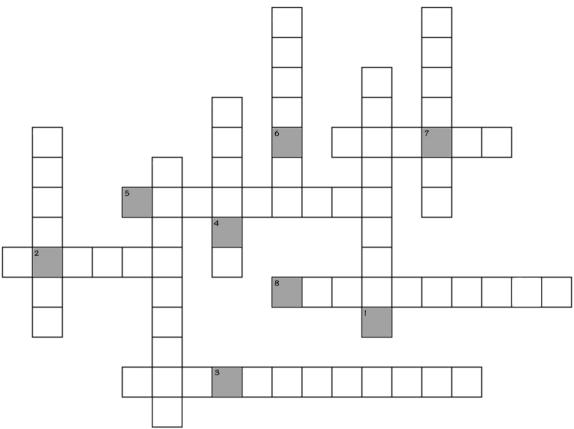




# M*art*ingale



Martini concocter

Humphrey

A drug coalition

Spongebob or Bugs Bunny, for example

Usually the upper level of an airport

Depressed or melancholic

Quality of a fair judge

South East Asian capital

Inhabitant of a nearby planet

Atoms and dust are examples of these

Ancient Greek city state





## Just Add Half a Scam

As an art thief, you'll need to be a master of adaptation. Here are some situations you may find yourself in. Just add half a scam to each of these situations and you'll find the key to improving as an art thief. No secret *ring* is required in *arming* you to decipher the handbook, though the *ream* of rules may make you *scream* in frustration.

#### From The Art Thief Survival Handbook (In a very particular order)

Situation 1.1	When you have been starving for many days and everything may not end up <i>fine</i> . (6)
Situation 2.9	When you have to stop the disease that has broken out on the <i>continent</i> . (11)
Situation 3.5	When you have to eat a really fiery tasting <i>pie</i> to psych yourself up. (5)
Situation 4.2	When you're in a <i>dire</i> situation and have to ask for help from your beloved mentors. (6)
Situation 5.3	When the security guard jumps out from behind the bushes. (8)
Situation 6.3	When you're eating an <i>oat</i> breakfast, thinking about what you and your friends should wear to the heist in this freezing weather. (5)
Situation 7.1	When the forecast for the heist is being assaulted by <i>loud</i> thunder from something above. (6)
Situation 8.5	When you <i>reek</i> from not showering and you go wash yourself in those small rivers by the museum. (6)



# Fencing



It's hard to fence stolen artwork. Meetings with buyers must be carefully planned. That's why you'll have to become a master at sending **double-encrypted** messages to your buyers on where they can meet you. This buyer will only meet if it's a certain weather outside...

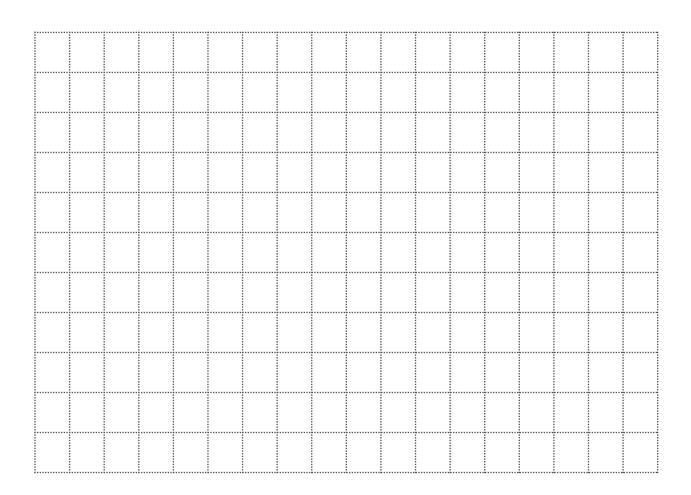
Encryption Type	Code	1st Word	2nd Word	Final Extraction
++	ACLAROSSTHLAISBOLADYOFLAWALATERMELAANSOVLAERTHLAEATLALANTICOCLAEAN	(4)	(6)	2
+++	HASCOOBYAHADOOAHAGANGAHAMYSTERYAHAMACHINEAHAVEHICLEAHATYPEA	(3)	(6)	3
$\odot$	GORFYRORANATRINSONCHRRACTERLARTNARE	(4)	(4)	2
++	FIRTNALLORTCATIONANRTSWERTORTFIRTRSTMERTSSAGEONRTPARTGE	(6)	(8)	3
+•	CLESECTALECLESECSTEEECMORECGREEECCOUSIECOECTHECMOUNTAIE	(4)	(5)	1
+	BAELOWGAROUNDSAITEFAOREAXTRACTINGCAOALOAROATHERMAINERALS	(4)	(5)	2
00	OURDOOSPARESDIRINSSPRCSCORNECTINSHORSSWIRSBARKYARS	(5)	(5)	5
ひかち	OSTHITYCOFTHEMERSUMNTYTWENTYTWEPICOLYMMESGA	(5)	(5)	4





#### Sewer Maps (Page 1 of 2)

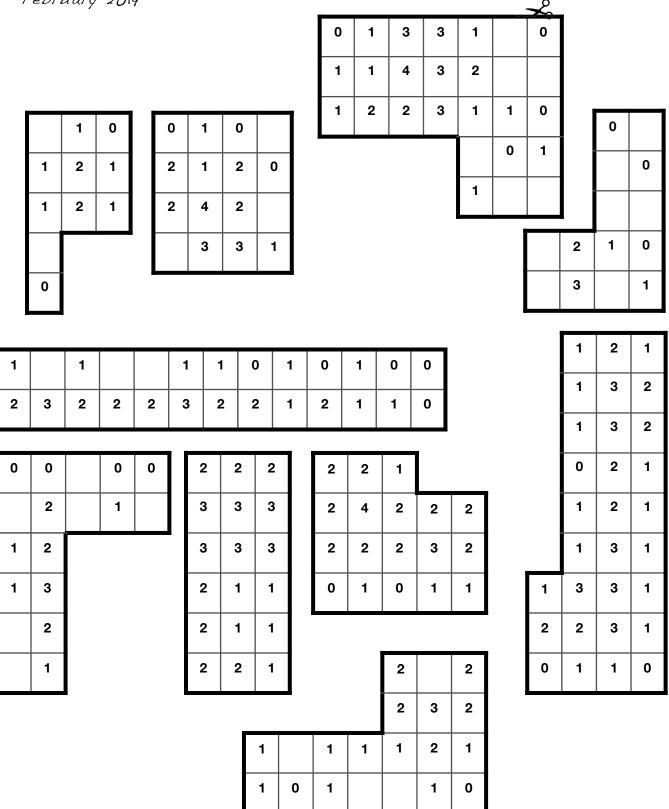
The sewer is an easy access point for most art museums. Sewer maps are a well guarded secret, but you were able to get your hands on some encrypted sewer maps. Within each sector, each number indicates how many traps are going through that cell and the cells horizontally or vertically adjacent to it. The map is old so some of the numbers have faded. Discover and shade in the location of traps and then assemble the complete sewer map. Sectors are not rotated. Sectors go together in many ways, but the true arrangement will be clear once you've found it.





# Sewer Maps

(Page 2 of 2)





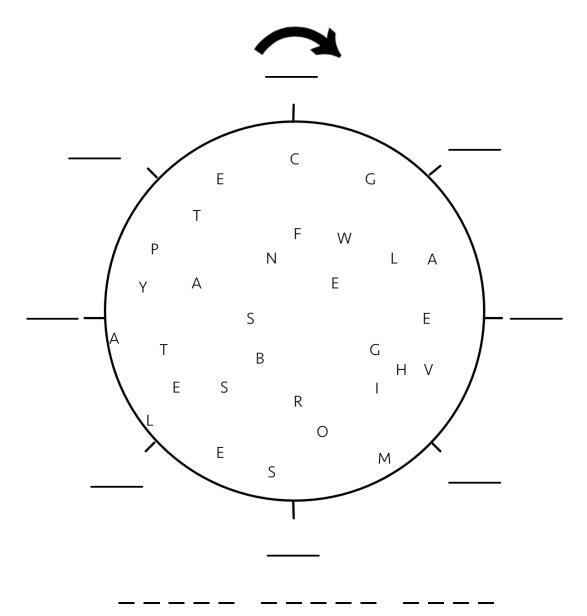


## From Start to Finish

Master art thieves can complete a whole operation, from A to Z. Even when their plans get cut in half, they find a way to put things together and make them stick in a different way. What is the true mark of a successful art thief?

To help you on your final journey, here are some clues to help with your new pairings:

I'm sorry, I did your stolen art with my c	ear.
If the Maltese Falcon were alive, it might need	
If the authorities catch on to me, I may need to be a	on a desert island so no one finds me!
During one of my heists in Paris, I put a	on one of the bridges (though I wasn't supposed to!)



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