Act 1: Journalist

Mission: Reports have been filed indicating that there have been a series of deaths occurring on weeknights. Gather evidence to help solve this case.

Mission: From the evidence you gathered, we were able to deduce that all of the bodies look identical. Go back to the sites you investigated and see if you can find samples of bodily fluids for genetic testing.

(enemies are all dressed in fancy colored suits. They bar entrance to certain places/areas, and may be hostile)

* you find a deck of cards at each location
* all of the victims seem to have died the same way
* they are all dressed nicely

Mission: We have narrowed down the location to a circus/gambling ring/casino.

Act 2: Illusion?

We’ve deduced that the murderer is a magician. His name is Cyril. Try to find out how he kills his victims. Don’t let them catch on that they’re being investigated.

Mission: Investigate the places Cyril hangs out at. (go to restaurants, tail his activities, etc)

* you sneak into his house while he is out
* you find out he is an extremely motivated individual but doesn’t seem to be out of the ordinary in any other way
* there are books detailing how he performs his tricks
* his most popular trick is the instant teleportation trick

Act 3: Revelations

Mission: Most of the murders seem to be located in different locations, but in similar environments. Try to snap a few shots of the environment without getting caught.

Mission: Go to one of his performances and record the teleportation stunt

* You go to one of his performances to see how he performs his trick. (not mentioned in the book you found at his house)
* He enters a cubicle like machine and after locking it, seems to be able to appear outside to resume his performance.

Mission: Go backstage and talk to people/to the magician

* You find out that the machine/room the magician steps in cannot be escaped
* You were able to talk to the magician but he is reluctant in revealing his trick

Mission: From you reports, the machine he uses is a cloning machine and the magician that appears outside seems to be a body double/not the original. Get to the bottom of this case before he murders more people. How is the trick related to the murders?

Act 4: Final Act

* The magician has actually failed in finding a way to teleport, but he has found a way to clone himself
* He uses the cloning machine to clone himself, but since there cannot be 2 magicians, he kills his other self after the performance has been completed
* This is the reason the bodies are all identical because the magician is killing himself the whole time

Act 1: Terrorist

Mission: There have been break-ins at a nuclear facility and plutonium has been stolen by two shady people. We’ve narrowed down the location to a few factories. Find out any evidence to help the case. All personnel have been dispatched to investigate this case.

* You snap pictures of the facility, and while you do so, an explosion goes off at the police station
* You return to the station to report and find out what’s happening, (can also go check out explosion)
* Nobody is hurt because all personnel have been dispatched to investigate stolen plutonium

Mission: We’ve found out that the two terrorists have a police connection somehow. Investigate each office and try to find incriminating evidence and find the mole leaking information. These violent youngsters must be stopped!

* During your investigation on the mole in the police force, you notice a tweet on one of the computers. The two terrorists had announced that they planted a bomb in one of the subway lines set to detonate at 8pm. (Old people darken, they don’t use twitter)

Mission: Time is ticking, snap pictures of the scene of the explosion for before and after, make it a good story to write about!

* Debriefing: The bomb didn’t go off at 8. Somehow it was deactivated before the explosion. We need to get to the bottom of this. Who disarmed the bomb? Go back to the scene and ask around.
* You find a dropped school ID at the scene near the explosion, but there is no name, just a school
* Age is around 18-25 (all other people darken)

Act 2: Project “super soldier” name subject to change

Mission: We’ve traced the ID to an orphanage in a rural town. Take pictures of the abandoned school and gather any evidence that may help the case. If there are any non-hostile people, try to talk to them to find out more.

(enemies are guarding the school, you must sneak around them)

* You successfully sneak in to the school, the school doesn’t seem like a “school” there are weapons lying around, old blood stains on the floor
* Almost like a crime scene, but everything is old
* Documents lying around on desks, take pictures of each of them
* The lights are on in the principal’s office and you talk to him
  + You find out that the school used to be a training facility for genetically modified children to make full use of their heightened abilities
  + The terrorists might be from this group of genetically modified humans
  + He refuses to disclose more (becomes dark)

Act 3: