**CSI Shop**

**All cards purchased must be returned to the shop after use.**

**If we are out of stock, you cannot have it! Try later, it may be back in stock.**

**ITEMS FOR SALE**

**(ask for details)**

|  |  |
| --- | --- |
| **DESCRIPTION** | **COST (coins)** |
| 2 get out of jail free cards | 1 |
| Super get out of jail free card | 1 |
| Citizen’s arrest card | 1 |
| Interrogator card (interrogators only) | 1 |
| Sandwich menu card | 1 |
| Single sandwich card | 1 |
| Trader card | 1 |
| Random card | 1 |
| Poor man’s hacker card | 1 |
| Twix | 1 |
| Distraction card | 1 |
| Wrongful imprisonment card | 2 |
| Hacker card | 2 |
| Kit Kat | 2 |
| Rich man’s hacker card | 3 |
| Peperami | 3 |

**CSI Shop Instructions for Analysts**

As an analyst you are also a CSI shop keeper. You can claim 2 coins per hour for your hard work. Ask Guard Ian for payment on the hour (e.g. 15:00, 16:00, etc).

The shop has a limited supply of cards. If someone wants to buy a card that is sold out, they will have to come back later when its back in stock.

Note that cards do not have to be used immediately when purchased.

Here are the cards you are selling:

**2 x Get out of jail free cards**

When you get arrested you do not have to spend time in jail, but you still get an X against your name. Give the card to Guard Ian when arrested. Guard Ian will return the card to the shop.

**Super get out of jail free card**

When you get arrested you do not have to spend time in jail, and you do not get an X against your name. Give the card to Guard Ian when arrested. Guard Ian will return the card to the shop.

**Citizen’s arrest card**

Ask Guard Ian to arrest anyone you want (but they must have been arrested once already). You may help with the arrest. Give the card to Guard Ian and he will return it to the shop.

**Interrogator card**

PREREQUISITE: Only interrogators may purchase this card.

Take the card to Lou Tennant and tell her who you want to interrogate. Lou Tennant will tell you the question you need to ask that person. Lou Tennant will take the card and return it to the shop.

**Sandwich menu card**

PREREQUISITE: You should be familiar with sandwiches within surveillance or this card will not make sense. If you are not familiar, come back when you are!

Choose a sandwich menu from your surveillance tasks. Select a team to pick a sandwich and eat it. If they refuse, the whole team gets arrested. If your surveillance task is not already complete, you get the completion code if they eat it.

**Single sandwich card**

PREREQUISTIE: Same as previous card

Choose one sandwich from your surveillance tasks. Select a team to eat it. If they refuse, one person on the team gets arrested (the other team choose who). If your surveillance task is not already complete, you get the completion code if they eat it.

**Trader card**

You can trade one 4-digit code or one forensic clue with both the other teams. You can build up good relations with other teams using trader cards. Be careful, if you give them something rubbish then they may give you something rubbish next time! You cannot trade a code with a team if you previously traded that code with them (same applies to forensic clues).

**Random card**

Go to Guard Ian and give him this card and roll a die.

1 = you get arrested

2 or 3 = a level 1 code

4 = level 2 code

5 = level 3 code

6 = level 9 code

**Distraction card**

Give Guard Ian this card. He will call a meeting, but your team does not have to attend, giving you access to both the other team’s computers as soon as the meeting starts. The meeting will only last for 2 minutes after both the other teams have arrived.

**Wrongful imprisonment card**

Give Guard Ian this card. He will apologise for an earlier arrest. Remove one X against your name and give you a level 2 clue to compensate you.

**Hacker cards (all types)**

Give Guard Ian this card. Choose a team. You pretend you are coming to do maintenance on their computer. They will be told that a maintenance team is coming **X** minutes before your visit. You can access their computer for **Y** minutes. Only **Z** people on your team can access their computer. See table below:

|  |  |  |  |
| --- | --- | --- | --- |
|  | **X (warning notice given)** | **Y (access time)** | **Z (people count)** |
| **Poor man’s hacker card** | 5 minutes | 3 minutes | 1 |
| **Hacker card** | 1 minute | 5 minutes | 2 |
| **Rich man’s hacker card** | 0 minutes | 5 minutes | 3 |