

The Scenario

The Agency recently intercepted communication between Figaro Lopez and Ace Paprika, internationally renowned thieves, known to do business with several organized crime syndicates.

The intercepted message supplied the location of a case that seemed very important to them, along with eight other addresses where information has been hidden that can help open the case.

The Agency was able to secure the case, but does not have the information necessary to open it. Contents of the case are unknown, but believed to be valuable and/or dangerous. And most likely stolen.

YOUR MISSION

Go to the eight locations and retrieve the information. Then, crack the code to open the case.

DETAILS

The Agency is still tracking the movements and communication of Lopez and Paprika, hoping to gain more intel about their crimes. If one of them visits any of these locations and notices something out of place, they may get spooked and go underground.

Therefore, leave each location exactly as you found it. You may need to touch, move, and open items in each location, but when you leave each place, you must leave it exactly as you found it.

INSTRUCTIONS

In each of the eight locations, use the information provided to open up the lock and retrieve the information/clues inside. From what the Agency has deduced, each clue gives either a digit that is part of the code for the case or a clue about what order those digits should go in.

Remember:

- Do not write on or make marks on anything.
- Do not force anything open or break anything.
- Do not remove any objects or leave anything behind.
- If you have to open any locks, make sure they get fully closed – with contents still in them – before you leave.
- Leave everything as it was when you arrived.

INTEL UPDATES

The Agency is continuing to decode messages and gather intel on this situation. You may communicate with your contact at the Agency throughout this mission in order to get intel updates about the locations in which you will be working.

If you run into trouble or get stuck, you may communicate with your handler to get whatever intel updates become available.

However, warning: the more you contact the Agency, the greater risk you run of being exposed. Therefore, contact the Agency only if necessary to complete your mission.

MATERIALS & SUPPLIES

You may take a pad of paper and a pen or pencil with you for this mission.

There are 64 1x1 squares and 49 2x2 squares.

There are marks in the margin that trace out numbers when you flip through like a flip book.

Each location has a key. The key doesn't open anything, but has a number or code that gives a clue about the order of the digits that open the case.

If you have trouble tracking which tube leads where, use the pipe cleaners to help.

Use strings to connect the dots. Then see where the strings cross.

Each word represents a number. Find the numbers on the tokens. Then do the calculation.

The yellow squares should cover the numbers:

6480 and 8594

One vertex lands at the point (16, -1)

Use the grid lines to calculate a lot of the total, but notice that an extra layer of cubes will fit in the top of each crate – filling in the wooden top.