

LEVEL 3

You arrive at the gang hideout. It's a middle-sized room with a table in the middle, few chairs and sofas around it. You also notice a table in the corner with a lamp on it and closed door to your left. You turn it on and notice a painting and smoke in the air. Someone must have been here recently. Search the place and find a weapon.

>examine(table)

You take a closer look at the table. You notice playing cards, empty liquor bottles and a mirror with suspiciously looking white powder spilled on it.

>examine(lamp)

You pick up the lamp. There's nothing special about it, however when you're about to put it back, you notice a small note hidden under it.

"THE YEAR THE PAINTING WAS CREATED"

>examine(painting)

After taking a closer look at the painting you identify it as replica of "The Scream" by Edvard Munch. You also notice hinges on its side, moving painting to the side reveals a hidden safe behind it. You need a code to open it.

>enter(1893, safe)

Safe opened. You notice a key inside.

>take(key)

you take the key

>enter(key, room)

You use found key to open the door. It reveals a gun cabinet with various weapons inside, including a handgun, a rifle, pepper spray and knife.

take(handgun)

take(rifle)

take(knife)

take(pepper spray)

>Leave(room)

You leave the room

Finnish_mission(weapon)

***if player is in the main room (the one with the table) and holds either handgun or rifle)