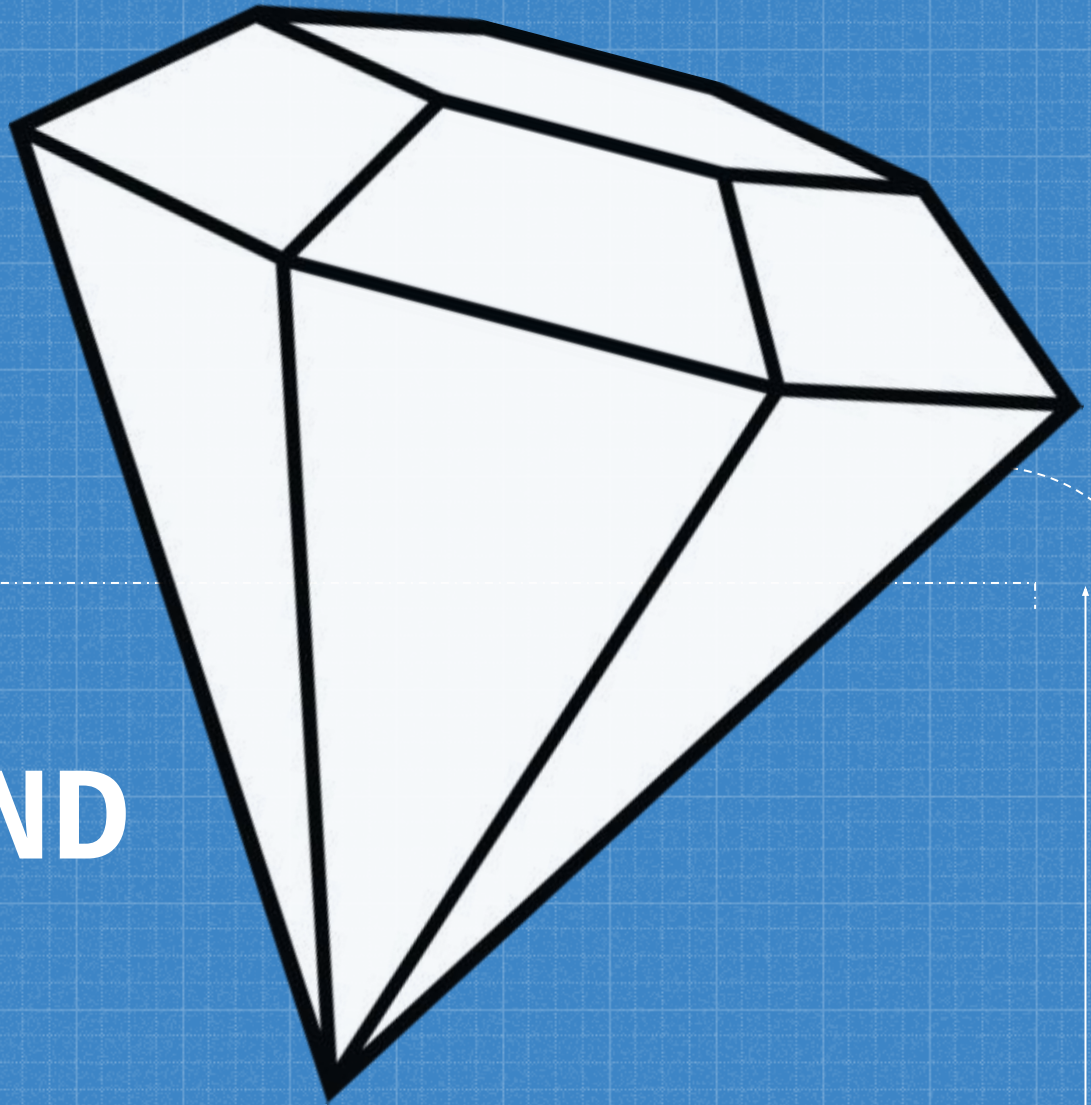


THE DIAMOND HEIST

Hannah Hu, Albertano Santos, Alexander Choi



Hello minion!

YOU SERVE LEONARDO NOTARBARTOLO

You are here because you have decided to join his organization. Your objective is to open [redacted]'s safe, steal the diamond, and exit the house.



This is his pet ocelot, Babou. If you fail, he will kill you.

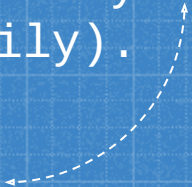


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THE INTRODUCTION AND BACKSTORY



Let's start with why
you're here (voluntarily
or involuntarily).



BACKSTORY

This text adventure game is based off the Antwerp Diamond Heist, dubbed the "heist of the century." It was once, up to that point in 2003, one of the largest diamond heists in history. The thief (Leonardo Notarbartolo) and his team stole diamonds, gold and other jewelry valued at more than \$100 million on February 2003, in the Antwerp World Diamond Centre (AWDC).

The heist took place in Belgium.

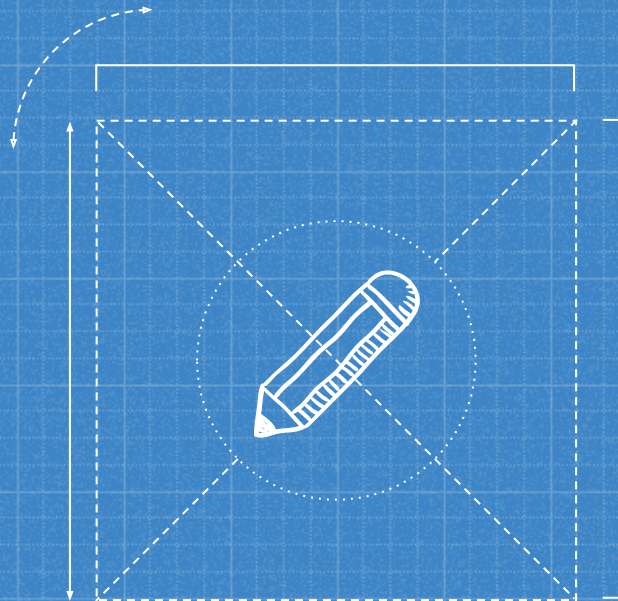
Since then, Leonardo has expanded his team into an organization of semi-willing minions (that's you!); however, it seems as if there is a traitor within the midst. Well, it's either that or incompetence.

Obtain the jewel and you can have the opportunity for advancement with Mr. Stan in New York!



MAPS





2) THE HEIST

Unfortunately, there have been some budget cuts so resources are low.

THE ITEMS



Flashlight

This flashlight will get you through the secret closet.

"Without it the battery would have nothing to power."



Battery

This battery powers the flashlight.

"Without it the flashlight would die."



Dead Battery

This battery is dead and is designed to throw you off the track.



Hint1-Hint3

These hints will be composed of two digit numbers from the vault's code. Try different combinations of the three hints to open and escape!



Hint4

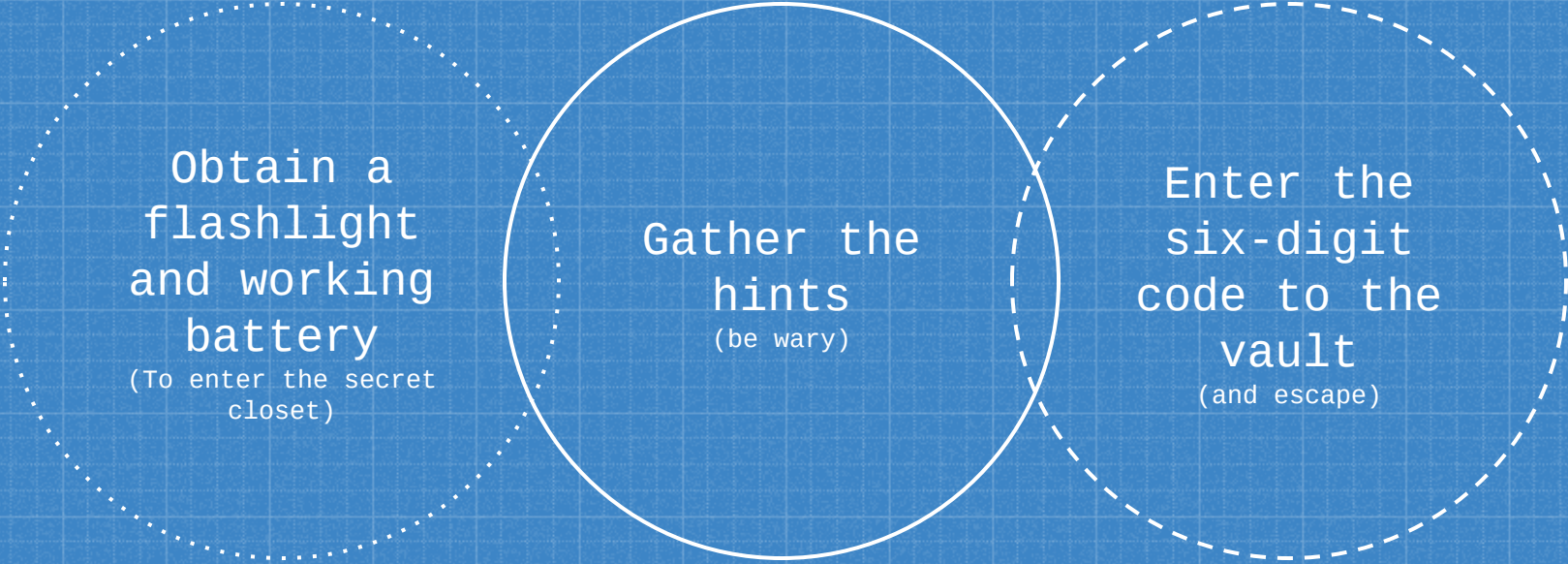
This code will not work and is designed to throw you off the correct code.



Random Notes

Agents E, A and others will leave you notes. You are unsure of who to trust. Some agents (minions) will leave notes for fun.

THE OBJECTIVE



Obtain a
flashlight
and working
battery

(To enter the secret
closet)

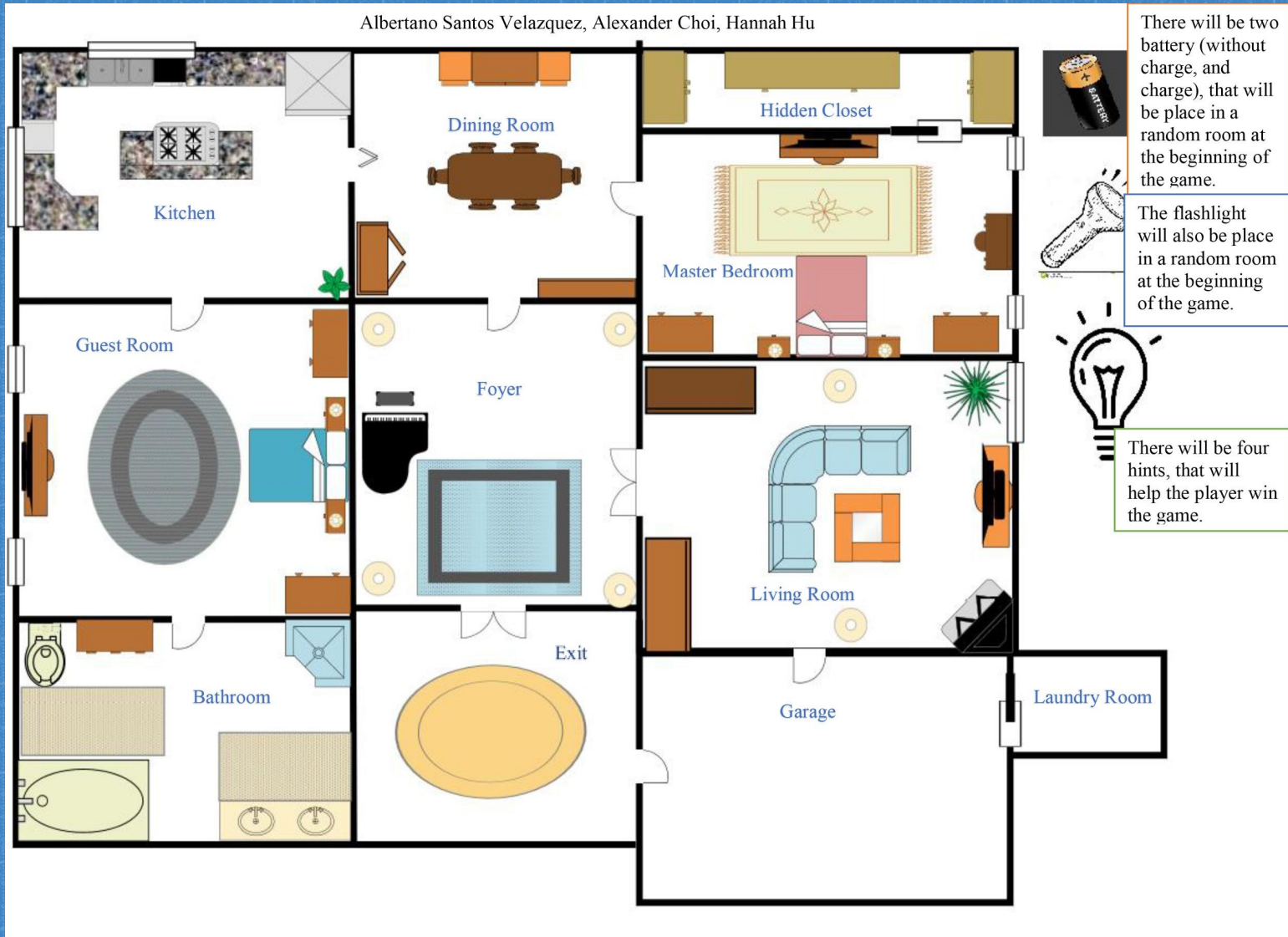
Gather the
hints
(be wary)

Enter the
six-digit
code to the
vault

(and escape)

THE LAYOUT


Albertano Santos Velazquez, Alexander Choi, Hannah Hu





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GAMEPLAY



HOW DO I PLAY?
WHERE DO I GO?
CHEATS?

Gameplay Mechanics

Every playthrough is different
due to randomization

The vault code is different and
the items/hints will spawn in
different rooms

Room layout and notes will stay
the same



GAMEFAQS: IN ORDER TO WIN YOU MUST...



Follow Agent E's Directions

Agent E will tell you that Hint4 is false. Follow her directions.



Find the Right Batteries

Battery1 will not work. When you try entering the hidden closet, you will be stopped.



Enter the Correct code

You have three chances. Probability is on your side if you discard Hint4.



TEST GAMEPLAY

Thanks!

ANY QUESTIONS?