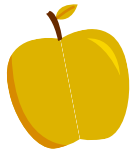


Heist EXtRAvaganza

How to infiltrate?



Le Musée des Extravagances



Mission brief: Retrieve the Golden Apple of the Hesperides!

It seems impossible, but the world-renowned museum *Le Musée des Extravagances* has somehow acquired one of the legendary golden apples of the Hesperides. These mythical fruits, said to belong to Hera, the queen of the gods, are no mere artifacts – they are steeped in divine power and peril.

Over 3,000 years ago, Heracles risked the wrath of the gods to steal these apples during his Twelve Labors. Now, history threatens to repeat itself. If humanity's hubris in keeping this sacred artifact angers the gods, the consequences could be catastrophic.

We cannot let this happen. Our mission is clear: we must steal the apple and return it to its rightful owner, restoring balance and averting divine retribution. This is the team we'll be working with today:

The Mastermind

The role description says it all – this is me, the brains behind the operation. After extensive scouting, I've mapped out every detail of this mission and compiled it all into these handy notes. From a secure location, I'll oversee the operation, assisting in monitoring camera feeds and guiding the Fox safely through the museum's halls.

The Fox

Our stealth specialist. The Fox has already infiltrated the museum, cleverly hiding in a restroom until the museum closes for the night. Their mission is to navigate through the museum undetected, locate the safe, and retrieve the mythical golden apple.

The Hacker

Our digital wizard. With their remarkable computer skills, the Hacker has gained control over the museum's security system. They can view and manipulate camera feeds and control one very specific lamp, but we will get to that later. Additionally armed with some trusty markers, they'll create annotations on the museum map to track discoveries and ensure smooth communication.

The Engineer

Our tech genius. The Engineer is the creator of the *Super Gadget*. This is a versatile tool in the form of a black box with a number pad, power wheel, and lightning symbol marked on its side. Controlled remotely by the Engineer but carried by the Fox, the Super Gadget is key for bypassing restricted areas and solving on-the-spot challenges.

Step 1: Get out of the restroom

Just outside the restroom, we anticipate a guard to be stationed. Therefore, the Fox hid the Super Gadget underneath the donkey statue during the day. The Engineer can turn the power wheel to play a lullaby and lure the guard away from his post. The super gadget has been equipped with one cartridge of sleeping gas that can be released with the Hacker’s big red POWER button.

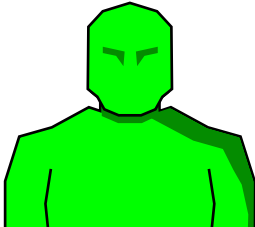
Step 2: Get to the staff area

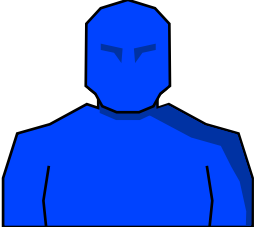
The Fox must make their way to the two doors located to the left of Pierre Croissantière's infamous Screaming Man painting. Be careful to not get detected by any guards and bring the Super Gadget! This tool can be used by our very skilled Engineer to pick the digital locks of these doors. Behind one door should be the staff cafeteria. Behind the other door the head of security should be watching fake camera footage cleverly displayed by our Hacker.

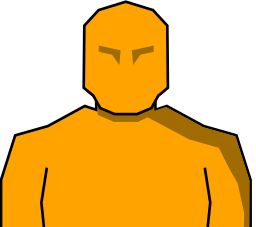
Step 3: Enter the security area

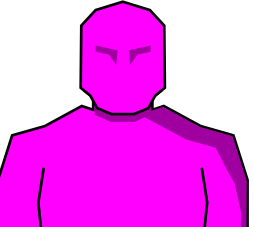
The hallway leading to the safe is the most heavily secured area of the museum, and accessing it requires more than just stealth. To open the door, we need a secret 4-digit code known only to the museum’s manager. With this code we can calculate a password that changes depending on which head of security is on duty. Through my unparalleled brilliance and extensive research, I’ve identified all possible heads of security and uncovered the method to calculate the password once we have the base code. Place the Super Gadget next to the door to enter the password. Here you can find the tables required to crack the code:

Possible heads of security





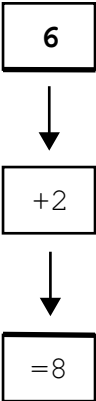




RobinSteveHankAmber

Input Numbers	#1	#2	#3	#4
Robin	x2	-3	/5	-4
Steve	-2	+1	x5	+2
Hank	/3	/2	-1	+1
Amber	+4	-1	+6	/5
The Password:	=	=	=	=

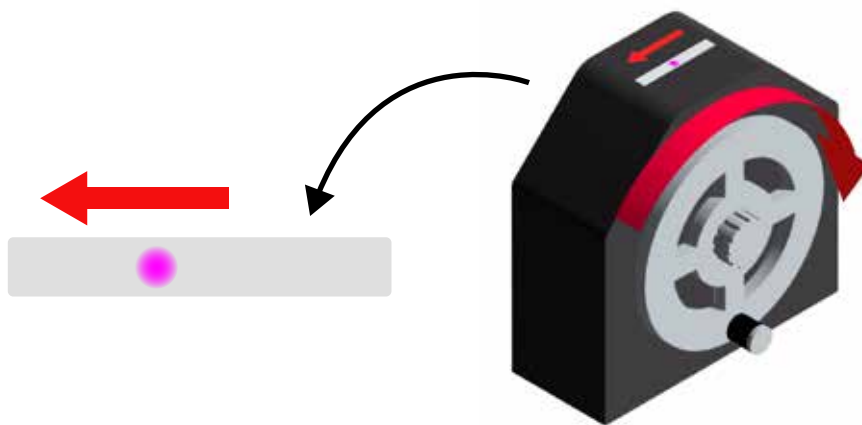
Example:



Step 4: Avoid the lasers

Once we've cracked the code and entered the security area, we'll face another challenge: a laser security system guarding the hallway. Fortunately, our Engineer can remotely disable the lasers using the Super Gadget. The Fox must place the Super Gadget on top of the control panel for the system. However, time is critical – the Engineer can only keep the lasers disabled for a limited period. The Fox will need to act quickly, navigating through the hallway while the lasers are down. Near the end of the hallway is a big red button. If pressed, it will permanently deactivate the laser system, allowing safe passage.

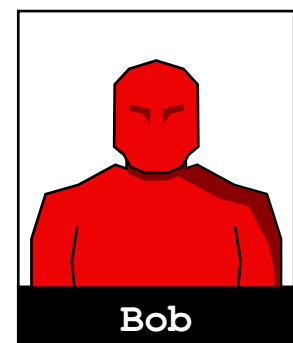
A **blue** light will pop-up on top of the Super Gadget once it is ready to start disabling the lasers. The Engineer can then disable the system by starting to turn the wheel with sufficient speed. The light will turn **purple** while the lasers are off, but it will also start moving. Turn the wheel in the opposite direction as the movement of the light to keep it in the center. If the light moves too far to either the left or right, the lasers will be enabled again.



Step 5: Get past Bob

If we've made it this far, only one real obstacle remains: Bob. Bob is the most trusted and longest-serving member of the Musée des Extravagances' security team. His years of dedication have honed his instincts, but they've also taken a toll on his eyesight. This gives us a small advantage – if we use it wisely. Thanks to countless hours of effort, our Hacker has gained control over one crucial element of the museum's power grid: a single lamp that illuminates part of the hallway near Bob's post. Using the big red POWER button, the Hacker can turn off this lamp, momentarily shrouding the area in darkness. This will give the Fox just enough time to slip past Bob. However, caution is key – if Bob senses something is amiss, he'll be on high alert, and our chances of success could plummet. Timing and precision are everything here!

PS: The Fox must not forget to bring the Super Gadget with them – it's essential for what comes next.



Step 6: Open the safe

We're almost there! The final step is to open the safe, and the Super Gadget will once again prove its worth. The Engineer must use their skilled hands to grab onto the inner knob of the Super Gadget's power wheel and turn it. The direction of the first turn, clockwise or counterclockwise, depends on the safe's serial number, which can be found on the back of the safe.

To crack the safe:

1. Turn the wheel slowly in the indicated direction until you feel a click.
2. Reverse direction and repeat the process.
3. Continue alternating directions and turning slowly until the safe opens.

The Super Gadget's high-quality sound system will indicate when the Engineer makes an error, forcing them to start over. Precision is crucial – turn the wheel too fast, and the mechanism will reset!

Stay calm, stay focused, and the golden apple will soon be within reach.

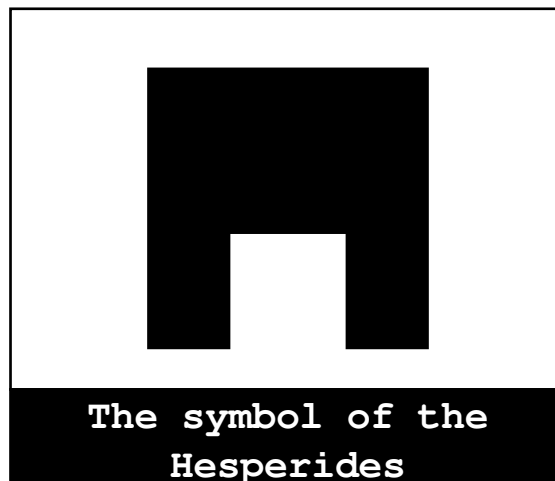
№ 54316	Clockwise
№ 13891	Counterclockwise



Step 7: Grab the apple

What?! There are three apples? Just kidding – I, of course, already knew that. I'm always prepared for every deceitful trick Le Musée des Extravagances throws at us!

The Fox needs to inspect all three apples carefully. Each apple has a black symbol on one of its sides. Only the true Golden Apple of the Hesperides bears the following symbol on its side:



Step 8: Get the hell OUT of there!

Be quick Fox! Grab the correct apple and your trusty Super Gadget and head for the extraction point. You remember when I said Bob was our last real obstacle? Well, I was right! We need to get past him one more time. You know the drill by now!

The extraction point is located in the restroom of the staff area. There's a hole in the ceiling where the Super Gadget can be placed. Once it's in position, the Engineer can use the power wheel to hoist the apple up with the Super Gadget's built-in grapppling hook. Lastly, our invaluable team member Fox can be hoisted up.

Step 9: Celebrate!

Okay, this is the last and most important step: **Celebrate!** We did it! All of you have proven your worth, and please remember: I couldn't have done it without you! We have saved the world by retrieving the Golden Apple of the Hesperides – at least, I think we did.

To be entirely honest, I'm not one to believe in gods, but hey, it's probably better to be safe than sorry. Rest assured, I'll make sure the apple returns to its rightful owner.

You can truly be proud of yourselves! This is a heist for the history books!

Thank you for playing!

Heist 
EXtRavaganza