



The Rescue

Backstory:

You are a master thief in the year 3072. You have grown up with fellow thieves in a guild after you have been taken in by the leader. Although these members are the only family you know, you still cannot trust some of them because as a thief, there are no rules.

With everything being mostly digital, the physical versions of books and paintings are valued highly due to them being the last remaining physical copies.

[Proceed](#)



*** Beep Beep ***

Phone Call

You are getting a phone call in the middle of the night. You pick up and hear the voice of your old friend Ardin but something seems off.. You hear a muffled voice trying to scream to get your attention in the background.

Ardin: Hello old friend. Been a long time since you've heard my voice... I'll cut to the point. I still haven't forgotten about the time you let me get caught for the crime I was helping you commit. Now as payback, I have something of yours and the only way you can get it back is giving me something I want...

[Call your friend Petra](#)

[Call your friend Jamie](#)



The Grand Library

Phone Call

Petreë suggests being a distraction to the guards while the other sneaks around and steal the image.

Jamie mapped out the building with her drone and suggests that you enter from the top window and sneak the image while using a rope.

[Go through entrance](#)

[Enter from the top](#)

Call Jamie

Phone Call

You: Jamie! Ardin has kidnapped Jezze from her hostel. He wants me to steal a painting from the Grand Library in exchange for her freedom but you know how heavily guarded that place is. What should i do??

Jamie: Don't worry we can steal that painting without any problem. After all, we've been doing this for years. It may just be a bit more difficult than our previous heists due to to it being guarded. Let me scan out the building with my drone and we'll figure out the best route of entry.

[Proceed](#)

Call Petreē

Phone Call

You: Petreē! Ardin has kidnapped Jezze from her hostel. He wants me to steal a painting from the Grand Library in exchange for her freedom but you know how heavily guarded that place is. What should i do??

Petreē: I always know that Ardin never had any honor. Always being careless about his mistakes and blaming others for his downfall. Don't worry.. we'll rescue Jezze. Let's go to the museum and scope out the area.

[Proceed](#)



The Heist

You know your daughter is brave but you can't help but worry if she'll be alright

You scope out the museum with Petreē. He suggests that you be the distraction while he attempts to steal the painting. You hesitate for a moment thinking that would be a good idea but after all, there is no honor among thieves. What if he steals the painting for himself? Although you feel like you can trust him, you would rather take the risk yourself.

[Proceed](#)



The Heist

You know your daughter is brave but you can't help but worry if she'll be alright

Jamie mapped out the area with her drone and suggests you string down from above and steal the painting that way. Her drone is strong enough to pull you out of the area quickly.

[Proceed](#)



The Heist

You manage to steal the painting but the guards end up seeing you

Do you choose to jump out the window or do you make a run through the front door?

[Go through front](#)

[Window](#)



Success

You successfully steal the painting!

The guards saw you but before they could grab you by your arm, Jezze's drone helped carry you away. You decide to stay low for the night and avoid any trouble. The next day you call Ardin and you guys decide to meet at his compound.

[Proceed](#)



Ardin's Compound

You arrive at Ardin's compound with Jezze and Petreē

As you approach Ardin he looks surprised. "Have you actually managed to steal the painting or are you just here to die?" he asks.

[Give Painting](#)

[Distract Him](#)



Ardin's Compound

You hand over the painting but...

You knew things were too good to be that that easy. Ardin manages to trap you and your friends just in time for the police to arrive and he frames you for the heist. He now receives a sum larger than he can get if he were to actually try and sell painting and you and your friends will be locked away for a long time.

[Start Over](#)



The Heist

You manage to steal the painting but the guards end up seeing you

The guards were a good distance away from you and you felt like you can manage getting away through the front. Unfortunately one of the civilians nearby tripped you and the guards end up catching you. Luckily Petreē manages to get away but you can't help but wish maybe it would have been a better idea for him to have stolen the painting and you have been the distraction.

[Start Over](#)



The End

Jamie's bot comes in handy

As you were distracting Ardin with your tale of how you managed to steal the painting, Jamie's bot knocks him over and you Petreē manages to tie him up. You get the keys from him and manage to save your daughter Jezza. You guys also call the local enforcement and spin the tale and frame the theft on Ardin. He now gets locked up for a while. There is no honor among thieves.

[Start Over](#)