Material you get: -

Report to: Mario

Goal 2

Task nr.: 1 Task level: 3

Task name: Get Madame Ghenna to witness for you

To Do: Convince the psychic astrologist that she has, by some supernatural means, seen/heard that the two FBI agents are the real murderers.

Material you get: -

Report to: don Don

Goal 2

Task nr.: 2 Task level: 2

Task name: bribe an expert witness

To Do: Get a promise from dr. Samantha Stelling that she will witness against FBI in the court of law.

Material you get: -

Report to: don Don

Goal 2

Task nr.: 4 Task level: 2

Task name: Plant contraband with FBI 1

To Do: Place some chocolate in agent Mully's office. That should help to incriminate him..

Material you get: -

Report to: don Don

Goal 2

Task nr.: 5 (1/2) Task level: 2

Task name: Plant contraband with FBI 2

To Do: Place some coffee in agent Mully's office. That should help to incriminate him..

Material you get: -

Report to: don Don

Goal 2

Task nr.: 5 (2/2) Task level: 2

Task name: Plant contraband with FBI 2

To Do: Place some coffee in agent Mully's office. That should help to incriminate him..

Material you get: -

Report to: don Don

Goal 2

Task nr.: 6 (1/2) Task level: 2

Task name: Plant contraband with FBI 3

To Do: Place some tea in agent Scoulder's office. That should help to incriminate him..

Material you get: -

Report to: don Don

Goal 2

Task nr.: 6 (2/2) Task level: 2

Task name: Plant contraband with FBI 3

To Do: Place some tea in agent Scoulder's office. That should help to incriminate him..

Material you get: -

Report to: don Don

Goal 2

Task nr.: 7 Task level: 3

Task name: Force a false witness

To Do: It should be possible to force Eva the Shark to promise that she will witness in court that she has seen the FBI agents murder the poor victim. Just gamble with her and make her lose everything - once she is in debt to you she can't refuse.

Material you get: -

Report to: don Don

Goal 2

Task nr.: 8 Task level: 3

Task name: Fingerprints

To Do: The murder weapon is in the evidence locker of FBI. Get the fingerprints of agent Scoulder on it, and return it in the locker.

Material you get: -

Report to: don Don

Goal 2

Task nr.: 10 Task level: 2

Task name: Get rid of Scoulder's alibi

To Do: Find out who is Scoulder's alibi, and convince this person that it would be better to "forget" certain things.

Material you get: -

Report to: don Don

Goal 2

Task nr.: 9 Task level: 2

Task name: Get rid of Mully's alibi

To Do: Find out who is Mully's alibi, and convince this person that it would be better to "forget" certain things.

Material you get: -

Report to: don Don

Goal 2

Task nr.: 11 Task level: 2

Task name: Prove Romea innocent

To Do: If Romea stabbed the victim, her gloves should obviously be blood stained (have you Ever seen her without gloves?). Find out where her gloves from that evening are.

Material you get: -

Report to: don Don



Goal 2

Task nr.: 12                      Task level: 2

Task name: Medical Certificate

To Do: Ask dr. Samantha Stelling to write a medical certificate that proves that Giulio wasn't physically able to stab anyone.

Material you get: -

Report to: Don don

Goal 2

Task nr.: 3                      Task level: 3

Task name: False footprints

To Do: Get Agent Scoulder's shoes. Make plaster casts of the footprints. Replace the original casts in the evidence locker with these new ones. Return the shoes.

Material you get: Plaster, mixing bowl

Report to: don Don

Goal 2

Task nr.: 20 (1/4)              Task level: 2

Task name: Find a motive to FBI

To Do: Find some information about the FBI agents and the murder victim, and invent a motive for FBI to be the murderers

Material you get: -

Report to: don Don

Goal 2

Task nr.: 20 (2/4)              Task level: 2

Task name: Find a motive to FBI

To Do: Find some information about the FBI agents and the murder victim, and invent a motive for FBI to be the murderers

Material you get: -

Report to: don Don

Goal 2

Task nr.: 20 (3/4)              Task level: 2

Task name: Find a motive to FBI

To Do: Find some information about the FBI agents and the murder victim, and invent a motive for FBI to be the murderers

Material you get: -

Report to: don Don

Goal 2

Task nr.: 20 (4/4)              Task level: 2

Task name: Find a motive to FBI

To Do: Find some information about the FBI agents and the murder victim, and invent a motive for FBI to be the murderers

Material you get: -

Report to: don Don



Goal 2

Task nr.: 29

Task level: 2

Task name: Plant contraband with FBI 4

To Do: Place some female underwear in agent Mully's office. That should help to make him a suspect figure...

Material you get: -

Report to: don Don

#### Side Quest

Task nr.: 56 Task level: 3

Task name: A clean slate...

To Do: Eva the Shark wants you to gain access to the FBI achives and remove their folder on her. It's just a waste of space anyway...

Material you get: -

Report to: Eva the Shark

#### Side Quest

Task nr.: 58 (1/3) Task level: 2

Task name: I'm hungry!

To Do: Eva the Shark walks, lurks and loiters all day. Fresh air makes her hungry - get her something to eat (but make sure she likes it!).

Material you get: -

Report to: Eva the Shark

#### Side Quest

Task nr.: 57 Task level: 1

Task name: Now we gamble!

To Do: Play a game of chance(?) with Eva the Shark. Are you sure you want to win? Agree on the stakes.

Material you get: -

Report to: Eva the Shark

#### Side Quest

Task nr.: 59 Task level: 3

Task name: Return what is mine!

To Do: Junior has a necklace that belongs to Eva the Shark. Convince him to give it back, or take it when he's not paying attention...

Material you get: -

Report to: Eva the Shark

#### Side Quest

Task nr.: 58 (2/3) Task level: 2

Task name: I'm hungry!

To Do: Eva the Shark walks, lurks and loiters all day. Fresh air makes her hungry - get her something to eat (but make sure she likes it!).

Material you get: -

Report to: Eva the Shark

#### Side Quest

Task nr.: 58 (3/3) Task level: 2

Task name: I'm hungry!

To Do: Eva the Shark walks, lurks and loiters all day. Fresh air makes her hungry - get her something to eat (but make sure she likes it!).

Material you get: -

Report to: Eva the Shark

### Side Quest

Task nr.: 69 Task level: 1

Task name: Missing cards

To Do: Dr. S. Stelling has an important client appointment later who wishes to have his future read in cards. She couldn't care less (it's so unscientific!), but the money is good. She would need a deck of cards though...

Material you get: -

Report to: Dr. S. Stelling

### Side Quest

Task nr.: 68 (1/2) Task level: 2

Task name: Hypnotoad?

To Do: Dr. S. Stelling has deveveloped a splendid method to hypnotize dead creatures and needs a test subject. Better find her an animal to work on first...

Material you get: A glass jar

Report to: Dr. S. Stelling

### Side Quest

Task nr.: 70 Task level: 2

Task name: Broken glasses

To Do: Dr. S. Stelling has broken one of her expensive test tubes. Please help her fix it, so that she wouldn't have to risk gluing her sensitive hands together.

Material you get: glue, broken tube

Report to: Dr. S. Stelling

### Side Quest

Task nr.: 71 Task level: 1

Task name: Puzzle

To Do: Dr. S. Stelling has discovered a puzzle, but isn't able to put the pieces together. Maybe you are better at these rocket scientist things?

Material you get: puzzle

Report to: Dr. S. Stelling

### Side Quest

Task nr.: 72 (1/2) Task level: 2

Task name: Exhausted

To Do: Dr. S. Stelling has been working tough overhours for many nights now. A glass of water and some chocolate would do her good!

Material you get: -

Report to: Dr. S. Stelling

### Side Quest

Task nr.: 72 (2/2) Task level: 2

Task name: Exhausted

To Do: Dr. S. Stelling has been working tough overhours for many nights now. A glass of water and some chocolate would do her good!

Material you get: -

Report to: Dr. S. Stelling

### Side Quest

Task nr.: 68 (2/2)      Task level: 2

Task name: Hypnotoad?

To Do: Dr. S. Stelling has deveveloped a splendid method to hypnotize dead creatures and needs a test subject. Better find her an animal to work on first...

Material you get: A glass jar

Report to: Dr. S. Stelling

### Side Quest

Task nr.: 79      Task level: 1

Task name: Repair the alarm system

To Do: The highly technical alarm system appears to be broken. Repair it.

Material you get: -

Report to: Honey

### Side Quest

Task nr.: 14                      Task level: 2

Task name: Illegal business 1

To Do: Honey has a little operation of her own. Help her out with transporting some contraband to the contact person she describes to you.

Material you get: coffee

Report to: Honey

### Side Quest

Task nr.: 77                      Task level: 2

Task name: Illegal business 2

To Do: Honey has a little operation of her own. Help her out with transporting some contraband to the contact person she describes to you.

Material you get: tea

Report to: Honey

### Side Quest

Task nr.: 78                      Task level: 2

Task name: Illegal business 3

To Do: Honey has a little operation of her own. Help her out with transporting some contraband to the contact person she describes to you.

Material you get: chocolate

Report to: Honey

### Side Quest

Task nr.: 24 2/2                  Task level: 2

Task name: Find chocolate

To Do: Honey has found out about a cache of valuable chocolate nearby. Unfortunately she can't leave her post... bring the goods to her!

Material you get: Coded instructions for where to find the goods

Report to: Honey

### Side Quest

Task nr.: 50                      Task level: 1

Task name: Guard the prisoners

To Do: Honey has a medical condition and has to take a leak much more often than you and I. Keep an eye on the prisoner while she is away, will you?

Material you get: -

Report to: Honey

### Side Quest

Task nr.: 24 1/2                  Task level: 2

Task name: Find chocolate

To Do: Honey has found out about a cache of valuable chocolate nearby. Unfortunately she can't leave her post... bring the goods to her!

Material you get: Coded instructions for where to find the goods

Report to: Honey