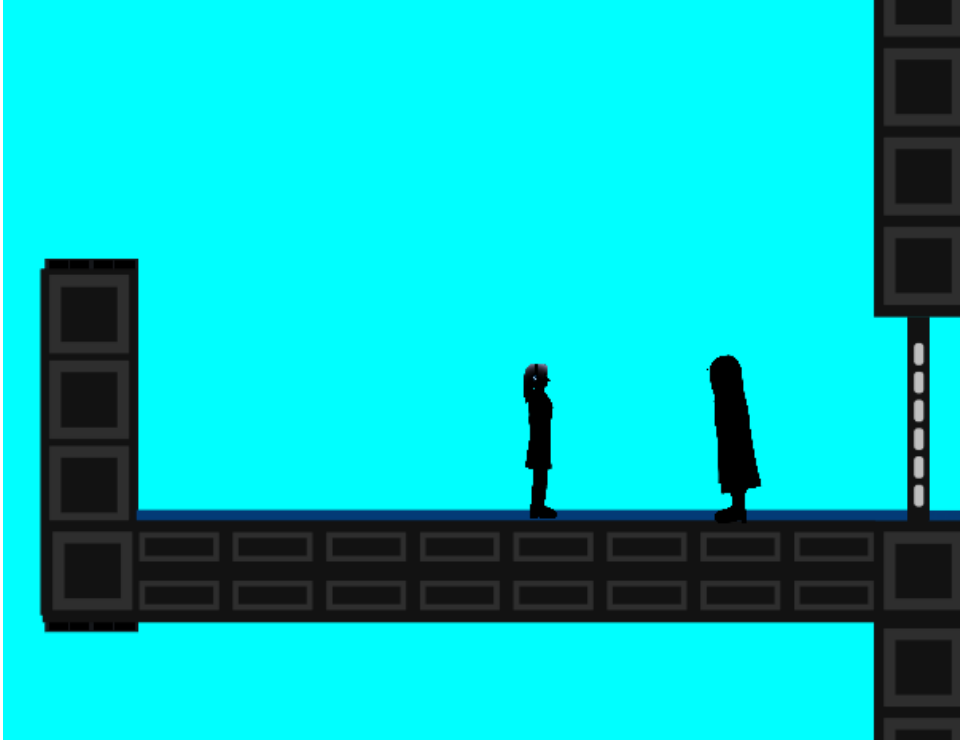
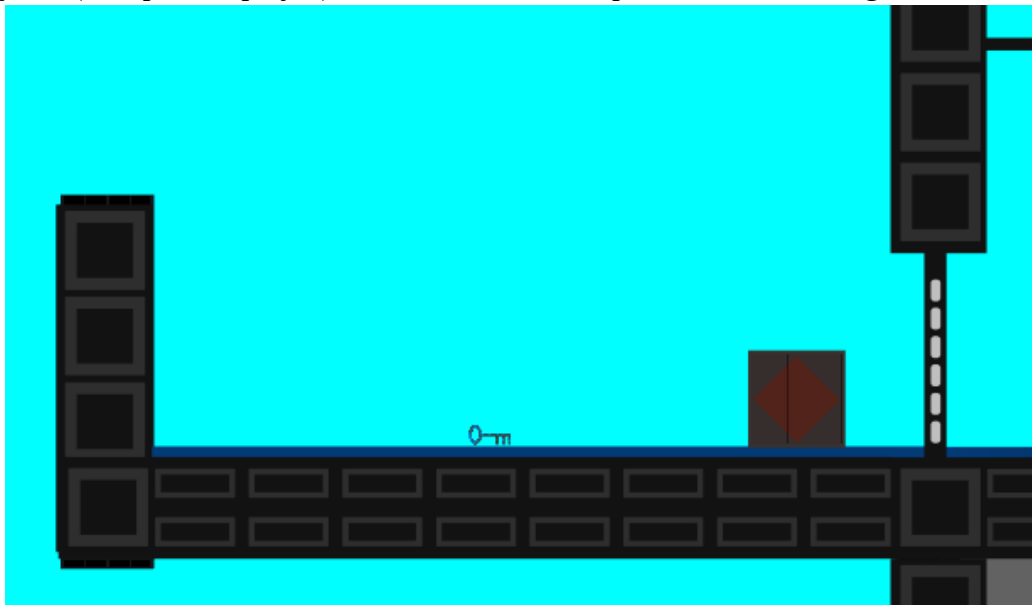


Magician's Heist Playtest Walkthrough

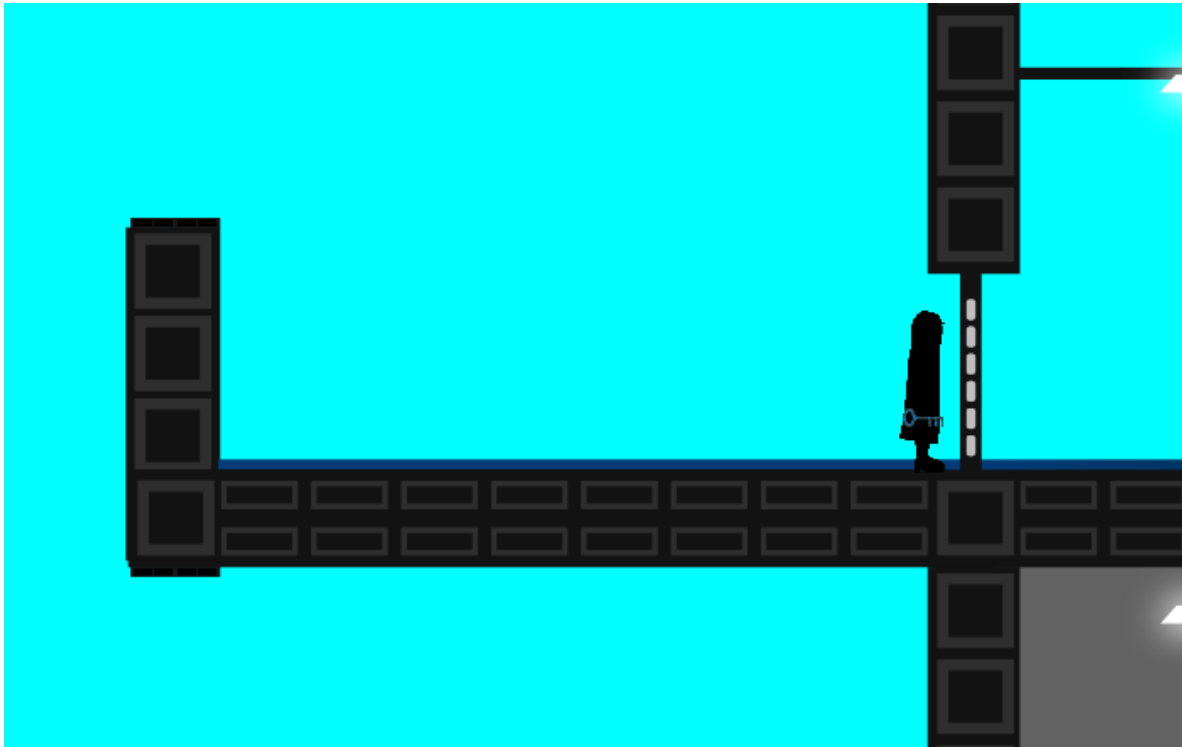


Player 1 (hooded player): So we need to rob this....bank? Office building? Government agency? Well.... I cant even open this first door!!!

Player 2 (headphones player): Well..... can we use powers or something? We are magicians right?

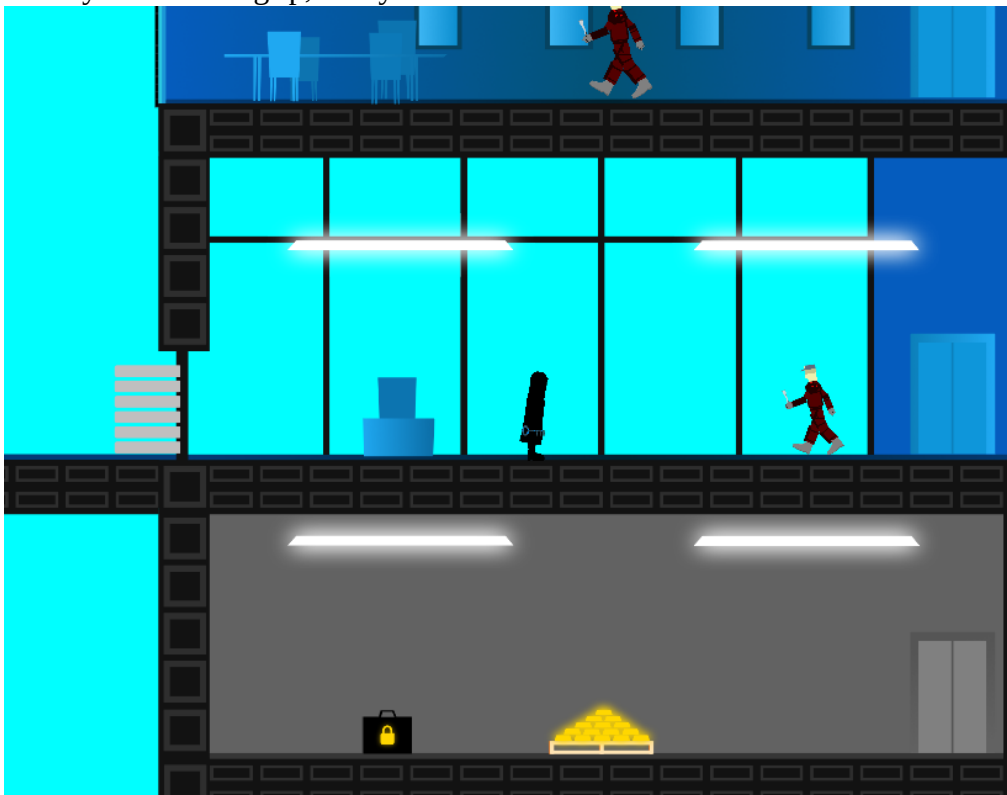


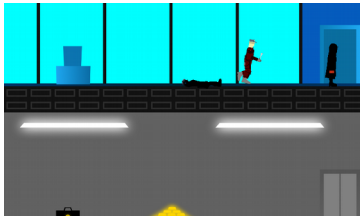
Player1: After further mashing of buttons, we found that we can transform! Looks like im a box, and you're a key. But..... maybe.....



Player1: Maybe this Magical looking key can help us get started? Ill try picking up my teammate, and mashing more buttons on the door. I bet it will open!

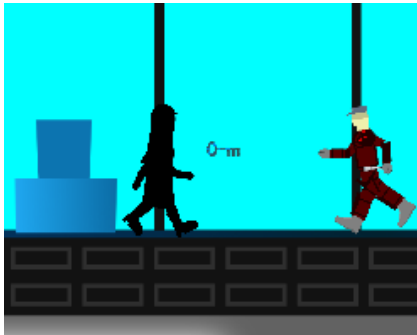
Player2: Hey loosen that grip, will ya?





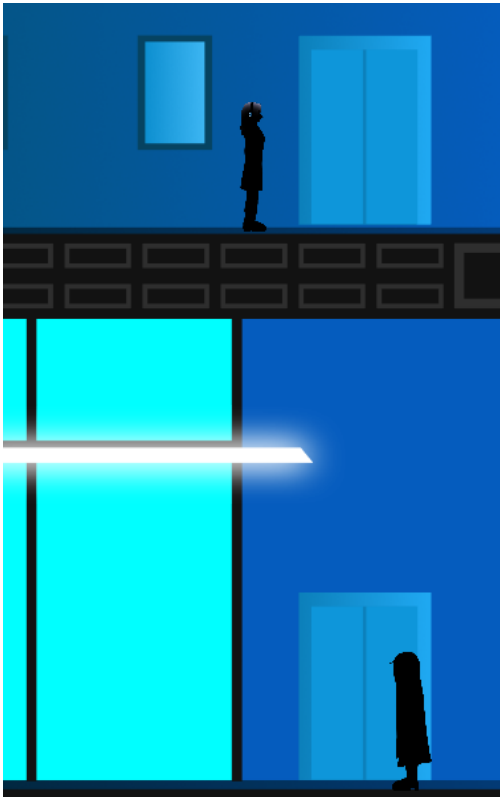
Player2: Careful! These guards hurt!!!!

Player1: We're in!!! Looks like we have a nice view of that loot down there.... I remember hearing the briefcase is worth the REAL money. Maybe we can steal some gold too if we have the time.



Player1: It turns out that when I run, and I drop an object, I give it momentum! I can throw!!!! I can FIGHT!

Player2: Im starting to get nauseous..... Can we take a break?

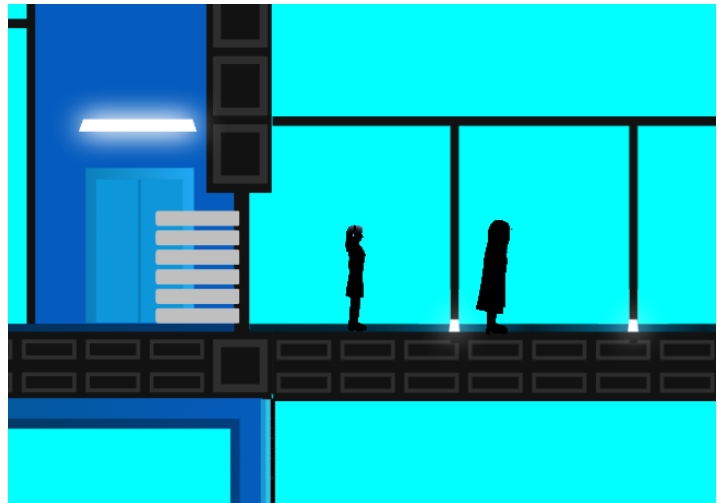


Player1: A higher power is telling me to go... up!

Player2: You mean up here? Use the elevator? One button opens/closes doors. If the door leads to stairs or an elevator, press Up / Down to use it!

Player1: Thanks..... Ill try that.....

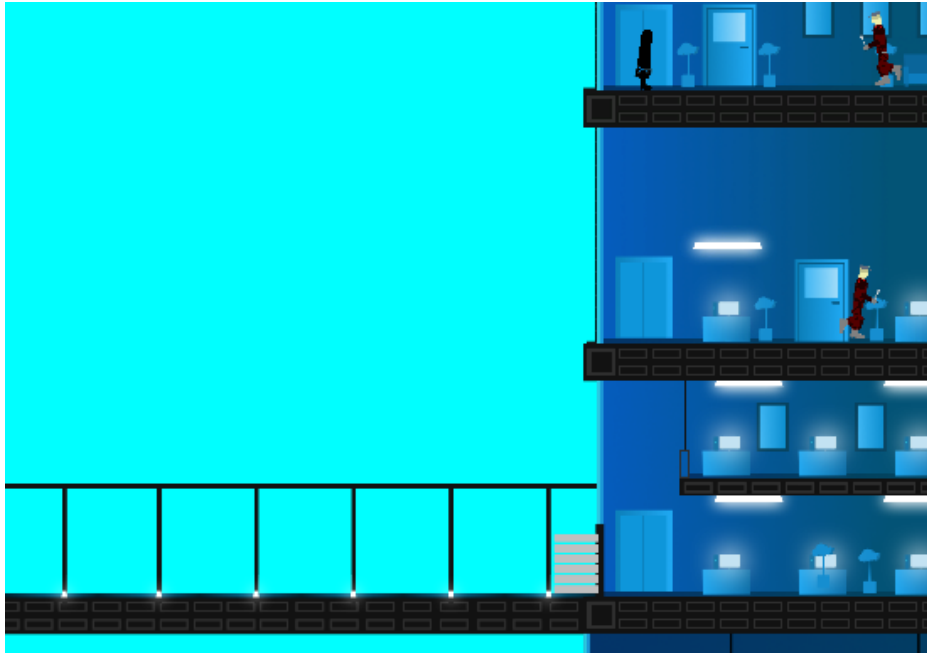
Player2: This skybridge looks promising, lets cross it!



Player1: It looks like there are a lot more objects we can pickup and throw, like plants, coffee mugs, a frying pan! A lot of options to outsmart these predictable cyborg-guards.

Player2: Those arent cyborgs. That's just Sheeb's code.

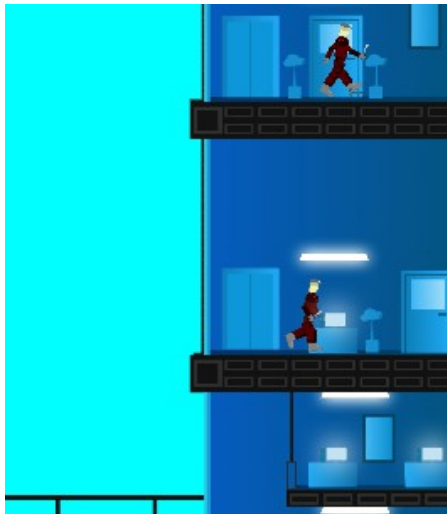
Player1: Oh I meant to say lifelike artificially intelligent humanoids.



Player2: Keep climbing up!!!

Player1: I AM, cant you see me holding you?

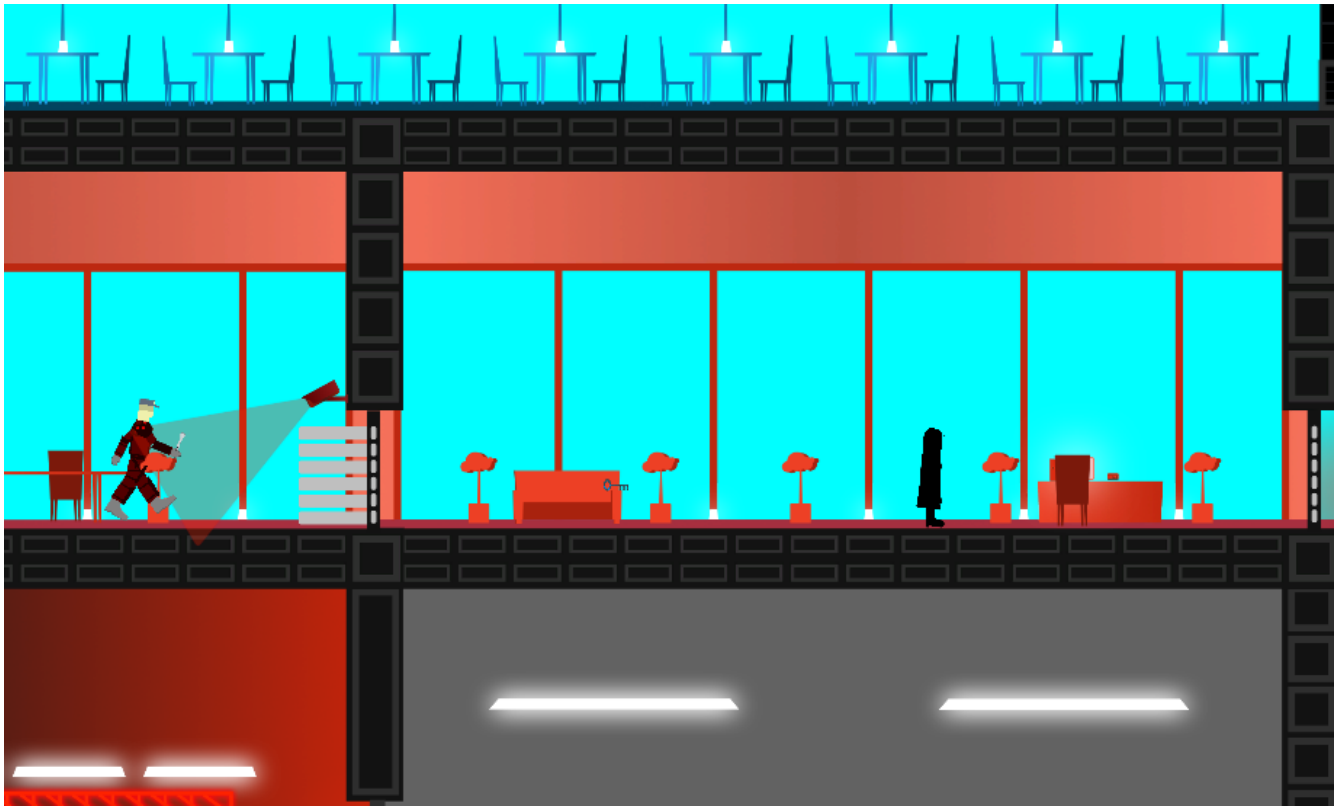
Player2: Keys have no eyes. I can feel it though youre doing GREAT.



Player1: Hey the guards seem to think cleaning is beneath them, we can hide in these closets with no worries!

Player2: If only humans could get software patches. Then maybe they'd have seen us get into this closet.

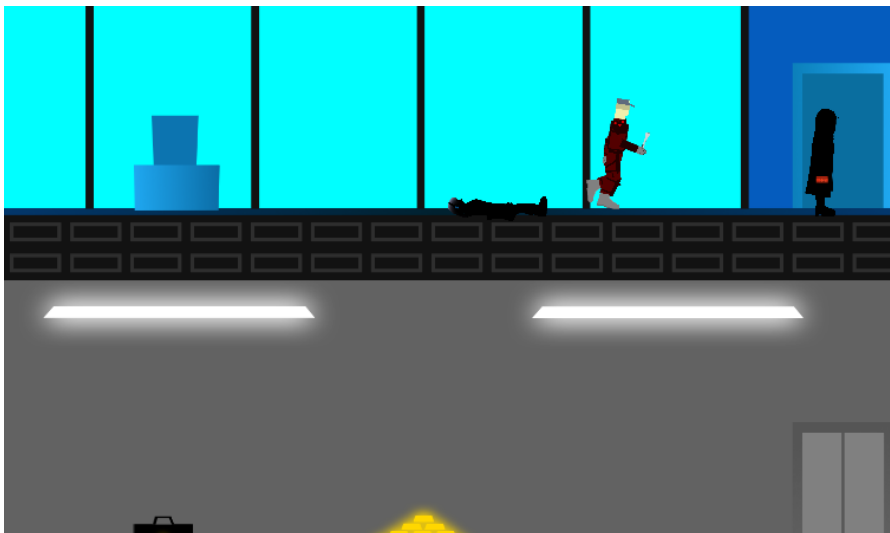
Player1: Shhhhhh Im sure he can hear our thoughts



Player1: After moving to the right and making it past all of these INSANELY DIFFICULT OBSTACLES, I found the exec's office, lemme look for this famous "key card"

Player2: Is that how we get into the basement with all the loot? The one we saw at the entrance?

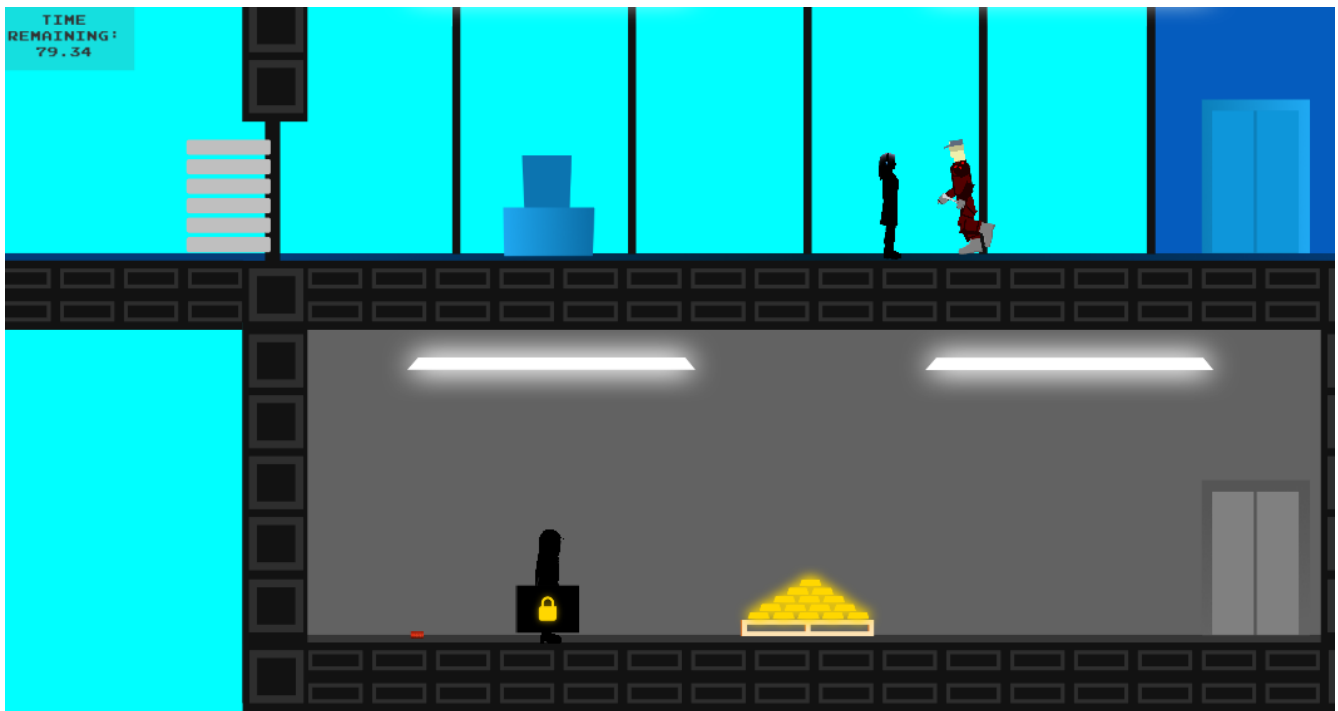
Player1: Now youre thinking with portals! Lets get the hell out of here!



Player1: We almost made it!!!!

Player2: Leave me behind!!!! I wasnt meant for this cold... cold world!

Player1: I can only carry one thing! HELP ME!



Player1: Okay I have the package. Time to deliver it to the exit point.

Player2: What the heck is the exit point?

Player1: EXACTLY where we started, duh!

Player2: Maybe next time we can explore a little more.... Maybe find some items. Maybe... have some fun?

Player1: This isnt a game, this is a HEIST!