

At the secret organization's masked ball, everyone is decked out in beautiful gowns and masks that obscure their faces. Suddenly you hear your communicator beep, "she's here," someone from headquarters tell you, "she wants to assassinate the chief!" Oh no! You have to stop her. You try to use the time machine to see if you can go back in time to an hour ago. This way, you'll be able to spot her at the door as she comes in.

You can't get back in time so you tell the other agents at the ball to keep an eye out for Sadina. You walk around the room and find the Chief. He's dancing and having a good time. You tell him about the situation and try to use the transporter to move him into a safehouse.

You're back in time, standing by the door, and staring intently at everyone as they come in. All of a sudden you spot a blonde woman in a beautiful red dress by Christian Bior. But because she is wearing the mask and far away from you, you're not sure whether this is Sadina or not. You use the communicator to contact headquarters, having to use punctuation to hear the response correctly, to find out whether this is really Sadina.

You can't transport him away, so you stand by his side. He tells you not to worry about him and go after Sadina. You wander around the party to see if you can spot her.

You transport your chief to the Bahamas and come back to the party. Scanning the crowd, you try to spot Sadina.

You can't get in touch with headquarters. Before you know it, the woman has slipped away. You get back to the present and look for Sadina around the party. You see a dark haired woman who looks suspicious. You try to transport yourself to the other side of the room in order to get a good look at her.

You get in touch with headquarters and they tell you that Sadina has red eyes. You look carefully at the woman and notices that her eyes are brown. This isn't Sadina. Back in the present you notice a woman with dark hair and wearing a similar dress, but in black, heading towards your chief! You try to quickly transport yourself to your chief's side of the room and stand in front of him to protect him.

You can't spot Sadina anywhere but you've wandered far away from the Chief. You head a loud commotion and turn around to see Sadina fleeing the scene! Another agent had spotted Sadina and rescued your chief!

You spot Sadina and yell out "Chief, watch out! Sadina's coming towards you!" The chief hears this and spots her in the crowd. Other agents start closing in on her. She escapes, but menacingly says, "this isn't over!"

You can't spot Sadina anywhere. You hear a voice behind you whisper, "not this time, maybe, but I'll get you next time! Count on it!" By the time you turn around, all you can see is a woman with black hair leaving the room. You are disappointed that you couldn't catch her

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You can't transport yourself to the other side of the room, so you yell out "Chief, watch out! The woman turns around and glares at you. You see her red eyes and gasp! The chief and other agents start to close in on her, she escapes but menacingly says, "this isn't over!"

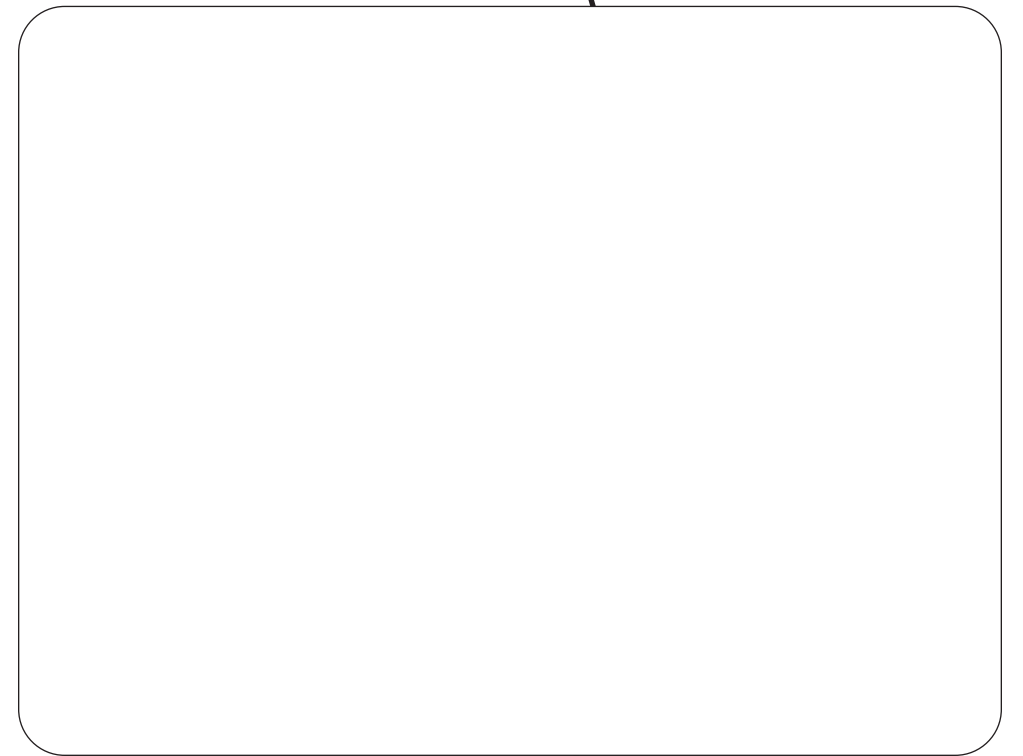
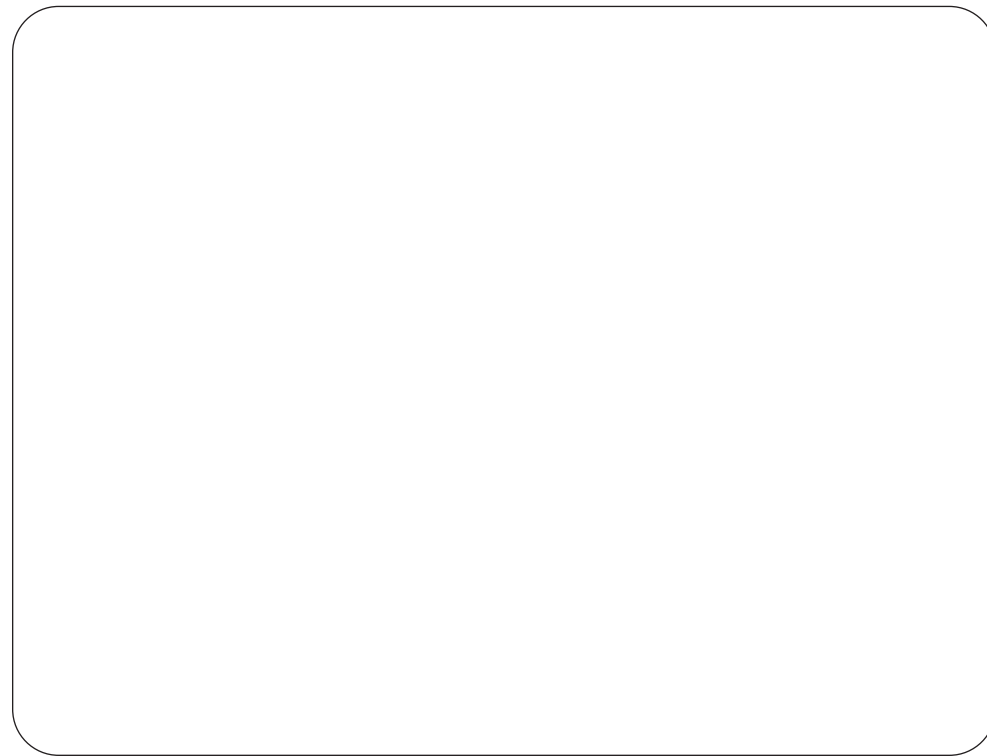
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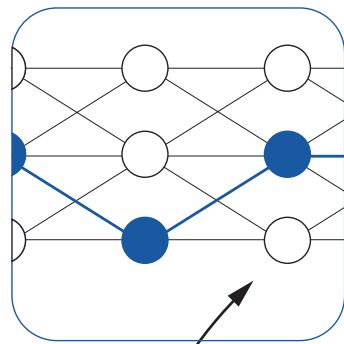
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The Masked Ball



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To raise money to fund operations at headquarters, you decide to recruit a band for a concert. Your first attempt is to get the "Wu Tong Tribe", rap's hottest artists, to sign on. First, you need to get to their crib in Staten Island, New York.

Your teleporter doesn't take you to Staten Island. However, instead you end up in Brooklyn, home of another well-known rapper, Notorious S.M.A.L.L. (Smally). He says he'll perform, but only if you prove to him that you have style. He starts busting out in rhyme and wants you to rap along with him.

The teleporter works, and you end up at Wu Tong's crib. He says he'll perform, but only if you prove to him that you have style. He starts busting out in rhyme and wants you to rap along with him...

Your rap is horrible. Smally tells you to get lost. As you're heading toward the door, you notice a beautiful marble statue. When you ask Smally where he got it, his eyes turn a strange shade of red. You cannot understand the language in which he responds. Use your communicator to translate.

As Smally starts rapping, his eyes start to glow a strange shade of red. You pick a line out of his rap: "When Sadina abducted me/ she took me to her home./ Now I want to return/ to the streets of..." When Smally refuses to repeat his line, you desperately hit the playback function on your communicator tool to find out where Sadina's earthly hideout is.

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The response from the communicator is hard to make out- all you catch is that the country where Sadina is hiding begins with the letter "I". You report back to headquarters, angry because your time with Smally has not been that productive. You are ready to begin your next adventure.

The translation: "I got it when Sadina kidnapped me and took me to her hideout in Italy." You quickly report this news back to headquarters. You are ready for your final encounter with Sadina.

Unfortunately, your communicator did not record the rap. However, Smally agrees to rap for your concert. You use the proceeds of the concert to bribe Smally into revealing Sadina's whereabouts: ITALY! You are excited for the final encounter with Sadina.

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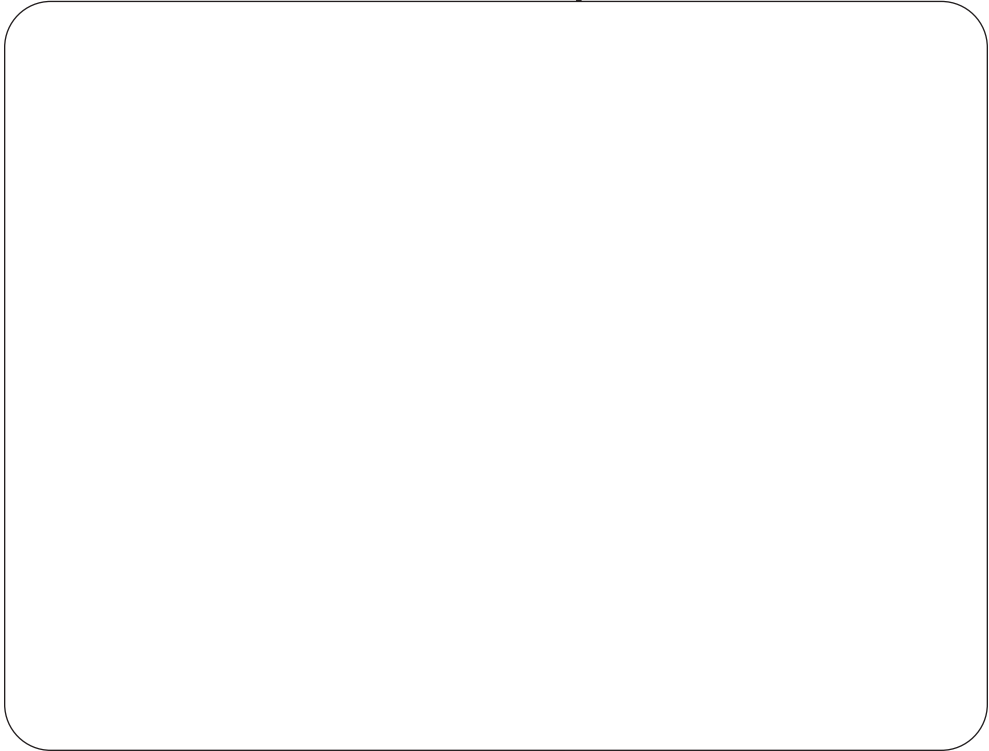
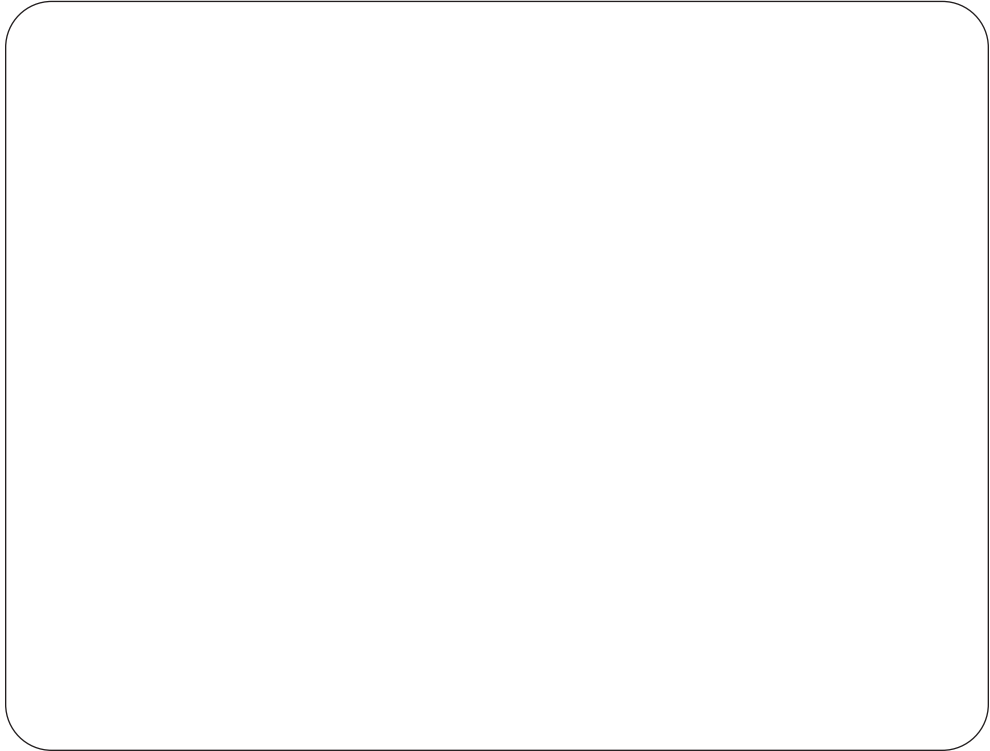
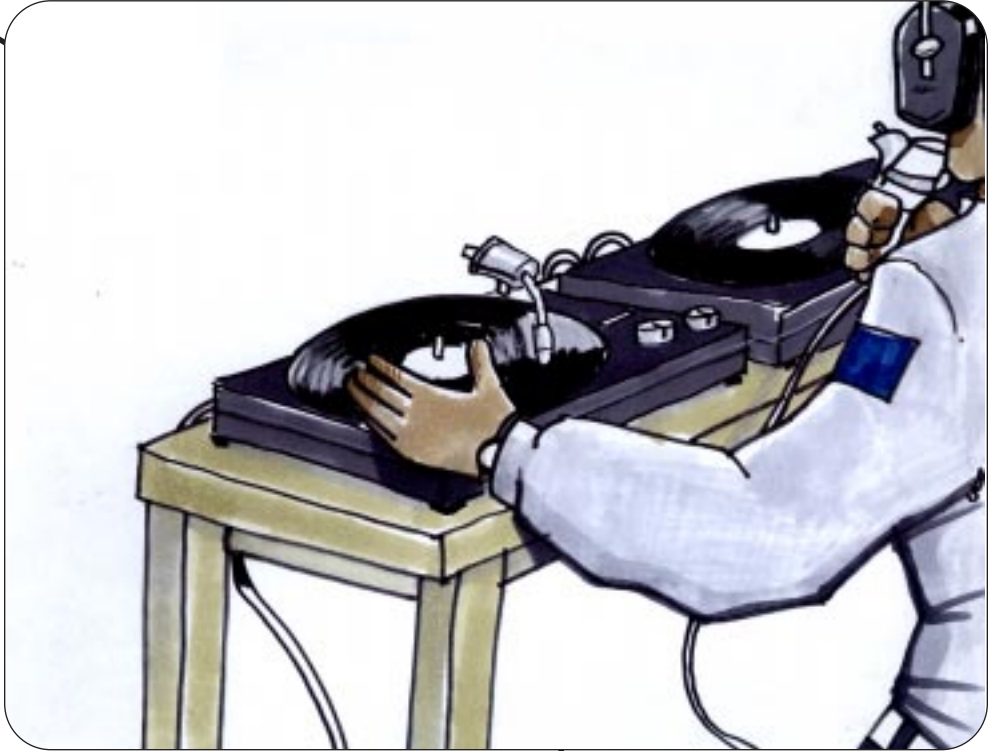
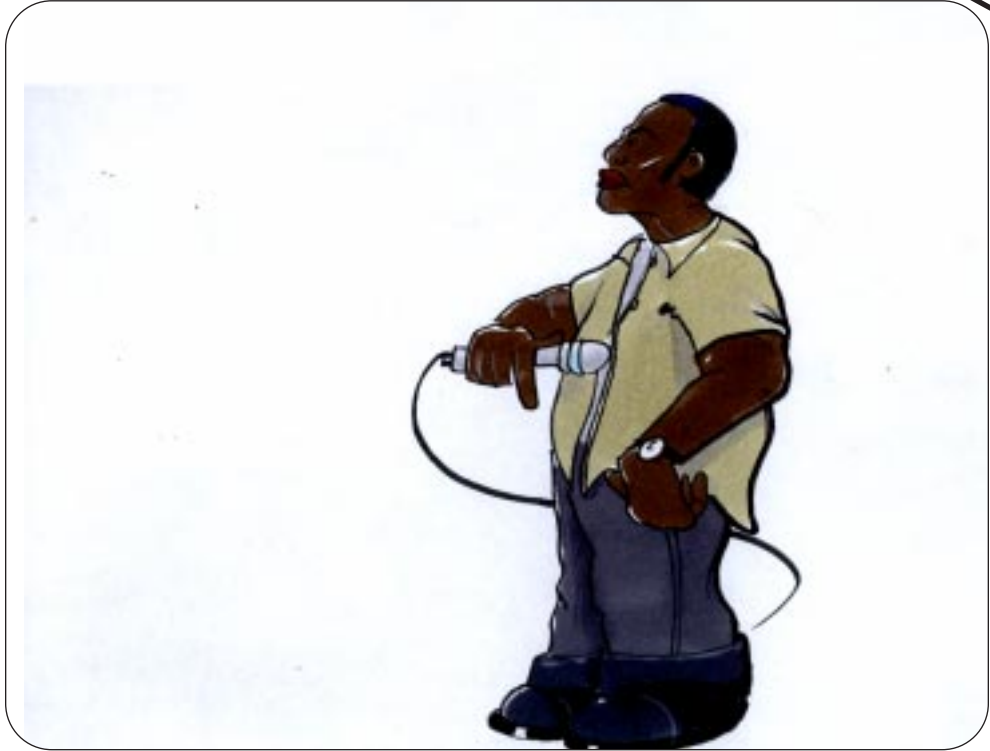
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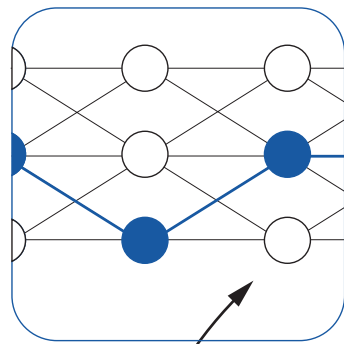
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The Concert



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You go to your friend Andy's house and notice that he's sitting in front of the television, his eyes glazed, and not responding to you at all. You yell his name loudly. "Andy! Andy Lee! What are you doing," etc. You need to capitalize this part to wake him up.

Andy doesn't respond. You look around: nothing looks out of the ordinary. You call back to headquarters to ask what the root of the problem is.

After your yelling, Andy looks up, startled and confused. He tells you that he had been watching TV and all of a sudden, he felt like he was hypnotized. He doesn't really know what's going on. You both decide to try to go to the future and see what would happen to all the kids watching this show.

You can't hear the answer and try to figure out what's wrong on your own. You start to get mesmerized by the TV screen and realize there's something in the picture that's causing people to be hypnotized. You try to transport yourself to the TV broadcasting station.

Headquarters tells you that Sadina has taken over the TV station and is putting subliminal messages in this program, trying to hypnotize all the people watching it so that they will obey her. You try to transport yourself to the TV broadcasting station.

You can't get to the future so you guys try to get to the TV station. You have to use the transporter to get there.

In the future, you see all these kids walking like robots, following Sadina, chanting, "we will obey you, Queen Sadina." Back in the present, you try to transport yourself to the TV station.

You can't get to the broadcast station. Andy gets up, still hypnotized, and starts chanting, "I must obey Queen Sadina." You call headquarters and tell them that they have to stop the broadcast. You hope that they can fix the problem. All you can do is sit and wait.

You get to the TV station and manage to stop the broadcast of the subliminal messages. The viewers will be back to normal soon.

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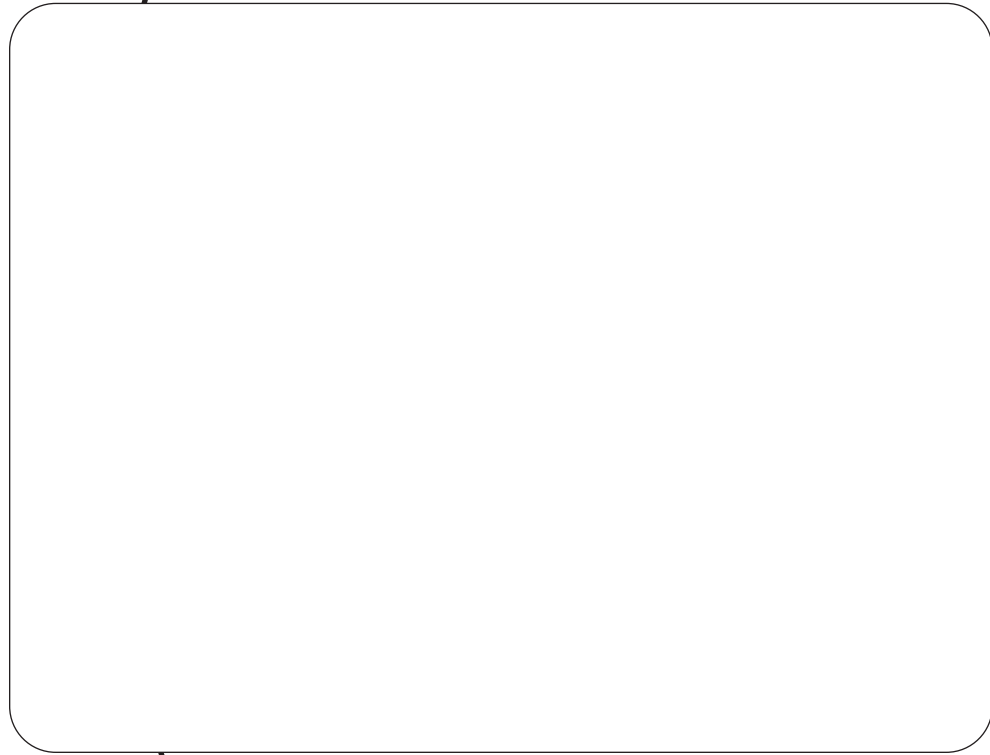
You get to the TV station and manage to stop the broadcast of the subliminal messages. The viewers will be back to normal soon. Sadina flees away in her spacecraft, mad and vowing revenge.

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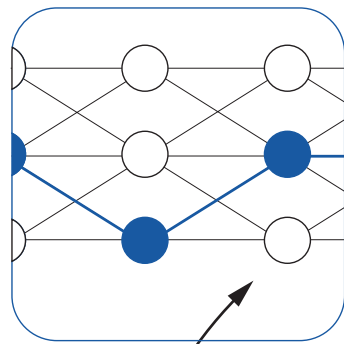
You get to the TV station and manage to stop the broadcast of the subliminal messages. The viewers will be back to normal soon. Sadina, just before her broadcast is cut off, yells, "this isn't the end!"

You can't get to the broadcast station. Andy gets up, still hypnotized, and starts chanting, "I must obey Queen Sadina." You call headquarters and tell them that they have to stop the broadcast. You hope that they can fix the problem. After awhile, you notice that Andy "wakes up,"; another agent has stopped the broadcast.

You get to the TV station and manage to stop the broadcast of the subliminal messages. The viewers will be back to normal soon. Your chief tells you that you did a good job!



The TV



You are in chemistry class when you notice a glowing yellow substance in a nearby test tube. When you ask your teacher what it is, she has no idea where it came from. You have a hunch that it might have something to do with Sadina. You use your communicator to radio headquarters and find out what's going on.

The transmission is unclear. The only phrase you can make out is "Planet No" and "important mission". You put the test tube in your pocket and decide to teleport to Planet No and figure out what is going on.

Chief tells you that the liquid is from Planet No but has not yet been identified. He thinks it must be important, so he urges you to use your teleporter and set off immediately to investigate.

You fail to teleport. School ends, and you walk out of the building disappointed, test tube in hand. However, right outside the building you are surprised to see Mikkel. You ask him if he knows what is in the test tube. He responds, but you cannot understand his answer without your communicator.

You arrive at Planet No and see an old woman with red eyes sitting alone on the edge of a crater. You approach her with your tube and ask her what it is. Smiling, she begins to explain its story. However, you cannot understand the language she is speaking, so you must use your communicator to translate.

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You are not able to make out what he is saying. However, from the little you catch, you realize that if Sadina were to drink the serum, she would no longer be evil. You put the tube back in your pocket, determined to save it for the final encounter.

The liquid has an interesting story: it is a serum of goodness-whoever drinks it loses all traces of evil. In fact, it is what caused Mikkel to turn against his mother. If Sadina were to drink this serum, no doubt that she would abandon her idea of taking over the world. You put your tube back in your pocket, determined to save it for the final encounter.

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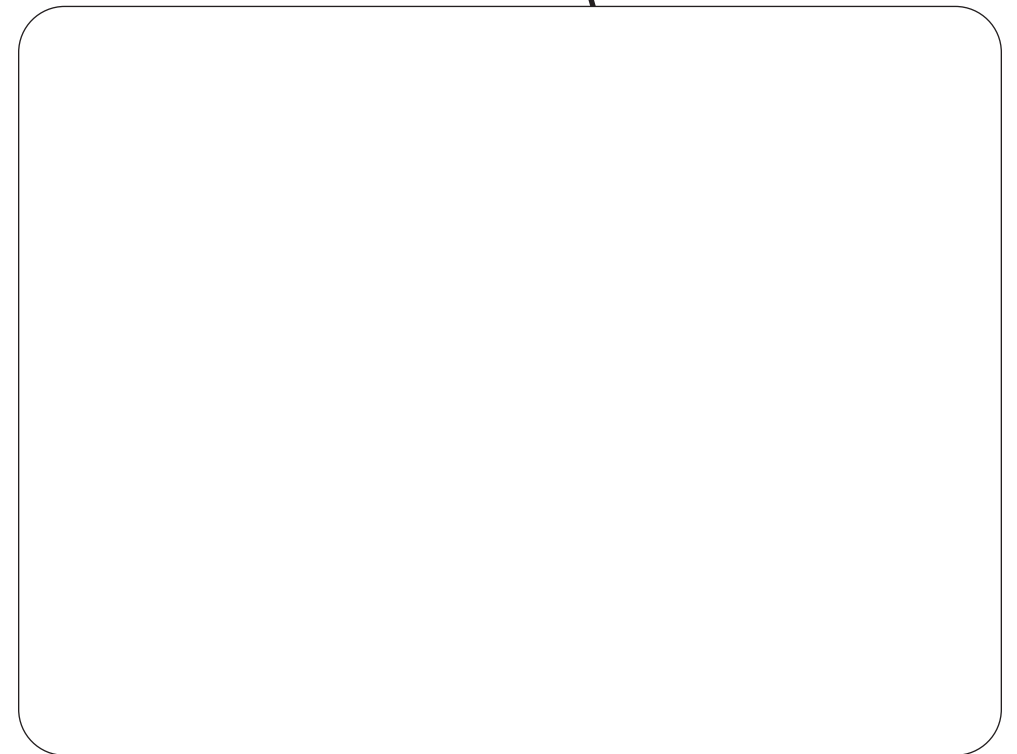
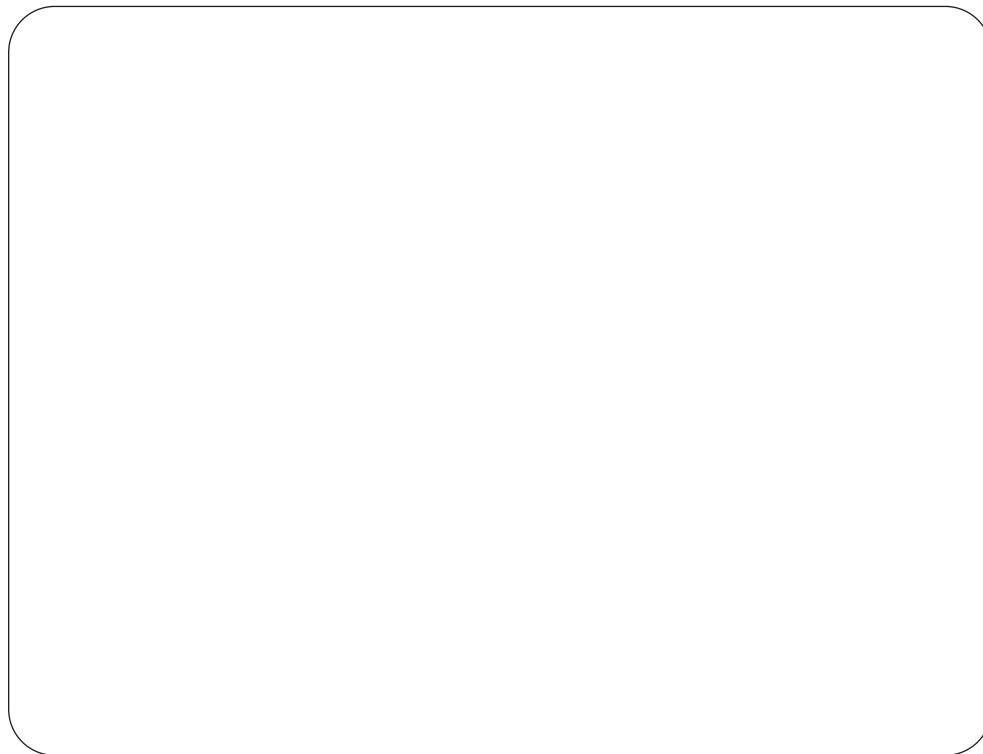
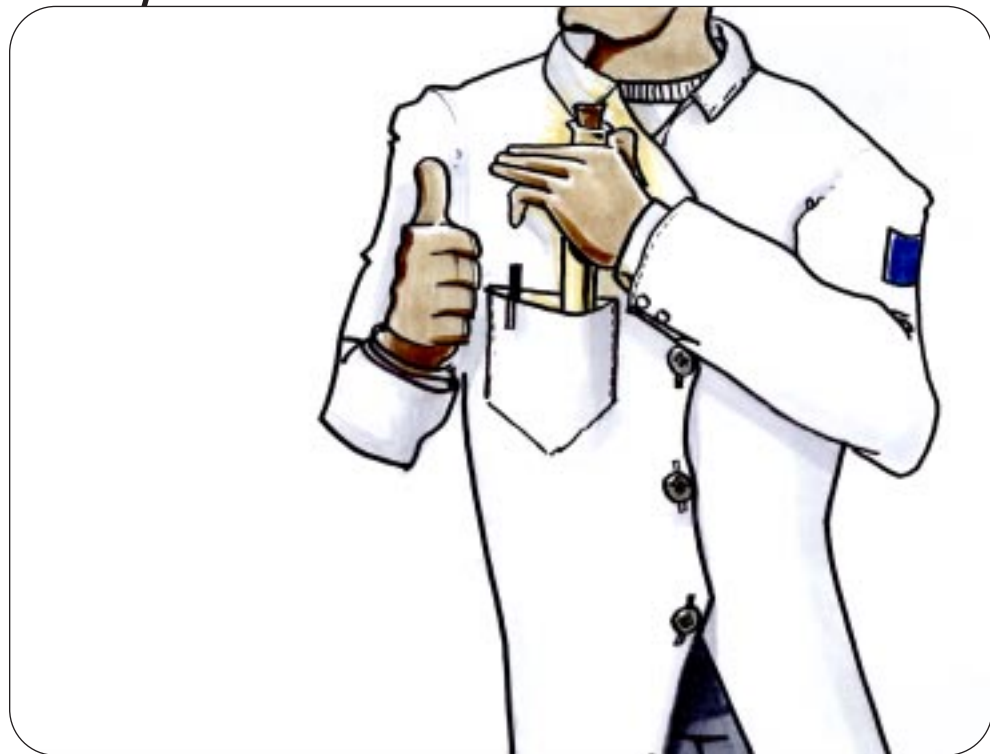
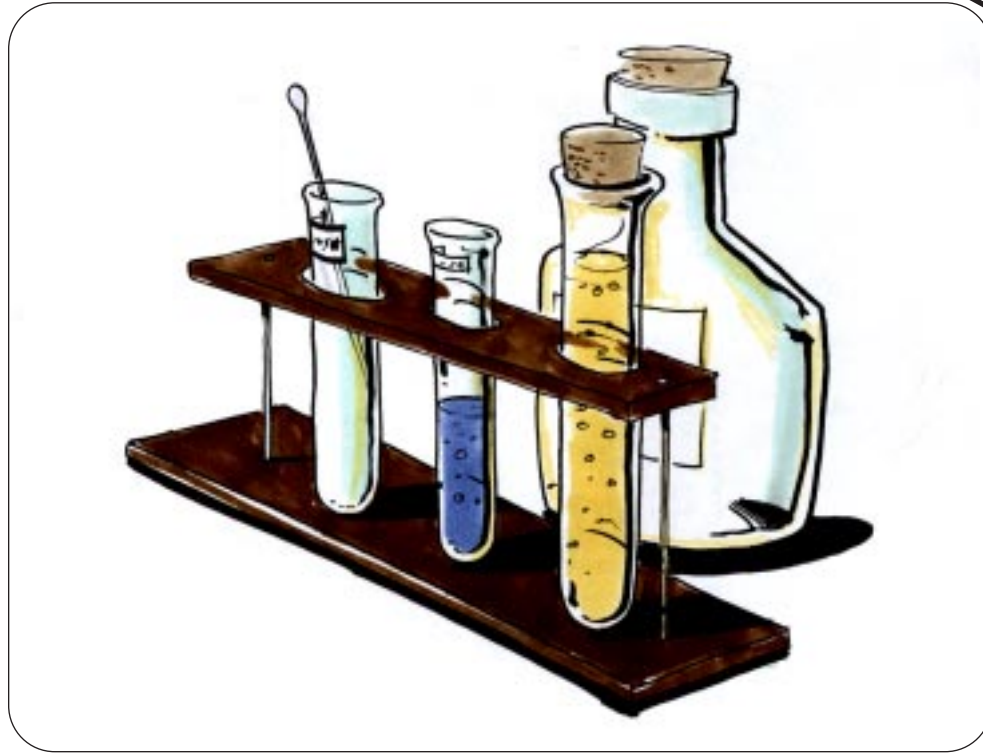
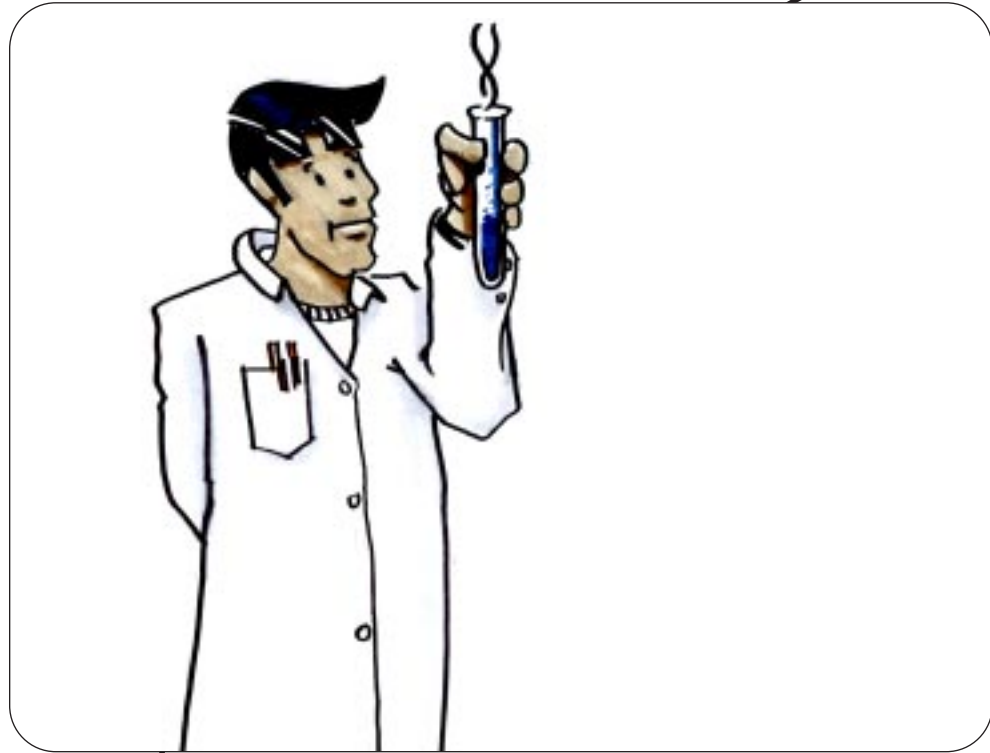
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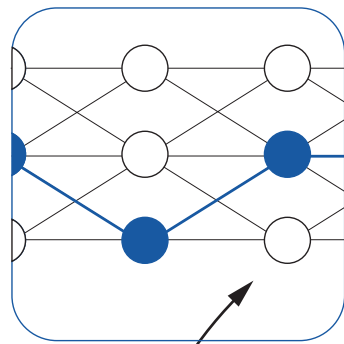
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The Nuclear Scenario





The time has come for the final mission: to track Sadina down to her headquarters in Italy. With a tube of yellow liquid in your pocket, you arrive to the airport in Milan but are unsure what city to head to. You use your communicator and radio headquarters to learn where Sadina has her hideout.

Chief reports that he still does not know precisely where Sadina's hideout is, but he knows that she was last seen on a gondola in Venice. You use your teleporter to transport you to Piazza San Marco.

Chief has her location pinpointed: Sadina's hideout is in Rome! You must hurry there immediately. You use your teleporter to transport you to the Colliseum.

Your transporter does not work properly, and instead of Rome you end up in Savona, a small town on the Riviera. Down by the port, you see an old man staring out at the water. you approach him and ask if he has seen a woman with red eyes. "Sure," he responds. "She just passed by on a sailboat." You must use your teleporter to find her.

Your teleporter takes you to Piazza San Marco. You see an old priest gazing pensively at the gondolas passing through a small canal. You approach him and ask if he has recently seen a woman with red eyes. He grows quiet and points across the canal to a busy café. You thank him and head over the bridge toward the café.

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Your teleporter works, and you end up at the entrance to the Colliseum in Rome. There, you are greeted by a strange man with glowing red eyes. He asks you for the password to get in. Again, you must use your communicator to radio headquarters for the information.

Your teleporter doesn't work, and you are left standing on the dock waiting for Sadina to return. However, as you stand there bored, you are surprised to see Mikkel standing nearby. Mikkel agrees that he will pour the serum into a soda can and offer it to his mother when she steps off the boat. You hide behind a pile of rope and wait to see what happens. Will she drink the soda?

You end up on the dock at the nearby town of Finale Ligure. Sadina's sailboat is approaching. You are standing there wondering how you will be able to slip her the serum in your pocket when suddenly, you notice Mikkel behind you. Mikkel agrees that he will pour the serum into a soda can and offer it to his mother when she steps off the boat. You hide behind a pile of rope and wait to see what happens. Will she drink the soda?

Inside the café, Sadina is nowhere to be found. However, much to your surprise, you see Mikkel seated alone at a table near the door. He excitedly beckons you over. "I have news!" he exclaims. "My mother is headed back to her hideout. You must follow her there, to the basement of the Colliseum in Rome. Excitedly, you attempt to teleport.

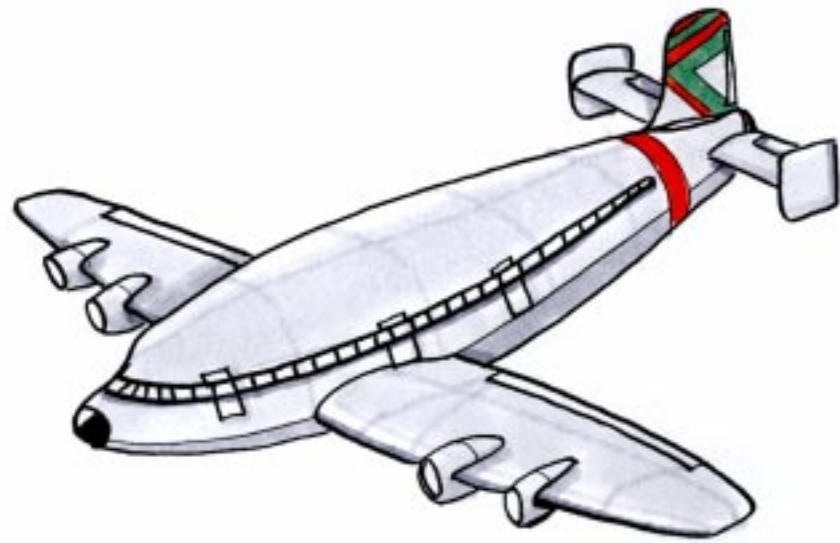
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You cannot understand the password. "Darn," you mutter under your breath, "I wish Mikkel were here- he would know the answer." "What?" asks the guard. "Mikkel," you reply. "I wish he were here." The guard smiles and lets you enter into the Colliseum. (hit "next" button on screen)

The password is Mikkel. You says his name, and the guard lets you pass into the Colliseum. (hit "next" button on screen)





The Italien Finale