**Van:** You are in a rickety old van, surrounded by a mixture of familiar faces and hooded figures. You begin to wonder, is this a great idea? Joe roughly hands you a scribbled list of tasks that need to be completed in order to pull off the heist, which will be useful to keep checking. The van judders to a halt, and suddenly the doors are thrown wide open, whilst everyone jumps out. You need to keep up with the plan or you’ll end up getting caught.

You can: > Go south into the lobby

* Wait.

**Lobby: “**You are in the bank lobby area, which is surprisingly quiet for a 24 hour bank. Some security guards are milling about, so you don’t want to draw too much attention to yourself. There is a crumpled up lunch coupon on the floor by the bin, and to your left there is a drinks dispensing machine full of energy drinks. “

You can: > Go south to the security office

* Go west to the consultation room
* Go east to bank tellers
* Go north out of the bank
* Pick up the lunch coupon
* Purchase an energy drink

(if wait): You are standing awkwardly outside the bank, unsure of whether you should walk in, or just run away and forget the whole plan, although Joe probably wouldn’t be too impressed by your cowardice.

Go south (**outside Security Office)**: A stern looking security guard stands in front of the door, although he seems to be playing Candy Crush on his phone. He glances up to you, and realises that you shouldn’t be there. He lowers his phone, and barks “What are you doing here?”

You can: > Hand him the lunch coupon.

* Punch him.
* Give him the energy drink.
* Go north to lobby

(if hand him the voucher): He looks at the coupon, and laughs. “What is this, a piece of garbage?” He shakes his head, but you note that he pockets the voucher. He resumes his stance without moving. \*\* you can enter in 3 turns but not straight away\*\*?

(If give energy drink): > He takes the energy drink with a gleam in his eye. “Thanks”, he says, and downs the drink. He is so appreciative he is happy to converse for a few minutes, until suddenly the urge to pee kicks in with a vengeance. He looks torn, but rushes off to the bathroom, leaving the door unguarded. – \*\*The only one that gets you into the office straight away.\*\*?

(if punch him): He swears loudly, and puts you in a headlock. You are trapped, and have most likely fucked up the whole plan. (go back to start)

If turn around: Go back to lobby description.

**Security office: “**You enter the office, and a musty smell hits you instantly – the people working in here clearly don’t partake in personal hygiene. Security screens beam back at you in black and white, flickering between various rooms. The controls look reasonably complicated, but perhaps something you’ve picked up will be useful for turning off the cameras. “

You can: > Bash the keys nonsensically

* Use the key card to access the controls (if you’ve picked it up)
* Go north to the lobby

(if bash keys): You rage at the controls, with no idea what you’re doing. Something seems to have worked as the screens all turn off, but the loud noise has alerted security/staff, meaning you don’t have much time to finish the whole heist.

You can:

* Go north to the lobby

(if use key card): you gain access to the controls, and manage to turn off the security cameras with no hassle. Success!

You can: > Go north to lobby

(if turn around): go back to lobby description

**Consultation Room**:” You enter an unguarded room, filled with a large table, some cheap IKEA chairs, and an empty booth. A security camera is situated in the top left corner of the room. This doesn’t seem to be an important room, but you do notice that a wallet has been left on one of the chairs. You inspect the wallet, and find the manager’s credit card, and a useless family picture. “

You can: > Pick up manager’s credit card

* Go south to manager’s office
* Go east to lobby
* Pick up family picture

**Manager’s office (outside): “**You are faced with a locked door, but it doesn’t look overly secure.”

You can: > Use lock picks to open door

* Break down the door 🡪 reduces number of turns available due to noise (?)

**Manager’s office(inside): “**The office you have just walked in to is even messier than your life, as there is a mixture of rubbish and cards everywhere. The schedule on the wall shows that the manager shouldn’t show up for about an hour, so you quickly look through the scattered items. Most of it seems to be unnecessary, but something must be of value.”

You can: >

* Pick up key Card
* Pick up nothing
* Go north to Consultation Room

**Bank Teller’s:** “As you approach the Bank Teller’s room, you hear a bumble of voices. You slowly walk in, and are faced with a big glass screen. There are some customers being served, but you notice two employees huddled around an empty booth. You can hear them complaining about the manager.

You can: > Hand them manager’s credit card as a bribe for code

**Vault (before entering):** The vault door looms ahead of you, gleaming menacingly in the poor lighting. You’re surprised to notice that there are no guards, but there is a panel to input the code for entry. The nerves are really kicking in now, but time is ticking. You approach the door.”

You can: > input code (if you’ve picked it up)

* Drill through the door

**Vault (inside):** “You made it into the vault! The gold is right in front of you, and it all seems worth it now that the riches will soon be yours. You open your bags, and get ready to fill them up.”