

get no money variables as you can. When done, return to ~~the~~
 living room & type 'done'.

MASTER THIEF
 by Brian Rodriguez

[Living Room] garage, wallet on table, 9V battery. {[-]}
 open wallet (credit card) e. [Garage] car, light. in → [note on dashboard]
 "Plan to 'direct': museum, home." drive to museum → [The Museum Parking lot] out.
 front door (locked/direct panel), windows (grates removed). x door. x window. x grates
 use card {to unbar grates}. take grate. open window. enter window (or N)

[Darkness] s. (to return) e → [Security Office] computer onto logint TVs.
 (physical server)
 x tv (they never dust the diplodocus) // at Garage: take light. / x scanner (grassy handprint on it)
 use battery with bulb. (kept from the phone) w [Museum hallway] diplodocus skeleton, cases,
 velociraptor skeletons. u → [Diplodocus Skull] dust, entry /
 x case 1 (4 of them) x case 2 (empty) x case 3 (wooden statue) x case 4 (golden elephant statue) x case 5 ("chased" scout pendant)

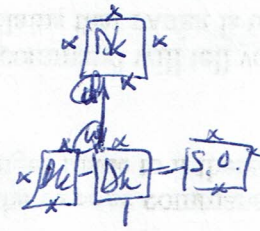
take dust from skull. @ Security: use dust {to deactivate security}
 unblock case x. open it.
 drive to bank. out. [Bank Parking lot] x ATM (optional)
 drive to rich man's house [Outside Rich Man's Home] (no way in)

must be held by all variables
 when 'done'!

wood statue : \$89
 Gold statue : \$65
 Scout Pendant : \$25
 Curse : -\$50

29 out of 54

wood statue
 + gold statue only
 → 54 pts



A	A	L	L	C	B
A			L	C	
			L	C	M