Mansion

You are in front of a luxury mansion in expensive neighbourhood of Los Santos - Vinewood hills. There is a closed entrance, that requires a password. You also notice, that number of the house to the left is 18, and a mailbox with an envelope sticking out of it.

> examine(envelope)
    "Dear residents of Mayfair St. Due to scheduled replacement of intercoms in upcoming week, we kindly inform you ,that access passwords will be changed to combination of your address' number and house's roof colour (example: 3218black). We are sorry for the inconvenience

    Best regards
    VH housing

> examine(neighbourhood)
    You notice an interesting pattern. Every third house on the other side of the road has a blue roof, other ones have red roofs. What's more, houses with blue roof have a black-roofed house in front of them, other ones have green roofs. You also notice that the leftmost house on the other side of the road has a blue roof.

> enter(20black)
    Access granted

> enter(14green)
    Access denied. 2 more attempts

after granted access
You notice 3 cars standing on a driveway, Mercedes G63 - a quick SUV, capable of driving through more remote terrain,
Porsche 911 - sports coupe, that can go through paved roads very quickly, and an armored version of BMW M760, that can withstand gunshots, at cost of not being too fast. There is also a pavement leading to the back of the house and a wooden outbuilding on the right side.

> examine(outbuilding)
You notice a crowbar beside the entrance to the outbuilding

> take(crowbar)

> n.
You silently walk around the house and notice an outdoor swimming pool, a cozy garden and a terrace.

> examine(garden)
    *** garden description ***

> examine(pool)
    *** pool description ***

> examine(terrace)
    You take a closer look at the terrace and notice a half-opened window. You can't go through it, but maybe you can find some useful tools to help yourself with opening it?

> enter(crowbar)
    You successfully make it inside the house
    *** location changes to house interior***

examine(house).
    You see a very spacious living room connected with the kitchen. Kitchen has 5 drawers right at the enterance…

examine(first_drawer).
    you find keys to G63

examine(second_drawer).
    you find keys to BMW

examine(third_drawer).
    you find keys to Porsche
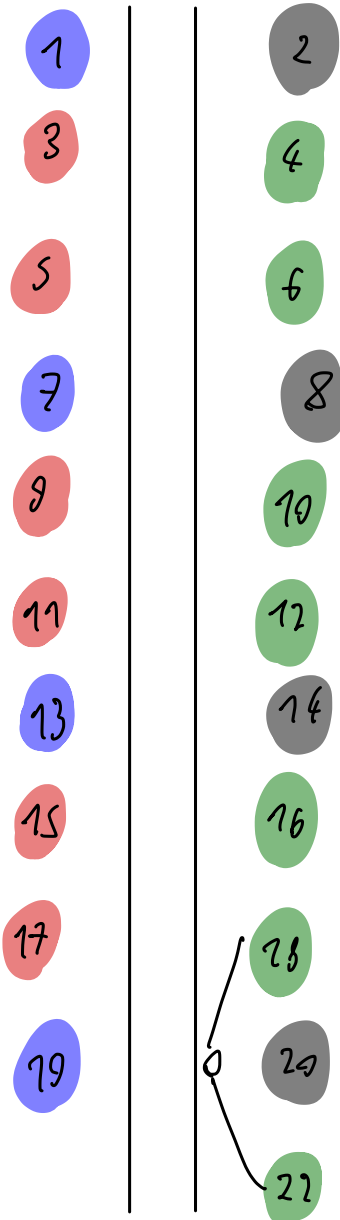
examine(fourth_drawer).
    you find a knife

…

take(Porsche_keys)

> leave(house).
    You left the house
    *** location changes to backyard ***

>s.
    goes back to driveway

>finish_mission(car).
    finishes mission with car corresponding to held keys

>leave(driveway)
    takes you back to the street

*** leave is used to leave places accessed by enter(Thing).***

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

20black