

- begins in Help menu; 3 difficulty levels (novice, veteran, ghost)
- play begins with choosing one of 3 books. (I'll choose "veteran")
 - protected from unwinnable actions, but no online help/hints

Scene One: Paintings and Pistols

[On the Sun Deck] Cruise ship from Osaka, Japan to Korea; waiting for contact etc
unaccommodated by pool, models on chairs, bar aft, crowd, D, bartender

x me (cellphone, passport, watch) x cellphone (convict, explosive (arm/disarm); watch
is remote detonator); passport is fiction. read passport (Tobias Wolff, b. Chicago)

x bartender (pretty girl). x pool. x models. x bikinis

x bottles (scotch, whiskey, water, apple j, cranberry j, orange juice)

Charles contacts y. (smoke-puffballs; Koreans rejected c Thomas Christensen; he has
Korean art looted by Japan in WWII; might be smuggling pistols;

departing Investigate cargo (go down + enter cargo hold)

ask C about Thomas (he doesn't spare any expense, drinks?)

ask C about budget (y + Sophia did what y had to do)

ask Sophia (she thinks y died in 2nd explosion; + because of who died in 1st explosion, ^{she} ~~it~~)

ask Korea. ask Japan. (1:41 - Thomas enters + stands at podium; a photo-op)

ask Busan. (after this is done; I'll take y around)

d (John Charles tells y to follow [Cargo Hold] boxes, windows, shadows.

listen to boxes. look behind doors. move boxes (feel light) [not allowed to open]