**--You chose to stay still--**

You breathe slowly as you stay still. You hear the steps from the guard. You know that he is right around the corner. The creaks stop. *Please, please turn around*, you hope. As if your prayers were answered, the guard turns and the creaks sound out farther and farther. You breathe a sigh of relief and open the exit door. A much needed breathe of fresh air. Pocketing the Ambassador’s Ring, you climb up to the roof and roof hop back to the hideout.

**--Go to Hideout (succeeded)--**